

# **GV ORBIT**

DYNAMIC SYSTEM ORCHESTRATOR VERSION 2.4.0

# **User Guide**

13-03082-170 AH

2021-09-07

www.grassvalley.com

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TitleGV Orbit User GuidePart Number13-03082-170 AHRevision2021-09-07, 10:13

# **Document History**

See also the Release Notes for more information about this release. See Related Documentation, on page 19.

Publication Date Y-M-D	Document Version	Notes
2020-10-15	13-03082-170 AA	Formed from merging the <i>GV Orbit Client Quick Start Guide</i> and <i>GV Orbit Routing Panel User Guide</i> . This resulting <i>GV Orbit</i> <i>Client User Guide</i> supersedes these two documents. Added sections covering: User management, MV Cluster and Room Editor, MV Cluster tally configuration, and Audio bars configuration. Added a glossary of terms.
2020-19-11	13-03082-170 AB	GV Orbit v1.6 items added. Includes: • IP routing IP Configuration spreadsheet import.
2020-12-22	13-03082-170 AC	<ul><li>GV Orbit v1.7 items added. Includes:</li><li>Clustered multiviewer UI improvements.</li><li>Dynamic destination mode.</li></ul>
2021-03-16	13-03082-170 AD	Merged-in the GV Orbit Control User Guide.
2021-04-15	13-03082-170 AE	Added the Audio Live Usage task.
2021.06-21	13-03082-170 AF	Added the Channel Manager. New audio stream shuffling method. Improved AES67 stream handling.
2021-08-05	13-03082-170 AG	Added Audio Live Redundancy Support, Panel Layouts, Northbound Control through Sony LSM (NS-BUS Router Matrix protocol).
2021-09-07	13-03082-170 AH	Added Rooms and Layouts under Kaleido devices, History and Management pages to the Channel Manager, automatic save of sources associated with multiviewer Room Layouts.

Notices

# **Table of Contents**

1	Introduction	19
	Welcome to the GV Orbit Software User Guide	19
	Related Documentation	19
	GV Orbit Product Introduction	20
	GV Orbit Products	20
	Options Codes	20
	GV Orbit Introduction	21
	GV Orbit and Existing Orbit	21
	GV Orbit Project Types	22
	Requirements	22
	In This Document	23
2	Getting Started Steps	25
	Step 1: Download, Install and Launch	
	Step 1.1: Download Client Installers	
	Step 1.2: Installation of GV Orbit Client	
	Step 1.3: Installation of GV Orbit Control	
	Step 1.4: Launch GV Orbit Client	
	Step 2: GV Orbit Projects	
	Introduction	
	Step 2.1: New Project	33
	Project Home Screens in GV Orbit Client	38
	Step 2.2: Save, Push, and Close a Project	
	Open and Pull a Project	41
	Exit GV Orbit Client	41
	Step 3: Device Configuration	42
	Introduction	
	Step 3.1: Direct Configuration of RollCall-protocol Devices	
	Step 3.2: Configuration of Densité and RollCall Devices	
	Step 3.3: Configuration of Other Devices	
	Step 4: Device Upgrade	
	Introduction	
	Step 4.1: Upgrade RollCall-protocol Devices	
	Step 4.2: Upgrade Densité-protocol Devices	53
	Change Functionality of a 'Software-Defined Core' Card	
	Step 5: Adding Support for Further Densité Cards	
	Introduction	
	Add or Update Densité Card Support	
	Step 6: Multiviewer Project	
	Introduction	
	Simple Multiviewer Project Editing Example	60

	Step 7: Control and Monitoring Project Setup (Professional/Enterprise)	64
	Introduction	64
	Step 7.1: New C&M Project	65
	Step 7.2: C&M Setup Dialog	65
	Step 7.3: Further Setup	70
	Step 7.4: Saving and Pushing a Project	
	IP Configuration of End Point Devices and Spreadsheet Import	75
3	Home Screen	77
	Project Home Screen	
	Home Screen Windows	
	Project Window	
	Properties Window	
	Workflow Window	83
	Network Window	
	About the Network Window	
	Network Window List-View Filter	86
	Network Window Actions	88
	Alarms	
	Alarm List - Live Alarms/Status	91
	Alarm History for a Device	94
	Alarm Masking (Professional and Enterprise)	
	Alarm History Window	99
	Introduction	99
	View Alarm History for System-wide Alarms	100
	Graphical Routing Workflow	
	Introduction	
	(1) IP Configuration and Spreadsheet Import	
	(2) Logical Level Editor	
	(3) Topology Configurator	
	(4) Logical Device Table	
	(5) Category	
	(6) Panel Configurator	
	(7) GPIO Configurator	
	(8) Bulk Routing	
	(9) Snapshots	
	(10) Router Control.	
	(11) Alias Editor	
	(12) System Status	
	(13) Path Manager	
	(14) Device Manager	
	(15) Channel Manager.	
	Bulk Routing Control Panel	
	Introduction	
	Open Bulk Routing Panel	
	Bulk Routing Panel - List View	
	Bulk Routing Panel Information	
	Routing Snapshots	
	Access Routing Service Screen	

To Take a Routing Snapshot	
To Recall a Snapshot	
GV Orbit Server Login	115
Login From GV Orbit Client	
Login from a Browser	116
Server Admin Login Screen	116
Accessing Services Configuration Screens	
Logs	
Introduction	
Simple Custom Monitoring Screen Example	117
Introduction	
Step 1: Create a New Monitoring Screen Schematic	
Step 2: Add Monitoring	
Step 3: Save and Push Project	
Step 4: Run Custom Monitoring Screen	
Main Menu and Tool Bar Items.	
Main Menu Items	
Main Tool Bar Items	132
Common Operations in Graphic Editors	
Selection/De-Selection of Objects in Graphic Editors	137
Select All	
Selection Etc. in Groups of Objects	
Manage Users	141

4	Manage Users	141
	Introduction	
	Accessing the Manage Users Tab	
	From the Workflow Screen	
	From the Project Home Page	
	From the Project Window	
	Manage Users Tab	
	Changes to User Information	
	Change Logged-in User	
	Roles Tab	
	Pre-defined User Roles	
	Role Permissions (Permissions Pane)	
	Assign Users to Roles (Membership Pane)	
	How to Delete Roles.	
	How to Add a Role	
	Users Tab	
	Pre-defined Users	
	How to Change a User Password	
	How to Add a User	
	How to Delete a User	
	Permissions Tab	
	Custom User Permissions.	
	Using a Custom User Permission	
	Permission Properties	
	Access Control Example - MapView C&M Screen	

Logging in to GV Orbit Control . Client Server Version Check Warning . Navigating Back to Stage . Switching User Profiles . Viewing Notifications . <b>6 Configuration Tasks .</b> Required Permissions . Area Configurator Tasks . Accessing Areas in the GV Orbit Control . Adding an Area . Configuring a Controller Group . Selecting an Area . Deleting an Area . Deleting an Area . Selecting a Graph . Creating a new Graph for a Topology . Deleting a Graph . Logical Level Editor Tasks . Accessing the Logical Levels . Duplicating a Logical Level Sor a UHD 4K Routing Setup	170 170 171
Client Server Version Check Warning Navigating Back to Stage Switching User Profiles Viewing Notifications	170 170 171
Navigating Back to Stage. Switching User Profiles . Viewing Notifications . <b>6 Configuration Tasks .</b> Required Permissions . Area Configurator Tasks . Accessing Areas in the GV Orbit Control . Adding an Area . Configuring a Controller Group . Selecting an Area . Deleting an Area . Deleting a Graph . Creating a new Graph for a Topology . Deleting a Graph . Creating a Graph . Logical Level Editor Tasks . Accessing the Logical Level Editor . Viewing the Default Logical Levels . Duplicating a Logical Level for a UHD 4K Routing Setup .	
Viewing Notifications	
6 Configuration Tasks	
Required Permissions Area Configurator Tasks Accessing Areas in the GV Orbit Control Adding an Area Configuring a Controller Group Selecting an Area Deleting an Area Selecting a Graph Creating a new Graph for a Topology Deleting a Graph Logical Level Editor Tasks Accessing the Logical Level Editor Viewing the Default Logical Levels Duplicating a Logical Level for a UHD 4K Routing Setup	
Required Permissions Area Configurator Tasks Accessing Areas in the GV Orbit Control Adding an Area Configuring a Controller Group Selecting an Area Deleting an Area Selecting a Graph Creating a new Graph for a Topology Deleting a Graph Logical Level Editor Tasks Accessing the Logical Level Editor Viewing the Default Logical Levels Duplicating a Logical Level for a UHD 4K Routing Setup	
Required Permissions Area Configurator Tasks Accessing Areas in the GV Orbit Control Adding an Area Configuring a Controller Group Selecting an Area Deleting an Area Selecting a Graph Creating a new Graph for a Topology Deleting a Graph Logical Level Editor Tasks Accessing the Logical Level Editor Viewing the Default Logical Levels Duplicating a Logical Level for a UHD 4K Routing Setup	175
Area Configurator Tasks         Accessing Areas in the GV Orbit Control         Adding an Area         Configuring a Controller Group.         Selecting an Area         Deleting an Area         Selecting a Graph         Creating a new Graph for a Topology         Deleting a Graph.         Logical Level Editor Tasks.         Accessing the Logical Level Editor         Viewing the Default Logical Levels.         Duplicating a Logical Level for a UHD 4K Routing Setup	
Accessing Areas in the GV Orbit Control         Adding an Area         Configuring a Controller Group.         Selecting an Area         Deleting an Area         Selecting a Graph         Creating a new Graph for a Topology         Deleting a Graph.         Logical Level Editor Tasks.         Accessing the Logical Level Editor         Viewing the Default Logical Levels.         Duplicating a Logical Level for a UHD 4K Routing Setup	
Adding an AreaConfiguring a Controller Group.Selecting an AreaDeleting an AreaSelecting a GraphCreating a new Graph for a TopologyDeleting a Graph.Logical Level Editor Tasks.Accessing the Logical Level EditorViewing the Default Logical Levels.Duplicating a Logical Level for a UHD 4K Routing Setup	
Configuring a Controller Group. Selecting an Area Deleting an Area Selecting a Graph Creating a new Graph for a Topology Deleting a Graph Logical Level Editor Tasks. Accessing the Logical Level Editor Viewing the Default Logical Levels. Duplicating a Logical Level context Creating the Logical Level Context Creating the Logical Level Context	
Selecting an Area Deleting an Area Selecting a Graph Creating a new Graph for a Topology Deleting a Graph Logical Level Editor Tasks. Accessing the Logical Level Editor Viewing the Default Logical Levels. Duplicating a Logical Level Creating the Logical Levels for a UHD 4K Routing Setup	
Selecting a Graph Creating a new Graph for a Topology Deleting a Graph Logical Level Editor Tasks. Accessing the Logical Level Editor Viewing the Default Logical Levels. Duplicating a Logical Level Creating the Logical Levels for a UHD 4K Routing Setup	
Creating a new Graph for a Topology Deleting a Graph Logical Level Editor Tasks. Accessing the Logical Level Editor Viewing the Default Logical Levels. Duplicating a Logical Level Creating the Logical Levels for a UHD 4K Routing Setup	
Deleting a Graph. Logical Level Editor Tasks. Accessing the Logical Level Editor Viewing the Default Logical Levels. Duplicating a Logical Level . Creating the Logical Levels for a UHD 4K Routing Setup	
Logical Level Editor Tasks. Accessing the Logical Level Editor Viewing the Default Logical Levels. Duplicating a Logical Level Creating the Logical Levels for a UHD 4K Routing Setup	
Accessing the Logical Level Editor Viewing the Default Logical Levels Duplicating a Logical Level Creating the Logical Levels for a UHD 4K Routing Setup	
Viewing the Default Logical Levels. Duplicating a Logical Level Creating the Logical Levels for a UHD 4K Routing Setup	
Duplicating a Logical Level Creating the Logical Levels for a UHD 4K Routing Setup	
Creating the Logical Levels for a UHD 4K Routing Setup	
Editing a Logical Level	
Deleting a Logical Level	
Configuring a New Logical Level.	
Configuring the Logical Levels for the Devices in a Topology	
Topology Configurator Tasks	
Accessing the Topology Configurator	
Refreshing the Topology Viewing the Topology in Full Screen Mode	
Adding Devices to a Topology	
Using Quick Config	
Methods to Link Devices in a Topology	
Deleting the Connection Between Device Groups	
Defining Device Properties	
Deleting a Device From a Topology	
Activating a Topology	
Making an Active Topology Inactive	
Unlocking / Relocking a Topology	
Locking an Unlocked Topology	
Logical Device Table Tasks	
Accessing the Logical Device Table task	
About the Multilevel Table and GVOP Devices	
About Automatic Sources or Destinations	
Setting the Logical Levels to be Displayed in the Multilevel Table	
Adding a Source or Destination to the Logical Level Table	
Configuring Streams for New Sources / Destinations	

Bulk Assigning Logical Levels in the Multilevel Table	. 253
Adding and Configuring a Destination	. 254
Using Megasource	
Deleting a Source, Destination, or Virtual XPTS	
Exporting a Logical Device Table	
Selecting all Devices in the Logical Device Table for Export	
Configuring Virtual Crosspoints (XPTs)	
Filtering Lists, Table Columns, Sources, and Destinations	
Category Configurator Tasks	
Accessing the Category Configurator	
Creating Categories for the Sources and Destinations in Your Topology	. 270
Re-ordering Category Content	. 272
Assigning a Keystroke Label to a Source or Destination	
Creating a Keystroke Label	
Panel Configurator Tasks	
Accessing the Panel Configurator.	
Creating a New Panel	
Duplicating a Pre-Existing Panel	
Viewing another Panel	
Configuring a Panel's Properties	
Adding Panel Pages	
Adding Actions to a Panel	. 284
Adding Resources to the Panel	. 287
Creating a Single-Destination Work Flow Panel	. 297
Adding the New Panel to the Topology	
Panel Configuration Example Using Categories with Custom Navigation	
GPIO Configurator Tasks.	
Accessing the GPIO Configurator	
Adding a GPIO Rule	
Configuring a GPI to Trigger an Event.	
Configuring a Script to Trigger a GPO	
Deleting a GPI or GPO Action Configuration.	
Activating / Deactivating a Rule	
Duplicating a Rule	
Deleting a Rule	. 321
Choosing an Alias for all Rules	. 321
Stream Configurator Tasks	. 322
Accessing the Stream Configurator	. 322
Stream Configurator Filters Tool	
Pasting IP addresses from a Microsoft Excel worksheet into the	
Stream Configurator	325
Editing Unicast and Multicast IP Addresses	
Setting SDP Templates for one or more Streams	
Selecting Stream Configurator Rows	. 329

7	Special Device Configuration Tasks	331
	Description of Common Device Properties	
	Configuring a GV Node Device	333
	Configuring an IPG-3901 / IPG-4901 Device	343

	Connecting an IPG-4901 device	347
	Device properties	347
	Example Topology Using an IPG-4901	348
	Configuring an IPVU Device	349
	Configuring an IQMix, IQUCP, or UCP-3901 Device	352
	How to Know if a Spigot is an Input or an Output	353
	Configuring UHD 4K Two-Sample Interleave Division IP Streams for use with an IQN	Лix,
	IQUCP, UCP-3901, or IPVU Device	354
	Configuring UHD 4K Quad-Link SDI Streams for use with an IQMix,	
	IQUCP, UCP-3901, or IPVU Device	359
	Configuring an MV-820-IP Multiviewer Device	363
	Configuring a Kahuna IP Production Switcher Device	367
	Configuring a K-Frame Production Switcher	370
	Adding NMOS Devices to a Topology	377
	To Add an NMOS Device to a Topology	383
	Using SDP Parameters to Take a Stream from a non-NMOS Device	
	to an NMOS Device	385
	Configuring Cisco DCNM Network Switch Devices	389
	Configuring the Network Switch's Flow Policies	389
	Configuring a DCNM Network Switch Device	392
	Direct Flow Orchestration: How To Create a Static Flow with a Cisco	
	Network Switch	395
	Configuring a GV Fabric Network Switch Device	396
	Configuring Network Switch Redundancy to Support SMPTE ST 2022-7	399
	Configuring an NVISION Hybrid Series Router	404
	Configuring a Sirius Series Router	411
	Logical Destinations for Multiviewer Cards	416
	Sirius Router Card Type and making Physical Connections	417
	Configuring Router Devices	
	Configuring a Router's Control Port	
	Configuring a Device that Supports Audio Breakaway/Shuffling such as Audio Live	
	About Audio Live	
	About the Routing Path of Audio Channels	
	Prerequisites	
	Configuring an Audio Live device in GV Orbit Control	
	Known Audio Live limitations	
	Audio Live Redundancy Support	
	Configuring an IQAMD40 Device	
	About IQAMD40	
	IQAMD40 Integration in GV Orbit Control	
	Automatically Creating AES67 Audio Channels for Sources and Destinations	447
8	Monitoring Tasks4	149

	•	
Ove	rview	49
Path	n Manager Tasks	50
	Accessing the Path Manager4	51
	Viewing Information about the Tie-lines4	53
	Viewing Information about the Streams4	53
	Viewing Information about the Destinations4	54

System Status Task    457      Accessing the System Status Task    457
Forcing the Inactive Controller to be the Active Controller
Permissions
Audio Live Usage
Accessing the Audio Live Usage Task463

9	Control Tasks	
	Overview	
	Alias Editor Tasks	
	Accessing Alias Editor Tasks	
	About External IDs and Northbound Control Interfaces	
	Adding Aliases	
	Renaming Source and Destination Labels	
	Router Control Tasks	
	Accessing the Router Control Task	
	Performing a Take in Router Control	
	Creating Salvos	
	Selecting the Name of Sources and Destinations	

# 

The User Management Task Overview	478
Creating User Profiles	479
Granting Access Permissions to an Area	481
Viewing Permissions by Role	484
Setting a User ID for Lock, Protect, and Release with NDAC NP0016 / NP0017	
Northbound Interfaces	487

# **11 Channel Manager 491** Channel Screen 493 Creating a New Channel Group 494 Adding Channels to a Channel Group 494

Adding Channels to a Channel Group	494
Configuring the Channel and Saving the Channel Settings to a Snapshot $\ldots$	495
Recalling a Channel Snapshot	496
Deleting a Channel Snapshot	497
Snapshots Configuration	499
Add or Modify a Snapshot's Comments or Name	500
Deleting a Channel Snapshot	500
Snapshots Logs	501
Copying or Exporting Details from the Snapshots Configuration or Snapshot Log	s
Screens	502
Adding Channel Manager to Projects Created before GV Orbit Control Version 2.2	2.0503
Filtering Table Columns	504

2 Routing Control - Bulk Routing Panel	
Introduction	505
GV Orbit System	
Prerequisites	
What is a Bulk Routing Panel?	
Key Features	
Open a Bulk Routing Panel	
From the Workflow Window	508
From the Network Window	508
Bulk Routing Panel Layout and Controls	511
What are the Operational Keyboard Shortcuts?	512
Select/Focus in a Bulk Routing Panel	514
Selecting Multiple Items	
Source/Destination Grid Buttons	
Level Selection	
Router Control Pane	
Tool Bars in a Bulk Routing Panel	
Wide Source and Destination Selection Buttons	
Panel Pop-Up Items	
Right-Click in a Bulk Routing Panel.	
Pop-up Notification Messages	
Dial Source and Dial Source-Level Dialogs	
Bulk Routing Panel Operation	
Make a Simple Route	
Route with Dial Source	
Route One Source to Multiple Destinations	
Route Multiple Sources to Multiple Destinations	
Multiple Selection Type and Routing Order	
What is Copy-and-Paste Series Routing?	
What is Quick 1-to-1 Routing?	
Destination Protect	
To Protect a Destination	
To Un-Protect a Destination	
Destination Lock	
What is Destination Lock?	
To Lock a Destination	
To Unlock a Destination	
Breakaway and Levels	
What is a Breakaway?	
Perform a Breakaway	
Quick Breakaway with Dial Source-Level	
Shuffle and Levels	
What is a Shuffle?	
To Perform a Shuffle	
Quick One-Level Shuffle with Dial Source-Level	
Filtering	
What is Bulk Routing Panel Filtering?	
Filtering Actions	

Filtering Destinations by Source	
Preset Level Filters	
Custom Filters	
Custom Filtering	
Filter Dialog and Custom Filter Rules	
Example Custom Filter	
Salvos	
What is a Salvo?	
Executing Salvos	
Hide Sources	
What is the Hide Sources Mode?	
Enter Hide Sources Mode	
Routing in Hide Sources Mode.	
List View	
What is List View Mode?	
Selection in List View	
Routing in List View	
Routing Examples - 'All Levels'	
List View Routing Examples - One-Level.	
List View Routing Examples - Destination Copy-Paste	
List View Routing Examples - Copy-Paste Levels	
List View Routing Summary	
List View Routing Summary - All-Levels	
List View Routing Summary - One-Level	
List View Routing Summary - Destination Copy	
List View Routing Summary - Paste Levels.	
GV Orbit Custom User Panels	
Can a Bulk Routing Panel be Opened from a Custom User Panel?	
Amend an Existing GV Orbit C&M Project         Exercise the C&M Custom Screen	
Exercise the C&M Custom Screen	
13 Routing Control - XY Routing Panel	591
Introduction	
GV Orbit System	
Prerequisites	
What is an XY Routing Panel?	
Key Features	
This Chapter	
How to Create a New XY Panel	
Creating a 'panels' Folder for Early GV Orbit Client Projects	

Create a New XY Routing Panel595Customizing with the XY Wizard597To Open the XY Wizard597XY Wizard Settings600XY Panel Layout602Source and Destination Selection Button-Grids605Source/Destination Button Annotations607Routing Control Buttons607XY Routing Panel- Operational Keys608

XY Panel Level Selection	
XY Panel Right-Click Menus	
Getting XY Routing Panel Running	
What is a Routing Service?	
How to Connect an XY Panel to a Routing Service	
To Run an XY Panel	
XY Panel Operation	614
Make a Simple Route with an XY Routing Panel	614
Route One Source to Multiple Destinations	615
Route Multiple Sources to Multiple Destinations	
Breakaway	
Shuffle	
Assigning Ports to a Port-per-Button XY Panel	
Assigning Port-per-Button	
Assign Ports to Individual Buttons	
Quick Port-per-Button Assignment	
Customizing an XY Panel	
Further Editing an XY Panel	
Creating a Custom XY Panel from Scratch	
Creating a Custom BPX Panel	
Enhancing the Appearance of a Panel	643
How to Embed an XY Panel into a Custom User Panel	
14 Multiviewer Cluster	653
Introduction	
MV Cluster Information	
What is an MV Cluster?	

MV Cluster Information       653         What is an MV Cluster?       653         MV Cluster Size       654         Defining Video Walls for an MV Cluster       654         What is a Clustered Multiviewer Project?       655         What is an MV Cluster Manager?       657         Video Wall Configuration Workflow (Clustered Multiviewers)       658         Creating a New Clustered Multiviewer Project for an MV Cluster       659         Procedure       659         Open an Existing Clustered Multiviewer Project (Push/Pull)       666         Push Project to Repository       666         Pull Project from Repository       667         Clustered MV Project Screens       668
MV Cluster Size654Defining Video Walls for an MV Cluster654What is a Clustered Multiviewer Project?655What is an MV Cluster Manager?657Video Wall Configuration Workflow (Clustered Multiviewers)658Creating a New Clustered Multiviewer Project for an MV Cluster659Procedure659Open an Existing Clustered Multiviewer Project664Peploying a Clustered Multiviewer Project (Push/Pull)666Push Project to Repository666Pull Project from Repository667Clustered MV Project Screens668
Defining Video Walls for an MV Cluster654What is a Clustered Multiviewer Project?655What is an MV Cluster Manager?657Video Wall Configuration Workflow (Clustered Multiviewers)658Creating a New Clustered Multiviewer Project for an MV Cluster659Procedure659Open an Existing Clustered Multiviewer Project664Procedure664Deploying a Clustered Multiviewer Project (Push/Pull)666Push Project to Repository667Clustered MV Project Screens668
What is a Clustered Multiviewer Project?
What is an MV Cluster Manager?657Video Wall Configuration Workflow (Clustered Multiviewers)658Creating a New Clustered Multiviewer Project for an MV Cluster659Procedure659Open an Existing Clustered Multiviewer Project664Procedure664Deploying a Clustered Multiviewer Project (Push/Pull)666Push Project to Repository666Pull Project from Repository667Clustered MV Project Screens668
Video Wall Configuration Workflow (Clustered Multiviewers)658Creating a New Clustered Multiviewer Project for an MV Cluster659Procedure659Open an Existing Clustered Multiviewer Project664Procedure664Deploying a Clustered Multiviewer Project (Push/Pull)666Push Project to Repository666Pull Project from Repository667Clustered MV Project Screens668
Creating a New Clustered Multiviewer Project for an MV Cluster       659         Procedure       659         Open an Existing Clustered Multiviewer Project       664         Procedure       664         Deploying a Clustered Multiviewer Project (Push/Pull)       666         Push Project to Repository       666         Pull Project from Repository       667         Clustered MV Project Screens       668
Procedure       659         Open an Existing Clustered Multiviewer Project       664         Procedure       664         Deploying a Clustered Multiviewer Project (Push/Pull)       666         Push Project to Repository       666         Pull Project from Repository       667         Clustered MV Project Screens       668
Procedure       659         Open an Existing Clustered Multiviewer Project       664         Procedure       664         Deploying a Clustered Multiviewer Project (Push/Pull)       666         Push Project to Repository       666         Pull Project from Repository       667         Clustered MV Project Screens       668
Procedure
Deploying a Clustered Multiviewer Project (Push/Pull).666Push Project to Repository666Pull Project from Repository667Clustered MV Project Screens668
Push Project to Repository666Pull Project from Repository667Clustered MV Project Screens668
Pull Project from Repository667Clustered MV Project Screens668
Pull Project from Repository667Clustered MV Project Screens668
Clustered MV Project Home Screen 668
Clustered MV Room Editor Screen670
Managing Multiviewer Cluster Information in a Project
View/Edit Multiviewer Information about Multiviewers in the Cluster671
Adding Multiviewers Explicitly672

15 MV Cluster - Room Editor	675
Room Editor Introduction	
What is a Room?	
What is a Room Design?	
What is Monitor Arrangement and Multiviewer Output Assignment?	
What is Room Design Layout?	
What is a Tile-Grid?	
What is a Monitor Layout?	
What is a Room Layout?	
What is Destination Assignment for a Room?	
What is Static Destination Assignment?	
What is Dynamic Destination Assignment?	
What is X/Y Routing Source Assignment for a Room?	
Room Editor Home Screen.	
Room Editor Workflow Overview	
Room Editor Tool Bar	
Room Editor Workflow	
Create a Room (Room File)	
Arrange Monitors and Assign Multiviewer Outputs	
Design Room Layout - Assign Tile Grid Layouts	
Create Optional Alternative Layouts for a Video Wall	
Assign Router Destinations to Tile Positions	
Tally Configuration	
Routing Video Sources to Tile Positions	
Workflow Procedure Steps	
Step 1: Create a Room	
Procedure	
Step 2: Arrange Monitors and Assign Multiviewer Outputs	
Procedure	
Notes Etc. for Monitor Arrangement	
Step 3a: Design Layout - Assign Tile Grid Layouts to a Video Wall	
Procedure to Assign Tile Grids	
Modifying a Tile-Grid on a Video Wall	
Customizing a Tile-Grid on a Video Wall.	
Saving a Customized Tile-Grid	
Fine Positioning of Tile Positions on a Tile-Grid	
Step 3b: Create Optional Alternative Layouts for a Video Wall	
Create a New Monitor Layout	
Monitor Layouts and Tiles	
Create a Room Layout for a Video Wall.	
Edit an Existing Room Layout	
Step 4a: Assign Destinations to Tile Positions	
Procedure Overview	
Step 4a-1: Open Room Editor in Assign Destinations Mode	
Step 4a-2: Map Router Destinations to Multiviewer Inputs	
Step 4a-3: To Edit a Tile to be Static	
Step 4a-4: Assign Mapped Destinations to Tile Positions	
Example Static Destination-Assigned Video Wall	
LAIMPLE STAIL DESTINATION-ASSIGNED VIDEO WAIL	

Step 4b: Configure TSL Tally Settings for a Room	741
Step 5a: X/Y Routing Video Sources to Tiles	
Introduction	
Open 'X/Y Routing' in the Room Editor	743
Procedure for 'X/Y Routing' to a Video Wall Tile Position	746
Route a Source to Multiple Tile Positions	748
Route Multiple Sources to Multiple Tile Positions	
Routing with Dynamic Destination Assignment	748
Quick Dial Source Routing on the X/Y Routing Screen	748
Step 5b: Change Layouts in X/Y Routing Mode	751
Select a Room Layout in X/Y Routing Mode	751
Select a Monitor Layout in X/Y Routing Mode	752
Layout Change in Dynamic Destination Assignment Mode	753
New Layouts	755
16 MV Cluster - TSL Tally Configuration	757
Introduction	757
Tally Protocols	757
Tally Configuration in Room Editor	758
Assign TSL Tally Addresses to Multiviewer Inputs	760
Assign Addresses	
Customize TSL Tally Address Level Names	
TSL Tally Configuration for a Room	765
Select TSL 3.1 or 5.0 Tally Protocol	
Customize Tally Names and On-Screen Colors	
TSL 3.1 Customizing	
TSL 5.0 Customizing	
Configuring On-Screen Widgets	
Open a Custom Tile in the Tile Editor	
TSL Tally Configuring Widgets	
Tally Border Video Tile Example	
Assumptions	
Create a Starter Custom Tile	
Add a Border Tally	
17 Audio Dave Configuration	703
17 Audio Bars Configuration	
Audio Bars Widget Configuration	
Audio Bars Widget Audio Channels	
Open Audio Configuration Dialog	
Audio Configuration Dialog - PCM Audio Bars Configuration	
Audio Configuration Dialog - DolbyE Audio Bars Configuration	
18 IP Configuration	702
-	
Introduction	
Spreadsheet Import	

Manual Edits	794
IP Configuration Tool	
GV Orbit Control	
Devices that Support GVOP	
More than One IP Configuration	
IP Routing Networks and the IP Configuration Tool	
In This Chapter	
Create a New IP Configuration	
Open the IP Configuration Tool	800
Prerequisites	
Procedure	800
IP Configuration Tool Screen	
IP Configuration Tabs	
Columns	
Editable Cells	
Import Preview Dialog and Spreadsheet Duplicate Scan Dialog	
Viewing the Dialogs	809
Spreadsheet Duplication Scan Dialog	
Import Preview Dialog	
Allowing Duplicate Port Names on Import	
Getting Started with Spreadsheet Import	
Step 1: Exporting a Spreadsheet	
Step 2: Editing a Spreadsheet	
Step 3: Importing a Spreadsheet	

# Appendix A Routing Behaviours/Bindings Appendix ......835

Routing Behaviours	
Routing Bindings	

# Appendix B IP Configuration Spreadsheet Appendix ......839

Introduction	839
Import and Export Buttons	839
Exported Spreadsheet File	840
Device Names Work Sheet.	841
Source Ports and Destination Ports Worksheets	842
Source Flows and Destination Flows Worksheets	843
Example Spreadsheet	845

# Appendix C Network Device Advance Control (NDAC)

NP0017	
General commands	
Device-based support	
Port-based support	
User ID and Lock, Protect, and Release	
GV Orbit Control user external id configuration	
Troubleshooting	

How to	
Appendix D Northbound Control through Sony LSM (NS-BUS Router Matrix protocol)	
Glossary	
Contact Us	

# Introduction

# Welcome to the GV Orbit Software User Guide

In this first chapter, there is a GV Orbit Product Introduction and GV Orbit Introduction. The next chapter contains Getting Started Steps and subsequent chapters provide additional information and feature descriptions.

See In This Document, on page 23, for a document overview.

The purpose of this guide is to provide a brief introduction to GV Orbit Client and GV Orbit Control and its features.

When you log in to GV Orbit Client you open the Stage.

The GV Orbit Client Stage presents a series of tiles, which are arranged in the order you would perform the tasks if you were to configure a GV Orbit system from start to finish. Each task builds on the last. It all begins by defining one or more areas. Once you have area, you can add logical levels. Then, you can create a topology.

These tasks are described in the chapters that follow.

# **Related Documentation**

Use the following related documentation to configure GV Orbit and to better understand the available features. You can obtain the latest product documentation from the Documentation Library section of Grass Valley's website (www.grassvalley.com/docs/gvorbit).

Part Number	Document Title
GVB-2-0860A-EN-DS	GV Orbit Datasheet
13-03082-020	GV Orbit Welcome
13-03082-010	GV Orbit Release Notes
13-03082-090	GV Orbit Admin Guide
13-03082-110	GV Orbit MapView User Guide
13-03082-170	GV Orbit Client User Guide (this document)
Dell 09K9WX	Dell EMC PowerEdge XR2 Getting Started Guide
-	Dell EMC PowerEdge XR2 Installation and Service Manual

### **Latest Software**

You can obtain the latest GV Orbit software from Grass Valley Technical Support. See Grass Valley Technical Support, on page 862.

# **GV Orbit Product Introduction**

GV Orbit is a single, consolidated, overarching configuration, control and monitoring package specifically designed for the dynamic orchestration of broadcast media networks, whether they be SDI, hybrid or pure IP. The underlying client-server architecture is targeted at open standards-based IP systems with many features and functions specifically crafted to make IP easy.

'Dynamic Orchestration' is GV Orbit's core strength that differentiates it from competitive systems. The ability to build, configure and change systems on-the-fly is hugely powerful, whether it is the adding/removing of devices or simply changing a name. In today's cost-conscious world, fast and efficient deployment and re-purposing of systems for alternative scenarios or productions is a key requirement.

GV Orbit uses one or more GV Orbit Servers running the GV Orbit services and one or more client computers running GV Orbit Introduction application(s), which provide the user interface(s) to a GV Orbit system.

# **GV Orbit Products**

The product is offered in the following basic forms:

- GV Orbit Lite
- GV Orbit Professional
- GV Orbit Enterprise

The GV Orbit **Professional** and **Enterprise** products require a GV Orbit Server (GVO-HW) and are shipped with various software license options preinstalled. The options purchased determine the overall functionality and feature set available in a GV Orbit deployment.

The GV Orbit **Lite** product is a free-of-charge download from the Grass Valley website; it operates without a GV Orbit Server and has basic functionality.

# **Options Codes**

The following table outlines the GV Orbit option codes and the related feature availability.

	Lite	Professional			Enterpri se
Functionality	(Free of charge)	GVO- CFG-PRO	GVO- MON-PRO	GVO- CTL-PRO	GVO- CTL-ENT
Uses GV Orbit Client	•	٠	•	•	•
Requires GV Orbit Control		•	•	•	•
Requires min. one GV Orbit Server <sup>a</sup>		•	•	•	•
Functionality:					
Device Configuration	•	•	•	•	•
Device Upgrade	•	•	•	●	•

Table 1-1: GV Orbit Products - Functionality and Options Codes

	Lite	Professional		Enterpri se	
Functionality	(Free of charge)	GVO- CFG-PRO	GVO- MON-PRO	GVO- CTL-PRO	GVO- CTL-ENT
Design MV-8 Series Video Wall	•	•	•	•	•
Design MV Cluster Video Walls		•	•	•	•
Client Real-Time Video Wall <sup>b</sup>	•	•	•	•	•
1 Seat GV Orbit Client/GV Orbit Control		•	•	•	•
Advanced Configuration		•			
Bulk Upgrade		•			
Custom Screens			•		
Custom Screens in Web View			•		
Alarm Logging			•		
Routing Configuration				•	•
Hardware Panel Support				•	•
Simple Routing				•	•
Advanced Routing					•
Third-party Device Routing Control					•
Channel Manager		•			

Table 1-1: GV Orbit Products - Functionality and Options Codes (continued)

a. For system redundancy, purchase two Professional or Enterprise systems.

b. Displays H.264 video streams from compatible multiviewers (for example, MV-8 series multiviewers).

Sections and/or sub-sections of this guide are marked accordingly as being applicable to **Lite**, and/or **Professional** (Pro), and/or **Enterprise** (Ent) users.

# **GV Orbit Introduction**

GV Orbit comprises two client applications:

- 1 GV Orbit Client.
- 2 GV Orbit Control, launched from within the GV Orbit Client.

Both client applications are installable on PCs running Microsoft Windows™. All the steps required to download, install and get started are covered in this guide.

## **GV Orbit and Existing Orbit**

GV Orbit Client may be installed on the same client PC as the older Orbit client application.

Legacy Orbit projects can be opened and run by GV Orbit Client. However, any new features offered by GV Orbit will not be available in legacy Orbit projects run in GV Orbit Client.

**Note:** GV Orbit projects *cannot* be opened by a legacy Orbit client.

## **GV Orbit Project Types**

GV Orbit uses a project-based workflow.

The Control and Monitoring project (C&M project) is the *main* GV Orbit project type and is used for control and monitoring, and for routing control applications in GV Orbit **Professional** and **Enterprise**.

Project Type	P	roduo	:t	Description	Supported Devices
Project Type	Lite	Pro	Ent	Description	Supported Devices
Multiviewer Project	•	•	•	Defines a video wall targeted at MV-8 series multiviewers.	MV-8 Series multiviewer devices.
IQ Multiviewer Project	•	•	•	Defines a video wall targeted at IQ-MV multiviewers.	IQ-MV multiviewer devices, for example, IQUCP-MV.
Connected Multiviewer Project	•	•	•	Pulls a Multiviewer project from a multiviewer into GV Orbit Client for video wall editing.	MV-8 Series and IQ-MV multiviewers.
Clustered Multiviewer	-	•	•	Defines video walls that are served by a cluster of MV-8 series multiviewer devices.	MV-8 Series multiviewer devices.
<b>Control and Monitoring</b> <b>Project</b> (C&M project)	-	•	•	<ul> <li>Main project type. Includes:</li> <li>Design and deployment of custom graphical operator screens.</li> <li>Device configuration, control and monitoring.</li> <li>Device routing control.</li> <li>Uses services/applications running on GV Orbit Server(s).</li> </ul>	<ul> <li>Densité-protocol and RollCall- protocol devices.</li> <li>Routing control: <ul> <li>IP end-points (Grass Valley and NMOS).</li> </ul> </li> <li>Traditional/SDI (NP-0017 and SW-P-08 protocols).</li> </ul>

Table 1-2: GV Orbit Project Types

### **Requirements**

For a full list of requirements for running GV Orbit, refer to the *GV Orbit Release Notes*, see Related Documentation, on page 19.

**Domain IDs and IP Ports** 

A GV Orbit system employs 'domains' to segregate internal communications. Domains are specified with a Domain ID number (1 to 252) and each Domain uses separate IP ports. (For further information about IP Ports and Domain IDs for the GV Orbit Client and GV Orbit Server, refer to the *GV Orbit Release Notes* see Related Documentation, on page 19.)

### Note:

You can change the Domain ID numbers. When using changed Domain ID numbers, recalculate the IP port numbers; refer to the *GV Orbit Release Notes* in Related Documentation, on page 19.

**GV Orbit Services Requirements** 

### Lite:

There are no GV Orbit Servers in a GV Orbit Lite installation and, as a result, no GV Orbit services in a GV Orbit Lite system.

### **Professional and Enterprise:**

GV Orbit requires at least one GV Orbit Server running configured GV Orbit Services. Refer to related GV Orbit documentation, see Related Documentation, on page 19. Specifically, for information on GV Orbit services, refer to the GV Orbit Admin Guide.

# **In This Document**

This document describes some steps for getting started with GV Orbit Client and then proceeds to describe other features.

- Chapter 2, Getting Started Steps, on page 25.
- Chapter 3, Home Screen, on page 77.
- Chapter 4, Manage Users, on page 141.
- Chapter 5, Getting Started With GV Orbit Control, on page 169.
- Chapter 6, Configuration Tasks, on page 175
- Chapter 7, Special Device Configuration Tasks, on page 331
- Chapter 8, Monitoring Tasks, on page 449
- Chapter 9, Control Tasks, on page 465
- Chapter 10, Administration Tasks, on page 477
- Routing control panels:
  - Chapter 12, Routing Control Bulk Routing Panel, on page 505.
  - Chapter 13, Routing Control XY Routing Panel, on page 591.
- Clustered multiviewers (applications with multiple multiviewers):
  - Chapter 14, Multiviewer Cluster, on page 653.
  - Chapter 15, MV Cluster Room Editor, on page 675.
  - Chapter 16, MV Cluster TSL Tally Configuration, on page 757.
  - Chapter 17, Audio Bars Configuration, on page 783.
- IP configuration for IP routing:
  - Chapter 18, IP Configuration, on page 793.

At the end of the document there is a handy Glossary of Terms.

# **Getting Started Steps**

Summary contents of this chapter:

### **Getting Started Steps**

Step 1: Download, Install and Launch	. 26
Step 1.1: Download Client Installers	26
Step 1.2: Installation of GV Orbit Client	27
Step 1.3: Installation of GV Orbit Control	30
Step 1.4: Launch GV Orbit Client	32
Step 2: GV Orbit Projects	. 33
Introduction	33
Step 2.1: New Project	33
Project Home Screens in GV Orbit Client	38
Step 2.2: Save, Push, and Close a Project	40
Open and Pull a Project	41
Exit GV Orbit Client	41
Step 3: Device Configuration	42
Introduction	42
Step 3.1: Direct Configuration of RollCall-protocol Devices	42
Step 3.2: Configuration of Densité and RollCall Devices	43
Step 3.3: Configuration of Other Devices	49
Step 4: Device Upgrade	50
Introduction	50
Step 4.1: Upgrade RollCall-protocol Devices	51
Step 4.2: Upgrade Densité-protocol Devices	
Change Functionality of a 'Software-Defined Core' Card	57
Step 5: Adding Support for Further Densité Cards	
Introduction	
Add or Update Densité Card Support	
Step 6: Multiviewer Project	. 60
Introduction	
Simple Multiviewer Project Editing Example	
Step 7: Control and Monitoring Project Setup (Professional/Enterprise)	
Introduction	64
Step 7.1: New C&M Project	
Step 7.2: C&M Setup Dialog	
Step 7.3: Further Setup	
Step 7.4: Saving and Pushing a Project	
IP Configuration of End Point Devices and Spreadsheet Import	

The purpose of this chapter is to provide the minimum steps required to install, configure and get started with the GV Orbit Client application.

# Step 1: Download, Install and Launch

Lite	Professional	Enterprise
•	•	•

This section describes how to download/install client installers and launch GV Orbit Client.

- Step 1.1: Download Client Installers, on page 26.
- Step 1.2: Installation of GV Orbit Client, on page 27.
- Step 1.3: Installation of GV Orbit Control, on page 30.
- Step 1.4: Launch GV Orbit Client, on page 32.

### **Step 1.1: Download Client Installers**

### **Download Installer for GV Orbit Lite**

On the client PC:

- 1 Go to https://community.grassvalley.com/support/s/productdownloads
  - The Grass Valley product downloads login web page is shown.
- 2 If you already have a Grass Valley support login user name and password, then click **Login** and login here.
- 3 If you require a Grass Valley support user name and password, then click **Request Portal Access**, fill in your details and click **Send Request** to request Grass Valley portal access.

Login information will subsequently be sent to you.

The GV Orbit Lite client installer has been downloaded.

### **Download Installers for GV Orbit Professional and Enterprise**

GV Orbit **Professional** and **Enterprise** use one or more GV Orbit Servers which are the source of client installers in GV Orbit **Professional** and **Enterprise** systems.

#### Note:

Downloading of the **GV Orbit Client** installer is separate from the downloading of the **GV Orbit Control** installer.

Download both the **GV Orbit Client** and the **GV Orbit Control** installer from the GV Orbit Server's admin page. (Thus, client versions are kept compatible.)

For full download instructions, refer to the *GV Orbit Admin Guide*, see Related Documentation, on page 19.

On the client PC:

1 Enter the GV Orbit Server's IP address into a browser. (Chrome recommended.)

The GV Orbit Server Admin Login screen appears. (See Figure 2-1.)

2 Click on each of the client installer download links to download the installers.

gvboxslp3 - welcome->read	× +	- 🗆 X
← → C ① Not secur	e   172.19.79.151/cgi-bin/acf/acf-util/welcome/read	★ ⊖ :
Gr gvboxslp3		Log in   Home
	GV Orbit	
	Please log in to access configuration and monitoring views.	
	Downloads	
	GV Orbit Client download GV Orbit Control Client download	ler download lin

Fig. 2-1: GV Orbit Server Admin Login Screen

**Note:** Client installers on the GV Orbit Server are updated with a server update. After a server update, download and reinstall the clients (recommended).

# Step 1.2: Installation of GV Orbit Client

Lite	Professional	Enterprise
•	•	•

Installation of GV Orbit Client and of GV Orbit Control is done separately. This section covers GV Orbit Client installation, including some information about any existing, legacy Orbit installs.

(For GV Orbit Control installation, see Step 1.3: Installation of GV Orbit Control, on page 30.)

### Legacy Orbit Client Users

For users with the older, legacy 'Orbit' client already installed on the client PC, the following applies:

- GV Orbit Client may be installed on the same client PC as the legacy 'Orbit' client application.
- GV Orbit Client and the legacy 'Orbit' client must not be run together.
- At installation, GV Orbit Client inherits registry settings from any already-installed legacy 'Orbit' client (for example, multicast/unicast discovery setting, and 'recent projects' list).

**Install GV Orbit Client** 

**Note:** GV Orbit Client installs into client PC's 'Program Files' folder by default.

1 Run the downloaded installer file on the client PC.



Fig. 2-2: GV Orbit Client's Setup Screen

3 Accept the License Agreement in the following dialog and click Next>.

Allow the installer to run by

Orbit' screen is then shown.

accordingly.

The installer will install into the folder of an existing installation of GV Orbit Client.

ense Agreement Please read the following important informat	ion before continuing.		
Please read the following License Agreemen agreement before continuing with the install		rms of this	
GRASS VALLEY			^
SOFTWARE LICENSE AGREEMENT TERMS AND CONDITIONS			
[MPORTANT – READ CAREFULLY: By (a) dic located below, (b) downloading, installing, c Software, (c) breaking or opening any seal (d) signing any signature page or cover pag conditions or a Grass Valley Proposal/Contr BY THE TERMS AND CONDITIONS OF THIS. agree, Licensee is not granted any rights w Licensee must not download, install, copy, (	copying, or otherwise usin on the packaging of the S pe accompanying these te act, LICENSEE AGREES TO AGREEMENT. If Licensee ith respect to the Softwa	ng the Software, or Irms and D BE BOUND does not so re, and	v
I accept the agreement			

Fig. 2-3: GV Orbit Client's Setup Screen

- 4 If no previous GV Orbit Client is found, then an installation folder is prompted for. (Default folder location is C:\Program Files\Grass Valley\GV Orbit.)
- 5 Select a new folder, if required. Click Next.
- 6 At the next dialog, click Install.

GV Orbit Client installation begins and a progress bar is shown.

7 When GV Orbit Client installation is complete, the GV Orbit Client setup 'Completing' screen is shown.

📑 Setup - GV Orbit	-		$\times$
Ready to Install Setup is now ready to begin installing GV Orbit on your computer.			
Click Install to continue with the installation.			
< Back In	stall	Ca	ncel

Fig. 2-4: GV Orbit Client Setup 'Completing' Screen

8 Click **Finish** and the GV Orbit Client application launches and shows its initial screen. See Figure 2-6.



Fig. 2-5: GV Orbit Client Setup 'Completing' Screen

9 Close the GV Orbit Client application.GV Orbit Client is installed.

### Note:

A shortcut is available from the Microsoft Windows<sup>™</sup> Start menu: Start -> Grass Valley -> GV Orbit.

📽 GV Grèit	<b>GV Orbit</b> Dynamic System Orchestrator	- ¤ ×
New Project	Open Project	Recent Projects
Network Map	RaliCall Control Screen	Qptions
About	Grass Valley Home Page	I ? Manual
		- Henrica

Fig. 2-6: GV Orbit Client Initial Screen

### **Firewall**

1 Check that the GV Orbit Client application is not blocked by your client PC's firewall.

**Note:** Firewall:

'orbit.exe' should be on a list of allowed apps (or programs) that can communicate through the client PC's firewall. These PC settings may be controlled by your network administrator.

# Step 1.3: Installation of GV Orbit Control

Lite	Professional	Enterprise
	•	•

This sub-section is applicable to GV Orbit Professional and Enterprise product versions.

```
Note:
```

The GV Orbit Control installs into a *user* folder on the client PC. Thus it is normally only available to the person installing the software on that PC.

- 1 Log into the client PC under the username / password of the person who will be operating the GV Orbit clients.
- 2 Run the downloaded GV Orbit Control installer file.

Allow the file to run on the client PC by responding to any dialogs accordingly.

A splash screen is shown during installation:



3 When the installation is complete, the GV Orbit Control login screen appears.

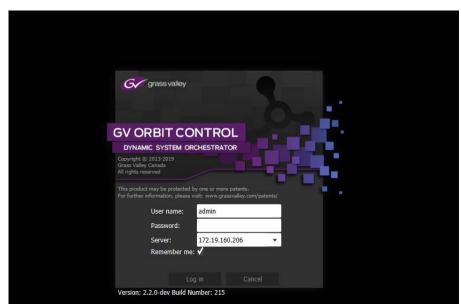


Fig. 2-7: GV Orbit Control Login Screen

- 4 Enter 'admin' for both the **User name** and the **Password**.
- 5 Enter the IP address of the GV Orbit Server in the Server text box.
- 6 Click Log in.

A blank GV Orbit Control screen appears.

🔺 Area	+© Device Graph			o 🕹 adn
	s Configuration	Kan Monitoring	The Control	Mainistration
	Area Configurator	Reference Path Hanager	Allas Editor	User Hanagement
	Eogical Level Editor	V System Status	Router Control	
	• Topology Configurator			
	C Logical Device Table			
	Category Configurator			
	III Panel Configurator			
	GP10 Configurator			
	Stream Configurator			

Fig. 2-8: GV Orbit Control Screen Example

7 Close GV Orbit Control.

GV Orbit Control installation is complete.

The installation folder is in the user folder, for example:

C:\Users\A\_User\AppData\Roaming\JWrapper-GVOrbitControlClient\

### Note:

The GV Orbit Control installs into a *user* folder on the client PC. Thus it is normally only available to the person installing the software on that PC.

### Note:

You can launch GV Orbit Control manually from Microsoft Windows Start menu or through GV Orbit Client application.

A shortcut is available on the client PC desktop and from the Windows<sup>™</sup> Start menu: Start -> Grass Valley -> GV Orbit Control.

### Firewall

1 Check that the installed application is not blocked by your client PC's firewall.

#### Note: Firewall:

'GVOrbitControlClient.exe' should be on a list of allowed apps (or programs) that can communicate through the client PC's firewall. These PC settings may be controlled by your network administrator.

# Step 1.4: Launch GV Orbit Client

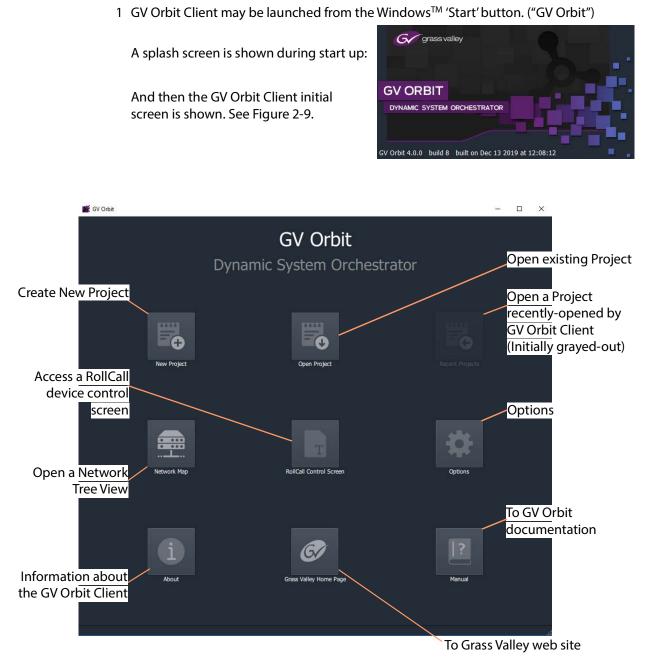


Fig. 2-9: GV Orbit Client Initial Screen

# **Step 2: GV Orbit Projects**



## Introduction

This section describes how to open a project. GV Orbit project types are listed in Table 1-2 on page 22. Once a project is created in GV Orbit Client, it can be saved locally on the client PC but it needs to be deployed for use by saving it (pushing it) to either:

- a multiviewer device (multiviewer projects; GV Orbit Lite, Enterprise and Professional); or to
- a GV Orbit Server (C&M projects; GV Orbit Professional and Enterprise only).

Multiviewer project types are used to define a compatible multiviewer's video wall. These are applicable to GV Orbit Lite, Enterprise and Professional.

The main project type for GV Orbit is a 'Control and Monitoring' project (C&M project) which is used for control and monitoring applications, and for routing control. This project type uses services running on a GV Orbit Server and is applicable to GV Orbit **Professional** and **Enterprise** only.

- Step 2.1: New Project, on page 33.
- Project Home Screens in GV Orbit Client, on page 38.
- Step 2.2: Save, Push, and Close a Project, on page 40.
- Open and Pull a Project, on page 41.

### **Step 2.1: New Project**

To Open a Project from the Initial Screen

1 Click New Project.

The New Project dialog is shown.

2 Select a project type.

Kew Project	? ×	📓 New Project	?	×
Project Type		Project Type		
Connected Multiviewer Project		Connected Multiviewer Project Multiviewer Project		
Description		Description		
Creates a project for general control and monitoring, including router contro	ol.	Creates a project focused at configuring and control of a multiviewer.		
Details		Details		
Name: My_C&M_Project		Name My_New_C&M		
Location: C:/GV-Orbit_Projects/C&M Bro	owse	Location C:/GV-Orbit_Projects/C&M		
ОК Cancel		Next Cancel		
Entered project r	iame.	Path to chosen folder.		

a) C&M project type selected

b) Multiviewer project type selected

Fig. 2-10: New Project Dialogs

3 Click **Browse** and browse to a local folder on the client PC (or to a network folder accessible from the client PC) where the new project files will be placed. Click **Choose**.

Note: The chosen folder is not on a GV Orbit Server.

- 4 Enter a name for the new project.
- 5 Click **OK / Next**.

A sub-folder is created with the name of the project. It contains the new project files.

- 6 If prompted, answer **Yes** to create a directory (sub-folder).
  - For a Multiviewer project, see For a Multiviewer Project (GV Orbit Lite, Enterprise and Professional), on page 34.
  - For a C&M project, see For a C&M Project (GV Orbit Enterprise and Professional), on page 35.

For a Multiviewer Project (GV Orbit Lite, Enterprise and Professional)

A dialog is shown for setting up the resolution of the multiviewer head display outputs.

- 1 Select the **Output Size** (1920x1080 or 1280x720).
- 2 Click OK.

The new multiviewer project is created and its GV Orbit Client project Home Screen is shown. See Project Home Screens in GV Orbit Client, on page 38.

### For a C&M Project (GV Orbit Enterprise and Professional)

For a Control and Monitoring (C&M) project, a **Setup** dialog is shown. (For more information about setting up a C&M project, see Step 7: Control and Monitoring Project Setup (Professional/Enterprise), on page 64.)

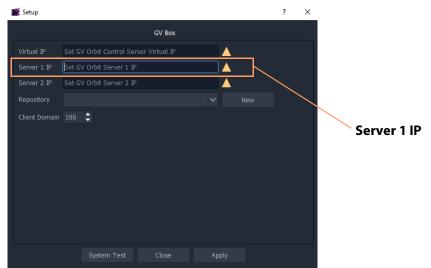


Fig. 2-11: C&M Project Setup Dialog

For the C&M project, in the Setup dialog:

1 Set **Server 1 IP** to the IP address of the GV Orbit Server. For a GV Orbit Server Cluster, still just enter the IP address of one server. The second server will be discovered automatically in the steps below.

After the IP address is entered, GV Orbit Client carries out some basic system tests; it uses the current **Setup** dialog settings. System connectivity is checked and some basic system information is discovered from the GV Orbit Server.

2 After these system tests are done, the results are listed in the dialog in a console pane. See Figure 2-12.

	📓 Setup			? ×
		GV Box		
Server 1 IP	Virtual IP	Set GV Orbit Control Server Virtual IP		
	Server 1 IP	172.19.79.151		
Bapasitany satting	Server 2 IP	Set GV Orbit Server 2 IP		
Repository setting	Repository			
	Client Domaii	n 151 韋		
Results of basic system —— tests in console pane.	<ul> <li>FAIL: MapView Setting domain on 172.19,79.151. Expected=100 Found=151</li> <li>FAIL: Masking setting domain on 172.19.79.151. Expected=100 Found=151</li> <li>FAIL: Monitoring setting domain on 172.19.79.151. Expected=100 Found=151.</li> <li>OK: Monitoring domain is different from LogServer domain on 172.19.79.151</li> <li>OK: Monitoring service has correct LogServer domain on 172.19.79.151</li> <li>FAIL: Relay setting domain on 172.19.79.151. Expected=100 Found=151</li> <li>FAIL: Relay setting domain on 172.19.79.151. Expected=100 Found=151</li> <li>FAIL: Relay setting domain on 172.19.79.151. Expected=100 Found=151</li> </ul>			Close
		System Test Close		

### Green indicating GV Orbit Client's server connection is OK.

(For more information, see Step 7: Control and Monitoring Project Setup (Professional/Enterprise), on page 64.)

Fig. 2-12: Example Basic System Test Results (Single Server Shown)

#### Note:

Some system test console items may be shown in 'red', indicating where discovered information disagrees with settings in the **Setup** dialog. In this case, settings in the dialog are then filled out automatically to be consistent with discovered settings.

A subsequent system re-test (performed below) will clear these red items.

### **Repository in Setup Dialog**

For deployment, a C&M project is saved to the GV Orbit Server in a **Repository**, one project per **Repository**. This setting selects which **Repository** is used by the project.

- 1 For the **Repository** setting, click **New**.
  - The Create Repository dialog is shown:
- 2 Enter a name for the new repository and click **OK**.

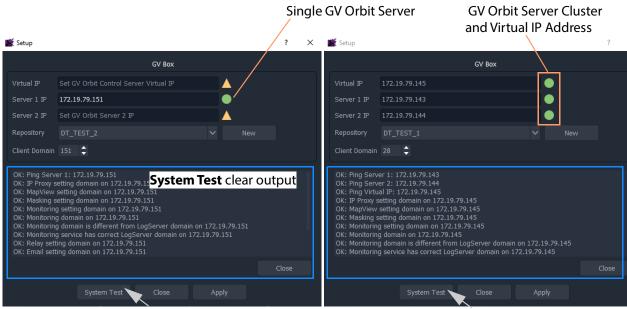
📓 Create repository	? ×	
Name:		
DT_TEST_2		
ОК	Cancel	

System Re-Test

A system re-test will now remove any red items in the console pane. In the **Setup** dialog:

1 Click System Test.

This forces the GV Orbit Client to redo its basic system tests. The results are shown in the console. Any 'red' items from before should now be cleared.



a) Single GV Orbit Server

b) GV Orbit Server Cluster

- Fig. 2-13: System Test Console Output: a) Single GV Orbit Server. b) GV Orbit Server Cluster.
- 2 Click Apply.

The settings are applied to the project and a progress bar app

- progress bar appears in the dialog.
  3 A pop-up dialog may appear, asking if the local project should be updated from the chosen repository.
  - Click Yes to update the local project (and lose any local changes made).
- Setup
   ×

   Update the local project from the repository?

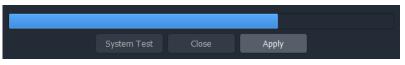
   This will lose local changes.

   Yes

Apply

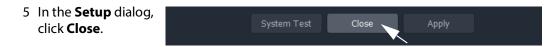
 Click No to keep the local project changes (and not pull the project from the repository on the server).

The applying of settings continues and progress is shown in the progress bar:



4 A pop-up dialog box confirms when the 'Applying' is all done. Click **OK** in the pop-up to proceed.





The new C&M project is created in GV Orbit Client and its **Home Screen** is shown. (See Project Home Screens in GV Orbit Client, on page 38.)

### Note:

The **Setup** dialog can also be viewed when a C&M project is open by clicking **Connections -> GV Server** in the main menu of GV Orbit Client.

### Note:

Setting up and applying the GV Orbit Server IP address for a project will automatically set up other comms settings for the project.

# **Project Home Screens in GV Orbit Client**

The project's **Home Screen** is shown and a new GV Orbit project has been created.

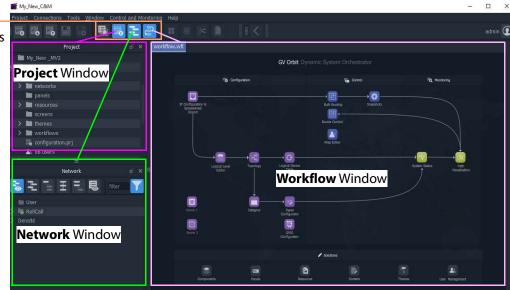
### Note:

The **Home Screen** appearance varies according to project type and which GV Orbit Client windows are enabled and being shown.

My3_New_MV				- 🗆 ×
Project Connections Tools Window Multiviewer Help				
₿₿₽₿₿₽₽	* * *			admin 🚺
	My3_N Project C:/GV-Orbit_Pro	ew_MV pjects/MV/My3_New_MV		
Manage Users	Themes	Walls	Tiles	
			Offline: FFFF:01:00	

a) Example New <u>Multiviewer Project</u> Home Screen

Click icons to hide/show windows of project Home Screen



b) Example New <u>C&M Project</u> Home Screen (See Project Home Screen for Information)

*Fig. 2-14:* GV Orbit Client Home Screen Examples: *a*) Multiviewer Project; *b*) C&M Project.

Note: A GV Orbit 'Multiviewer' project type is typically for singlemultiviewer designs. For video walls designs that are served by a cluster of multiviewers (MV Cluster), then use the GV Orbit 'Clustered Multiviewer' project type (described in Chapter 14, Multiviewer Cluster, on page 653).

**Note:** A C&M project type is for GV Orbit **Professional** and **Enterprise** only. A C&M project can be created in GV Orbit **Lite**, but may not be used.

# Step 2.2: Save, Push, and Close a Project

## Step 2.2.1: Save a Project Locally

To locally save a project from GV Orbit Client:

1 Click **Project -> Save Project** in the main menu to save the project into the local folder on the client PC.

### Step 2.2.2: Push Project (Save to Server)

To push an open project back into a repository (on the GV Orbit Server, or on a multiviewer device):

1 Click **Project -> Push** in the main menu.

A **Choose Projects** dialog is shown. Projects are listed that have been opened by the GV Orbit Client before. These appear in the **Project** window on the client.

Choose Projects	$\times$
Select Proj	ects to Push
My_C <u>M</u> _	Project_J
My_MV	_Project
My_Sim	ple_Mon
My_Sin	igle_C <u>M</u>
All	None
ОК	Cancel

Fig. 2-15: Choose Projects Dialog

2 Select the project to be pushed. More than one may be selected. Click **OK**.

The project is pushed to the repository.

Once a project is in a repository, it is deployed for use:

- **Multiviewer project** A project is pushed to a multiviewer which can then adopt the project's video wall design.
- **C&M project** A project is pushed to the GV Orbit Server. Applications/services etc. on the server can then access the project. For example, the Web Renderer service can read the project and render its custom operator screens for viewing in a web browser.

## Step 2.2.3: Close a Project

To close a project in GV Orbit Client:

• Click Project -> Close Project to close the project.

# **Open and Pull a Project**

## **Open Existing Local Project**

To open an existing local project from the GV Orbit Initial Screen:

1 Click the **Open Project** icon.

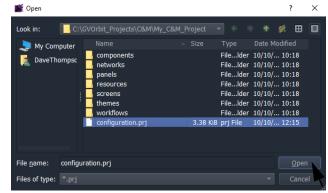
The **Open** dialog is shown:

- 2 Browse *into* the local project folder required and select the 'configuration.prj' file within it.
- 3 Click **Open**.

A login screen is shown.

4 For a new project, enter User name 'admin' and Password 'admin' and click Login.

The project's **Home Screen** is shown.



Note: New GV Orbit projects have User name 'admin', Password 'admin.

Pull a Project (Load from Server)

To pull a project from a repository (on the GV Orbit Server, or on a compatible multiviewer):

1 Click Project -> Pull in the main menu.

A Choose Projects dialog is shown. (See Figure 2-15.)

- 2 Select the project to pull.
- 3 Click OK.

The project is pulled from the repository, stored locally on the client PC, and is opened by the GV Orbit Client.

### Note: Pull and Push:

When connecting to a repository, you may be prompted to **Pull** a project from a **Repository**. **Pull** a project in order to either:

- edit the project locally (any local project is overwritten); or
- run the project locally (for example, to run operator screens).

Do not **Pull**:

• if a local project has all been created or changed and which needs to be put into a **Repository**. (This requires a **Push**.)

## **Exit GV Orbit Client**

Save the project locally and push it to be deployed, as required, before exiting GV Orbit Client.

To exit and close the GV Orbit Client application:

1 Click Project -> Exit.

The application shuts down and exits.

# **Step 3: Device Configuration**

Lite	Professional	Enterprise
•	•	•

## Introduction

This section describes how to access device control screens with GV Orbit Client. Devices can then be configured as required. RollCall- and Densité-protocol devices are covered.

- Step 3.1: Direct Configuration of RollCall-protocol Devices, on page 42.
- Step 3.2: Configuration of Densité and RollCall Devices, on page 43.

To configure a device (or unit), you must have the **Device control** permission assigned to your user profile otherwise you will not see this menu option. See Manage Users, on page 141.

# Step 3.1: Direct Configuration of RollCall-protocol Devices

RollCall-protocol devices can be configured directly from GV Orbit Client with the device's IP address from the GV Orbit Client **Initial Screen**:

1 Click the **RollCall Control Screen** icon, (or, with a project open, in the main menu click **Connections -> RollCall -> RollCall Control Screen**).

The **Open Template** dialog is shown:

- 2 Enter the IP address of the target device.
- 3 Click OK.

The control screen is shown in a tab. Click on **x** on tab to close device control screen.

🎽 Open T	?	Х			
Please enter the IP Address of the unit.					
10.162.5	1.151				
	ок	Can	cel		

/-820 - 0000:30:00 - 816 😣					
istem - Setup deo Alarms udio Alarms eference Alarms	System System: OK	synchr time c	Status ronised to NTP server (185.83.16 correct to within 17 ms g server every 128 s	59.27) at stratum 2	
MV-820	Serial Number S12345678 Build Number 3.2.10		t in outputs from the Multiviewer	D Take Effect. Pressing "System Res being interrupted. am Reset	et"
Network Settings 1G1 Interface IP Address 10.162.51.151 Subnet Mask 255.255.0.0/16 MAC Address 00:23:70:00:05:a2	DHCP Enabled Default Gate 10.162.254. NIC Bondin		1G2 Interface IP Address 10.162.51.152 Subnet Mask 255.254.0.0/15 MAC Address 00:23:70:00:05:a1	DHCP Enabled Default Gateway 10.162.254.1	Address
Eng Interface IP Address 10.162.51.155 Subnet Mask 255.255.0.0/16 MAC Address 00:e0:4b:52:04:41	DHCP Enabled Default Gate 10.162.254.	eway Address	DNS Server Primary IP Address	Secondary IP Add	P

Fig. 2-16: Example Device Control Screen (RollCall-protocol Device shown)

4 When all device configuration changes are complete, close the control screen tab.

# Step 3.2: Configuration of Densité and RollCall Devices

With a GV Orbit project open in GV Orbit Client, GV Orbit **Professional** and **Enterprise** can show RollCall-protocol and Densité-protocol devices with full status indication listed in a **Network** window.

However, GV Orbit **Lite** can only *list* RollCall-protocol device items in the **Network** window and *without* any status indication.

### **Network Window Views**

The **Network** window can show devices either in a tree-view or in a list-view. Toggle between these views with the tool bar controls shown in Figure 2-17. See Network Window, on page 84 for a description of the Network window.

			Netwo <mark>rk 🗗 🗧 🗙</mark>
Ę	•	Ę	[] 글 王 린 링 filter 기 🍸
	۱ş	Us	er
$\sim$	i.		llCall
			Control 0000:01:00
			Vega 0000:02:00
			Rack 2 0000:03:00
		1	Rack 3 0000:04:00
			Rack 4 0000:05:00
		I.	Rack 5 0000:06:00
		1	Rack 6 0000:07:00
			Rack 7 0000:09:00
			Vega 0000:0A:00
	>		Vega Monitoring 0000:0B:00

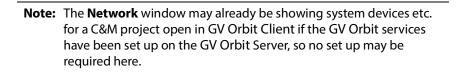
### Click to show List-View

a) Tree-View *Fig. 2-17: Network Window Views* 

Click to show Tree-View







Initial set up of the **Network** window can be done in a project; this is done differently for RollCall-protocol devices than for Densité-protocol devices and each is described below:

- Step 3.2.1: Network Window Setup For RollCall-protocol Devices
- Step 3.2.2: View a Device Control Screen RollCall Devices
- Step 3.2.3: Network Window Setup For Densité Devices
- Step 3.2.4: View a Device Control Screen Densité Devices

Step 3.2.1: Network Window Setup For RollCall-protocol Devices

RollCall device control screens can be viewed with GV Orbit Client via a GV Orbit Server (which runs a GV Orbit IP Proxy service).

To set up the **Network** window:

- 1 For GV Orbit:
  - Lite From the GV Orbit Client Initial Screen, click the Network Map icon.
  - Professional and Enterprise and with a C&M project open -Click Connections -> RollCall -> Network Map in the main menu.

An Open Network dialog is shown. (See Figure 2-18.)

📓 Open Network ? 🗙	🎬 Open Network	? ×	📓 Open Network	?
Enable Network Map Connection	Enable Network Map	Connection	Enable Network N	1ap Connection
Primary Address:	Primary Address:		Primary Address	
10.162.51.151	10.162.51.151	$\sim$	172.19.79.143	
Enable Redundancy:	Enable Redundancy:		🗾 Enable Redundancy	
Secondary Address:	Secondary Address:		Secondary Address	
		$\sim$	172.19.79.144	
Priority Primary O Priority None	Priority Primary O Priority	None	Priority Primary O Prior	ity None
OK Cancel	Direct Ip Share Conn	ections	Direct Ip Share C	
	Enable Ip Ad	Idress		
a) <b>Open Network</b> Dialog	0.0.0.0@2050		c) Redundant server ca	ase.
(after clicking on	0.0.0.0@2050			
Network Map in the GV Orbit	0.0.0.0@2050			
Client Initial Screen).	0.0.0.0@2050			
	0.0.0.0@2050			
	0.0.0.0@2050			
	ОК	Cancel		
	b) Open Network dialog	g		

(after clicking on **RollCall** -> Network Map in GV Orbit Client's main menu).

*Fig. 2-18: Open Network Dialogs:* 

a) After clicking Network Map icon in GV Orbit Client Initial Screen. b) After clicking RollCall -> Network Map in GV Orbit Client main menu.

c) Redundant server case.

- 2 Select Enable Network Map Connection, if available in the dialog.
- 3 Enter an IP address for the **Primary Address**:
  - GV Orbit Lite: Enter the address of an IQ frame controller to be able to access all devices in the frame.
  - GV Orbit **Professional** and **Enterprise**: Enter the IP address of a GV Orbit Server.

This will connect to the IP Proxy service running on the server and allow access to all devices connected to the IP Proxy service.

Note:

The IP address entered in the **Open Network** dialog may be for either:

- a GV Orbit Server, which runs a IP Proxy service; or for
- a single device.
- 4 For redundant GV Orbit systems,

select **Enable Redundancy** and enter the IP address of a second GV Orbit Server.

## 5 Click OK.

A Network window appears in the GV Orbit Client:

This can be re-sized. It can show an expandable tree-view of all devices attached to the IP Proxy service.

Network	ъ×
💫 🗄 🗄 🗄 🗟 filter	
🛤 User	
✓ KollCall	
> 🍋 Control 0000:01:00	
> 晴 Vega 0000:02:00	
Rack 2 0000:03:00	
> 晴 Rack 3 0000:04:00	
> 晴 Rack 4 0000:05:00	
Rack 5 0000:06:00	
Rack 6 0000:07:00	

## Step 3.2.2: View a Device Control Screen - RollCall Devices

To view a RollCall device control screen from the **Network** window:

1 Locate the target device in the **Network** window (tree-view or list-view). Right-click on the item and select 'Control'.

The control screen and its sub-menus are loaded and are then shown in a tab.

		se the device c	ontroi screen tab	
₩ My_C&M_Project_H				- 🗆 X
Project Connections Tools Window Control and	d Monitoring Help			
- 15 15 12 13 - 5 <u>1</u> 15 15	22 🔒 🏥 🌣			admin 🖸
Project 6	× workflow.wfl MV-820 - 42A1:02:00	) - 816 💊		
C&M_Project  defaultProject  defaultProject	System - Setup Video Alarms Audio Alarms Reference Alarms	System: OK u	n IP Status unsynchronised polling server every 8 s	
My_C&M_Project_C				
Network 6		ial Number System Reset	it ystem Reset is Required for Changes to Take Effer	a Barriston Brinking Barrist
😸 🔁 🗄 🗄 🕂 🐻 🕺 filter 🔤 🎽			result in outputs from the Multiviewer being inter System Reset	
User	FPGA Version		Cancel Con	nfirm
<ul> <li>Image: RollCall</li> <li>Image: Image: Image: Image: RollCall</li> <li>Image: Image: I</li></ul>	290			
	Network Settings			
Rack 2 0000:03:00	1G1 Interface		1G2 Interface	
🗸 🍓 Rack 3 0000:04:00	IP Address		IP Address	DHCP
> Network(4100) 4000:01:00	172.19.160.67 P	Enabled	172.19.168.67 P	Enabled
🗸 🎼 Network(4200) 4000:02:00	Subnet Mask	Default Gateway Address	Subnet Mask	Default Gateway Address
IQ Frame 00 (DAs) 4200:02:00	255.255.254.0/23	172.19.160.1 P	255.255.254.0/23	172.19.168.1 P
Kahuna 4200:07:00	MAC Address	NIC Bonding	MAC Address	11
✓ № MV-820 4200:0A:00	00:23:70:00:05:a6			
🗸 🐚 MV-820 42A0:01:00				
MV-820 42A1:02:00	Eng Interface		DNS Server	
> 🍋 Rack 4 0000:05:00	IP Address	DHCP Enabled	Primary IP Address	Secondary IP Address
> 🍯 Rack 5 0000:06:00	Р			
> 🍋 Rack 6 0000:07:00	Subnet Mask	Default Gateway Address		
> 🐚 Rack 7 0000:09:00	255.255.0.0/16	P		
Rack 8 0000:0A:00	MAC Address			
> Rack 9 0000-08-00				

Click to close the device control screen tab

Fig. 2-19: Example Device Control Screen (RollCall-protocol Device Shown)

2 When all required user device configuration changes are done, close the control screen tab.

Right-click on any other device in the Network window to display/edit its control screen, as required.

## Step 3.2.3: Network Window Setup For Densité Devices

Densité device control screens (card control panels) can be viewed with GV Orbit Client from the **Network** window via a GV Orbit Server (which runs a GV Orbit Densité service). GV Orbit Client must be configured to connect to the Densité server/service.

In a C&M project open in GV Orbit Client:

1 Click **Connections -> Densité** in the main menu.

The **Densité Configuration** dialog is shown:

- 2 Enter the GV Orbit Server IP address.
- 3 Select:
  - · 'Lookup Service'; and
  - 'Densité REST'.
- 4 Enter the **Username** and **Password** (if not already set up) to access the GV Orbit Server (and hence the Densité service).

**Note:** These are *not* the same login credentials as those used when opening a GV Orbit project with GV Orbit Client.

📓 Densité Confi	? ×						
	Densité Mana	ger Connection					
IP address(s)	172.19.79.143 172.19.79.144						
		🗾 Lookup service 🚦	💋 Densité REST				
		Add	Delete				
Username	admin						
Password	••••						
	Other Settings						
Panel launche	r port 9627 🗘						
	ОК	Cancel					

Note: Densité service credentials are set up automatically if the Setup dialog (Connections -> GV Server in main menu) was used when creating the C&M project.

5 Click OK.

GV Orbit Client connects to the Densité service on the GV Orbit Server.

6 Add all Densité frames to the Densité service. Refer to the **Densité Manager Service** in the GV Orbit *Admin Guide* in the Related Documentation, on page 19.

Added Densité frames become visible in the **Network** window.

This has set up the **Network** window in GV Orbit Client to show Densité frames and to show fitted cards supported by the GV Orbit Server.

Note: Densité cards can appear in the Network window if the card is:

- present in a Densité frame that has been added into the GV Orbit Densité Manager service on the GV Orbit Server; and is
- supported by the GV Orbit Server; and is
- accessible by the GV Orbit Server over the network.

If a Densité card is still not shown in the window, support for it may need to be added to the GV Orbit Server. To add support for other Densité cards, if required, see Step 5: Adding Support for Further Densité Cards.

**Note:** GV Orbit **Professional** and **Enterprise** ship with native support for some Densité cards. Refer to the GV Orbit release notes for a list of natively-supported Densité cards. See Related Documentation, on page 19.

## Step 3.2.4: View a Device Control Screen - Densité Devices

You must have the **Device control** permission assigned to your user profile otherwise you will not see this option. See Manage Users, on page 141.

This step assumes that the Densité card is shown in the **Network** window (see Step 3.2.3: Network Window Setup For Densité Devices).

**Note:** Densité cards can appear in the GV Orbit Client **Network** window if the card is:

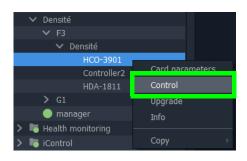
- present in a Densité frame that has been added into the GV Orbit Densité Manager service;
- supported by the GV Orbit Server; and is
- accessible by the GV Orbit Server over the network.

To add support for a card, see Step 5: Adding Support for Further Densité Cards.

To access a Densité device control screen (device control panel) from the **Network** window:

- 1 Locate the target device in the **Network** window.
- 2 Right-click on the device and select 'Control'.

Note: An informative message appears (bottom left of GV Orbit Client) while the control screen is being accessed.



The Densité-protocol device's control screen opens in a separate window (that is, not in the GV Orbit Client's overall window) and

may be obscured on your client PC's screen. Check that this window is not behind the GV Orbit Client window or other windows.

IPG-3901 [ SLOT :	11]		-	□ × .	
Gateway			G	grass valley	Click to close the
Network		Gatewa	ıy		Densité device
тісо	Gateway Status SDI IN 1 SDI IN 2				control panel.
Reference	SDI I/O 1 SDI I/O 2	SDI I/O 3 SDI I/O	4 SDI I/O 5 SDI I/O 6	SDI I/O 7	
	SDI OUT 1 SDI OUT	2			
	TICO 1 TICO 2				
			Gi	ateway Table	
		OUT 1 OUT 2	DEC 2 INPUT	System	
	Alignment Mode Status	; TE 2022-6 Timing to Reference	AES-87 Link Latency		
	⊖ Separate	ETH1 (usec) N/A	N/A	Link Offset (usec) N/A	
	Group Sync (TR04)	ETH2 (usec) N/A	ETH2 (usec) N/A N/A		
	Config				

Fig. 2-20: Example Densité Device Control Panel

3 When all the required user device configuration is complete, close the control panel.

Right-click on any other device in the **Network** window to open its control screen, as required.

# **Step 3.3: Configuration of Other Devices**

Devices in a GV Orbit system which may be configured via GV Orbit appear in the GV Orbit Client **Network** window and present a 'Control' drop-down menu option:

• Right-click on such a device and select 'Control' to open their web page in GV Orbit.

DT_C&M_Test			- 0
roject Connections Tools Window Control and Monito	ring Help		
16 16 12 13 15 15 <u>16 15 2</u> 2			admin (
Project 🚽 🗙 Grass Valley	> Login ⊗		
🐻 DT_C&M_Test			GV Fabric Management Console
	grass valley		Host: gyfabric-1d User: (not logged in) Login
MV821-IP			
My_ATP-Monitor	etup System Security Des Ports	Status	Boute Gateway
Image: My_Bulk-Routing_001         Image: My_New_C&M_1		A contraction of the second se	
My_rlew_coom_1			
MV821-IP			
Network 🖻 🛪			
5 7 7 7 7 7 7 8 <b>.</b>			
hen RollCall		Please enter your username and password,	
> 💐 Control 0000:01:00		then click "Login"	
> 🍯 Vega 0000:02:00		then click "Login"	
> 🍯 Rack 2 0000:03:00			
> 🖡 Rack 3 0000:04:00		Account:	
> 🖥 Rack 4 0000:05:00			
> Rack 5 0000:06:00		Password:	
> Rack 6 0000:07:00			
Rack 7 0000:09:00           Rack 8 0000:0A:00		Login	
> Rack 9 0000:0A:00			
> Rack 11 0000:00:00			
> III GV Live Servers 0000:0D:00			
V Node 0000:0E:00			
> III UCP3901 E000:01:00			
Virtual Node E000:10:00			
▲ 04: gvfabric-10 Alarm list	ie Management		
> Removed Frames 0000 Alarm history			
Ilser	and had a for	a attended the second second	
? 0ABCDEFGH Alarm masking	2020 Grass Valley, Inc.		
? 0ABCDEFGH12 Upgrade			
Densité Info			
Servers Control			

Right-click on device and select 'Control'

Fig. 2-21: Example GV Fabric Device Control Panel

# Step 4: Device Upgrade

Lite	Professional	Enterprise
•	•	•

# Introduction

This section describes how to upgrade software/firmware on a device using GV Orbit Client.

Upgrade packages for RollCall or Densité cards comprise a version of software and a version of firmware bundled together in a .zip file.

To upgrade a device (or unit):

- You must have the **Device upgrade** permission assigned to your user profile otherwise you will not see this menu option. See Manage Users, on page 141.
- The **Network** window must be open and showing the system device to be upgraded. (See Network Window Views, on page 43.)

### Note:

Before starting, ensure that the upgrade package file is:

- accessible;
- · for the correct RollCall or Densité card model; and is
- the correct version required.

Contact Grass Valley customer support for advice about upgrade packages.

- Step 4.1: Upgrade RollCall-protocol Devices, on page 51.
- Step 4.2: Upgrade Densité-protocol Devices, on page 53.

Also see Change Functionality of a 'Software-Defined Core' Card, on page 57.

## Step 4.1: Upgrade RollCall-protocol Devices

- Lite Simple device upgrade is possible directly from GV Orbit Client.
- **Professional** and **Enterprise** Simple device upgrade and advanced device upgrades are possible with the GVO-CFG-PRO option.

### Simple Upgrade

**Check the Current Software/Firmware Version** 

- 1 Open the **Network** window.
- 2 Locate the device to be upgraded, right-click on it and select Info.

A **Details** window is shown for the unit, displaying unit information which includes the device's current version of software/firmware.

> 💐 MIX-38 3250:03:00			
> 🐻 MIX-39 3250:04:00		📓 Details: MIX-41	? ×
by MIX-40 3250:05:00			
✓ 崎 MIX-41 3250:06:00		Unit Information	
MIX-41 3256:30:00	Alarm list	Name MIX-41	
> 🛤 MIX-42 3250:07:00	Alarm history	Nome MIX TI	
> 隋 IQ Frame 08 3200:06:00		Address 3256:30:00	
> 🍋 IQ Frame 09 3200:07:00	Alarm masking	Services Alarm	
> 🌄 IQ Frame 10 - Neal 3200:08:00	Control	RollCallv3 RollCallv3.Control	
> 🍋 IQ Frame 17 3200:09:00	Upgrade	RollCallv3.Menu	
> 晴 Rack 3 0000:04:00	Info	Version 15.5.97	
> 🐚 Rack 4 0000:05:00	Сору	Version 15.5.97	
> 🐚 Rack 5 0000:06:00	сору	Type: IQMIX10_KP	
> 🛅 Rack 6 0000:07:00		ID 848	
🗸 🍋 Rack 7 0000:09:00			
Network(9100) 9000:01:00			2

Fig. 2-22: Unit Information in Details Window

3 Close the **Details** window.

Import Upgrade Packages

4 Right-click on the tree-view device item and select 'Upgrade'.

The RollCall Upgrade window is shown. Any software/firmware upgrade packages

that have been previously uploaded to the GV Orbit Client are shown listed on the left hand side. For a fresh install of GV Orbit Client, no packages are listed.

📓 RollCall upgrade	? ×
Available packages	Unit
	Unit Name 138/MDXIOM/401 - BI Unit Type IQMDX4000 Address 3294:30:00 Unit Version 11.73D.76
	Options
	<ul> <li>Upgrade changed files only</li> <li>Upgrade all files</li> </ul>
Import upgrade package(s)	elete Upgrade Cancel

Fig. 2-23: RollCall Upgrade Window

5 Click **Import Upgrade Package(s)** and browse to the upgrade package to be uploaded. Select the package and click **Open**.

The package is imported into the GV Orbit Client.

After the package has been imported, it is listed under 'Available Packages' in the **RollCall Upgrade** window.

**Upgrade the Device** 

- 6 Select a package in the 'Available Packages' list of the **RollCall Upgrade** window.
- 7 Select **Upgrade All Files** in the 'Options' pane to upgrade all files on the device, regardless of whether a file is the same on the device and in the upgrade package. (Deselect **Upgrade All Files** for a quicker upgrade.)

🛒 RollCall upgrade	? ×
Available packages	Unit
15.0.95 build: 0.22.174	Unit Name 138/MDXIOM/401 - BI Unit Type IQMDX4000 Address 3294:30:00 Unit Version 11.73D.76
	Upprade changed files only  Upgrade all files
Import upgrade package(s)	Delete Upgrade Cancel

*Fig. 2-24: RollCall Upgrade Window* 

8 Click the **Upgrade** button to start the upgrade of the device.

A message box appears informing you that the upgrade has started and will proceed in the background. Click **OK**.

🎬 Upgi	ade has started	×
	Upgrade of 138/MDXIOM/401 - BI to 15.0 .95 has started and will be performed in the background	
	ок	

### Note:

You can continue using the GV Orbit Client project while the upgrade proceeds. However, only <u>one</u> RollCall upgrade can be running at any one time.

The progress of the upgrade is reported bottom left in the GV Orbit Client window.



Fig. 2-25: Upgrade Progress Messages (Bottom left in GV Orbit Client window)

- 9 When the device has been upgraded, this is indicated by:
  - a final message at the bottom of the GV Orbit Client window; and also by
  - a pop-up notification message in the Windows<sup>™</sup> system tray.

**Check the Upgraded Software/Firmware Version** 

- 1 Right-click on the **Network** window upgraded-device item and select **Info**.
  - A **Details** window is shown displaying unit information.
- 2 Check that the device's current (upgraded) version of software/firmware is correct.

### Note:

If the **Network** window is being presented through an IP Proxy then a GV Orbit Server fail-over (in a GV Orbit Server cluster system) during an upgrade will cause a failed upgrade.

# Step 4.2: Upgrade Densité-protocol Devices

• Lite - Simple device upgrade of Densité devices is not possible via the GV Orbit Client.

#### Note:

Densité modular devices may still be upgraded independently of GV Orbit Client using Grass Valley's iControl Solo product.

 Professional and Enterprise - Densité device upgrade is possible via GV Orbit Client with the GVO-CFG-PRO option, including upgrade of single and multiple Densité devices.

## **Device Upgrade (GV Orbit Professional and Enterprise only)**

This sub-section assumes that the Densité card is shown in the **Network** window (see Step 3.2.3: Network Window Setup For Densité Devices).

**Note:** Densité cards can appear in the GV Orbit Client **Network** window if the card is:

- present in a Densité frame that has been added into the GV Orbit Densité Manager service;
- supported by the GV Orbit Server; and is
- accessible by the GV Orbit Server over the network.

To add support for a card, see Step 5: Adding Support for Further Densité Cards to be able to see the card to upgrade.

**Check Current Device Software/Firmware Version** 

- 1 Open the **Network** window and locate the device to be upgraded.
- 2 Right-click on the device item to be upgraded and select Info.

A **Details** window is shown for the unit, displaying unit information which includes the device's current version of software/firmware.

✓ densite ✓ D		📓 Details: IP	'G-3901	?	×
> Frame			Unit Information		
V GV V Node					
✓ Densite		Name	IPG-3901		
IPG-3901	Alexen encluine	Address:	densite_D_GV_Node_Densite_SLOT_10_168		
IPG-3901 IFM-2T	Alarm masking >>		Densite		
ETH3-REF	Display Ca. & Parameters Open Control Screen				
IPG-4901	Open Upgrade Screen	frameId	densite_D_GV_Node_Densite		
Health monitoring      iControl		devId	168		
	Сору	version	2.3.2		
		slot	10		
		gsm	densite_D_GV_Node_Densite_SLOT_10_168@overall_status		

Fig. 2-26: Unit Information in Details Window

3 Close the **Details** window.

Import Upgrade Packages

4 Right-click on the tree-view device item and select 'Upgrade'.

Navigation	Туре	Installed firmware	Installed package	Available package	Select / By	Install progress	Package histor
rame Reference	Frame Refe.	. 2.0.2					<b></b>
ICO-3901	HCO-3901	1.3.6					
IDA-1811	HDA-1811	1.1.0					
FM-2T	IFM-2T	2.3.0					<b></b>
PG-3901	IPG-3901	2.3.2					<b></b>
PG-3901	IPG-3901	2.3.2					
PG-4901	IPG-4901	1.1.0					
(MX-4921	KMX-4921	9.2.0					<b></b>
(MX-4921	KMX-4921	9.2.0					<b></b>
(IO-4901	XIO-4901	2.3.0					<b></b>
JO-4901	XIO-4901	230					III.

### The Densité Upgrade Manager window is shown.

Fig. 2-27: Densité Upgrade Manager

5 Click **Upload Files...** and browse to the upgrade package to be uploaded. Select the package and click **Open**.

A message window appears prompting you to start the upload.

6 Click Upload in the Progress window.

Progress of the upload is shown in the window and the package is uploaded to the **Densité Upgrade Manager**.

7 When complete, the **Progress** window shows 100% done, 'Operation finished':

#### Click Close.

8 Verify the uploaded package is present in the **Densité** 

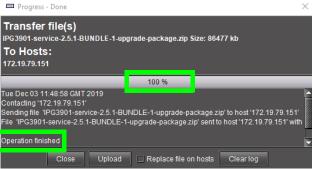


Fig. 2-28: Progress Window - Upgrade Package 100%

**Upgrade Manager** window by clicking in the 'Available package' column and looking in the drop-dc wn list

**Note:** After an upgrade package has been uploaded, it is available in a dropdown box in the 'Available Package' column, in all rows for Densité devices compatible with the newly-uploaded package. For example, for an IPG-3901 package, check in any IPG-3901 device row.

**Upgrade the Device** 

In the **Densité Upgrade Manager** window, in the row for the device to be upgraded:

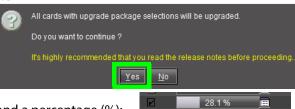
 $\times$ 

Q	Select an ungrade	nackane in the	'Available Package'	column's drop-down list.
	Juliceran appraide	package in the	Available Fackage	column s arop down inst.

Navigation	Туре	Installed firmware	Installed package	Available package	Select / By	Install progress	Package histo
Frame Reference	Frame Refe.	. 2.0.2					
HCO-3901	HCO-3901	1.3.6					
HDA-1811	HDA-1811	1.1.0					
IFM-2T	IFM-2T	2.3.0					
IPG-3901	IPG-3901	2.3.2					
PG-3901	IPG-3901	2.3.2 -> 2.5.1	> 2.5.1-BUNDLE-1	2.5.1-BUNDLE-1 🔆	Z	0.0 %	
PG-4901	IPG-4901	1.1.0					
KMX-4921	KMX-4921	9.2.0					
KMX-4921	KMX-4921	9.2.0					
(IO-4901	XIO-4901	2.3.0					
KIO-4901	XIO-4901	2.3.0					
Logical view 📮 Physical	view 📄 🖬 Flat vie	W					
		Upgrade (1) F	Force upgrade (1)	Clear Upload file	S		

10 Click the **Upgrade** button to start

the upgrade of the device. An **Upgrade Confirmation** message box appears.



11 Click **Yes** to start the upgrade.

Progress is reported in the 'Install

Progress' column as a progress bar and a percentage (%):

When done, a 'Finished 100%' message appears in the 'Install progress' column.

📼 Densite Upgrade Manager							_	. 🗆	×
Navigation	Туре	Installed firmware	Installed package	Available package	Select / By	Install progress	Packa	age history	
Frame Reference	Frame Refe.	2.0.2							
HCO-3901	HCO-3901	1.3.6							
HDA-1811	HDA-1811	1.1.0							
HFM-2T	IFM-2T	2.3.0							
-IPG-3901	IPG-3901	222							
-IPG-3901	IPG-3901	2.5.1	2.5.1-BUNDLE-1	<b></b>		Finished (100.0 %)	🔳 Current: 2.	5.1-BUNDLE	E-1
-IPG-4901	IPG-4901	1.1.0							
-KMX-4921	KMX-4921	9.2.0							
-KMX-4921	KMX-4921	9.2.0		(i /(:		• 1	· · ·		
-XIO-4901	XIO-4901	2.3.0	Upgraded	software/firm	nware ve	ersion on de	vice is sr	iown	
LXIO-4901	XIO-4901	2.3.0							

Fig. 2-30: Upgrade 'Finished 100%'

12 Close the **Densité Upgrade Manager** window.

**Check Software/Firmware Version on Upgraded Device** 

- 13 In the Network window, right-click on the upgraded-device item and select Info.A Details window is shown for the device/unit.
- 14 Check that the newly-upgraded device software/firmware version is correct.

Note: The Densité Upgrade Manager can upgrade multiple devices.

# **Change Functionality of a 'Software-Defined Core' Card**

Grass Valley offer a range of cards which have a software-defined core, enabling a user to change the functionality of a card with core packages and licenses. GV Orbit Client enables a user to change such a 'software-defined core' card's functionality.

Note: Supported software-defined core cards include:

• UCP-3901 and IQ-UCP cards, with various core packages, including Essence Processing (EP) cores and Multiviewer (MV) cores.

See the documentation on the respective cards for further information and instructions on how to add licenses etc.

Note: License a card first before loading a core package into the card. If a core package is loaded but a card is not licensed, then default, 'base' functionality results. See the documentation on the respective card for information.

To change a card's functionality, use the 'upgrade' mechanism in GV Orbit Client:

1 Locate the software-defined core card in the **Network** window.

Network treat 0000:08:00 Upgrade. Rack 9 00 Rack 11 000

Fig. 2-31: Software-Defined Core Device in Network Window

2 Right-click on the card item in the tree-view and select 'Upgrade'.

The **RollCall Upgrade** window is shown for the card. The window shows:

- the core package currently in use by the card; and
- all available (imported) core packages.

See Figure 2-32.

Available core packages	Current software-defined core being used by the card.
💕 RollCall upgrade	3
Available Packages	Unit
16.0 .110 build: 0.29.16 unit type: UCP3901_8ASE 16.0 .110 build: 0.29.16 unit type: UCP3901_25_EP	Address 8100:30:00 Unit version 16.0 .110 Options
	Upgrade changed files only Upgrade all files
Import upgrade	package(s) Delete Upgrøde Cancel

Fig. 2-32: RollCall Upgrade Window - Available Cores

To import further core packages:

3 Import the core package in a similar way to an upgrade package (see Step 4.1: Upgrade RollCall-protocol Devices, on page 51).

To load an available (already-imported) core package into the card and change card functionality:

4 Select an available core package and click **Upgrade**. The procedure is similar to upgrading a card (see Step 4.1: Upgrade RollCall-protocol Devices, on page 51).

The new core package is placed on the card; the card reboots and then adopts the functionality of the new core package if the card is licensed.

# Step 5: Adding Support for Further Densité Cards

Lite	Professional	Enterprise
	•	•

# Introduction

GV Orbit fully supports all Densité cards. GV Orbit **Professional** and **Enterprise** ship with native support for many Densité cards; for other cards, support needs to be added to your GV Orbit Server. This section describes how to add support for Densité cards to your GV Orbit Server.

Support is added by uploading the requisite Densité card software package. Once uploaded, the GV Orbit Server can recognize the cards and they may be integrated into the **Network** window.

Carry out this procedure to add or to update support of a Densité card.

# Add or Update Densité Card Support

Many Densité cards are automatically recognized by GV Orbit. However, some Densité cards may not show in the **Network** window, even though they are physically installed in a Densité frame. For example, a frame's controller card may be shown but one or more cards in the same frame are not shown (in the tree-view nor list-view). To make such cards available, the corresponding card software packages must be uploaded through the Densité Upgrade Manager tool.

**Note:** Refer to GV Orbit release notes documentation for a list of natively supported Densité cards. See Related Documentation, on page 19.

### Prerequisite:

- All Densité frames are added to the Densité Manager service on the GV Orbit Server. Refer to the **Densité Manager service** in the *GV Orbit Admin Guide*. See Related Documentation, on page 19.)
- Software package are available for each Densité card type to be added/updated. (See each separate card documentation for how to obtain each software package.)

The procedure is similar to upgrading Densité cards (see Step 4.2: Upgrade Densitéprotocol Devices):

- 1 Locate a Densité frame item in the **Network** window *tree-view* and expand it to show all available cards.
- 2 If one or more cards are not shown in the **Network** window tree-view, right-click on a fitted card item (for example, on the frame controller card item) and select 'Upgrade'.

The Densité Upgrade Manager tool is opened showing all the cards in the Densité frame. Some cards may be grayed-out.

For each Densité card type for which support is to be added/updated:

- 3 Import the card's software package. (See Import Upgrade Packages for how to do this.)
- 4 Upgrade each card. (See Upgrade the Device for how to do this).
  - After a card type has been upgraded, it should appear in the Densité Upgrade Manager tool and not be grayed-out.

Support for the card has now been added to the GV Orbit Server.

When the support for all cards has been added:

5 Close the Densité Upgrade Manager window.

Support for the Densité cards has now been added to the GV Orbit Server and the cards are displayed in the GV Orbit Client's **Network** window.

# **Step 6: Multiviewer Project**



## Introduction

This section is applicable to GV Orbit Client and multiviewer applications with single multiviewers that use the GV Orbit 'Multiviewer' project type.

Note:	A GV Orbit 'Multiviewer' project type is typically for single-
	multiviewer designs.
	For video walls designs that are served by a cluster of multiviewers
	(MV Cluster), then use the GV Orbit 'Clustered Multiviewer' project
	type (described in Chapter 14, Multiviewer Cluster, on page 653
	onwards).

This section describes a simple edit to a GV Orbit (single-multiviewer) 'Multiviewer' project pulled from a multiviewer (MV-8 series or IQ-MV series multiviewer). The simple edit changes the appearance of the video wall and the project is pushed back to the device.

**Note:** GV Orbit 'Multiviewer' projects are pushed/pulled to/from a compatible (single) *multiviewer device* rather than to/from a GV Orbit Server.

# Simple Multiviewer Project Editing Example

## Pull Project and Open

1 Open GV Orbit Client at the initial screen and click **New Project**.

The **New Project** dialog is shown.

- 2 Select Connected Multiviewer Project type.
- 3 **Browse** into a new, empty folder (into which project information will be placed).
- 4 Click Choose.
- 5 Click Next.

A list of available multiviewers is shown.

📓 New Project	?	×
Project Type		
Connected Multiviewer Project Multiviewer Project		
Description		
Connects to a multiviewer and pulls the project to the local PC.		
Details		
Name:		
Location: C:/GV-Orbit_Projects/MV/My_Connected_MV B		
Note: Location must be an empty folder.		
Next Cancel		

			Select	the Multiviewer you wou	ld like to connect to:		
🗘 Refr							Specify Hos
Domain	Name	Address	Host	Unit Type	Location	Notes	Type Id
	Validation MV-821-IP	FFFF:41:00	10.162.51.41	MV-821-IP-MAIN	Rack Room		923
59	MIV-831	FFFF:39:00	10.162.51.3	MV-831	Lap	DDS 39 ROIICall FFFF:39:00	917
	MV-800-160	FFFF:60:00	10.162.51.160	MV-800	Lab bench	MV-800 DDS=160 RollCall=60 Lab bench	
166	Validation MV-800	FFFF:66:00	10.162.51.166	MV-800	Validation Rack	DDS=166, RollCall=66	
	FRED		10.162.51.151	MV-820	Lab bench	JG DDS=151, RollCall=1000:30:00	816
23	MV-820-IP	6000:01:00	10.162.51.220	MV-820-IP-MAIN	Lab	Development MV-820-IP	885
	Validation MV-820	FFFF:80:00	10.162.51.180	MV-820	Validation rack	DDS=180, RollCall=80	816
'5	MV800	FFFF:75:00	10.162.51.75	MV-800	F2		784
	MV-851-6	FFFF:06:00	10.162.51.6	MV-851	Lab bench	MV-851 DDS=6 RollCall=06 Lab bench	919
180 75 6	Validation MV-820 MV800	FFFF:80:00 FFFF:75:00	10.162.51.180 10.162.51.75	MV-820 MV-800	Validation rack F2	DDS=180, RollCall=80	816 784

Fig. 2-33: Select Multiviewer to Connect To

**Note:** The IP network used needs to support multicast for automatic discovery of devices to occur (for example, for listing available multiviewers).

6 Select the multiviewer to connect to and click **OK**.

GV Orbit Client connects to the multiviewer, pulls the GV Orbit project from it, attempts to open the project, and shows the login screen.

7 Enter the correct User name and Password for the accessing the GV Orbit project.

Note: The default login for new projects is 'admin' 'admin'.

8 Click Login.

The project is opened and the multiviewer project **Home Screen** is shown.

Folder path where project is stored on the client PC.

Name of GV Orbit project (pulled from multiviewer)

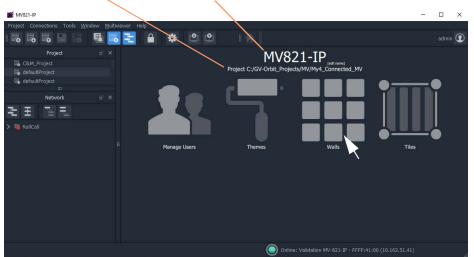


Fig. 2-34: Multiviewer Project Home Screen

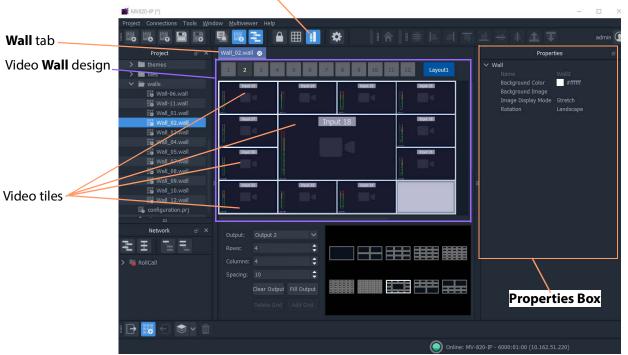
The GV Orbit multiviewer project has been pulled from the target multiviewer device, locally stored on the client PC, and opened in GV Orbit Client.

The multiviewer video wall design may now be edited in GV Orbit Client.

## **Edit the Multiviewer Project**

1 Click on the large **Walls** icon, and select one of the wall items that is shown listed.

The multiviewer video wall design is opened in a tab in the overall GV Orbit Client window. See Figure 2-35.



Run Mode / Design Mode icon (GV Orbit Client is shown in Design Mode)

Fig. 2-35: Example Video Wall Tab in Wall Editor

The Wall tab is the stage on which a Wall is:

- designed and edited (in GV Orbit Client **Design** mode); and
- may be run and viewed (in GV Orbit Client **Run** mode).
   Although a video wall is fully deployed when running on a compatible multiviewer device.
- 2 Click the Run Mode / Design Mode tool bar icon to select 'Design Mode'.

Note:

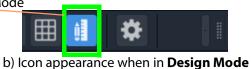
Clicking the **Run Mode / Design Mode** tool bar icon toggles between 'Run' and 'Design' modes of GV Orbit Client.

Click to exit Run Mode



a) Icon appearance when in Run Mode

Click to enter Run Mode



Note:

- In **Design Mode**, a project may be edited (for example, a video wall may be modified).
- In Run Mode, a project monitors log and alarm data and generates display screens in real-time.

Fig. 2-36: Run Mode / Design Mode Tool Bar Icon

This example edit will do a simple change to the video wall:

- 3 Click on one of the video tiles on the wall to select it. For example, the top-left video tile.
- 4 In the **Properties Box**, change the **Preferences -> Type** property value to 'Analogue Clock' via the drop-down menu.

The selected tile changes to a round-faced clock within the **Wall** tab.

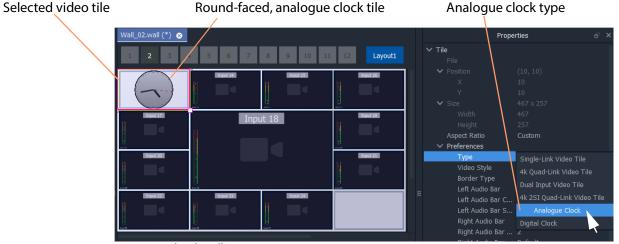


Fig. 2-37: Edited Wall Design

5 Click **Project -> Save Project** to save the whole project locally, including the video wall design.

**Push Project Back to Multiviewer** 

Click **Project -> Push** in the main menu.
 The **Choose Projects** dialog is shown.

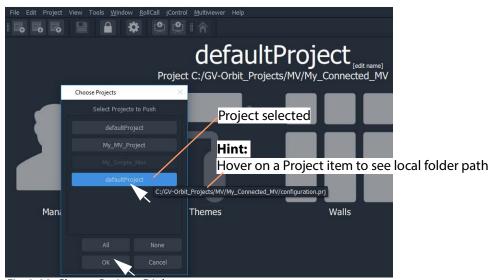


Fig. 2-38: Choose Projects Dialog

- 2 Select just the project to push to the multiviewer.
- 3 Click OK.

The selected project is pushed back to the multiviewer. The edited video wall is then used and shown by the multiviewer device.

# Step 7: Control and Monitoring Project Setup (Professional/Enterprise)

Lite	Professional	Enterprise
	•	•

## Introduction

This section is applicable to GV Orbit **Professional** and **Enterprise** only. It describes setting up a new 'Control and Monitoring' project (C&M project), which is the main project type applicable to GV Orbit **Professional** and **Enterprise**. Following its setting up, a C&M project is ready for use. For example, custom graphical operator screens etc. can be designed, created and used.

All C&M projects are centrally stored in and used from repositories on the GV Orbit Server (one project per repository). The GV Orbit Client application needs to be configured to communicate with the GV Orbit Server(s) (see Step 7.2: C&M Setup Dialog, on page 65). A project is loaded by GV Orbit Client from a server repository and stored locally on the client PC.

#### Note:

GV Orbit Client requires network access to one or more GV Orbit Servers running configured GV Orbit services.

• Step 7.1: New C&M Project, on page 65.

- Step 7.2: C&M Setup Dialog, on page 65.
- Step 7.3: Further Setup, on page 70.
- Step 7.4: Saving and Pushing a Project, on page 74.

## Step 7.1: New C&M Project

From the GV Orbit Client **Initial Screen**:

1 Click New Project.

The **New Project** dialog is shown.

- 2 Select the C&M project type.
- 3 Click **Browse** and browse to a folder where the project will be placed. Click **Choose**.
- 4 Enter a name for the new project.
- 5 Click OK.

And, if prompted, answer **Yes** to create a directory.

The **Setup** dialog is shown. See Step 7.2: C&M Setup Dialog, on page 65.

📓 New Project				?	×
	Proje	ct Type			
Connected Multiviewer Project Multiviewer Project	CBM Project IQ I	Multiviewer Projec			
	Desc	ription			
Creates a project for ge	eneral control and	monitoring, includ	ing route		
	De	tails			
Name: My_C&M_Proj	ect				
Location: C:/GV-Orbit_P	rojects/C&M				
	ОК	Cancel			

# Step 7.2: C&M Setup Dialog

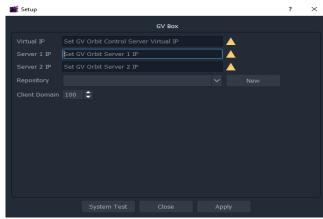


Fig. 2-39: C&M Project Setup Dialog

The C&M Setup dialog provides a quick way to enter key project parameters for a project.

The dialog is shown automatically when creating a new C&M project. And it can be accessed when an existing C&M project is open by clicking **Connections -> GV Server** in the main menu.

### Note:

Some key project parameters are entered in the **Setup** dialog and used for the project settings. Some settings may be subsequently edited by you if required. Refer to Step 7.3.1: Project Variables (Project -> Edit Variables), on page 70.

## Server IP Address(es)

1 Enter the IP address of the GV Orbit Server into the Server 1 IP text box. For a GV Orbit Server Cluster, enter the IP address of one server. The second server's address will be discovered automatically in the steps below.

Check the address is correct.

The GV Orbit Client attempts to connect to the server and performs some basic system tests.

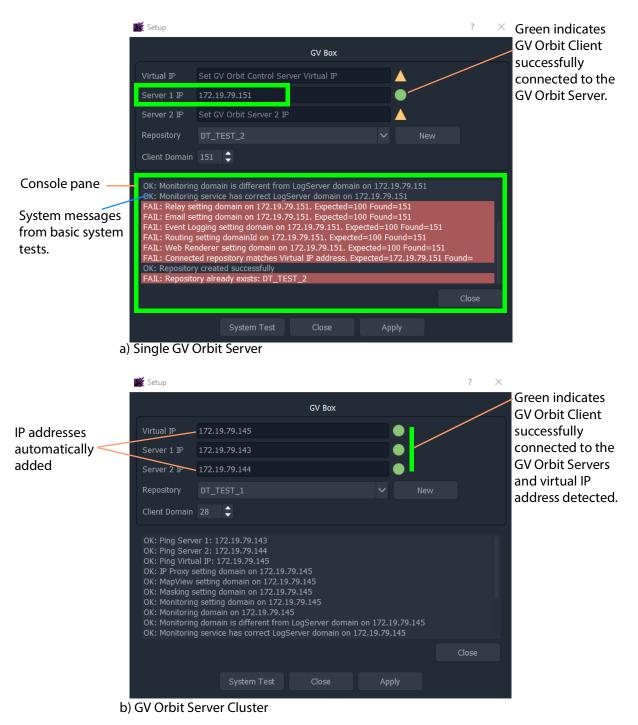
### Note: Basic System Tests:

- 1. Connect to the GV Orbit Server.
  - A good connection status is shown with a green light indicator.
- 2. Find out other GV Orbit system information from the server.
- 3. Fill out settings in the **Setup** dialog.

For example:

- Client Domain number being used (default is 100).
- Available **Repositories** on the server.
- IP address of any second GV Orbit Server; and any IP address being commonly used by the servers ('Virtual IP').

The resulting connection status from the basic system tests is indicated in a console pane showing any system messages issued. See Figure 2-40a.



*Fig. 2-40: C&M Project Setup Dialog: a) Single GV Orbit Server; b) GV Orbit Server Cluster* 

## Select a Repository

### Note: Repository:

Projects may be locally stored on the client PC but, for deployment, a C&M project must be saved to the GV Orbit Server (Pushed) into a **Repository**, one project per **Repository**. Multiple clients can access the same project.

#### Note:

The **Repository Manager** service, running on the GV Orbit Server, can be configured on the server and each repository may be set up from there. Alternatively,

a **New** repository may be created from the C&M Project's **Setup** dialog. Available **Repositories** are listed in a drop-down box in the **Setup** dialog.

#### Note:

**Pull** a project from a **Repository** to load the project from a server. **Push** a project to a **Repository** to save it back to the GV Orbit Server.

1 In the **Setup** dialog, click **New**.

The **Create Repository** dialog is shown:

2 Enter a name for the new repository and click **OK**.

Alternatively, to select an existing repository:

3 Select a **Repository** in the 'Repository' drop-down list in the **Setup** dialog.

The C&M project will use the project from this **Repository**.

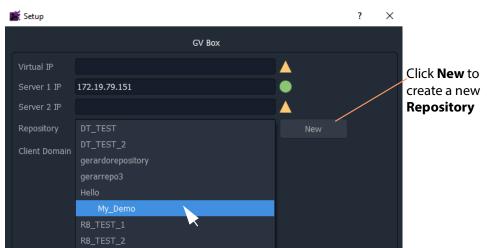
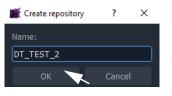


Fig. 2-41: Select a Repository in Setup Dialog

### **System Re-Test**

1 Click System Test to redo the basic system tests.

For the basic system test, GV Orbit Client performs a:



- ping to each server;
- · client-server communication check;
- services check on the server; and
- check of service Domain configurations (Monitoring and Log Server services).

The console pane in the **Setup** dialog may have shown some red messages which highlight differences between entered dialog settings and those of the GV Orbit system connected to. (For example, a Client Domain number difference.) Re-do the basic system tests and the red messages should clear.

		Single GV Orbit	Server	GV Or	bit Servers and Vir	tual IP Addre	SS
🎽 Setup			? ×	ጅ Setup			?
	GV Box				GV	/ Box	
Virtual IP	Set GV Orbit Control Server Virtual IF			Virtual IP	172.19.79.145		
Server 1 IP	172.19.79.151			Server 1 IP	172.19.79.143		
Server 2 IP	Set GV Orbit Server 2 IP			Server 2 IP	172.19.79.144		
Repository				Repository	DT_TEST_1	~	New
Client Domain	151 韋			Client Domain	28 韋		
OK: IP Proxy s OK: MapView OK: Masking : OK: Monitorin OK: Monitorin OK: Monitorin OK: Relay set OK: Email set	er 1: 172.19.79.151 setting domain on 172.19.79.151 setting domain on 172.19.79.151 setting domain on 172.19.79.151 g setting domain on 172.19.79.151 g domain is different from LogServer o g service has correct LogServer domai ting domain on 172.19.79.151	n on 172.19.79.151		OK: Ping Sen OK: Ping Virte OK: IP Proxy OK: MapView OK: Masking OK: Monitorin OK: Monitorin OK: Monitorin	ver 1: 172.19.79.143 ver 2: 172.19.79.144 ual IP: 172.19.79.145 setting domain on 172.19.79.145 setting domain on 172.19.79.145 setting domain on 172.19.79.145 ug setting domain on 172.19.79.145 ug domain on 172.19.745 ug domain on 172.19.745	ver domain on 172.19.79	
Sys	<b>tem Test</b> clear consc	ole output	Close				Close
	System Test Close	Apply			System Test Cl	ose Apply	

### a) Single GV Orbit Server

b) GV Orbit Server Cluster

*Fig. 2-42: System Test Re-done and Console Output OK: a) Single GV Orbit Server. b) GV Orbit Server Cluster.* 

## **Apply Settings**

- 1 In the **Setup** dialog, click **Apply** to apply these settings to the project.
  - Click **OK** to any pop-up message.
- 2 Click **Close** to close the dialog.
  - The GV Orbit pulls the project etc. from the repository and shows the Home Screen.

#### Note:

When connecting to a **Repository**, you may be prompted to **Pull** a project from a **Repository**, so as to retrieve a project from the server. **Pull** a project in order to either:

- edit the project locally (any existing local project is overwritten); or
- run the project locally (for example, to run operator screens).

Do not **Pull** if a local project has been created/changed and it needs to be put into a **Repository**. This requires a **Push** to a repository.

# Step 7.3: Further Setup

Following initial set up, a C&M project is ready for use. Project settings and variables are set up from the settings in a C&M Project's **Setup** window.

This sub-section describes how to adjust the project settings (including project variables) further, if any parameters need changing for some reason.

Step 7.3.1: Project Variables (Project -> Edit Variables)

C&M projects have a set of project variables that are set up when using the C&M Project **Setup** window to establish connection to a GV Orbit Server. This done as part of creating a new C&M Project. (The **Setup** window is also accessed by selecting **Connections -> GV Server** in the main menu.)

The **Project Variables** enable GV Orbit Client workflows, and other user graphical screens, to communicate with GV Orbit services and Server(s).

#### Note:

Most **Project Variables** hold default values consistent with the default GV Orbit Server and GV Orbit services settings. Do not change the values of these variables unless the items have been changed from their default.

To access the project variables from the project **Home Screen**:

1 Click Project -> Edit Variables... in the main menu.

Variables		? ×
Filter		
Name 👻	Туре	Value
GVOC IP	String	10.37.81.65
GVOC Launcher	String	%APPDATA%\JWrapper- GVOrbitControlClient\GVOrbitControlClientWinLauncher.e
IP Network	String	default.net
Routing Address	Address	F110:01:06
Server IP 1	String	10.37.81.65
Server IP 2	String	
Show External IDs	Boolean	true
Option	ns 🚽 New OK	New(N) Delete Cancel Apply

A **Variables** window is shown for the C&M project.

Fig. 2-43: C&M Project Variables Window

Parameter	Description
GVOC IP	Virtual IP address of the GV Orbit Server cluster.
GVOC Launcher	Path to launcher for GV Orbit Control Client.

Parameter	Description			
IP Network	Network file name for IP endpoint configuration.			
Routing Address	RollCall 'Control' address of Routing Service on GV Orbit Server(s).			
Server IP 1	GV Orbit Server 1 IP address.			
Server IP 2	GV Orbit Server 2 IP address.			
Show External IDs	The GV Orbit Client uses the External IDs set in GV Orbit Control for router control. Certain control protocols require that the numbering of external IDs must be contiguous.			
	<ul> <li>False: GV Orbit Client remaps the External ID's used by GV Orbit</li> <li>Control into its own list of contiguous internal ID's. GV Orbit Client</li> <li>follows name changes to existing External ID's, however adding</li> <li>devices to GV Orbit or removing devices from GV Orbit may cause a</li> <li>shift in the internal ID numbering which can result in incorrect routing.</li> <li>When this occurs, the ID shown in GV Orbit Client Routing Behaviors</li> <li>will no longer match those used in GV Orbit Client as there are two</li> <li>separate ID lists which are no longer coherent.</li> <li>This is the default for a project migrated to GV Orbit version 2.0.0 and</li> <li>above, for backwards compatibility.</li> <li>True: GV Orbit Client uses the GV Orbit Control External ID's. You can</li> <li>insert or remove devices without any impact on existing IDs. The</li> <li>GV Orbit Client will follow name changes associated with External IDs.</li> <li>See also About External IDs and Northbound Control Interfaces, on</li> <li>page 467.</li> </ul>			
XEdit Launcher	<ul> <li>When you have added one or more Kaleido multiviewers to GV Orbit, you can launch XEdit for those multiviewers from the Network Window, in order to configure them.</li> <li>In this variables window, you can specify which version of XEdit to open.</li> <li>Auto: GV Orbit auto selects an installed XEdit version.</li> <li>[path]: Define the path to the required version of XEdit to use that specific version.</li> <li>See also Step 7.3.3: Configure Network Window for Kaleido Multiviewers, on page 73.</li> </ul>			

**Note:** For a multiviewer project there are fewer variables.

- 2 Click **OK** when project-variable value changes have been done.
- 3 Click **Project -> Save Project** in the main menu to save the project locally to disk.
- 4 Push the project to the repository when all changes are done.

#### **Custom Project Variables**

The **Variables** window also allows a user to create custom project variables for their own use. For example, the RollCall addresses of system devices, a company name, the TV channel/studio name, etc. These may each be set up as custom project variables and used in custom control and monitoring screens. Custom project variables can be created and deleted.

CAUTION

Do not delete any of the C&M project variables presented here.

Step 7.3.2: Client Domain Number (Connections -> GVOP)

To configure the **Client Domain** for the GV Orbit Client to use for the project:

1 Click **Connections -> GVOP** in the main menu.

The **GV Orchestration Protocol** dialog is shown.

📓 GV Orchestratio	on Protocol ? X	
Client domain Multicast discov	28	<ul> <li>Set the Client Domain number for the project to use. (Default is100.)</li> </ul>
Unicast discove IP address(s)	172.19.79.143 ry 172.19.79.144	<ul> <li>Select for multicast discovery of server IP addresses.</li> <li>(Default is unicast discovery.)</li> </ul>
		Click to add a new IP address (for unicast discovery).
	Add Delete	
Interfaces(s)	Ethernet (169.254.3.58) Ethernet 2 (10.162.64.76) Local Area Connection* 9 (169.254.224.: Local Area Connection* 11 (169.254.143 WiFi (10.54.68.88) Bluetooth Network Connection (169.254.: Loopback Pseudo-Interface 1 (127.0.0.1)	<ul> <li>Select/deselect IP interfaces of the client PC to be used by GV Orbit Client.</li> </ul>
		Set multicast packet 'Time to Live'
Multicast TTL	4 🗘 Default 4	(TTL) - defines the number of "hops" that a network multicast message is allowed to do between IP network routers. The TTL value can limit the distance these messages travel within a network.
	OK Cancel	

Fig. 2-44: GV Orchestration Protocol Dialog

- 2 Set the **Domain** number of the Client Domain that the C&M project will use. (Default is 100.)
- 3 Other project parameters can be changed in the dialog, see Figure 2-44.
- 4 Click **OK** to finish and close the dialog.

Step 7.3.3: Configure Network Window for Densité-protocol Devices

1 Click **Connections -> Densité** in the main menu.

The iControl/Densité Configuration dialog is shown.

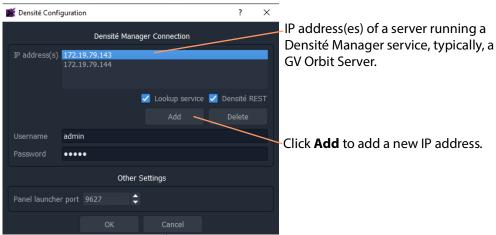


Fig. 2-45: iControl/Densité Configuration Dialog

- 2 Click **Add** and enter the IP address(es) of GV Orbit Server(s) (which run a Densité Manager service), or add the IP address of a server.
- 3 Select 'Lookup Service' and 'Densité REST'.
- 4 Enter the **Username** and **Password** to access the Densité Manager service.
- 5 Click **OK** to finish and close the dialog.

Finally:

- 6 Click Project -> Save Project in the main menu to save the project locally.
- 7 Push the project to the repository when all changes are done. See Step 7.4: Saving and Pushing a Project, on page 74.

Step 7.3.3: Configure Network Window for Kaleido Multiviewers

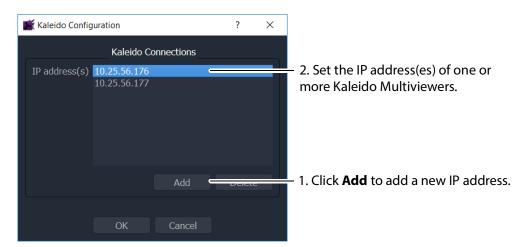
By adding one or more Kaleido multiviewers to GV Orbit, you can launch XEdit for those multiviewers, including their Rooms and Layouts, from the Network Window, in order to configure them. See also Network Window, on page 84.

You can specify which version of XEdit to open through the **Project** > **Edit variables** > **XEdit** Launcher. See Step 7.3.1: Project Variables (Project -> Edit Variables), on page 70

**PREREQUISITE:** XEdit needs to be pre-installed on the same PC as GV Orbit. Either use the online installer by connecting to a Kaleido multiviewer in a web browser or obtain an offline installer from Grass Valley Support.

1 Click **Connections -> Kaleido** in the main menu.

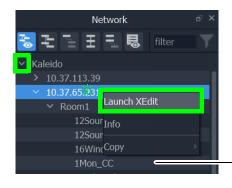
The Kaleido Configuration dialog is shown.



- 2 Click Add and enter the IP address(es) of one or more Kaleido Multiviewers.
- 3 Click **OK** to finish and close the dialog.

The Kaliedo Multiviewer(s) are added to the the Network Window from which you can launch XEdit for those multiviewers.

- 4 Click **Project -> Save Project** in the main menu to save the project locally.
- 5 Push the project to the repository when all changes are done. See Step 7.4: Saving and Pushing a Project, on page 74.
- 6 Right-click the multiviewer's IP address in the Network Window to launch XEdit for that multiviewer in order to configure it. Expand the IP to show the list of rooms, then expand a room to show the list of layouts for that room. You can right-click on any one of the Rooms or Layouts in order to configure it. See also Network Window, on page 84.



Expand the multiviewer to view and then rightclick to edit the available Rooms and Layouts

Connecting to another Kaleido will switch the running instance of XEdit to the newly-requested Kaleido.

## Step 7.4: Saving and Pushing a Project

## Save Project (Locally)

To save a project locally to the folder on the client PC:

• Click Project -> Save Project in the main menu.

## Push Project (Save to Server)

To push a project back into a repository (on the GV Orbit Server):

 Click Project -> Push. (See Step 2.2.2: Push Project (Save to Server), on page 40.) In the Choose Project dialog, select the project to be pushed and click OK.

## **Pull Project (Load from Server)**

To pull a project from a repository (on the GV Orbit Server):

• Click **Project -> Pull** in the main menu.

#### **Close Project**

To close a project that is open in GV Orbit Client:

• Click **Project** -> **Close Project** in the main menu.

# **IP Configuration of End Point Devices and Spreadsheet Import**

Access the IP Routing endpoint configuration editing tool and a new, default GV Orbit C&M project (see Graphical Routing Workflow, on page 100 for more information).

1 In the Graphical Routing Workflow screen, click IP Configuration and Spreadsheet Import.



See Graphical Routing Workflow, on page 100 for more information.

2 Click the **Comms Setup** button:

	Export l						Edito					
		mport							Comm	s Setup	Butt	or
		SE FLOWS ROOM SEC FLOWS A DEP DER FLOWS					Satus Bendwidth Sz	flut Log		Proper	rbes Is Setup	són
ELSIP MonView	Rogen Refresh Table				n Connecti		Generate 509	ondary IP Address Control IP Address		Contani		
	Device GLID (1399ADDE-1002-1182-9048-002370002200 (13440346-1002-1182-9998-002370002205)	Device Name 138/MD0DH/401 - 81 TURNARDUND CARD #31 AMD4515-02	Device Type IQHEX4000		F42758C3	Prim	ary IP Address Sec 172.19.164.202	172.19.166.202	Frimery Link Speed			
Network View of X	(F2OF1192-8F72-5202-928F-30CE7DHE58A2)	MSESTATION_1 DEVICEARTEST								Defect Spreadsheet		
	(13471855-1002-1182-0540-0023700036865	EDGE25-01	IOFOGE25	11.710.76	D12748A1		172.19.164.218	172.19.164.248				
8 E 76 R	(139986CE-1002-1182-92A5-0023700022885	E00E40.6.01	INFOCE 40	11.730.76	01260676		172.19.164.191	172 10 166 101	40 (2)			
🖬 User 🗣 Rolital	(70409048-8405-517E-8454-371905089000) 197755478 6440-5645-6048-2110501E45001	GVGAMERASCROVER, A										
	(302F785E-1002-1182-#/18-0023700035D4)		KabunaFIIG	15.0.95	FC263AGA		172.19.164.165	172.19.166.165				
	(13A2FOAE-1002-1182-8805-002370004118)	21040	Kehuna/Pi+i		F0265071		172.19.164.167	172.19.164.188	40.00			
	(13A050C0-1D02-1182-AECF-002370009176)	193.50	Kehuna@150		FC268388		172.13.164.186	172.19.166.186	50 00			
		devices are			PC26ACSD		172.19.164.164 🥥	172.19.366.164			Felse	
Rack 5 0000:06:00	Discovered	acvices are	insec	35	F0264006		172.19.164.166					
Rack 7 0000:09:00	(03319817-9845-1331-8138-002370009179)	P0.50	KahunaP09	3 15.0.94								
> 🙀 Rack 9 0000.08.00	(3C20030A-62E7-5E95-8F2F-2902C5E4AF77) (0379CA02-9555-540A-6A2E-F51788/F83A5)	IPRA QNX #1 IPRA QNX #2	IP Adaptor									
> Rack 11 0000.00:00 > 0000.00:00 0000:00.00	(139A712E-1002-1182-AA65-002370002822)	3QMDC-49	1040400				172.19.164.154 @					
2 0000100100 0000100.00 D Cobit Services 0000 05:00	(19198500-1002-1182-9543-002370003734)	300725-01	100025_50	E 15.0.95			172.19.164.101	172.19.164.105		Video Base Addres Video Base Addres		
	(13000030-1002-1182-8720-002370006487)	Kula50_LL	KudatP50		FC264E54		172.19.164.190 🥥	172.19.164.190		Video Base Addres Meta Esse Addres		
	(13E11340-1002-1182-9398-0023700064E75	Kula50_LR	KAMP50		FC26A328		172.19.164.189			Neta Ease Addres		
	(1A684870-1002-1182-A3AF-002370002876)	MDK-01	1040400		992724CD		172.19.164.11	172.19.166.11		Audio Sase Addres		
	(1A6AFA50-1002-1182-8C90-0023700028755	MIX-03	1040100		F4272806		172.19.164.13	172.19.166.13	10 60	Audio Base Addres		
My Recording Service 00001:EA:00	(1A68FEED 1002-1182-ADFE-0023700028981		1040400				172.19.164.14					
	(1A6AACTO-1002-1182-9AEC-0023700028965)	M0x-07	104003 17		99272400		172.19.164.18	172.19.164.21				
	(1A69C100-1002-1182-8166-00237000360E)	Moxee	101010		F4272450		172.19.164.22	172.19.166.22				
> FRSFrame > NicsFrame	(1A6A5E10-1002-1182-9007-0023700036035	MIX-09	1040310 107		14272876		172.19.164.21	172.19.166.23				
	(1A6A8520-1002-1182-830A-002370002894)	MD-10	1040110		99272057		172.19.164.24	172.19.166.24				
	(14696860-1002-1182-8784-002370002883)	M0011	104000	11,730,76	99272400			172.19.166.25	10 (2)			
	(1A6AFA50-1002-1182-A592-002370003609)	MDG13	1040000	15.0.95	64272875		172.19.164.31	172.19.166.31				
	(1A6A0FF0-1002-1182-9229-002370003608)	M0014	104000	15.0.95	F4272876		172.19.164.32	172.19.166.32		Log Rx Loo Status		
	(14640/FG-1002-1182-8784-002370002886)	MDC15	104000	15.0.95	14272575		172.19.164.33	172.19.166.33	10 60			
	(1A645E10-1002-1182-630A-0023700036C4)		1040030	11.730.76	99271EAE		172.19.164.34	172.19.166.34	10.60			
	(1A6AAC30-1002-1182-9AEC-002370003680)	M00.19	1040400	15.0.95	F4272876		172.19.164.41	172.19.166.41	10 60			
	(1A699ACD-1002-1182-0785-00217000360C)	MIX-20	104000	15.0.95	14272875		172.19.164.42	172.19.166.42	10.60			
	(1A69E8E0-1D02-1182-8166-002370002874)	MDC-21	104000	15.0.95	F4272876		172.19.164.43	172.19.166.43	10 60			
	(1A09E8E0-1D02-1182-0166-0023700036C8)	MIX-22	104000	15.0.95	14272876		172.19.164.44	172.19.166.44	10 60			
	(1A692160-1002-1182-9742-0023700036D4) -		104000	15.0.95	F4272876		172.19.164.45		10 60			

3 Select Routing System controller type to be 'GVOC'.

📓 Comm	is Setup		?	×					
IP Routing	g Domain 101	Options							
		Routing System							
O IP F	GV Orbit Control (GVOC)     P Routing System Controller (IPRA)     None								
		GVOC Domain							
	¢								

- 4 Leave the GVOC domain number at its default (105).
- 5 Select the client PC network IP interfaces to use.
- 6 Click OK.
- GV Orbit Client will discover IP End-points and list them.
- 7 Click on the **Devices** tab to see the listed devices.
- 8 Click Export to export the discovered IP end-point devices and their current settings. (A spreadsheet file, .xlsx file, is exported and this shows the spreadsheet file format. Settings include: device names, router port numbers, source/destination IP flows, and multi-cast IP addresses etc.)
- 9 Edit the spreadsheet file to change settings and/or add more IP end-point devices.
- 10 Click Import to import IP End-point device settings via a spreadsheet.
- 11 Select **Project -> Save Project** from the main menu. Close the IP Endpoint Editor tab. *Fig. 2-46: IP Endpoint Configuration Editor tab in GV Orbit Client (Device sub-tab shown)*

This screen also allows:

- Manual configuration of end-points, if required.
- Review IP End-point settings, edit settings, validate settings, make engineering routes, if required.
- Monitor bandwidths at device interfaces, if required.

**Note:** SDI 'end-point' configuration etc. is set up via GV Orbit Control in the remaining controls on the routing workflow.

# Home Screen

# Summary contents of this chapter: **Home Screen**

Home Screen	
Project Home Screen	78
Home Screen Windows	
Project Window	
Properties Window	81
Workflow Window	83
Network Window	84
About the Network Window	84
Network Window List-View Filter	
Network Window Actions	88
Alarms	91
Alarm List - Live Alarms/Status	
Alarm History for a Device	
Alarm Masking (Professional and Enterprise)	
Alarm History Window	
Introduction	
View Alarm History for System-wide Alarms	
Graphical Routing Workflow	
Introduction	
(1) IP Configuration and Spreadsheet Import	
(2) Logical Level Editor	
(3) Topology Configurator	
(4) Logical Device Table	
(5) Category	103
(6) Panel Configurator	
(7) GPIO Configurator	104
(8) Bulk Routing	
(9) Snapshots	105
(10) Router Control	
(11) Alias Editor	
(12) System Status	
(13) Path Manager	
(14) Device Manager	
(15) Channel Manager	
Bulk Routing Control Panel	
Introduction	
Open Bulk Routing Panel	
Bulk Routing Panel - List View	
Bulk Routing Panel Information	
Routing Snapshots	
Access Routing Service Screen	
To Take a Routing Snapshot	
To Recall a Snapshot	
GV Orbit Server Login	
Login From GV Orbit Client	115

Login from a Browser	
Server Admin Login Screen	
Accessing Services Configuration Screens	
Logs	
Introduction	
Simple Custom Monitoring Screen Example	
Introduction	
Step 1: Create a New Monitoring Screen Schematic	
Step 2: Add Monitoring	
Step 3: Save and Push Project	
Step 4: Run Custom Monitoring Screen	
Main Menu and Tool Bar Items	
Main Menu Items	
Main Tool Bar Items	
Common Operations in Graphic Editors	
Selection/De-Selection of Objects in Graphic Editors	
Select All	
Selection Etc. in Groups of Objects	

# **Project Home Screen**

Lite	Professional	Enterprise		
•	•	•		

# **Home Screen Windows**

The appearance of the GV Orbit Client project **Home Screen** varies according to project type and according to which GV Orbit Client windows are enabled and being shown. Use tool bar icons to show/hide windows.

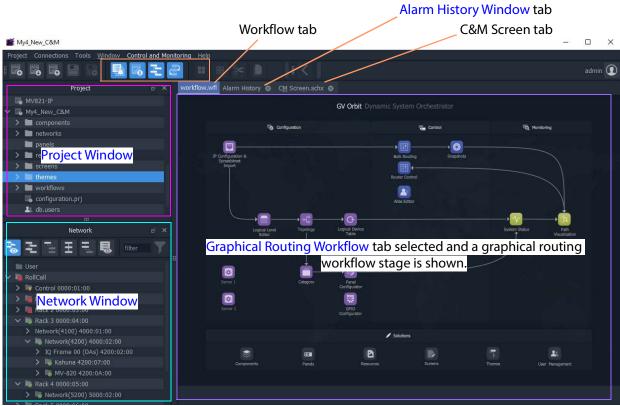


Fig. 3-1: GV Orbit Client Project Home Screen Windows

Window	Description	See
Project	A tree view of projects opened by the GV Orbit Client. Allows users to access aspects of the current project, or to load another project.	Project Window, on page 80.
Network	A view of devices/frames/services etc. in a GV Orbit system, presented in a tree-view or a list-view. A user can access device information and alarms.	Network Window, on page 84.
Alarm History	A list of alarms that have occurred across the system over time.	Alarm History Window, on page 99.
Properties	Shows the properties of the selected graphical widget when designing a graphical C&M project.	Properties Window, on page 81.
Workflow	A graphical presentation of all the tasks and functions available in GV Orbit. Click on an icon to access a task or a function.	Graphical Routing Workflow, on page 100.

Click the following tool bar icons to show/hide windows in the **Home Screen**:

Toolbar Icon	Description					
<b>1</b>	<b>Alarm History</b> window icon. See View Alarm History for System- wide Alarms, on page 100.					
	<b>Project</b> window icon. See Project Window, on page 80.					
P.	<b>Network</b> window. See Network Window, on page 84.					
	<b>Properties</b> window (shown when a C&M screen tab is selected). See Properties Window, on page 81.					
ē	Workflow window. See Workflow Window, on page 83.					

## **Close All Windows**

To close all windows and just see a default workflow:

• Click Window -> Close All in the main menu.

## **Project Window**

The **Project** window lists the project currently open and any projects previously opened by the GV Orbit Client on the client PC.

The currently-open project is expandable in a tree view to show the various project items. You can access and manage different aspects/functions of the project from this tree view item.

## **Project Tree-Items**

Project items seen when a project is expanded include:

- **Components** Graphical custom components that appear on GV Orbit Client graphical control and monitoring screens.
- Networks IP End-point configuration files, used in IP routing control set up.
- Panels Soft XY Router control panels, created with a wizard and user-customizable.
- Resources Imported resource items used in the project (for example, logo images etc.).
- Screens C&M project user-defined graphical control/monitoring screens.
- Themes The appearance of each graphical element on a GV Orbit custom graphical screen (multiviewer video wall screen, or C&M project control and monitoring screen) can have a style applied to it. A theme is a set of styles that can be applied to a project.
- Workflows Workflow screen.
- configuration.prj The GV Orbit project file. Select this file when opening an existing project in GV Orbit Client. Do not edit this file.

				Project			×
Currently-open		B	IQUCP:	25_MV			
project	_	E.	MV-82	0 SLP			
p	~	R.	My_C8	M_Project			
Project is	1	>	🖿 cor	nponents			
expanded		>	🖿 net	works			
			🖿 par	iels			
		>	🖿 res	ources			
			🖿 scr	eens			
		>	🖿 the	mes			
		>	🖿 wo	rkflows			
			🐻 cor	figuration.	prj		
			🂵 db.	users			
		E.	SLP Ma	apView			
	Fia	. 3	-2: Pro	oiect Wi	ndov	v	

80

Fig. 3-2: Project Window

- **db.users** Project users, user roles and their associated permissions can be managed. New user names and logins etc. can be set up.
- Grids Imported tile-grid layouts for all multiviewer projects.
- Tiles Video wall tile designs for all multiviewer projects.
- Rooms Video wall designs for 'Clustered Multiviewer' projects.
- Walls Video wall designs for 'Multiviewer' projects.

#### Note:

Some project items are also accessible via icons in the routing workflow window (see Graphical Routing Workflow, on page 100).

#### Note:

Some project items may be specific to certain project types.

#### **Project Window Actions**

Right-click on a **Project** window tree-view item to open, import, or create a new item.

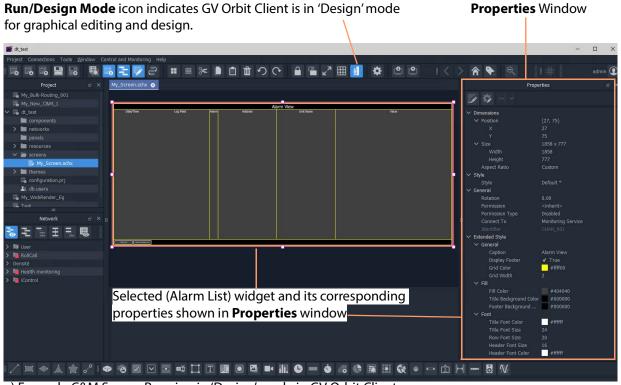
For example, right click on:

- Screens Select New Screen to create a new user screen in a C&M project.
- Walls Select New to create a new video wall in a single-multiviewer project.
- Resources Select Import File(s) to import an image file into a project.
- db.users
  - Select **Open** to open the User Management window in a tab to set up users and roles.
  - Select Import user database to import users from another project.
- < Project Name> Select **Rename** project to rename the project.

## **Properties Window**

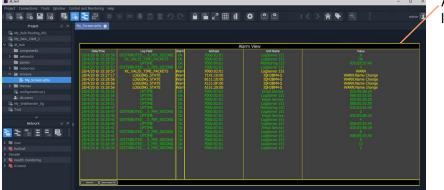
Lite	Professional	Enterprise		
•	•	•		

The **Properties** window shows the properties of a selected graphical widget or on-screen item when designing/editing a C&M screen in GV Orbit Client in 'Design' mode. The window may be shown when a C&M screen tab, or a multiviewer video wall, or other graphical GV Orbit project item is selected.



a) Example C&M Screen Running in 'Design' mode in GV Orbit Client

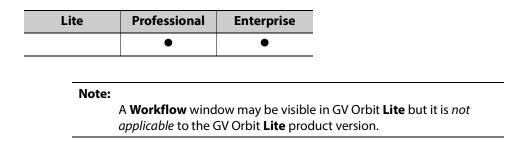
b) Example C&M Screen Running in GV Orbit Client



Alarm List widget showing live alarms in a system

*Fig.* 3-3: Properties Window Example: a) In Design Mode; b) In Run Mode.

## **Workflow Window**



A workflow window shows a graphical representation of all the tasks and functions available in GV Orbit **Professional** and **Enterprise** systems. The **Workflow** window is the stage which presents all the tasks and functions the system has to offer to the GV Orbit user. Click on a workflow icon for direct access to a task or a function.

#### **View WorkFlow Stage**

To view the **Workflow** stage:

1 Click the 📄 icon in the tool bar.

Workflow stage is then shown in a tab.

2 Select the workflow tab (if it is not already selected) to view it.

The workflow in Figure 3-4 is available to all new projects.

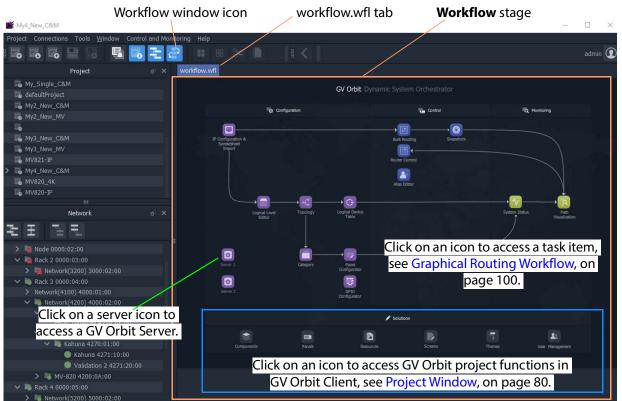


Fig. 3-4: Graphical Routing Workflow Stage

The graphical **Workflow** stage makes it easy to understand how tasks and functions are related and each icon provides direct access to the task/function it represents.

The workflow is optimized for carrying out the system configuration required:

- when re-purposing an existing routing infrastructure; or
- for the steps to set up a fresh, new routing environment.

Routing configuration and control is done through the GV Orbit Control application running on a GV Orbit Server, which supports Grass Valley NP0017 and SW-P-08 protocols. Both IP and SDI routing etc. may be controlled. The GV Orbit Control uses the GV Orbit Control service running on the GV Orbit Server.

## **Network Window**

## **About the Network Window**

The **Network** window shows a tree-view or a list-view of devices/frames/services etc. in a GV Orbit system. A user can access control screens, information and alarms about these items from the window.

#### Note:

To set up the **Network** window for a project, see Network Window Views, on page 43 onwards.

See Step 3.2.1: Network Window Setup For RollCall-protocol Devices, on page 44; Step 3.2.2: View a Device Control Screen - RollCall Devices, on page 46; Step 3.2.3: Network Window Setup For Densité Devices, on page 47; and Step 3.2.4: View a Device Control Screen - Densité Devices, on page 48.

**Note:** Automatically discovered devices: For devices that are automatically discoverable by a GV Orbit system, these are shown in the **Network** window. For example, GV Fabric IP switch.

**Show/Hide Network Window** 

In the **Network** window's main tool bar, click 🔄 to show / hide the **Network** window.

#### **Tree-View and List-View**

The **Network** window shows a tree-view or a list-view of devices/frames/services etc. in a GV Orbit system. A user can access control screens, information and alarms about these items from the window. For more information, see <u>Network Window</u> for more information.

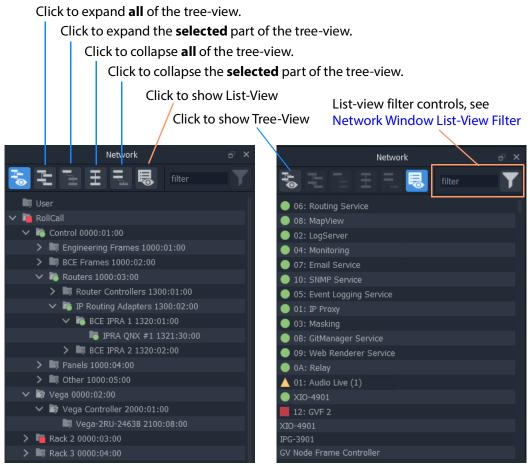
#### Note:

To set up the **Network** window for a project, see Network Window Views, on page 43 onwards.

The tree-view and list-view forms of the **Network** window are shown in Figure 3-5.

The tree-view presents a hierarchical view of system devices/units/frames/services. See Figure 3-5a. The tree-view's expand/collapse controls are presented in Figure 3-5a.

The list-view is a flattened view, listing all system devices/units/frames/services. See Figure 3-5b. The list may be filtered, see Network Window List-View Filter for a description of the list-view filter controls.



#### a) Tree-View

b) List-View

Fig. 3-5: Network Window: a) Tree-View; b) List-View.

## **Network Window Actions**

Locate a device in the **Network** window and right-click on the item. The following actions are possible in GV Orbit:

- Lite, Professional and Enterprise:
  - Device Information View information about a device.
  - Card Parameters View Densité-protocol device parameters.
  - Device Control View and change device configuration settings. (Lite: RollCall devices only.)
  - Upgrade Device Upgrade (or downgrade) device software/firmware.
- And for **Professional** and **Enterprise** only:
  - Alarm List Live Alarms/Status View a list of a device's live status and alarms.
  - Alarm History for a Device View the alarm history of a device.

• Alarm Masking (Professional and Enterprise) - Mask device alarms.

## **Network Window List-View Filter**

In the **Network** window, the displaying of items in the list-view can be filtered. Filtering can be done:

- with a text string; and/or
- by card type; and/or
- by alarm state.

The filter controls are shown in Figure 3-6.

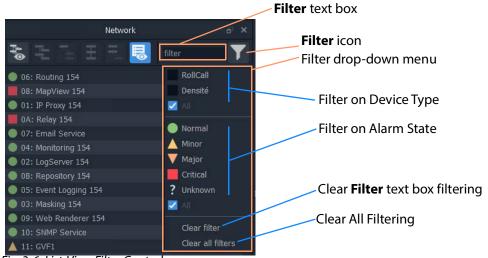


Fig. 3-6: List-View Filter Controls

Filter Example 1: Filter List Item Name

To filter the **Network** window list-view for a particular device by its name:

- 1 Enter a fragment of text in the **Filter** text box. For example, "UCP or "XIO".
  - The displayed names are those containing the entered text. See Figure 3-7b or c.

Network	ъх	Network	e ×	Network 🗗 🗙
🐱 🗄 🗄 🗄 🕂 🐻   filter	T	🗟 E E E E 📕 🛛	T	ቘቘቘቘቘቘቘ
06: Routing 154	1	TQUCP25-01 3282:30:00		XIO-4901
08: MapView 154		To UCP25-03 6143:30:00		XIO-4901
01: IP Proxy 154		CP50-06 3285:30:00		
0A: Relay 154		CP50-05 614B:30:00		
07: Email Service		CP50-01 6147:30:00		
04: Monitoring 154		CP50-02-ATF 6148:30:00		
02: LogServer 154		CP50-03-ATF 6149:30:00		
0B: Repository 154		To UCP25-04 6144:30:00		
05: Event Logging 154		UCP25-105-ATF 3266:30:00		
03: Masking 154		To UCP25-09 614A:30:00		
09: Web Renderer 154		CP25-06-ATF 6146:30:00		
10: SNMP Service		UCP25-05-ATF 6145:30:00		
▲ 11: GVF1		🖙 UCP25-2 6140:02:00		
▲ 13: GVF2		? 01: IQUCP25-01		
a) Unfiltered.		<sup>3</sup> b) Filtered on "UCP"		c) Filtered on "XIO"
IPG-3901		? 05: UCP25-04		e) mered on Alo
IPG-4901		? 07: UCP25-05-ATF		
XIO-4901		? 0A: UCP50-06		
IPG-3901		- ? 09: UCP25-06-ATF		
ETH3-REF		? 0B: UCP50-01		
XIO-4901		? 0D: UCP50-02-ATF		
GV Node Frame Controller		? 0F: UCP50-03-ATF		
Controller2	? 11: UCP25-09			
HC0-3901	? 13: UCP50-05			
HDA-1811				
Densite frame GVNode2 on densite				

Fig. 3-7: List-View Filtered Names on Text

2 Click on the **Filter** icon and select 'Clear Filter'.

The text box is cleared and the text--box filtering is cleared.

Filter Example 2: Filter Device Type and then Alarm State

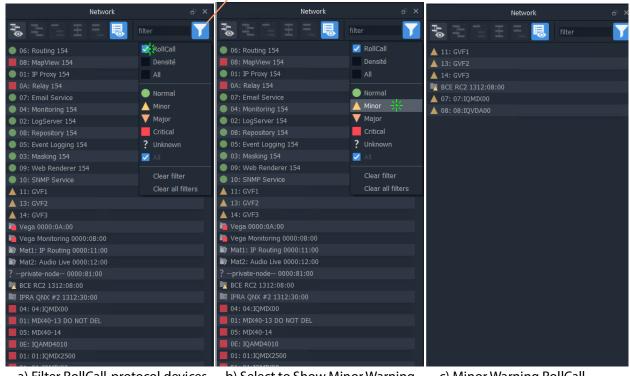
With all filters cleared, to filter on a device type and then their alarm states:

1 Click on the **Filter** icon and select 'RollCall'.

RollCall-protocol devices are shown. See Figure 3-8a.

2 Click on the **Filter** icon and select 'Minor.

'Minor Warning' RollCall-protocol devices are shown. See Figure 3-8c.



#### Filter icon indicates some filtering is active

a) Filter RollCall-protocol devices

b) Select to Show Minor Warning Alarm States c) Minor Warning RollCallprotocol devices shown

Fig. 3-8: Filter on Device Type and then Alarm State

To clear the alarms:

3 Click on the Filter icon and select 'Clear All Filters'.

All filters are cleared and all devices are shown.

## **Network Window Actions**

Locate a device in the **Network** window and right-click on the item.

The following actions are possible in GV Orbit:

- Lite, Professional and Enterprise:
  - Device Information View information about a device.
  - Card Parameters View Densité-protocol device parameters.
  - Device Control View and change device configuration settings. (Lite: RollCall devices only.)
  - Upgrade Device Upgrade (or downgrade) device software/firmware.
- And for Professional and Enterprise only:
  - Alarm List Live Alarms/Status View a list of a devices' live status and alarms.

- Alarm History for a Device View the alarm history of a device.
- Alarm Masking (Professional and Enterprise) Mask device alarms.

#### **Device Information**

To inspect device information from the **Network** window (tree-view or list-view):

1 Right-click on a device and select 'Info'.

Device information is shown in a **Details** pop-up window.

MIX-38 3250:03:00			
MIX-39 3250:04:00		📓 Details: MIX-41	? ×
MIX-40 3250:05:00			
🗸 🍋 MIX-41 3250:06:00		Unit Information	
MIX-41 3256:30:00	Alarm list	Name MIX-41	
> 🛤 MIX-42 3250:07:00	Alarm history		
> 🍹 IQ Frame 08 3200:06:00	Alarm masking	Address 3256:30:00	
> 👅 IQ Frame 09 3200:07:00		Services Alarm	1
> 🍋 IQ Frame 10 - Neal 3200:08:00	Control	RollCallv3 RollCallv3.Control	÷
> 🍋 IQ Frame 17 3200:09:00	Upgrade	RollCallv3.Menu	
> 🍯 Rack 3 0000:04:00	Info 🕂 🗧	Version 15.5.97	
> 🐻 Rack 4 0000:05:00	Сору	Version 15.5.97	
> 🍓 Rack 5 0000:06:00	Copy	Type: IQMIX10_KP	
> 📲 Rack 6 0000:07:00		ID 848	
🗸 🍓 Rack 7 0000:09:00			
> 🛄 Network(9100) 9000:01:00	×		

#### a) RollCall-protocol Device - Details window

ጅ Details: HDA-	-1811	?	×
	Unit Information		
Name	HDA-1811		
Address	densite_Densite3_Densite_SLOT_6_4		
Services			
Status Alarm	densite_Densite3_Densite_SLOT_6_4@overall_status		
Frame ID	densite_Densite3_Densite		
Slot	6		
Device ID	4		
Version	1.1.0		

b) Densité-protocol Device - Details window

Fig. 3-9: Device Info - Details Pop-up Windows

## **Card Parameters**

To view a Densité-protocol device's parameter settings from the **Network** window:

1 Right-click on a Densité-protocol device and select 'Card Parameters'.

A summary of the device's parameter settings is shown in a tab. See Figure 3-10.

🛒 dt test								- 0
rectation in the second s	Window Control and Mo	anness (1) margad anness (1) anness (1) an						
	s 📓 🖥 🔁	2 🔒 🐂 🌣 🖞	2 🗳 🔪					
Network	e x	HDA-1811 🕲 HCO-3901 😒						
🐱 🗄 🗄 🗄	🗟 filter 📉	ilter Parameter Id 🗸					Clear	
> 🛤 User		Parameter Id			Access Type	Value Type		Current V
🗸 🐚 RollCall		aAgcAlcBypassPGM1	ALC Bypass	choice	read/write	string	OFF;ON	ON
> Control 0000:01:00		aAgcAlcBypassPGM2	ALC Bypass	choice	read/write	string	OFF:ON	ON
> 🈼 Vega 0000:02:00								
<ul> <li>Rack 2 0000:03:00</li> <li>Rack 3 0000:04:00</li> </ul>		aAgcAlcBypassPGM3	ALC Bypass		read/write			ON
Rack 3 0000:04:00 Rack 4 0000:05:00		aAgcAlc8ypassPGM4						ON
> Rack 5 0000:06:00		aAgcAlcBypassPGM5	ALC Bypass					ON
> 🍯 Rack 6 0000:07:00		aAgcAlcBypassPGM6	ALC Bypass	choice	read/write	string	OFF;ON	ON
> 📑 Rack 7 0000:09:00		aAqcAlcBypassPGM7	ALC Bypass	choice	read/write	string	OFF;ON	ON
> 🍯 Rack 8 0000:0A:00								20004
> 🎽 Rack 9 0000:0B:00		aAgcAlcBypassPGM8	ALC Bypass					ON
> 📑 Rack 11 0000:0C:00		aAgcAlcRespTimePGM1						. 15 sec
<ul> <li>Removed Frames 000</li> <li>Densité</li> </ul>	00:01:00	aAgcAlcRespTimePGM2						. 15 sec
✓ densite		aAgcAlcRespTimePGM3						. 15 sec
✓ Densite3 ✓ Densite		aAgcAlcRespTimePGM4				string		15 sec
HCO-3901		aAgcAlcRespTimePGM5	Response Time			string		. 15 sec
Controller: HDA-1811	Card parameters	aAgcAlcRespTimePGM6	Response Time		read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m	15 sec
110111	Upgrade	aAgcAlcRespTimePGM7	Response Time	choice	read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m.	15 sec
		aAgcAlcRespTimePGM8	Response Time		read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m.	15 sec
> 隋 iControl	Сору	aAgcCh1	СН 1	choice	write	string	CH 1;CH 2;CH 3;CH 4;CH 5;CH 6;CH 7;CH 8;CH 9;CH 10;CH	. Write only
		aAgcCh10	CH 10	choice	write	string	CH 1;CH 2;CH 3;CH 4;CH 5;CH 6;CH 7;CH 8;CH 9;CH 10;CH	
		aAgcCh11	CH 11	choice	write	string	CH 1;CH 2;CH 3;CH 4;CH 5;CH 6;CH 7;CH 8;CH 9;CH 10;CH	100
		aAgcCh12	CH 12		write	string	CH 1;CH 2;CH 3;CH 4;CH 5;CH 6;CH 7;CH 8;CH 9;CH 10;CH	
		aAgcCh13	CH 13	choice	write	string	CH 1;CH 2;CH 3;CH 4;CH 5;CH 6;CH 7;CH 8;CH 9;CH 10;CH	
		aAgcCh14	CH 14	choice	write	string	CH 1;CH 2;CH 3;CH 4;CH 5;CH 6;CH 7;CH 8;CH 9;CH 10;CH .	. Write only

Right-click and select 'Card Parameters', a summary of card parameters is shown in a tab

Fig. 3-10: Card Parameters Tab

- 2 Click on a column heading to sort the listed parameters on a column.
- 3 Use the filter controls to restrict the shown listed items. See Figure 3-11.

Example: Filtering on parameter name containing 'Resp'

Filter Name	∨ Resp			Clear						
	Name			Value Type	Choices Current Value					
pTimePGM1	Response Time		read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m 15 sec					
pTimePGM2	Response Time		read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m 15 sec					
pTimePGM3	Response Time		read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m 15 sec					
pTimePGM4	Response Time	choice	read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m 15 sec					
pTimePGM5	Response Time		read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m 15 sec					
pTimePGM6	Response Time		read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m 15 sec					
pTimePGM7	Response Time		read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m 15 sec					
pTimePGM8	Response Time		read/write	string	5 sec;10 sec;15 sec;20 sec;30 sec;45 sec;1 min;5 min;10 m 15 sec					

Fig. 3-11: Example Filtered Card Parameters

4 Read/Write card parameters can be entered via the 'Current Value' column.

## **Device Control**

To inspect a device's configuration settings from the **Network** window:

1 Right-click on a device and select 'Control' to view the device's control screen. (See Step 3.2: Configuration of Densité and RollCall Devices, on page 43.)

**Note:** For GV Fabric IP Switch devices, the control screen that is opened in the GV Orbit Client window is the device's web page.

#### **Upgrade Device**

To upgrade a device from the **Network** window:

1 Right-click on a device and select 'Upgrade' to open the device's upgrade screen. (See Step 4: Device Upgrade, on page 50.)

## Alarms

See Alarms section for more information.

# Alarms

**Note:** Alarms in GV Orbit v1.2 onwards:

In GV Orbit systems, alarms are handled 'behind the scenes' with internal addresses. These addresses have changed for GV Orbit v1.2.0 onwards:

- **v1.2.0 onwards**: Alarm-addresses for Densité-protocol devices are now aligned with the respective device/card address.
- **Earlier than v1.2.0**: Densité-protocol device alarm-addresses are separate and are *not* aligned to device addresses.

#### CAUTION

As a result of this alarm addressing change, when upgrading to GV Orbit v1.2.0 onwards, addresses specified for alarms must be changed. This applies to custom operator panels of C&M projects and to Alarm Behaviours.

## **Alarm List - Live Alarms/Status**

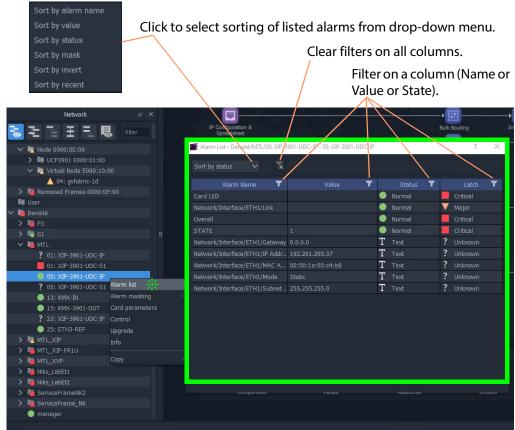
#### Professional and Enterprise only.

## **Alarm List Window**

To inspect live alarms and status of a device/frame/service from the **Network** window:

1 Right-click on a device item in the Network window and select 'Alarm List'.

The live status and alarms reported by the device/frame/service are listed in an **Alarm** List window. See examples shown in Figure 3-12a and b, and Figure 3-13a and b.



#### a) Alarm List example for a system device, XIP device

DT_Drag-on_Test_2 components	Alarm List - E000:10:04 - gvfabric-	ld		?
	Sort by status 🗸 🗙			
Network 🗗 🗙	Alarm Name 🏾 🔻	Value 🍸	Status 🍸	Latch 🍸
😓 콘 필 표 린 👵 filter 🗡	LAN_STATE	WARN:LAN_PORT_3_STAT	A Minor	A Minor
> 🖣 Vega 0000:02:00	LOCATION		🔺 Minor	A Minor
Rack 2 0000:03:00	STATE		🔺 Minor	Critical
> Rack 3 0000:04:00	SYSTEM_CONTACT		🔺 Minor	🔺 Minor
> 🖷 Rack 4 0000:05:00	ADDRESS		Normal	Normal
> 🖡 Rack 5 0000:06:00	CPU_1_LOAD	9% CPU loading	Normal	🔺 Minor
> 🧧 Rack 6 0000:07:00	CPU_1_NAME	GenuineIntel: Intel(R) Atom	Normal	🔺 Minor
> 📭 Rack 7 0000:09:00	CPU_2_LOAD	9% CPU loading	Normal	🔺 Minor
> 🍹 Vega 0000:0A:00	CPU_2_NAME	GenuineIntel: Intel(R) Atom	Normal	🔺 Minor
> 🦷 Vega Monitoring 0000:08:00	CPU_3_LOAD	9% CPU loading	Normal	A Minor
> 📭 Rack 11 0000:0C:00	 CPU_3_NAME	GenuineIntel: Intel(R) Atom	Normal	🔺 Minor
> GV Live Servers 0000:0D:00	CPU_4_LOAD	9% CPU loading	Normal	A Minor
<ul> <li>Node 0000:0E:00</li> <li>UCP3901 E000:01:00</li> </ul>	CPU_4_NAME	GenuineIntel: Intel(R) Atom	Normal	A Minor
Virtual Node E000:10:00	CURRENT TRAP OID		Normal	Normal
A 04: ovfabric-1d	FAN_1_NAME	MGMT/FAN1/F1	Normal	🔺 Minor
Alarm list	FAN_1_SPEED	OK: 6967 RPM	Normal	A Minor
Virtual Node 00F0:0FAlarm masking	FAN_2_NAME	MGMT/FAN2/F1	Normal	A Minor
Free Network(F100) Upgrade	FAN_2_SPEED	OK: 6859 RPM	Normal	A Minor
> III Network(F200) F000 Info	FAN_3_NAME	MGMT/FAN3/F1	Normal	A Minor
F000:03:00 F000:03 Control	FAN_3_SPEED	OK: 7234 RPM	Normal	A Minor
? F000:04:00 F000:04	FAN_4_NAME	MGMT/FAN4/F1	Normal	A Minor
Virtual Node F000:06.00'	FAN_4_SPEED	OK: 7234 RPM	Normal	A Minor
> 📭 Mat1: Vega Video 0000:11:00	ID ID	341	Normal	Normal
Mat2: Vega Audio 0000:12:00	IDNAME		Normal	Normal

b) Alarm List for an Auto-discovered GV Fabric IP Switch

Fig. 3-12: Example Alarm List Windows for: a) System Device (XIP shown); b) GV Fabric IP Switch.

Project Connections Tools Window Control and Monitoring H					
1 16 16 16 19 18 1 <b>6</b> 17 19 19	* .				2 2
Project - ×		Kalarm List - Servers/gvos-jc2 - gvos	s-jc2		1 >
DT C&M Test		Sort by status 🗸 🗙			
DT_Drag-on_Test_2					
MV821-IP		Alarm Name 🏾 🍸	Value 🔻	Status 🍸	Latch 🌹
My_Bulk-Routing_001			50	Minor	Critical
My_New_C&M_1	<b>-</b>		Warn:92%	Minor	
My_Clust-MV_2	IP Configuratio	Applications/Densité GVOC/CPU	OK:0.08%	Normal	Normal
MV821-IP	Spreadsheet Import	Applications/Densité GVOC/Insta	NoStatus:Thu Jul 23 02:37:	Normal	Normal
My_Test_Project		Applications/Densité GVOC/Mem		Normal	Normal
N III Mr. Consur Haalth III		Applications/Densité GVOC/Mem	NoStatus:196.9MiB / 15.64Gif	Normal	Normal
Network 🗗 🗙		Applications/Densité GVOC/Status	OK:Running	Normal	Normal
		Applications/Densité GVOC/Versi	NoStatus:1.2.1 - build:80	Normal	🔵 Normai
🚼 🔁 🚡 🗄 🗮 🧠 filter			OK:2.85%	Normal	Normal
> 🛅 RollCall		Applications/Densité/Installation	NoStatus:Thu Jul 23 02:36:	Normal	🔵 Normal
🛤 User			OK:1.79%	Normal	Normal
> 📑 Densité 🔢		Applications/Densité/Memory Us	NoStatus:287.2MiB / 15.64Gil	Normal	Normal
✓ ➡ Servers			OK:Running	Normal	Normal
caroline			NoStatus:1.1.1 - build:282	Normal	🔵 Normal
<b>g</b> vo-49		Applications/Device Manager/CP	OK:0.07%	Normal	🔵 Normai
O gvos-52		Applications/Device Manager/Ins	NoStatus:Thu Jul 23 21:23:	Normal	🔵 Normai
d gvos-jc2	Server 1	Applications/Device Manager/Me	OK:0.32%	Normal	Normal
localhost		Applications/Device Manager/Me	NoStatus:51.42MiB / 15.64Gif	Normal	Normal
		Applications/Device Manager/St	OK:Running	Normal	Normal
		Applications/Device Manager/Ve	NoStatus:1.0.0 - build:103	Normal	Normal
		Applications/Elastic/CPU Level	OK:0.92%	Normal	🔺 Minor
		Applications/Elastic/Installation	NoStatus:Thu Jul 23 02:39:	Normal	Normal
		Applications/Elastic/Memory Level	OK:6.98%	Normal	Normal
		Applications/Elastic/Memory Usage	NoStatus:1.092GiB / 15.64GiB	Normal	Normal

#### a) Alarm List for a GV Orbit Server

My_C&M_Project_H			🗱 Alarm List - F000:02:01 - LogServer	151		?
🖬 cm_prj			Sort by Status 🗸 🗙			
My_MV_Project My_New_C&M			Alarm Name 🏾 🔻	Value 🍸	Status 🍸	Latch 🍸
My_New_count			DISTRIBUTED_LOG_SERVER_MA		Minor	🔺 Minor
My_Single_C&M			RC_VALID_TIME_PACKETS			🔺 Minor
My2_New_C&M			DISTRIBUTED_WRITER_SAMPLE	1542	🔍 ок	🔵 ок
🐻 My2_New_MV			DISTRIBUTED_WRITER_SAMPLE	1542	🔵 ок	🔵 ок
🐻 My3_New_C&M			DISTRIBUTED_WRITES_PER_SE		🔵 ок	🔵 ок
My3_New_MV			ID		ок	🔵 ок
			IDNAME	LogServer Service	🔵 ок	🔵 ок
Network		ъх	IPADDRESS		🔍 ок	🔵 ок
🗟 🗄 🗄 X 🔜 📾	ar		IPCONNECT		🔍 ок	🔵 ок
<u>○</u> = = = ≈ ∞			IPNAME	gvboxslp3	🔵 ок	🔵 ок
🖿 User			LOG_SERVER_NAME	LogServer151	🔵 ок	🔵 ок
RollCall			MSG		🔍 ок	🔵 ок
> Frame 17 0000:01:00			NAME	LogServer 151	🔍 ок	🔵 ок
<ul> <li>GV Orbit Services 0000:0F:00</li> <li>IP Proxy F000:01:00</li> </ul>			NUM_IP_ENDPOINTS		🔍 ок	🔵 ок
<ul> <li>IP Proxy F000:01:00</li> <li>Log Server F000:02:00</li> </ul>			NUM_IP_ENDPOINTS_CONNECTED		🔍 ок	🔵 ок
			NUM_IP_ENDPOINTS_DISCONNE		🔵 ок	🔵 ок
Virtual Node E000:03:00	Alarm list		RC_RX_QUEUE_SIZE		🔍 ок	🔵 ок
Monitoring F000:04:00	Alarm history		REDUNDANT_READER_SAMPLE		🔍 ок	🔵 ок
Event Logging F000:05:00	Alarm masking >		REDUNDANT_READER_SAMPLE		🔍 ок	🔵 ок
Kouting F000:06:00	Info		REDUNDANT_READS_PER_SECO		🔍 ок	🔵 ок
> 🖷 Email F000:07:00	Open panel		REDUNDANT_WRITER_SAMPLE		🔍 ок	🔵 ок
Map View F000:08:00			REDUNDANT_WRITER_SAMPLE		🔍 ок	🔵 ок
Web Renderer F000:09:00			RESTARTED_AT		🔍 ок	🔵 ок
> 晴 Relay F000:0A:00			ROLLCALL_IP		🔍 ок	🔵 ок
Repository Manager F000:0B:00						

## b) Alarm List for a GV Orbit Service

Fig. 3-13: Example Alarm List Windows for: a) GV Orbit Server; b) GV Orbit Service.

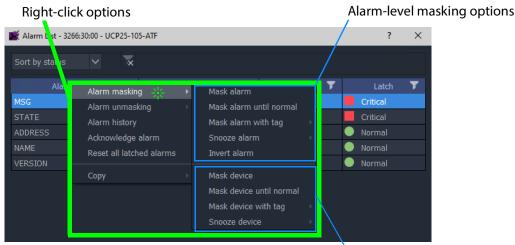
## **Alarm List Window Masking**

In the Alarm List window, alarms can be masked:

- at a device-level; or
- individual alarms for a device can be masked (alarm-level).

Right-click on an item in the **Alarm List** window to see masking options. See Alarm Masking (Professional and Enterprise), on page 96 for further information on masking.

#### **Right-click options**



Device-level masking options

Fig. 3-14: Alarm List Window Right-Click Options

## **Alarm History for a Device**

## Professional and Enterprise only.

#### Note:

The **Alarm History** window uses the following GV Orbit services: IP Proxy, Log Server, Monitoring, Event Logging, and Densité Manager. These services are all required for **Alarm History**.

To inspect the history of device status and alarms from the **Network** window:

1 Right-click on a device in the **Network** window and select 'Alarm History'.

The status messages and alarms etc. reported by the device are listed in a new **History** window tab. The address of the device is shown in the window tab. See Figure 3-15.

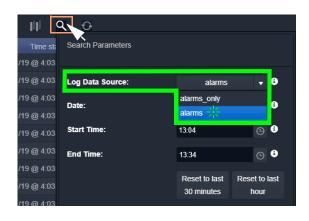
2 Click the search icon ( Q ) in the **History** window.

The **Search Parameters** dialog is shown.

3 Select a **Log Data Source** from the drop-down menu.

#### Note:

The Log Data Source dropdown menu lists the Event Logging filters that are set up on the GV Orbit Server's Event Logging service.



This selects an alarm data source to view in the window.

#### Note:

See Alarm History Window, on page 99 for further information on data sources and the controls in this tab window.

#### 4 To close the Search Parameters dialog,

(re-)click on the search icon (or click somewhere else in the History window).

The selected data source is shown in the **History** window. (See Alarm History Window, on page 99 for further information.)

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My_Bulk-Routing_001							- 0		
oject Connections Tools <u>W</u> indow Contr To To To E Tools Tools Tools	rol and Monitoring	Help	é 💽		$\backslash / $		admin		
Project	d' X	History:F110:01:04 😣							
My_Bulk-Routing_001					Device: F110:01:04				
🐻 dt_test 🐻 My_WebRender_Eg									
Test		🐺 🏢 ९ २							
		Time stamp							
III Network		08/4/20 @ 18:07:38	Normal	5565	Normal	5564	TOTAL_LOG_COUNT		
		08/4/20 @ 15:18:08	Normal	5564	Normal	5563	TOTAL_LOG_COUNT		
		08/4/20 @ 12:32:38	Normal	5563	Normal		TOTAL_LOG_COUNT		
▲ 02: LogServer 154 ● 03: Masking 154		08/4/20 @ 12:32:18	Normal		Normal	5043	TOTAL LOG COUNT		
04: Monitoring 154	Alarm list	- 06/4/20 @ 11:42:08	Normal	5043	Normal	5042	TOTAL LOG COUNT		
05: Event Logging 1 06: Routing 154	Alarm history	06/4/20 @ 05:48:38	Normal	5042	Normal	5041	TOTAL LOG COUNT		
06: Routing 154 07: Email Service	Alarm masking	05/4/20 @ 20:56:58	Normal	5041	? Unknown	undefined	TOTAL LOG COUNT		
			<ul> <li>Normal</li> </ul>	5040	Normal	5039			
09: Web Renderer 1 0A: Relay 154		05/4/20@13:50:38					TOTAL_LOG_COUNT		
<ul> <li>0A. Relay 154</li> <li>0B: Repository 154</li> </ul>		05/4/20@10:42:18	Normal	5039	Normal		TOTAL_LOG_COUNT		
10: SNMP Service		04/4/20 @ 20:21:28	Normal	5037	Normal	5036	TOTAL_LOG_COUNT		
▲ 11: GVF1 ▲ 13: GVF2		04/4/20 @ 06:07:48	Normal		Normal		TOTAL_LOG_COUNT		
13. GVF2		04/4/20 @ 04:10:18	Normal		Normal		TOTAL_LOG_COUNT		
> 📑 Mat1: IP Routing 0000:11:00		04/4/20 @ 02:55:48	Normal		Normal		TOTAL_LOG_COUNT		
Mat2: Audio Live 0000:12:00 ?private-node 0000:81:00		04/4/20 @ 01:04:28	Normal		Normal		TOTAL LOG COUNT		
Densité		- 03/4/20 @ 15:40:08	Normal		Normal		TOTAL_LOG_COUNT		
✓ densite ✓ DFrame20		03/4/20 @ 01:49:08	Normal		Normal	5030	TOTAL LOG COUNT		
✓ Densite			Normal		Normal				
HCO-3901 Controller2		02/4/20 @ 23:44:48		5030		5029	TOTAL_LOG_COUNT		
HDA-1811		02/4/20 @ 20:14:48	Normal		Normal	5028	TOTAL_LOG_COUNT		
> GVNode2		02/4/20 @ 20:12:18	Normal		Normal		TOTAL_LOG_COUNT		
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(See Alarm History Window, on page 99 for further information on the History window.)

*Fig. 3-15: Example History Window* 

Note: Masked alarms are shown "grayed-out" in the History window.

## **Alarm Masking (Professional and Enterprise)**

Alarm masking may be done on a device (**device-level** masking), or it may be done on a an individual alarm from a device (**alarm-level** masking):

- **Device-level** masking/unmasking can be done from the **Network** window, or from the **Alarm List** window for a device.
- Alarm-level masking/unmasking may be done from a device's the Alarm List window.

Device-level masking is applied separately and additionally to any alarm-level masking. For example, if an alarm-level mask is applied to alarm A for a device and then a devicelevel mask is applied to the device, when the device-level mask is removed, the alarm-levelmask will still apply.

## **Apply a Device-Level Mask**

To mask alarms associated with a device, from the **Network** window:

1 Right-click on a device, select 'Alarm Masking'. See Figure 3-19.

<b>I</b> UCP25-04 6144:30:00		14/4/20 @ 09:17:20	
UCP25-105-ATF 3266:30:00	Alarm list Alarm history	# 14/4/20 @ 09:17:20	'Mask device until
UCP25-06-ATF 6146:30:00	Alarm masking  Info	14/4/20 @ 09:17:20 Mask device Mask device until normal	normal' is grayed-out for devices with OK
UCP25-2 6140:02:00	Сору →	Mask device with tag	status.
		Unmask	

Fig. 3-16: 'Alarm Masking' Menu Options

- 2 Select one masking option from:
  - Mask Device Mask all alarms from a device/unit/frame/service.
  - Mask Device Until Normal Mask alarms from a device/unit until alarm state is OK ('green'). For example, mask a device/unit until any fault/error is corrected.
     Note: This menu item is grayed-out for devices with an OK Alarm state.
  - Mask Device with Tag Mask a device with a Masking Tag. See Alarm Masking Tags.
  - Snooze Device Mask alarms from a device/unit for a period of time. See Alarm Masking Snooze Times.
  - Unmask Unmask a device or a set of tagged devices.

**Note:** Masking or unmasking menu options may be grayed-out in the menu.

#### **Apply an Alarm-Level Mask**

Mask an alarm from a device, from the device's **Alarm List** window. See Figure 3-14 on page 94.

## **Alarm Masking Tags**

A set of device(s) can be masked with a Masking Tag.

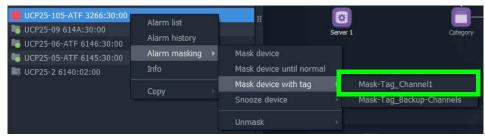


Fig. 3-17: Mask a Device with a Masking Tag

**Masking Tags** are created in the 'Tools > Options > Monitoring' dialog from the main menu and provide a flexible, multiple and layered masking facility.

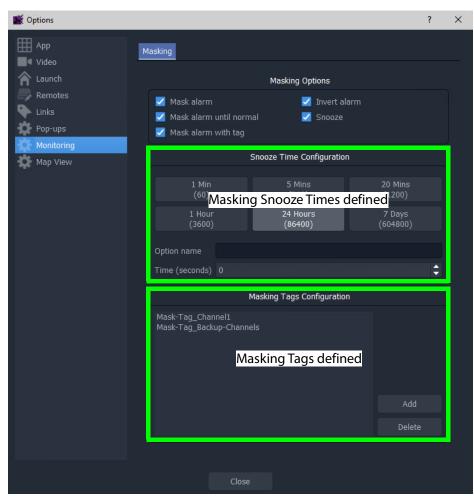


Fig. 3-18: Tools > Options > Monitoring Dialog

## **Alarm Masking Snooze Times**

Alarms for a device/unit/frame/service may be masked for a period of time.

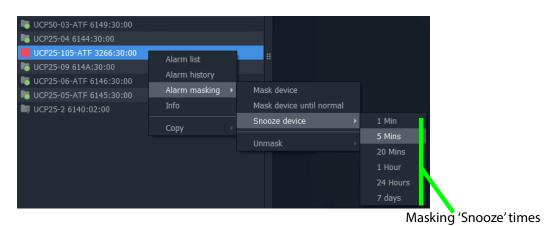


Fig. 3-19: Masking Snooze Times

The selectable masking snooze times are configurable, see 'Tools > Options > Monitoring' in main menu in Figure 3-18 on page 98.

# **Alarm History Window**

Lite	Professional	Enterprise
	•	•

Introduction

The GV Orbit Client **Alarm History** window can show the history of *system-wide* alarms and status messages which are read from the **Event Logging** service on the GV Orbit Server.

#### Note:

The **History** window is similar to the window shown for Alarm History for a Device, on page 94.

#### Note:

By default, the **History** window sources event log data from the event log store which is set up as default in the **Event Logging** service. For example, the event log for which the **Default Index** setting is selected. A user can change the event log data source for an **History** window . For example, change **Log Data Source** in the **Search Parameter** dialog.

#### A GV Orbit Professional or Enterprise user can:

- Select an event log data-set to use from the event log store.
- Search for messages from a particular time period.

• Filter what is shown in the pages (for example, to just display minor alarms).

**Note:** Log Data Sources:

A **History** window sources log data from the GV Orbit system event log store. All events are logged by an **Event Logging** service running on the GV Orbit Server (see Simple Custom Monitoring Screen Example, on page 117). Depending on a log data-set's configuration, some and/or all events and alarms are logged. A store may be selected as the log data source for display in the **History** window.

## **View Alarm History for System-wide Alarms**

To view the Alarm History for GV Orbit system-wide alarms:

1 Click the **Alarm History** icon in the main tool bar.

The **History** window appears in a tab. **Note:** The tab shows no specific device address when showing system-wide alarms.





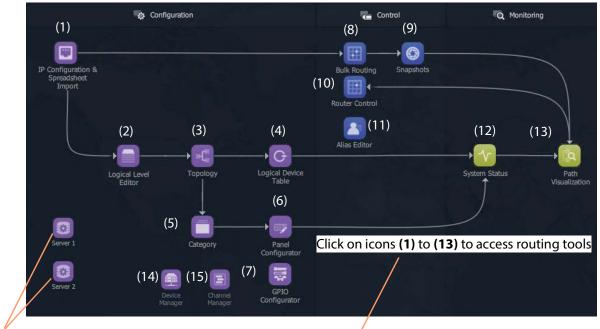
For further information about the Alarm History, refer to **Event Log Viewer (Alarm History)** in the *GV Orbit Admin Guide*. See Related Documentation, on page 19.

# **Graphical Routing Workflow**

Lite	Professional	Enterprise
	•	•

Introduction

The factory-set **Workflow** stage shows a graphical workflow for routing system configuration and control with clickable icons to access tools through GV Orbit Control.



Click on server icons to access landing pages for each GV Orbit Server.

Each icon (1) to (15) is described in the Steps for Graphical Routing Workflow Stage Icons table, on page 101.

Fig. 3-20: Graphical Routing Workflow Stage - with Icons (1) to (13)

Table 3-2: Steps for Graphical Routing Workflow Stage Icons

Steps relating to icons in Figure 3-20 Graphical Routing Workflow Stage - with Icons (1) to (13), on page 101

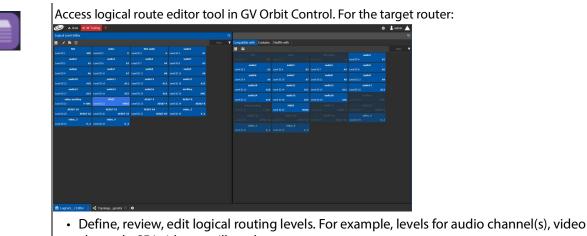
## (1) IP Configuration and Spreadsheet Import



Access the IP Routing endpoint configuration editing tool or create a new default GV Orbit C&M project. See IP Configuration of End Point Devices and Spreadsheet Import, on page 75 for more information. See also IP Configuration, on page 793.

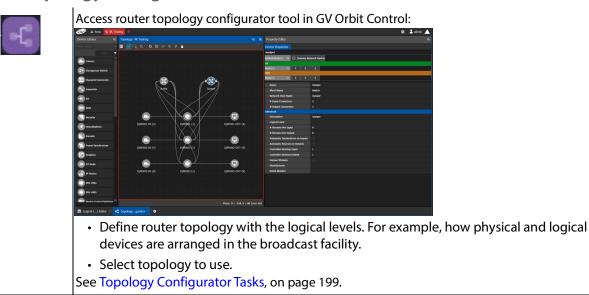
Steps relating to icons in Figure 3-20 Graphical Routing Workflow Stage - with Icons (1) to (13), on page 101

## (2) Logical Level Editor



channels, SDI video, ancillary data etc. See Logical Level Editor Tasks, on page 190.

## (3) Topology Configurator



Steps relating to icons in Figure 3-20 Graphical Routing Workflow Stage - with Icons (1) to (13), on page 101

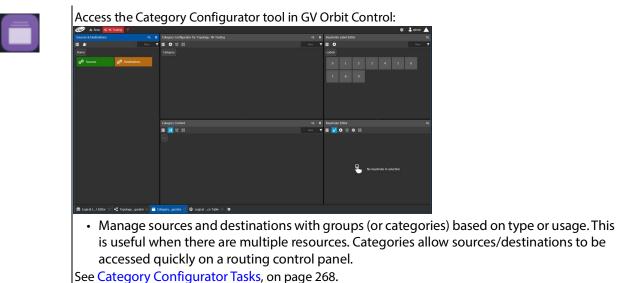
## (4) Logical Device Table



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- Configure levels and IP streams.
- Configure audio shuffled streams and break-away streams.
- Create virtual crosspoints and logical destinations devices.
- See Logical Device Table Tasks, on page 241.

## (5) Category



Steps relating to icons in Figure 3-20 Graphical Routing Workflow Stage - with Icons (1) to (13), on page 101

# (6) Panel Configurator



## Access the Panel Configurator tool in GV Orbit Control:

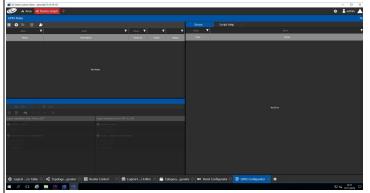
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- Create soft router control panel designs.
- Add buttons and behaviors to a routing control panel.
- Push the design to soft or hard panels.
- See Panel Configurator Tasks, on page 275.

## (7) GPIO Configurator



Access the GPIO Configurator tool for GPIs and GPOs on supported panels (for example, GPI-1501) with GV Orbit Control:



- Add rules for GPIs to trigger events such as a salvo or routing a source to a destination.
- Add rules for GPOs to activate on combinations of conditions.
- See GPIO Configurator Tasks, on page 312.

Steps relating to icons in Figure 3-20 Graphical Routing Workflow Stage - with Icons (1) to (13), on page 101

# (8) Bulk Routing



Access the Bulk Routing Control Panel tool in GV Orbit Control:

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- Make routes between sources and destinations.
- Form break-away routes and shuffled routes.
- Execute salvos.

For an introduction to the Bulk Routing Control panel, see Bulk Routing Control Panel, on page 109.

## (9) Snapshots



Access the Snapshots tab of the GV Orbit Routing Service that runs on the GV Orbit Server.

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<ul> <li>B 07 Obit</li> <li>B 200725, MV</li> <li>B HV-820 S2F</li> <li>S2F MigRows</li> </ul>	\$		
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		Name Date	

- Recall routing snapshots.
- Create and save new snapshots.

Refer to **Routing Service** in the *GV Orbit Admin Guide*, specifically the **Snapshots Screen**. See Related Documentation, on page 19.

Steps relating to icons in Figure 3-20 Graphical Routing Workflow Stage - with Icons (1) to (13), on page 101

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## (10) Router Control

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- Make routes between sources and destinations.
- Create and execute salvos.
- See Router Control Tasks, on page 470.

# (11) Alias Editor



Access the Alias editor tool in GV Orbit Control:

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•	Assic	gn aliases to sources and de	estinations	
		5		
	(to ci	upport shorter length nam	oc other langu	anoc ordi
	(10.5)	upport shorter length ham	les, other langu	ayes, or ur
C	A 1:			
see	Allas	s Editor Tasks, on page 466.		

Steps relating to icons in Figure 3-20 Graphical Routing Workflow Stage - with Icons (1) to (13), on page 101

## (12) System Status

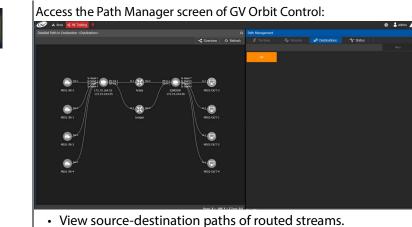


Access the System Status screen of the GV Orbit Control router controllers:

/C Controllers			Devices				
			Name				
	172.19.160.206		172.19.164.55 172.19	Active			
Status				Active			
Health			IQMID000 172.19.164.56	Active			
			IQMIX4000 172.19.16	Active			
			Juniper	Active			
Actual Memory	78%						
eserved Memory	53%6						
	FANI 📰 FANZ 🛄 FANI 🛄 FANI 📰						
letwork Interface	em1 p15p1 p15p2						
Faults							

- Monitor the health of GV Orbit Control router controller(s).
- View device health for a selected topology.
- Manual fail-over, if required.
- See System Status Task, on page 457.

## (13) Path Manager



- view source-destination paths of foured streams.
- View Tie-Line usage information, including % bandwidth used.
- See Path Manager Tasks, on page 450.

Steps relating to icons in Figure 3-20 Graphical Routing Workflow Stage - with Icons (1) to (13), on page 101

## (14) Device Manager



The GV Orbit **Device Manager** service lists and manages the connections to supported devices from a GV Orbit system to provide device operating status and information for the purpose of device health monitoring.

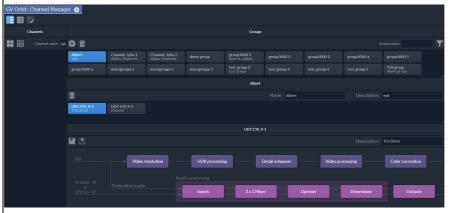
Project Connections Tools Window Control and Monitorin	g Help 🔅 I 🏠 🍋	admin 🛈
	Alarm List - Snmp/Genetic/SNMPConnection/10.37.73.210 - 10.37.73.210     X	
🐱 🔁 🗄 🗄 🗮 🐻 🛚 filter	Sort by status 🗸 🗙	
III User ✓ III RollCall	Alarm Name Y Value Y Status Y Latch Y	
> 📲 Virtual Node 0000:0F:00 > 🛅 Densité	STATE 1 • Normal • Normal System Up Time 654176601 • Normal • Normal	
> 🖥 Kaleido > 🖥 Servers	System Description U Timestamp: 2021-02-12T15:37:412 vt ? Unknown System Name C Duration: 0 hours 0 mins 0 seconds int ? Unknown	
✓ № Samp ✓ № Generic		
<ul> <li>In SNMPConnection</li> <li>In 10.37.73.210</li> </ul>		
		-

See Device Manager in the GV Orbit Admin Guide. See Related Documentation, on page 19.

## (15) Channel Manager



The **Channel Manager** service supports Densité cards such as the XIP-3901-UDC-IF that have two independent processing channels. It allows you to easily visualize, manage, and operate XIP processing channels as individual devices without you having to know what physical device the channel is on.



See Channel Manager, on page 491. The Channel Manager is available by default in projects created in GV Orbit Control version 2.2.0 and above. To add it to projects created before this, see Adding Channel Manager to Projects Created before GV Orbit Control Version 2.2.0, on page 503.

# **Bulk Routing Control Panel**

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## Introduction

The Bulk Routing Control Panel is a built-in router control panel accessible from GV Orbit Client. It requires the GV Orbit **Routing** service to be running on GV Orbit Server(s). IP routing or traditional (for example, SDI) routing may be controlled.

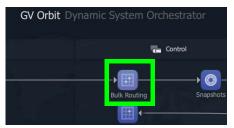
**More Information on Bulk Routing Panel** 

For more information, see Chapter 13, Routing Control - XY Routing Panel, on page 591.

## **Open Bulk Routing Panel**

- 1 Open an existing C&M project and set the GV Orbit Client window size to 1920x1080.
- 2 Click on the **Bulk Routing** icon in the **Graphical Routing Workflow** stage.

A **Bulk Routing Panel** is shown in a window tab in the GV Orbit Client. See Figure 3-21.



Filtering boxes to limit items shown,

						$\checkmark$	see Filte	ring,	on page 547
Routing Service	<u>×</u>			Logical Router					Router Control
III III 88 🛛	¥2 ¥⊼  ↔				d 📰 🔠 🛂		filter	• •	di aliana ali
S10-143	S10-144	S10-4BCDEF	S10-1BCDEF	511-2 MV10-1	S11-2 MV10-2	S11-2 MV10-3	S11-1 MV10-4		
S11-1	S11-2	S11-3	S11-4	S11-2 MV10-5	S11-3 MV10-6	511-2 MV10-7	S11-1 MV10-8		⊙ Take O Auto-Take
S11-5	S11-6	S11-7	S11-8	S11-1 MV10-9	S11-1 S11-14 MV10-10	S11-1 MV10-11	S11-1 MV10-12		Take Cancel
S11-9	S11-10	S11-11	S11-12	S11-2 MV10-13	S11-2 MV10-14	S11-2 MV10-15	S11-1 MV10-16		Router Control Pane
S11-13	S11-14	S11-15	S11-16	S11-1 MV10-17	S11-1 MV10-18	S11-1 MV10-19	S11-1 MV10-20		Lock Protect Release
S11-17	Source	Crid	S11-20	S11-1	s11-1	S11-1	S11-1		
<b>S</b> 11-21	50UICE 511-22	511-23	S11-24	<b>u</b> <sup>S10-5</sup> <b>x</b>	<b>u</b> <sup>S10-5</sup> <b>x</b>	S11-1	MV10-24 \$11-1		Salvos
S11-25	S11-26	S11-27	S11-28	MV10-25 S11-1	MV10-26 S11-1	MV10-27 511-1	<sup>MV10-28</sup>		S10-1 to MV11 S11-1 to MV10
S11-29	S11-30	S11-31	S11-32	MV10-29 S11-1	MV10-30	MV10-31	MV10-32 \$11-1		Salvos Pane
	⊞ ¥⊉ ¥K	Video, Audio	o 1 to 16	▼ ■ ■ 88 8	8 ₽₽ ₽₹	Video, Audio	o 1 to 16	Ţ	
v	A1	A2	A3	S11-1 S11-14 V	S11-1 S11-14 A1	S11-1 S11-14 A2	S11-1 S11-14 A3		
A4	A5	A6	A7	S11-1 S11-14	S11-1 S11-14	\$11-1 \$11-14	\$11-1 \$11-14		
A8	Source	Levels G	A11	S11-1 S11-14 A8	stination	n Levels	Grid 511-14 A11		
A12	A13	A14	A15	40 S11-1 S11-14 A12	S11-1 S11-14 A13	S11-1 S11-14 A14	S11-1 S11-14		
A16				S11-1 S11-14 A16		A14	A15		

*Fig. 3-21: Example Bulk Routing Panel* 

#### Troubleshooting

If problems are encountered when opening a Bulk Routing Panel, carry out the following checks:

1 Check that the project's **Client Domain** is set for the GV Orbit system.

(Click **Connections -> GVOP** in the main menu. Set **Client Domain** to be the system's 'Client Domain' number.)

- 2 The project's **Routing Address** project variable (a RollCall address) should be set to the **Routing** service's **Logging Address**. To verify this:
  - To see the project variables, click **Project -> Edit Variables** in the main menu.
  - To see the **Routing** service's **Logging Address**: Log into the GV Orbit Server and access the **Routing** service's 'System' configuration screen. (See GV Orbit Server Login, on page 115, and Accessing Services Configuration Screens, on page 117.)

To save any changes made to the project settings:

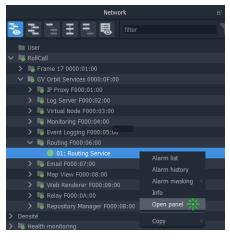
- 3 Click Project -> Save Project in the main menu to save the project locally.
- 4 Click **Project -> Push** to push and save the project to the GV Orbit Server.

Alternative Open Bulk Routing Panel (Network Window)

The Bulk Routing Panel may also be opened from the **Network** window in GV Orbit Client:

- 1 Display the **Network** window tree-view (click in the main tool bar to toggle displaying the window) and expand the tree-view.
- 2 In the **Network** window, locate the 'Routing service' item. (The item's name is the Routing service's "Logging Name".)
- 3 Right-click on the Routing service item and select Open Panel.

A Bulk Routing Panel is shown in a window tab in the GV Orbit Client. See Figure 3-21 on page 110.



Note:	A ' <b>Routing</b> service' item appears in the GV Orbit <b>Network</b> window
	when a <b>Routing</b> service is running on the connected GV Orbit Server
	and is configured to talk to a router controller.
	Bulk Routing Panel 'Source' and 'Destination' buttons are annotated
	with router port names obtained through the <b>Routing</b> service.

## **Bulk Routing Panel - List View**

List View is a level-centric view of a Bulk Routing Panel, allowing a user to focus on routing to Destination Levels. List View presents all of the destinations in a 'list' format; each list item is a Destination with all of its Levels.

#### To access List View mode:

- 1 Open the Bulk Routing Panel and set the GV Orbit Client window size to 1920x1080.
- 2 In the Destination Grid's tool bar, click on the **List View** icon.

This toggles between					List	View ic	on	
the normal Bulk Routing Panel view and	Logical			_				
the <b>List View</b> mode.	Ŧ		) III III 🛛	2 +X H4 X			filter	
The <b>List View</b> is shown.		Cam S23 Mon1	Cam S22 Mon2	Cam S21	Cam S4	Cam S5 Mon5	Cam S6 Mon6	
See Figure 3-22.		Cam S17	Cam S16	Destinat	ion Grid	Cam S6	Cam S6	

	🝺 🖬 🔡 🖥	8 12 13 14						r 😽	Video, Audio 1 to	o 16
S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6
MV10-1										
S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-6
MV10-2										
S11-6					S11-4	S11-4	S11-4	S11-4		S11-4
MV10-3					A3 A4	A3 A5	A5 A6	A13 A7	A8	
S11-7		S11-4	S11-4		S11-4	S11-4	S11-5	S11-5		S11-5
MV10-4			A1 A2		A3 A4	A3 A5	A5 A6	A13 A7	A8	A9
S	S11-8	S11-6	S11-6							S11-6
				octinati		A3 alc Crid	A5 A6	A13 A7	A8	A9
.≝	S11-9	\$11-7	S11-7	esunau		els Grid		S11-7		\$11-J
estination			A2	A3	A3 A4	A3 A5	A5 A6	A13 A7	A8	A9
÷ 🗄 👘	S11-10	S11-8	S11-8	S11-8	S11-8	S11-58	S11-8	S11-8	S11-8	S11-8
x est		A1	A2	A3	A5 A4	A5	A5 A6	A13 A7	A8	A9
	S11-11	S11-9	S11-9	S11-4	S11-4	S11-4	S11-9	S11-9	S11-9	S11-9
MV10-8	v		A2	A3	A3 A4	A3 A5	A5 A6	A13 A7	AS	A9
S11-4	S11-4	S11-4	S11-4	S11-4	S11-4	S11-4	S11-4	S11-4	S11-4	S11-4
MV10-9			A2	A3	A3 A4	A3 A5	A6	A7	A8	A9
S10-13	S10-13	S10-13	S10-13	511-4	S11-4	S11-4	S10-11	S10-13	S10-13	S10-1
MV10-10		A1	A2	A3	A3 A4	A3 A5	A6	A7	A10 A8	A10 A9
S10-5	S10-5	S10-5	S10-5	S11-4	S11-4	S11-4	S10-5	S10-5	S10-5	S10-5
X MV10-11		A1	A2	A3	A3 A4	A3 A5	A6	A7	A8	A9
S10-14	V S10-14	A1 S10-14	A2 S10-14	A5 S10-14	S10-14	A5 S10-14	A0 S10-14	A/ S10-14	A6 S10-14	A9 510-1
X	01014	SAULT	010114	510 14	01014	STO IT	010114	510 14	01014	

#### Click icon to toggle between **List View** and the normal view

Fig. 3-22: Bulk Routing Panel - List View

## **Bulk Routing Panel Information**

For further Bulk Routing Panel information, including about **List View** and about general operation, refer to Chapter 13, Routing Control - XY Routing Panel, on page 591.

# **Routing Snapshots**

Snapshots of all routes and crosspoints in a GV Orbit system can be taken and restored from the GV Orbit Client with the **Routing** service configuration screen.

## **Access Routing Service Screen**

- 1 Go to the GV Orbit Client workflow.wfl **Workflow** window.
- 2 Click on the **Snapshots** icon.

The GV Orbit Server window is shown in a tab.



Scrollable list of destinations

.wfl 😣 gvboxslp3 - welcome->read 😣

		Gr gvboxslp3	
		Cluster None	
		IP Configuration	
3	Scroll down the server window on	Log Files	
	the left	Upgrade	
	and locate the 'Services' section	Users	
	and select 'Routing'.	Services	
	The Deuting complex configuration	Densite	
	The <b>Routing</b> service configuration	Email	
	screen is shown.	Event Logging	
		IP Proxy	
		Log Server	
		Map View	
4	Select the 'Snapshots' side-tab on	Masking	
	the left.	Monitoring	
	The Routing service's Snapshots	Relay	
	screen is shown. See Figure 3-23.	Repository Manager	
	screen is shown. See Figure 5-25.	Routing 21×	
		Web Renderer	

workflow.wfl Service Manage	r (Routing) 📀 Routing Service ⊗	
<b>‡</b>		
System Snapshots	Snapshots	
	Capture snapshot of all cross points. Recall saved snapshot to configure cross points.	
	Create New Snapshot	
	Enter a name Create snapshot	
	✓ Save Scancel changes changes     ✓ Delete all	
	Name Date	
	Cam2 to Op 1 (GMT Standard Time) Recall X Delete	
	н 📢 🕇 🕨 40 🔻 items per page 1 - 1 of 1 items	Ç

Fig. 3-23: Routing Service Snapshots Configuration Screen

# To Take a Routing Snapshot

In the Routing service Snapshots screen:

- 1 Enter a name for the new snapshot.
- 2 Click Create Snapshot.

Snapshots								
Capture snapshot of all cross points. Recall saved snapshot to configure cross points.								
Create New Snapshot								
My_Routing_Snapshot Creaters Snaps								
✓ Save O Cancel changes changes ★ De	elete all							
- × De	elete all Date							
changes changes		Recall	× Delete					

Fig. 3-24: Routing Service Snapshots Configuration Screen

A snapshot of all routes and crosspoints is taken. And the new snapshot appears in the list.

Snapshots						
Capture snapshot of all cross points. Recall saved snapshot to configure cross points.						
Create New Snapshot						
Enter a name Create snapsho						
Save changes	te all					
Name	Date					
Cam2 to Op 1	Fri Dec 06 2019 10:58:00 GMT+0000 (GMT Standard Time)	Recall	× Delete			
My_Routing_Snapshot	Fri Dec 06 2019 11:29:39 GMT+0000 (GMT Standard Time)	Recall	× Delete			
H 4 1 F H 40 V ite	ems per page		1 - 2 of 2 items	Q		

Fig. 3-25: New Snapshot Item in List

3 Click Save Changes.

# **To Recall a Snapshot**

#### In the Routing service Snapshots screen:

- 1 Find a snapshot in the list and click **Recall**.
  - The signal routing and crosspoint settings present when the snapshot was taken are

restored.

Snapshots				
Capture snapshot of all cross points. Rec	all saved snapshot to configure cross points.			
Create New Snapshot				
Enter a name Create snapsh				
✓ Save	ete all			
Name	Date			
Cam2 to Op 1	Fri Dec 06 2019 10:58:00 GMT+0000 (GMT Standard Time)	Recall	× Delete	
My_Routing_Snapshot	Fri Dec 06 2019 11:28:17 GMT+0000 (GMT Standard Time)	Recall 🔆	× Delete	
(H (H (1 )) H) 40 🔻 it	ems per page		1 - 2 of 2 items	Ç

Fig. 3-26: Recall Snapshot

# **GV Orbit Server Login**

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This section describes how to log into a GV Orbit Server from either the GV Orbit Client or with a web browser. When logged in, various configurations can be viewed, including settings for the GV Orbit services.

Refer to the **Launching and Logging in to GV Orbit Admin Interface** in the *GV Orbit Admin Guide*. See Related Documentation, on page 19.

## **Login From GV Orbit Client**

With a GV Orbit C&M project open in GV Orbit Client, to open a GV Orbit Server's **Home** stage:

1 Either:

- click Project -> URLs in the main menu and select the GV Orbit Server item; or
- click on a server icon in the **Workflow** stage (for example, **Server 1**).



Fig. 3-27: Click on Server Icon in Workflow Stage

The GV Orbit Server Admin Login screen is then shown. See Figure 3-28 on page 116.

## Login from a Browser

To log into a GV Orbit Server from a browser:

1 Enter the IP address of a GV Orbit Client into a web browser (Chrome recommended). The GV Orbit Server **Admin Login** screen is shown. See Figure 3-28.

## Server Admin Login Screen

For more details about the GV Orbit Server and logging in, refer to the *GV Orbit Admin Guide* in Related Documentation, on page 19.

	GV Orbit		
Please log in to access configuration and monitoring views.			
	Downloads		
	GV Orbit Client download	Please log in to access configuration and monitoring views. Downloads GV Orbit Client download	Please log in to access configuration and monitoring views. Downloads GV Orbit Client download

Fig. 3-28: GV Orbit Server Admin Login Screen

#### Note:

The GV Orbit Client and GV Orbit Control Client installers may also be downloaded from the GV Orbit Server **Admin Login** screen.

1 Click Log in.

A login screen is shown.

2 Enter the **User ID** and **Password** (the default user ID is 'admin' with password 'admin'). Click **Login**.

The GV Orbit Server **Home** stage is shown. See Figure 3-1 on page 79.

### **Accessing Services Configuration Screens**

Services should be set up by the GV Orbit system administrator. Services running on the GV Orbit Server are configured via their configuration screens accessible from the GV Orbit Server **Home** stage.

For information about the server and services, refer to the *GV Orbit Admin Guide*. See Related Documentation, on page 19.

# Logs

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## Introduction

Logs are kept for system device status/alarm messages (events) and also for applications/services running on the GV Orbit Server.

- Simple Custom Monitoring Screen Example In an operating GV Orbit system, GV Orbit device/service status, alarm messages and events are logged by a GV Orbit service running on a GV Orbit Server. Events etc. are logged to an event log data set. This is set up when configuring the **Event Logging** service on the server.
- Server Application and Service Log Files Each application/service running on the GV Orbit Server also has a set of log files.

For further information about the log files, refer to **Event Log Setup Screen** in the GV Orbit *Admin Guide*. See Related Documentation, on page 19.

# Simple Custom Monitoring Screen Example

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## Introduction

A simple custom graphical operator screen is presented here. The example describes a monitoring screen using a C&M project; device status is monitored by the screen.

This requires:

- a configured C&M project;
- a configured GV Orbit Server; and
- the following minimum GV Orbit services to be running:
  - IP Proxy
  - Log Server
  - Monitoring
  - Densité.

#### Steps:

- Step 1: Create a New Monitoring Screen Schematic, on page 118.
- Step 2: Add Monitoring, on page 120.
- Step 3: Save and Push Project, on page 125.
- Step 4: Run Custom Monitoring Screen, on page 125.

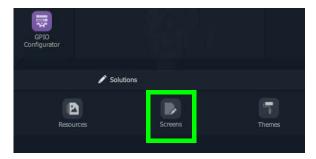
## Step 1: Create a New Monitoring Screen Schematic

- 1 Open the C&M Project and show the **Project** window and the **Workflow** window with the **Workflow** stage.
- 2 On the workflow stage, click on the **Screens** icon.

The Screens dialog is shown.

Screens	? ×
🗸 📙 screens	
My_Screen	.schx
New Screen	Open
New Folder	Сору
Import	Rename
Close	Delete

Fig. 3-29: Screens Dialog



#### 3 Click New Screen.

The New Screen dialog is shown.

4 Enter a name for the new screen schematic and click OK.

A new, blank custom screen schematic is created. The new, blank schematic is shown in a window tab in GV Orbit Client. See Figure 3-30.

#### Note:

A custom screen schematic is shown in GV Orbit Client; this is the 'stage' on which the schematic is:

- designed when GV Orbit Client is in Design Mode; and
- run and operated when GV Orbit Client is in **Run Mode**.

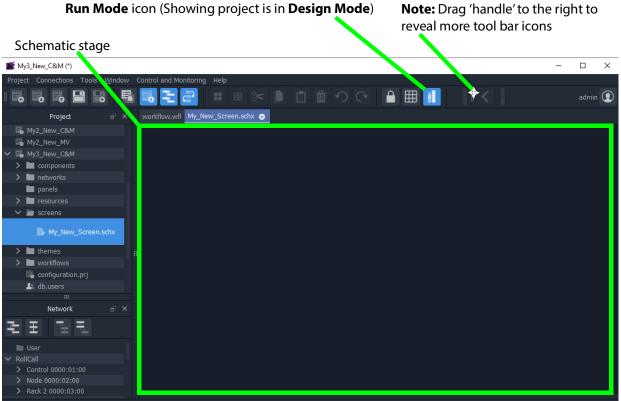


Fig. 3-30: New, Blank Custom Schematic

5 Click the **Run Mode** tool bar icon to select GV Orbit Client **Design Mode**. See Figure 3-31. Note: A project's 'mode' toggles between Run Mode and Design Mode.

Click to <i>exit</i> Run Mode
a) Icon app <mark>earanc</mark> e when in <b>Run Mode</b>
Click to enter Run Mode
b) lcon appearance when in <b>Design Mode</b>
Fig. 3-31: Run Mode / Design Mode Tool Bar Icon

#### Note:

In **Design Mode**, a project may be edited (for example, a video wall may be modified).

In **Run Mode**, a project monitors log and alarm data and displays updated custom operator screens in real-time.

## Step 2: Add Monitoring

A control and monitoring (C&M) screen will monitor items in a system with individual or aggregate alarms for a device (or collection of devices), or an individual alarm (or collection of alarms). This is quick and easy to achieve with GV Orbit Client.

Items to be monitored can be dragged onto a C&M screen either from the **Network** window or from an **Alarm List** window. One or more devices or device alarms can be monitored.

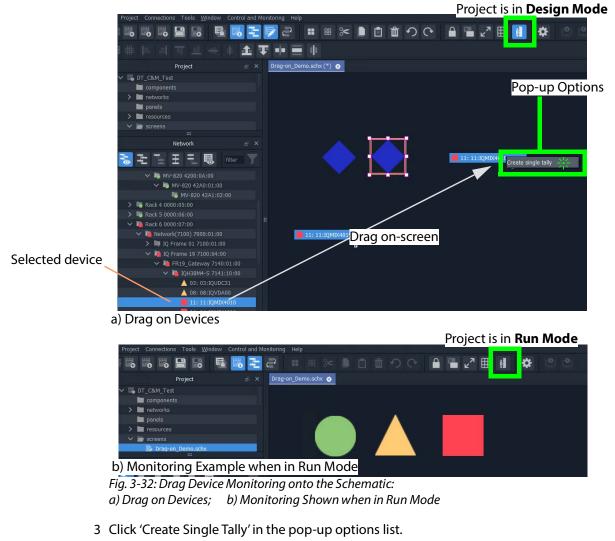
#### **Add Monitoring of Devices**

For a C&M screen schematic open in GV Orbit Client in **Design Mode**:

- 1 Expand the **Network** window to find a RollCall- or Densité-protocol device to monitor.
- 2 Drag a device onto the C&M screen schematic, and release.

At release, GV Orbit Client pops up a list of options. These control what will be created from the drag. See Figure 3-32a.

(Figure 3-32b shows the resulting Run Mode screen appearance, see later steps.)



GV Orbit Client then infers a default, graphical Tally widget on the schematic which is automatically set up to graphically indicate the overall status of the device when in Run Mode.

4 Drag on more devices, as required.

(Figure 3-32b shows what the graphical items may look like in Run Mode.)

This has quickly added simple device alarm state monitoring to the C&M project.

**Note:** Add Device: Dragging a device onto the schematic and releasing it on top of an *existing* monitoring Tally widget will *add* the device to the screen widget, thus creating an aggregate alarm.

#### **Add Monitoring of Alarms**

Device alarm monitoring can also be added:

1 Expand the **Network** window to find a device to monitor. Then right-click on the device item and select 'Alarm List'.

The device's alarms are all shown in a pop-up **Alarm List** window.

2 Select one or more alarms in the **Alarm List** window and drag them onto the C&M screen schematic, and release.

(To select more than one alarm item, click on an item to select it, and select more with CTRL-click.)

At release, a list of options pops up which will control what will be created from the drag. See Figure 3-33.

**Note:** Pop-up Options: These pop-up options are described in 'Drag-On' Options, on page 123.

Pop-up options: Create multiple labels Create multiple tallies Create multiple stateful labels Create single aggregate tally	Ala	<b>rm List</b> winc Se	low elected a	larms
Drag-on_Demo.schx (*) 💿	Marm List - 3291:20:0F - 15:IQHC	:031		? ×
JNP Create multiple labels	Sort by status 🗸 🐱			
Create multiple tallies	Alarm Name 🏹		Status 🏹	
Create multiple stateful labels	INPUT_2_EMBEDDED_AUDIO_1_		Critical	Critical
Create single aggregate tally Drag on screen	INPUT_2_EMBEDDED_AUDIO_1_	FAIL:Input Lost	Critical	Critical
	INPUT_2_STATE	FAIL:Lost	Critical	Critical
	INPUT_STATE	FAIL:INPUT_1_STATE=FAIL	. Critical	Critical
	IO_1_ERROR	FAIL:INPUT_1_STATE=FAIL FAIL:INPUT_2_STATE=FAIL	. Critical	Critical
	IO_2_ERROR MASTER_STATE	FAIL FAIL	Critical	Critical
	OUTPUT_1_STATE	FAIL:Input	Critical	Critical
	REFERENCE_1_STATE	FAIL:Lost	Critical	Critical
	SPIGOT_1_STATE	FAIL:INPUT & STATE=FAIL	. Critical	Critical
GENLOCK_1_STATE WARN:Freerun 🔺 Minor 🔺 Minor	SPIGOT_2_STATE	FAIL:INPUT 2 STATE=FAIL	. Critical	Critical
	STATE	100	Critical	Critical
	TIME REF	FAIL:REFERENCE 1 STATE.	. Critical	Critical
	GENLOCK_1_STATE	WARN:Freerun	A Minor	A Minor
	INPUT_1_STANDARD	Unknown	A Minor	A Minor
	INPUT_2_STANDARD	Unknown	Minor	Minor
	LAST_MODIFIED	-	A Minor	🛆 Minor
	REFERENCE_1_STANDARD	Unknown	A Minor	Minor I
	REFERENCE_1_TYPE	WARN:Unknown	🛆 Minor	🔺 Minor
	ADDRESS	3291:20:0F	Normal	Normal
	BUILD_NUMBER	5016.5016.5016	Normal	Normal
	CMD_101_STATE	OK:Unused	Normal	Normal
	CMD_102_STATE	OK:Unused	Normal	Normal
GPI_1_STATE OK:Unused Sormal OK:Unused	CMD_103_STATE	OK:Unused	Normal	Normal
	CMD_104_STATE	OK:Unused	Normal	Normal
C&M project is in Design Mede	FIRMWARE_VERSION	4979	Normal	Normal
C&M project is in <b>Design Mode</b>	GPI_1_STATE	OK:Unused	Normal	Normal
	GPI_2_STATE	OK:Unused	Normal	Normal

Fig. 3-33: Drag Alarm Monitoring onto the C&M Screen Schematic

3 Select the pop-up option required.

GV Orbit Client then infers graphical monitoring widget(s) on the schematic which are automatically set up to indicate the alarm status.

This has quickly added simple device alarm monitoring to the C&M project.

**Note:** Add an Alarm:

Dragging an alarm (from the same or from a different device) onto an existing monitoring widget will add the alarm to the screen widget.

Note: Right-click Drag:

Right-click dragging will use the last pop-up option selected and will avoid you having to select the same pop-up option each time.

Note: Label Style Change:

A text label is difficult to see against a black background. In this case, change the label's appearance by selecting it and changing its 'Style' property value, see Text Label Style Change, on page 124.

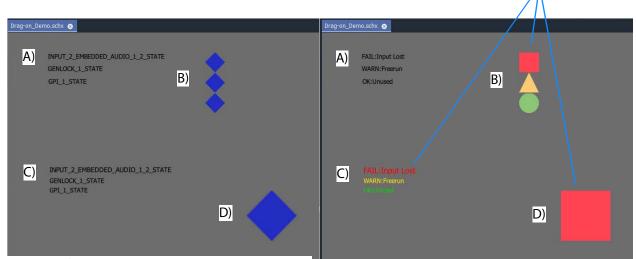
When all monitoring widgets have been added, proceed to Step 3: Save and Push Project, on page 125.

#### 'Drag-On' Options

The pop-up options for creating graphical, on-screen from the 'drag-on' item(s) are shown in Table 3-3. Figure 3-34b and Figure 3-34c show the result of each option **Design Mode** and in **Run Mode** respectively.

Table 3-3: 'Drag-On Options

	Option	Description		
A)	Create multiple labels	Creates a text label per item.		
B)	Create multiple tallies	Creates a graphical Tally widget per item, to show the individual alarm state of each item.		
C)	Create multiple 'stateful' labels	Creates a colorful text label per item, where the text color indicates each individual alarm state.		
D)	Create single aggregate tally	Creates one graphical Tally widget to show a combined, aggregate alarm state of all the dragged-on items.		



These graphical items show alarm state.

a) Result of options A), B), C), and D) in **Design Mode** b) Result of options A), B), C), and D) in **Run Mode** 

*Fig.* 3-34: Dragged-on Monitoring Options A), B), C), and D) in: a) Design Mode; b) Run Mode.

#### **Text Label Style Change**

When creating a text label with this 'drag-on' method, the resulting default label may be difficult to see (for example, if against a black background). In this case, change the appearance of the text label by changing its 'Style' property value, see Figure 3-35a and Figure 3-35b.

• Select the label(s) on the schematic.

In the **Properties** box, click on the Style'-property's value (see Figure 3-35a).

A drop-down menu is shown.

- Select a Style value from the drop-down menu, for example 'Solid Caption'.
- Click 'Yes' in the dialog that is shown.

The label appearance has been changed (see Figure 3-35b).



-on_Test.schx (*) 😒				Prog	perties	ai ×
			1			
	STATE MODULE STATU	5		✓ Style Style	Default * -	~
	BACKPLANE COMM	S LOCAING				
	BACKPLANE CO IM					Gen
	ANJESTATE					
				Dimensions     Size		
Alarm List - 3291:20:00 - IOH	IRMALS		2	× Size × Width	200.00 x 20.00	
Autorite Scottered (g)	5			Height	20.00	
Sort by status				Aspect Ratio	Custom	
				xtended Style		
	🔻 Value 🍸		🕇 Latch 🍸	Font		
PSU_2_STATE	FAIL	Critical	Critical		#000000	
STATE	100	Critical	Critical	Family		
MODULE STATUS	WARN:5 EXTRA MODULES	A Minor	A Minor	Font Scale Factor		
POWER_CHECK	WARN:Refer Manual	Minor	A Minor	Font Size		
POWER_USAGE	WARN:168.5LU	A Minor	A Minor			
		Normal	Normal			
		Normal	🛆 Minor			
BACKPLANE_COMMS_LOGGI	IG OK:LOW	Normal	Normal	Vertical Alignment		
		Normal	Normal	Border Color	Transparent	
		Normal	Normal	Border Thickness		
DEVICE HEALTH	ок	Normal	Normal	Radius		
ENCLOSURE	тонзв	Normal	Normal			
		Normal	Normal			
FAN_1_NAME	Rear Fan1			Mouse Over Fill		
FAN_1_STATE	OK:Medium	Normal	Normal			

a) Selected Labels

Drag-on_Test.schx (*) ⊗					Prope	rties d' X
					<b>7 7 6 - -</b>	
		STA MODULE_ BACKPLANE_CO	STATUS		<ul> <li>✓ Style</li> <li>Style</li> <li>✓ Screen</li> <li>✓ Dimensions</li> </ul>	
		FAN_1_	STATE		✓ Page Size Width Height	1920 x 1080 1920 1080
	Marm List - 3291:20:00 - IQH3BM4	4.,		? X	✓ General	1000
	Sort by status					14.4
					Top Level	False <none></none>
	Alarm Name 🏾 🍸	Value 🔻	Status 🍸	Latch 🍸		<none></none>
			Critical	Critical		0.0000.0000
	STATE	100	Critical	Critical	✓ Layout Properties	
	MODULE_STATUS	WARN:5 EXTRA MODULES	🔺 Minor	🔺 Minor		Scaled
	POWER_CHECK	WARN:Refer Manual	🔺 Minor	🔺 Minor		0
			🛆 Minor	🛆 Minor		6
			Normal	Normal	<ul> <li>Extended Style</li> </ul>	3
			Normal	🛆 Minor	✓ Background	
	BACKPLANE_COMMS_LOGGING	OK:LOW	Normal	Normal		Transparent
	BACKPLANE_COMMS_UPDATE	OK:LOW	Normal	Normal	Show Background Ima.	False
			Normal	Normal	Background Image Fill Mode	Stretch
	DEVICE_HEALTH		Normal	Normal		
			Normal	Normal		
			Normal	Normal		
	FAN_1_STATE	OK:Medium	Normal	Normal		
	FAN_2_NAME	Rear Fan2	Normal	Normal		
			Normal	Normal		
			Normal	Normal		
			A Designation	Alasmal		

b) New Text Label Style Fig. 3-35: Changing Text Label Style Property

# **Step 3: Save and Push Project**

When all the required device/alarm monitoring is added to the C&M project screen:

- 1 Click **Project -> Save Project** in the main menu to save the project locally.
- 2 Click **Project -> Push** to push the project to the GV Orbit Server repository.

## **Step 4: Run Custom Monitoring Screen**

1 Click the **Design/Run Mode** tool bar icon to take GV Orbit Client out of 'Design Mode' and into 'Run Mode':

GV Orbit Client runs the C&M project and gets device status information to display on the custom monitoring screen's **Lamp** widgets, which illuminate red/yellow/green to show device status. See Figure 3-36.



Icon when in Run Mode

_	Project in <b>Run Mode</b>
₩ My_Single_C&M	
Project Connections Tools <u>W</u> indow	
Project 🗗 🗙	workflow.wfl Single_Mon_Eg.schx 📀
✓ Kanta My_Single_C&M	
> 🖿 components	
> 🖿 networks	
🖿 panels	
> 🖿 resources	
> 🔲 screens	
> 🖿 themes	
> m workflows	
Network 🗗 🗙	
·환표 · 환표 · ·	
	Device status shown in <b>Network</b> window is reflected
User	in the custom monitoring screen
RollCall	, and the second s
<ul> <li>Frame 17 0000:01:00</li> <li>From TOH3BM4-S 1000:20:00</li> </ul>	
↓ 10038M4-5 1000:2000 ↓ 1: MIX40-17	
4: 4: 17	
▲ 7: 138/MIXIOM/	
A: MIX40-20	
D: IQCAG00	
• E: IQGPI00	
F: IQHCO31	
logServer_MC	
90: WIN-FLN610D330F	com Monitor Example Rupping in GV Orbit Client

Fig. 3-36: Simple Custom Monitor Example Running in GV Orbit Client

<b>Note:</b> Tally Widget graphics: The graphics shown by these Tally widgets are:				
	Shape	Alarm Status		
	Green circle	ОК		
	Yellow/amber triangle	Minor Warning		
	Orange inverted triangle	Major Warning		
	Red square	Failure/Error		
	Blue diamond	Unknown		

- 2 To go back to 'Design Mode', click the **Design/Run Mode** icon again.
- 3 To save the project locally, click **Project -> Save Project** from the main menu.
- 4 To push the project back to the GV Orbit Server:
  - click **Project -> Push** from the main menu;
  - select the project name in the list (it may already be selected/highlighted); and
  - click OK.
- 5 To close the project, click **Project -> Close Project**.
- 6 To close the GV Orbit Client application, click **Project -> Exit**.

# **Main Menu and Tool Bar Items**

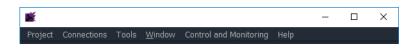
This section describes the **Home Screen**'s main menu items and main tool bar items:

- Main Menu Items
- Main Tool Bar Items

#### And:

Common Operations in Graphic Editors

## **Main Menu Items**



**Note:** The main menu items shown depend on the type of GV Orbit project open in GV Orbit Client.

- Project Menu, on page 127
- Connections Menu, on page 128
- Tools Menu, on page 129
- Window Menu, on page 130
- Multiviewer Menu Items, on page 130
- Help Menu, on page 131

#### **Project Menu**

#### Table 3-4: Project Menu Items

Menu Item	Menu Item Description	
New Project	Click to create a new project.	
Open Project	Click to open an existing, locally-stored project.	
Recent Projects	Click to see a list of recently opened projects.	
Save Project	Click to locally save the current project with all recent changes.	
Rename Project	Click to rename the open project.	

Menu Item	Description	
Close Project	Click to close the open project.	
Pull	Click to pull a project from a repository (on a GV Orbit Server).	
Push	Click to push a project to a repository (on a GV Orbit Server).	
<b>Recent Files</b>	Click to see a list of recently opened files.	
Save File	Click to locally save the open file.	
Save File As	Click to locally save the open file as a new file.	
Close	Click to close the open file.	
Set Home	Click to set the currently open schematic to be the home schematic.	
Edit Variables	Click to see and edit project variables.	
URLs	Click to see and access URLs defined in the project. These are hyperlinks to webpages that have been configured in the <b>Tools</b> -> <b>Options</b> -> <b>Links</b> popup. See Tools Menu, on page 129.	
Exit	Click to close any project and exit GV Orbit Client.	

Table 3-4: Project Menu Items (continued)

#### **Connections Menu**

**Note:** Setting up GV Orbit server IP address:

When the GV Orbit server IP address is set up (either at the start of a project, or in the 'Connections > GV Server 'menu), then the 'RollCall-, 'Densité-, and 'GVOP-Connections' > menu item settings are automatically filled out and applied.

Menu Item	Description	
GV Server	Click to set up project connection to GV Orbit Server. <b>Note:</b> Setting this up will automatically cause the other settings in the 'Connections' menu to be set up and applied.	
Kaleido	Click to set up a connection to a Kaleido multiviewer by entering its IP Address and the multiviewer is then added to the Network View. See Step 7.3.3: Configure Network Window for Kaleido Multiviewers, on page 73.	
RollCall	Click to set up RollCall connection settings and options. <b>Network Map:</b> See Step 3.2.1: Network Window Setup For RollCall- protocol Devices, on page 44. <b>Connect To:</b> See Step 3.1: Direct Configuration of RollCall-protocol Devices, on page 42. <b>RollCall Control Screen:</b> See Step 3.2.2: View a Device Control Screen - RollCall Devices, on page 46.	

Table 3-5: Connections Menu Items	(continued)	)
Table 3-3. Connections Menu items	(continueu)	,

Menu Item	Description	
Densité	Click to configure Densité connection settings. See Step 7.3.3: Configure Network Window for Densité-protocol Devices, on page 72.	
GVOP	Click to set up GV Orchestration Protocol settings. See Step 7.3.2: Client Domain Number (Connections -> GVOP), on page 72.	

## **Tools** Menu

Table 3-6: Tools Menu Items

Menu Item	Description
Options	Click to set up options in GV Orbit Client, including:
	<ul> <li>Application - Graphical grid settings and font settings.</li> </ul>
	<ul> <li>Video - Real time video rendering options.</li> </ul>
	Launch - Project launch options.
	Remotes - Remote access options.
	• Links - Set one or more URLs to be used in the project.
	These are webpages such as the pre-configured GV Orbit Server Admin interface. You can add other services that you want to be available to be shown in the project.
	These links then become available under the <b>URLs</b> button in the main toolbar or under the <b>Project</b> -> <b>URLs</b> menu. See Main Tool Bar Items, on page 132 and Project Menu, on page 127.
	<ul> <li>Pop-ups - Name, size and position of any pop-up windows in project.</li> </ul>
	Monitoring - Alarm Masking options.
	<ul> <li>Map View - Options for C&amp;M project MapView screens, including built-in links and alarm state colors.</li> </ul>

Options		? ×
App	Grid	
📕 Video 合 Launch	Size 25	
Remotes	Color 📃 Magenta	
Links	Style Solid Line	
Pop-ups	Show in front of objects	
Monitoring	Snap to grid	
🏠 Map View	Font and Icons	
	Default font size 10 🌻 pt	
	Icon size 24 🜩 pixels	
	Create workflow screens	
g. 3-37: Tools >	Options Dialog from Main Menu	

#### Window Menu

These menu items apply when more than one window (tab) is open in GV Orbit Client. Menu options may be grayed-out if they do not apply.

Table 3-7: Window Menu Items

Menu Item	Description	
Next Tab	Click to go to the next open window tab. Alternatively, press CTRL-Tab.	
Previous Tab	Click to go to the previous open window tab. Alternatively, press CTRL-SHIFT-Tab.	
Close All	Click to close all window tabs.	
List of open tabs	Radio-button list: Click on a list item to go to that windows tab.	

**Multiviewer Menu Items** 

Multiviewer Menu (Single-Multiviewer Project)

This menu appear for *non*-clustered, single multiviewer cases.

Table 3-8: Multiviewer Menu Items

Menu Item	Description	
Properties	Click to see multiviewer device information.	
Input Alarms	Click to enable and configure alarms on each multiviewer input. Alarms include video alarms and audio alarms.	
Unit Alarms	Click to enable and configure specific alarms for the multiviewer device. For example, 'genlock state'.	
Input Audio	Set up input audio related settings, including: 'audio metering type', digital audio reference level, audio loudness and phase engines.	
<b>Note:</b> The 'audio metering type' setting defines:		
<ul> <li>the ballistics of <i>all</i> audio metering data generate device; and</li> </ul>		
	<ul> <li>the default audio meter scale for graphical Audio Bars widgets on the multiviewer's video wall.</li> </ul>	
	CAUTION The audio metering data ballistics set up here applies globally for the multiviewer device. All audio metering data generated by the device will have the <i>same</i> ballistics. A GV Orbit multiviewer project may change an audio meter type locally on a video wall tile/schematic which locally changes the meter scale only; the audio metering data used will still have the <i>global</i> ballistics type.	

Menu Item	Description	
Output Audio	Set up the audio sources for each of the audio channels in each of the multiviewer outputs. Up to eight stereo channels are embedded in each output.	
Units	Select the units published by a Grass Valley Log Server that a multiviewer may view.	
Download Logs	Obtain logs from a multiviewer unit.	

Table 3-8: Multiviewer Menu Items (continued)

**Note:** The Alarm items are described in the user manual for the MV-8 Series multiviewer devices. See the *MV-8 Series Core Multiviewer User Manual*.

Multiviewer Menu (Clustered Multiviewer Project)

This menu appears for clustered multiviewer cases.

Table 3-9: Multiviewer Menu Items

Menu Item	Description	
	Click to see multiviewer cluster information. See Chapter 14 Multiviewer Cluster, on page 653.	
Cluster	see Chapter 14 Multiviewer Cluster, on page 055.	

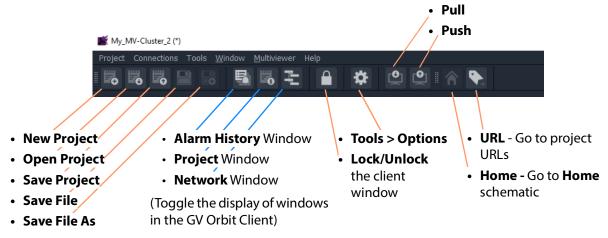
**Help Menu** 

Table 3-10: Help Menu Items

Menu Item	Description	
About GV Orbit	Click to see information about GV Orbit Client software.	
Client		
<b>Grass Valley Home</b>	Click to go to the Grass Valley web page.	
Page		
GV Orbit Manual	Click to go to the GV Orbit documentation web page.	

Display drawing grid

## **Main Tool Bar Items**



Tool bar icons implement some main menu functions.

Fig. 3-38: Main Tool Bar Items

The tool icons shown depend on the type of project open in GV Orbit Client and on the editing function being carried out. For example, further Tool Bar items are shown when a multiviewer video wall is open. See Main Tool Bar with a Graphic Editor Open.

Main Tool Bar with a Graphic Editor Open

Additional tool bar icons are shown here. See Main Tool Bar Items for the other icons.

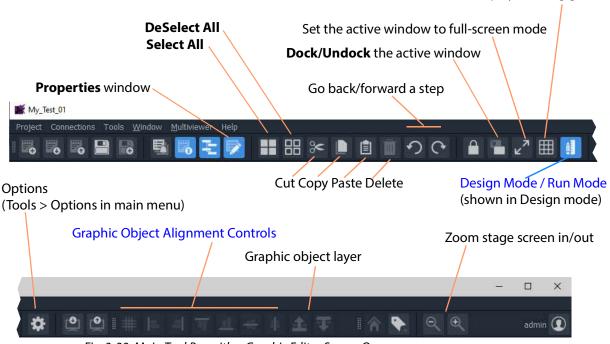


Fig. 3-39: Main Tool Bar with a Graphic Editor Screen Open

**Note:** Object selection/deselection operations used in graphic editors in GV Orbit Client are described Selection/De-Selection of Objects in Graphic Editors, on page 137.

#### Design Mode / Run Mode

Clicking on the **Run Mode / Design Mode** tool bar icon toggles between 'Run' and 'Design' modes of GV Orbit Client.

#### Click to exit Run Mode

	Note:
	<ul> <li>In <b>Design Mode</b>, a project may be</li> </ul>
a) Icon appearance when <i>in</i> <b>Run Mode</b>	edited (for example, a video wall may
Click to <i>enter</i> Run Mode	be modified).
b) Icon appearance when <i>in</i> <b>Design Mode</b> <i>Fig. 3-40: Run Mode / Design Mode Tool Bar Icon</i>	<ul> <li>In <b>Run Mode</b>, a project monitors log and alarm data and generates display screens in real-time.</li> </ul>
rig. 5 40. nurmoue / Designmoue roorbaricon	

**Note:** The **Design Mode / Run Mode** tool bar icon may not be shown if changing between these modes is not applicable in the screen mode of the GV Orbit project shown.

**Full-Screen View** 

The graphical stage area can be viewed in full-screen mode. There are two ways to do this,

To Enter/Leave Full Screen Mode - Short Cut

To enter or to leave the full screen mode, when in a graphical screen:

• Press ALT-Enter.

This toggles full-screen mode on/off.

#### To View Full-screen

1 Click the **Full Screen** button (



Set the active window to full-screen mode



Fig. 3-41: Main Tool Bar with a Graphic Editor Screen Open

#### To Exit Full-Screen Mode

1 Right-click on the (full) screen and select 'Full screen' in the pop-up menu to exit full screen mode.

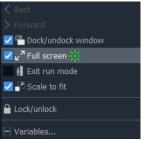


Fig. 3-42: Main Tool Bar with a Graphic Editor Screen Open

## **Graphic Object Alignment Controls**

The graphic object controls are used in most graphical editing screens in GV Orbit Client. The controls are grayed out where they are not used.

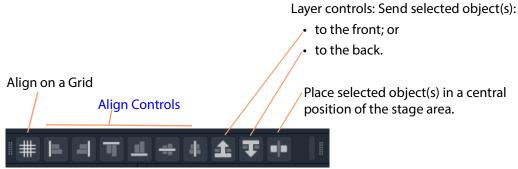


Fig. 3-43: Graphic Object Alignment Tool Bar Controls

#### **Align Controls**

**Note:** Object selection/deselection operations used in graphic editors in GV Orbit Client are described Selection/De-Selection of Objects in Graphic Editors, on page 137.

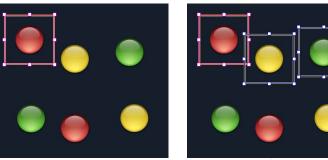
To use an align control in one of the GV Orbit Client's graphical editor tools:

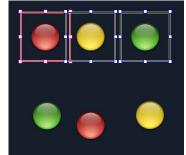
1 Select a graphical object. (See Figure 3-44a.)

This will be the object that will be aligned to.

- 2 SHIFT-select one or more further graphical objects. (See Figure 3-44b.)
- 3 Click on an align control in the main tool bar.

The alignment is done to the first object selected. (See Figure 3-44c.)





a) Select an object to align to.

b) SHIFT-Select further objects. c) Objects aligned.

Fig. 3-44: Alignment Example

#### Align on a Grid

Use this control to arrange selected objects (see Figure 3-45a) in a grid arrangement.

In one of the GV Orbit Client's graphical editor tools:

- 1 Select all of the graphical objects to be arranged in a grid. (See Figure 3-45b.)
- 2 Click on the Align to Grid tool icon. (See Figure 3-45b.)

'Align to Grid' controls are shown in the **Properties** box. (See Figure 3-45c.)

- 3 Set the following 'Align to Grid' control values:
  - Num Rows number of rows required in the resulting grid of objects. (For example, = 3.)
  - Row Spacing number of pixels between rows of the resulting grid. (For example, = 50.)
  - **Col Spacing** number of pixels between columns of objects in the resulting grid. (For example, =20.)
- 4 Click Apply. (See Figure 3-45c.)

The object alignment is done to the specified grid. (See Figure 3-44d and Figure 3-44e.)

a) Objects Syle Syle Syle Click Align to Grid Selected objects Click Align to Grid Click Align to Grid Click Align to Grid Click Align to Grid Selected objects Click Align to Grid Selected objects Click Align to Grid Selected objects Click Align to Grid Selected objects Click Align to Grid Selected objects Selected		/		Properties	ъ ×
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Actation 0.00 Permission sinherit> Permission Type Disabled Dimensions Size 128.00 x 128.00 Width 128.00 Aspect Ratio Custom Tally Lamp Color Red Lamp Flashing False Extended Style Num Rows: 3 Row Spacing: O S				Default	
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Aspect Ratio Custom Tally Lamp Color Red Lamp Flashing False Extended Style Num Rows: 3 Row Spacing: 10 Col Spacing: 0 Aspect Ratio Custom Tally Lamp Color Red Lamp Flashing False Col Spacing: 0 Apply -	a) Objects		Width	128.00	
Click Align to Grid      Click Align to Grid Selected objects Color Red Lamp Flashing False False Num Rows: 3 Row Spacing: Col Spacing:		/	Height	128.00	, I
Click Align to Grid	<b>ਡ 55 55 56 10 10 10 10 10 10 10 10 10 10 10 10 10 </b>			Custom	
Click Align to Grid			∨ Tally		
Selected objects		<b>74</b>	Lamp Color	Red	
Version       Version         Version       Version         Version       Num Rows: 3         Num Rows: 3       Row Spacing:         Version       In         Selected objects       In         In       Col Spacing:         In       Col Spacing: <tr< td=""><td>Click Align to Grid</td><td></td><td></td><td>False</td><td></td></tr<>	Click Align to Grid			False	
Personal Type Personal Typersonal T			<ul> <li>Extended Style</li> </ul>		
Vinnesson       Num Rows: 3         View       Num Rows: 3         Num Rows: 3       Row Spacing:         Selected objects       Interference         Interference       Interference		Permission Permission Type			
Wath hugh Agent Rate       Row Spacing:         Long Color Selected objects       10         Image: Spacing:       Image: Spacing:         Image: Spacing: Image: Spacing:       Image: Spacing:         Image: Spacing: Image: Spacing		✓ Dimensions	Num Rows: 3		
And the state of t		Width	Row Spacing		
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Selected objects Col Specing: Col Specing:		Lamp Color	10		
Selected objects					Ť
Col Spacing:			Ú.		
Col Spacing:	Selected objects				
Col Spacing:			Col Spacing:		
		0	0		<b>_</b>
Apply					
Apply					
h) Calant als in sta Clink Alians to Cuinting a	b) Select objects. Click Align to Grid icon.			Apply	

b) Select objects. Click Aligh to Grid Icon.

c) Align to Grid settings in Properties box

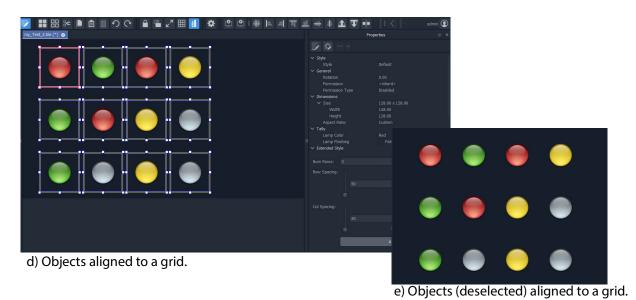


Fig. 3-45: Align to Grid Example

# **Common Operations in Graphic Editors**

- Selection/De-Selection of Objects in Graphic Editors
- Selection Etc. in Groups of Objects
- Selection/De-Selection of Objects in Graphic Editors

# Selection/De-Selection of Objects in Graphic Editors

This section outlines actions to select and de-select objects in general in any of the graphic editors in GV Orbit Client. For example, in the Wall, Room, Tile, or Screen Editor tools.

Action	Description
<b>Click</b> outside the schematic stage area.	Deselect All
ESC	
Click 'Deselect All' in main tool bar.	
CTRL-A	Select All
Click 'Select All' in the main tool bar	
Click on an item.	Select
ALT-Click on an item.	Select an alternative item from a layer-stack of items.
	Or:
	Select the group of objects that an item belongs to. (For information on groups of objects, see Selection Etc. in Groups of Objects, on page 138.)
SHIFT-Click on an item.	Add an item to the current selection.
	<b>Note:</b> When in a router control panel, SHIFT-click selects a contiguous range of sources are destination. For example, in the Routing Control - XY Routing Panel, in the Routing Control - XY Routing Panel, or in the XY Routing Sources screen of the MV Cluster - Room Editor.
CTRL-Click on an item.	Add an item to the current selection when in a <b>Room Editor</b> XY Routing Sources screen.
SHIFT-ALT-Click on an item.	Add another item to the current selection from a layer-stack of items.

Table 3-11: Object Selection / De-selection in a Graphic Editor

Table 3-11: Object Selection / De-selection in a Graphic Editor		
Action	Description	
SHIFT-Click on an already-selected item.	Remove an item from the current selection	
<b>SHIFT-drag-cursor</b> on screen to describe a rectangular area.	Select objects within a rectangular area. All objects wholly or partly within the area are selected.	

Table 3-11: Object Selection / De-selection in a Graphic Editor

## Select All

**Select All** is accomplished via **CTRL-A** or by clicking a **Select All** button when in a graphic editor in GV Orbit Client.

**General Select All** 

The Select All operation generally selects all objects on a wall or tile etc.

Select All in Some Screens of the Room Editor

However, in the **Room Editor** there is some flexibility built into **Select All** when in either the:

- Design Layout mode; or
- X/Y Routing mode.

In these Room Editor modes, then Select All is slightly modified:

- if nothing is selected, then Select All will select all multiviewer outputs of the video wall.
- if a video tile is selected in a multiviewer output, then **Select All** will select all tiles *just belonging to* that multiviewer output.

## **Selection Etc. in Groups of Objects**

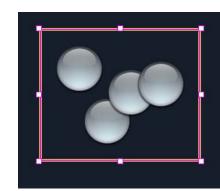
#### **Grouping Objects Together**

Graphical objects can be grouped together:

- 1 Select the objects. ('Select', and 'SHIFT-select' to add objects to selection.)
- 2 Right-click on the selected objects and select 'Group'. (See Figure 3-46a.)

The objects are grouped together. (See Figure 3-46b.)

Selected objects	Right-click and select 'Group'	
	<ul> <li>Back</li> <li>Forward</li> <li>Dock/undock window</li> <li>P Full screen</li> <li>Full screen</li> <li>Full screen</li> <li>Fill screen</li> <li>Scale to fit</li> <li>Scale to fit</li> <li>Copy Select all</li> <li>Deselect all</li> <li>Delete</li> <li>Lock/unlock</li> <li>Ordering</li> <li>Group</li> <li>Align</li> </ul>	
	Make Same Size Space Evenly Lock geometry	
	o <sup>o</sup> Connection mode	



a) Selected objects

b) Grouped objects

Fig. 3-46: Grouping Objects

## **Un-Grouping Objects**

Graphical objects can be un-grouped:

- 1 Select the group of objects.
- 2 Right-click and select 'Un-Group'.

## **Operations on Groups**

#### Table 3-12: Operations on Groups of Objects

Action	Description
Select an object. Hold down Left-click and start to drag, and then additionally hold down SHIFT to drag into a Group.	Add an object to a Group. (Drag into a group.)
ALT-click to select an object in a group, and then hold Left-click and drag out of group.	Remove an object from a group. (Drag out of a group.)

# **Manage Users**

## Introduction

GV Orbit Client provides user access control to GV Orbit projects. This controls who can open a GV Orbit project in GV Orbit Client and what editing or operational actions they may perform. Users of a project will require different access to aspects of a project depending on their role.

The GV Orbit Client **Manage Users** screen enables project user roles and levels of user access to be set up and managed.

When opening a project, a user is prompted for a user name and a password when accessing a GV Orbit project.

**Default Admin Username and Password** 

By default, only an 'admin' user is initially configured in a new project. The 'admin' user has full permissions.

Default	username	=	admin
Default	password	=	admin

**Note:** The 'admin' user has administrator role permissions which enable all operations within GV Orbit Client to be carried out. The default 'admin' user password should be changed as soon as you log in for the first time, How to Change a User Password, on page 158.

Note: Administrator user passwords should be recorded and kept secure.

**Note:** The 'Users' described here in this chapter are GV Orbit Client users. These are *not* users for the GV Orbit Control application in GV Orbit, which utilizes a separate users and user setup. See User Management Task, on page 477.

# Accessing the Manage Users Tab

The Manage Users tab is accessible in several ways:

- From the Workflow Screen.
- From the Project Home Page.
- From the Project Window.

## From the Workflow Screen

To access the **Manage Users** screen from the GV Orbit **Dynamic System Orchestrator** workflow screen:

1 Click on the 'User Management' icon. See Figure 4-1.

The Manage Users tab is opened. See Figure 4-2 on page 143.



Fig. 4-1: Workflow User Management Icon

## From the Project Home Page

The **Manage Users** tab is accessible from a GV Orbit **Project Home** screen (for example, in a multiviewer project):

- 1 Start the GV Orbit Client application.
- 2 Open a (multiviewer) project and log in as an 'admin' user.

The GV Orbit **Project Home** screen is displayed.

3 Click on the large Manage Users icon. See Figure 4-2.

The Manage Users tab is shown. See Figure 4-4 on page 144.



Fig. 4-2: Manage Users icon on Home Screen

## **From the Project Window**

The **Manage Users** tab is accessible from the GV Orbit Client **Project** window:

- 1 Start the GV Orbit Client application.
- 2 Open a (multiviewer) project and log in as an 'admin' user.
- 3 Clicking on the icon in the main tool bar (

#### In the **Project** window:

- 4 Locate the name of the current project and expand the item.
- 5 Right-click on the 'db.users' item and select 'Open'. See Figure 4-3.
  - The **Manage Users** tab is shown. See Figure 4-4 on page 144.

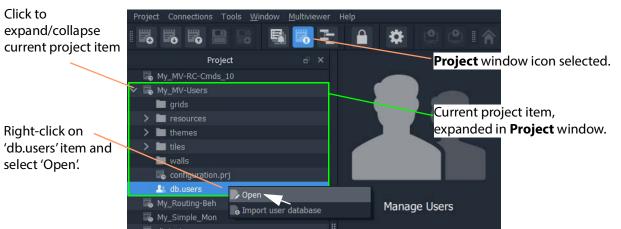


Fig. 4-3: Open Manage Users Tab from Project Window

# **Manage Users Tab**

**Note:** Managing users: Ensure that you are logged into the GV Orbit project with administrator permissions when managing users.

**Note:** The logged-in User name is shown in the main tool bar of each GV Orbit Client screen.

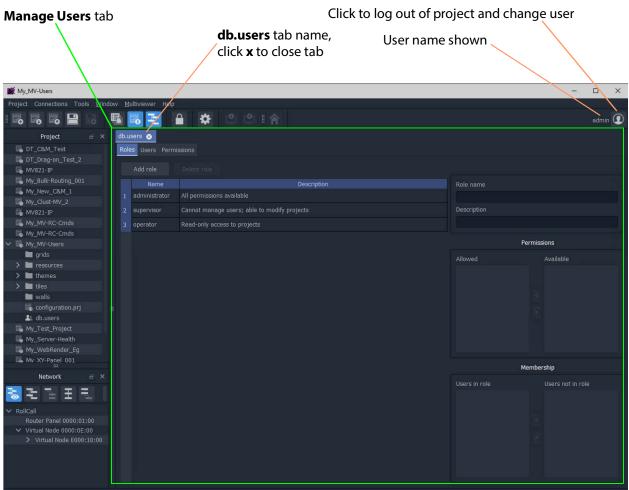


Fig. 4-4: Manage Users Tab ('Roles' Tab shown)

The Manage Users tab is labeled 'db.users' and contains the following 'sub-tabs':

- Roles.
- Users.
- Permissions.

A file with the name "db.users" appears in the **Project** window, see Figure 4-4. This file contains encrypted project information, including user name and password details.

## **Changes to User Information**

If a change has been made to settings in any of the **Manage Users** tabs, an asterisk (\*) is appended to the "**db.users**" label.

Save changes by:

1 Clicking the Save File icon in the GV Orbit Client main tool bar.

## **Change Logged-in User**

When logged into a project as a user, it is possible to quickly log out and log back in as another user.

1 Start the GV Orbit Client application, open a project and log in.

The project opens in GV Orbit Client and the currently logged-in User name is shown in the main tool bar.

In the main tool bar:

2 Click the **Change User** icon ( ① ).

A Change User dialog is shown. See Figure 4-5.

3 Click Yes to log out and log in (as another user).

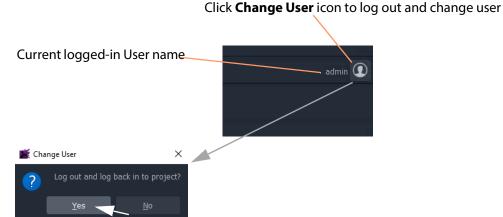


Fig. 4-5: User Name and Change Users Icon in Main Tool Bar

# **Roles Tab**

To display the Roles tab in the Manage Users tab:

1 Click on the **Roles** tab.

The **Roles** tab lists the defined user roles for the GV Orbit project with a brief description of each, see Figure 4-6.

Select a listed **Role** for full role details.

ole name	
upervisor	
escription	
annot manage users; able t	o modify projects
Permi	ssions
lowed	Available
dd/rename/delete file: dit multiviewer alarms dit multiviewer properi dit screens << mport grids mport layouts > mport settings mport themes mport tiles moort walls	
sers in role	
u e: d d d m m m m	scription scription annot manage users; able t Permi owed dd/rename/delete file: lit multiviewer proper lit multiviewer proper port grids pport layouts pport stilngs pport tiles neort walls Memb ers in role

Fig. 4-6: Roles Tab

The **Roles** tab allows the roles to be viewed, created and edited; it is used to:

- Add and delete roles New roles can be created and roles can also be deleted. See Roles Tab, on page 145.
- Edit permissions for each role This defines which operations may be carried out in a role with the **Permissions** pane.
   See Edit Role Permissions, on page 151.
- Edit user roles This assigns a role to each user name. See Roles Tab, on page 145.

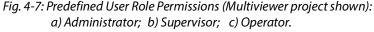
# **Pre-defined User Roles**

The following user **Roles** are configured by default in a new GV Orbit project:

- Administrator role with all default permissions.
- Supervisor role as administrator, but no user management role.
- Operator role limited to read-only access to projects.

		Role name
administrator		supervisor
Description		Description
All permissions available		Cannot manage users; able to modify projects
Per	missions	Permissions
Allowed Add/edit users Add/rename/delete files o Edit multiviewer alarms Edit multiviewer propertie: Edit screens Import grids Import layouts Import settings Import settings Import themes Import tiles Import walls Pull from repository	Available	AllowedAvailableAdd/rename/delete files o Edit multiviewer propertie: Edit screensAdd/edit usersEdit multiviewer propertie: Edit screensAdd/edit usersImport grids Import layoutsImport layoutsImport settings Import themes<Import tiles Pull from repository>
Push to repository		Push to repository
Administrator Role name operator		b) Supervisor
Role name operator Description		b) Supervisor
Role name operator	ts	b) Supervisor
Role name operator Description Read-only access to project	ts	b) Supervisor
Role name operator Description Read-only access to project		b) Supervisor

The permissions for each of these roles are listed in Figure 4-7.



# **Role Permissions (Permissions Pane)**

A role's permissions are set up in the **Permissions** pane.

Permissions are operations that can be carried out on a GV Orbit project in the GV Orbit Client application. When applied to a user, they form the user's privileges, that is, what each user is allowed to do.

**Note:** A default new project's 'administrator' role has permissions to add/edit users.

1 Select the **Role** in the list in the **Roles** tab.

Permissions information for the selected **Role** is shown in the **Permissions** pane. Permissions that are 'allowed' for the role and others that are 'available' are listed in the **Permissions** pane. See Figure 4-8.

**Note:** The list of all permissions varies between GV Orbit project types.

Role name			
supervisor			
Description			
Cannot manage users; abl	le to modify projects		
Per	rmissions		
Allowed	Available		
Add/rename/delete files o Edit multiviewer alarms Edit multiviewer propertie: Edit screens Import grids Import layouts Import settings Import themes Import tiles Import walls Pull from repository Push to repository			

Fig. 4-8: Permissions (Supervisor Role in a Multiviewer Project Shown)

Permission	The ability to		ject pe
			IP
Purge ALL	Purge all off-line devices.		IP
Change multicast options	Change automatic multicast assignment options.		IP
Export ALL	Export settings for all devices.		IP
Change flow options	Change the options used for automatic flow enabling.		IP
Assign device ports	Assign ports for a device.		IP
Assign ALL ports	Assign ports for all devices.		IP

Permission	The ability to		Project Type	
		MV	IP	
Edit source multicast	Edit individual multicast settings for a source flow.		IP	
Enable flows for source device	Enable flows for a source device.		IP	
Edit port number	Edit a port number for a spigot.		IP	
Edit screens	Edit an X/Y Routing screen. Without this permission, when you open a MV Cluster Room File, you will be taken directly to the X/Y Routing Screen and GV Orbit Client will be put into full screen mode. You will only be able to switch Rooms, switch Room Layout and switch Monitor Layouts.	MV		
	Edit/create custom screens.		IP	
Edit device name	Edit a device name.		IP	
Import ALL	Import settings for all devices.		IP	
Disable flows for source device	Disable flows for a source device.		IP	
Edit port name	Edit a port name for a spigot.		IP	
Enable source flow	Enable/disable individual source flows.		IP	
Export device	Export settings for a device.		IP	
Enable flows for all source devices	Enable flows for all source devices.		IP	
Import device	Import settings for a device.		IP	
Device control	Enable access to a device's configuration panel.		IP	
Device upgrade	Enable access to upgrade a device's firmware.		IP	
Clear multicast for source device	Clear multicast settings for a device.		IP	
Clear multicast for all source devices	Clear multicast settings for all source devices.		IP	
Assign multicast for source device	Assign multicast settings for a source device.		IP	
Assign multicast for all dest devices	Set 1:1 or 1:All routes for all destination devices.		IP	
Clear multicast for all dest devices	Clear multicast settings for all destination devices.		IP	
Transfer device	Transfer settings from one device to another.		IP	
Edit schematics	Modify video wall and tile designs.	MV	IP	

#### Table 4-1: Permissions - GV Orbit project types Multiviewer (MV)/ IP Routing (IP))

Permission	The ability to		Project Type	
		MV	IP	
Import user database	Import a user database		IP	
Clear device ports	Clear ports for a device.		IP	
Disable flows for all source device	Disable flows for all source devices.		IP	
Clear multicast for dest device	Clear multicast settings for a destination device.		IP	
Edit destination multicast	Edit individual multicast settings for a destination flow.		IP	
Assign multicast for dest device	Set 1:1 or 1:All routes for a destination device.		IP	
Assign multicast for all source devices	Assign multicast settings for all source devices.		IP	
Change comms settings	Change network domain and change IP interfaces.		IP	
Purge device	Purge an off-line device.		IP	
Pull from repository	Move a project from a product unit to GV Orbit Client. For example, pulling a project from a multiviewer.	MV		
Push to repository	Move a project from GV Orbit Client to a product unit. For example, pushing a project to a multiviewer.	MV		
Add/rename/delete files or folders	Manage project files and folders.	MV		
Edit multiviewer properties	Edit properties for video wall themes, tiles and walls.	MV		
Edit multiviewer alarms	Create and delete alarms.	MV		
Add/edit users	Manage users and roles.	MV		
Import themes	Import themes into a project from another GV Orbit Client project.	MV		
Import walls	Import walls into a project from another GV Orbit Client project.	MV		
Import layouts	Import wall layouts into a project from an GV Orbit Client project.	MV		
Import settings	Import project settings from another GV Orbit Client project.	MV		

Table 4-1: Permissions - GV Orbit project types Multiviewer (	(MV)/ IP Routing (IP))

Permission	The ability to		ject pe
		MV	IP
Import tiles	Import tiles into a project from another GV Orbit Client project.	MV	
Import grids	Import grids into a project from another GV Orbit Client project.	MV	

Table 4-1: Permissions - GV Orbit project types Multiviewer (MV)/ IP Routing (IP))

#### **Edit Role Permissions**

To edit the permissions for a Role:

- 1 Select a permission on the **Permissions** pane. See Figure 4-9.
- 2 Click > or < in the pane to move the selected Permission to/from the set of 'allowed'/'available' permissions for the role.
- 3 Add/remove permissions as required.

#### When done:

4 Click Save File icon in the main menu to save changes.

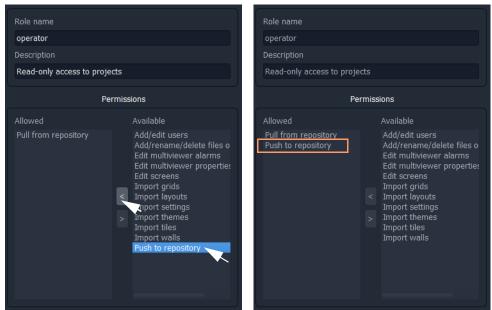


Fig. 4-9: Edit Role Permissions

## **Assign Users to Roles (Membership Pane)**

The **Membership** pane displays the following for the selected **Role**:

• User names assigned in the role - These are listed in the "Users in Role" list.

• User names not assigned in the role - These are listed in the "Users not in Role" list.

To assign a role to a user, in the Roles tab,

1 Select a Role in the list.

This selects a role to be edited. (See Figure 4-10.)

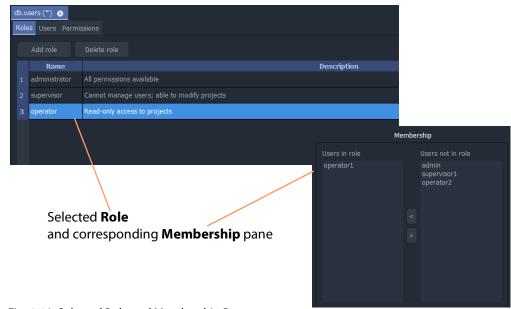


Fig. 4-10: Selected Role and Membership Pane

To assign a user into a role:

- 2 Click on the user name item in the "Users not in Role" list to select an user. (More than one user may be selected. To deselect an item, click on the selected item.)
- 3 Click on the < button to add the selected user name(s) to the "Users in Role" list.

The selected user(s) move from the "Users not in Role" list to the "Users in Role" list.

To remove a user from a role:

- 4 Select the user name item in the "Users in Role" list.
- 5 Click on the > button to remove it from the "Users in Role" list.

The selected user name moves to the "Users not in Role" list.

Lastly:

6 Save any changes by clicking on the Save File icon in the main menu.

#### **How to Delete Roles**

**Note:** A user will lose permissions if they are assigned to a role when the role is deleted. Ensure that no users are assigned in any role to be deleted.

To delete a **Role**, in the **Roles** tab:

1 Select the **Role** to be deleted.

db.users ⊗							
	Roles Users Permissions						
Add role	Delete role						
Name	Description	Role name					
1 administrator	All permissions available	Guest Eng Role					
2 supervisor	Cannot manage users; able to modify projects	Description					
3 operator	Read-only access to projects	Temporary role for Installa	ation Engineers				
4 Guest Eng Role	Temporary role for Installation Engineers	Per	rmissions				
		Allowed Edit multiviewer alarms Edit multiviewer propertie: Edit screens Pull from repository Push to repository	Available Add/edit users Add/rename/delete files o Import grids Import layouts Import settings Import settings Import tiles Import viles >				
		Ме	mbership				
		Users in role	Users not in role				
		Temp Eng 1 Temp Eng 2	admin operator1 operator2 supervisor1				

Fig. 4-11: Select a Role for Deletion

2 Review the Role's user details in the Membership Pane.

Before deleting a **Role**, there should be no users assigned to that **Role**.

3 Remove any users from the role using the **Membership Pane**.

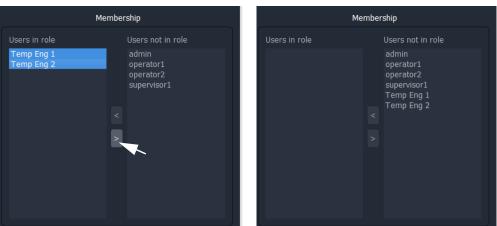


Fig. 4-12: Remove All Users from the Role

4 Click on the **Delete Role** button, see Figure 4-13. A confirmation **Delete Role** dialog box will appear.

db.users (*) 😮					
Roles Users Permissions					
	Add role	Delete role			
	Name	Description			
	administrator	All permissions available			
	supervisor	Cannot manage users; able to modify projects			
	operator	Read-only access to projects			
4	Guest Eng Role	Temporary role for Installation Engineers			
		E Delete role ×			
		This will delete the role: 'Guest Eng Role' completely and the associated users will lose that role. Are you sure?			
		<u>Y</u> es <u>N</u> o			
	1 12 D.L.L.				

Fig. 4-13: Delete Role

5 Read the message in the dialog.

If you wish to proceed, click "**Yes**" to confirm that the role should be deleted, otherwise, click "**No**".

The **Role** is deleted from the **Roles** tab.

dhu	isers (*) 🙁			
	es Users Permi:			
	Add role			
	Name	Description	Role name	
1	administrator	All permissions available	Guest Eng Role	
2	supervisor	Cannot manage users; able to modify projects	Description	
3	operator	Read-only access to projects		
			Perm	issions
			Allowed	Available
			Mem	bership
			Users in role	Users not in role admin operator1 operator2 supervisor1 Temp Eng 1 Temp Eng 2

Fig. 4-14: Deleted Role

6 Save any changes by clicking **Save File** icon in the main tool bar.

## How to Add a Role

New roles can be added. In the Roles tab:

1 Click Add New Role.

A new blank role item is added to the bottom of the roles list in the **Roles** tab.

#### New blank role item

		ers (*) 🗴	ssions		
		Add role	Delete role		
		Name	Description	Role name	
	-		All permissions available	New role	
			Cannot manage users; able to modify projects	Description	
ŀ			Read-only access to projects	1	
	4	New role		1	Permissions
				Allowed	Available Add/edit users Add/rename/delete files Edit multiviewer alarms Edit multiviewer propert Edit screens Import grids Import layouts Import settings Import themes Import tiles
					Membership
				Users in role	Users not in role admin operator1 operator2 < supervisor1 Temp Eng 1 > Temp Eng 2

Fig. 4-15: Adding Role

On the right-hand side of the screen:

- 2 Enter a name for the new role in the **Role name** text box. Use a short, descriptive name. (Use characters 'a' to 'z', 'A' to 'Z', 'space' and '0' to '9'.)
- 3 Enter a brief description of the role in the **Description** text box.

The new role's name and description are shown in the list of roles.

- 4 With the new role highlighted, add the permissions required see Role Permissions (Permissions Pane), on page 147.
- 5 With the new role still highlighted, assign any users - see Assign Users to Roles (Membership Pane), on page 151.
- 6 Save any changes by clicking Save File icon in the main tool bar.

A finished new role screen is shown in Figure 4-16.

	Add role					
	Name	Description	Role name			
	administrator	All permissions available	Temp Eng Role			
	supervisor	Cannot manage users; able to modify projects Description				
3	operator	Read-only access to projects	Guest Role for Visiting Installation	Engineers		
4	Temp Eng Role	Guest Role for Visiting Installation Engineers	Permission	IS		
			Push to repository Pull from repository Edit screens Edit multiviewer alarms Edit multiviewer propertie: In In In	vailable dd/rename/delete files o mport grids mport layouts mport settings mport themes mport tiles mport walls		
			Membershi			
			Temp Eng 1 ac Temp Eng 2 op Op	sers not in role dmin perator1 perator2 upervisor1		

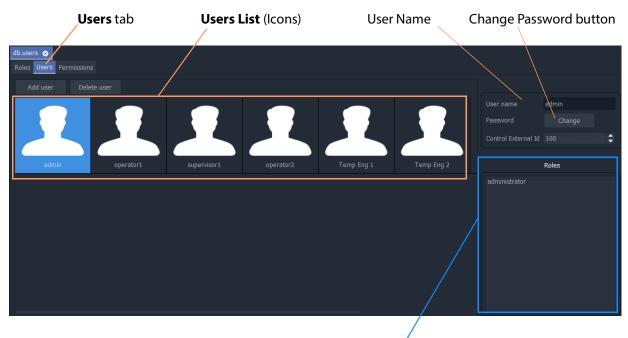
Fig. 4-16: New Role Added

# **Users** Tab

Click on the **Users** tab at the top of the **Manager Users** tab to display the **Users Tab** tab, see Figure 4-17. The users of a GV Orbit project can be viewed, edited and created. Users are listed in the main screen area in a graphical **Users List** - a list of icons.

The **Users** tab is used to:

- Change the password of an existing user, see How to Change a User Password.
- Add a new user, see How to Add a User.
- Delete an existing user, see How to Delete a User.



User Roles list

Fig. 4-17: Users Tab

## **Pre-defined Users**

Initially, in a new GV Orbit project, a user named 'admin' is already defined with full administrator role permissions. This enables all operations within GV Orbit Client to be carried out.

Default username - admin

#### Default password - admin

The default password for user 'admin' should be changed as soon as you log into a new project, see section .

Record the user names and passwords somewhere safe and secure.

**Note:** Keep a record of the administrator user name and password used.

## How to Change a User Password

#### In the **Users** tab:

1 Click on a user icon in the Users List.

This selects the user to be edited.

2 Click on the **Change** button, located below the **User name** text box.

The change password dialog is displayed. See Figure 4-18.

📓 GV Orbit	? ×
New password	•••••
Confirm password	•••••
ОК	Cancel
a) Add Passwo	ord for a new user

Fig. 4-18: Change Password Dialogs



b) Change Password for a user

- 3 Enter the original password in the **Old password** text box, if this is shown. Enter the new password in both the **New password** text box and also in the **Confirm password** text box.
- 4 Click **OK** to change the password or click **Cancel** to abandon the change.

If a new password has been set, a "Password changed successfully" message is displayed; click **OK**. See Figure 4-19.

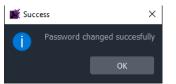


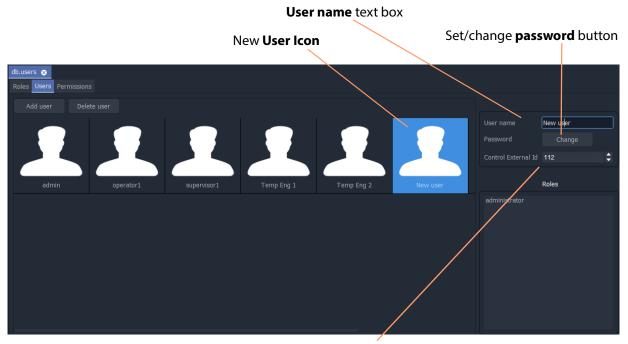
Fig. 4-19: Password Changed Successfully Message

5 Save any changes by clicking **Save File** icon in the main tool bar.

### How to Add a User

In the **Users** tab:

- 1 Click Add User.
  - A new User Icon appears in the graphical Users List. See Figure 4-20.



**Control External Id** 

Fig. 4-20: Adding a New User

- 2 Enter a name for the new user in the **User name** text box. (Use characters 'a' to 'z', 'A' to 'Z', 'space' and '0' to '9'.)
- 3 Click on the **Change** button below the **User name** text box.

The **Set New Password** dialog is displayed.

- 4 Enter a new password in the **New password** text box and re-enter it in the **Confirm password** text box.
- 5 Click **OK** to set the password, or click **Cancel** to abandon the change. If a new password has been set,
  - a "Password changed successfully" message is displayed; click OK.
- 6 Set the Control External Id:
  - If this user is to have a User ID when using the GV Orbit Routing service, set the **Control External Id** that they are to use in their NP0017 router control protocol communications with GV Orbit Control.
  - So that users with different Control External Ids cannot release a destination locked by another user or panel user; in GV Orbit Client, each user can be assigned a Control External Id. Users with a different Control External Id cannot release a destination locked by another with a different Control External Id. The admin user or a user with an Control External Id set to 0 can override locks set by any other user.

In all cases, you must ensure that the User IDs are coherent between GV Orbit Client and GV Orbit Control. To do this, see Setting a User ID for Lock, Protect, and Release with NDAC NP0016 / NP0017 Northbound Interfaces, on page 487.

7 Save any changes by clicking **Save File** icon in the main tool bar.

A new, empty user has been created.

To assign the user to **Role**(s), see Assign Users to Roles (Membership Pane), on page 151.

#### How to Delete a User

In the **Users** tab:

- 1 Click on a User Icon in the Users List to select the user to be deleted.
- 2 Click on the **Delete user** button.

A confirmation message dialog box appears.

- 3 Click **Yes** to confirm user deletion, or click **No** to abandon deleting the user. If the user is deleted, the corresponding user icon disappears from the **Users List**.
- 4 Save any changes by clicking **Save File** icon in the main tool bar.

# **Permissions Tab**

The **Permissions** tab lists the available **Permissions** with a brief description of each.

Permission types:

- **Built-in** By default, a project has built-in Permissions, which are project-type-dependent.
- User Additionally, a user can create custom Permissions for use.

To see the Permissions tab:

1 Click on the **Permissions** tab in the **Manage Users** tab to display the **Permissions** tab.

		Description	Туре
	Edit screens	Ability to edit visual elements like tiles, walls, themes, etc.	built-in
	Pull from repository		built-in
	Push to repository		built-in
	Add/rename/delete files or folders	Add/rename/delete or import project files or directories	built-in
	Edit multiviewer properties		built-in
	Edit multiviewer alarms		built-in
	Add/edit users	Ability to modify user accounts. A user without this permission can	built-in
	Import themes	Ability to import theme files from another projext	built-in
	Import walls	Ability to import wall files from another project	built-in
	Import layouts	Ability to import layout files from another project	built-in
11	Import settings	Ability to import configuration from another project	built-in
12	Import tiles	Ability to import tile files from another project	built-in
13	Import grids	Ability to import grid files from another project	built-in

Fig. 4-21: Permissions Tab

#### **Custom User Permissions**

Custom 'user' permissions can be created alongside the existing 'built-in' permissions and they can be assigned to roles. These allow user access/privileges to be tailored to operational needs.

A custom user **Permission** is automatically given to the 'administrator' **Role**.

Access-control to GV Orbit Client project screens or to on-screen graphical widgets can be designed into an GV Orbit Client project using custom 'user' permissions.

**Add Custom User Permission** 

#### In the **Permissions** tab:

1 Click Add Permission.

A new item is added to the list.

- 2 Enter a name and enter a brief description for the new custom **Permission**. See Figure 4-22.
- 3 Save any changes by clicking **Save File** icon in the main tool bar.

	ers (*) 📀		
Add	permission Delete permission		
	Name	Description	Туре
	Edit screens	Ability to edit visual elements like tiles, walls, themes, etc.	built-in
	Pull from repository		built-in
	Push to repository		built-in
	Add/rename/delete files or folders	Add/rename/delete or import project files or directories	built-in
	Edit multiviewer properties		built-in
	Edit multiviewer alarms		built-in
	Add/edit users	Ability to modify user accounts. A user without this permission can	built-in
	Import themes	Ability to import theme files from another projext	built-in
	Import walls	Ability to import wall files from another project	built-in
	Import layouts	Ability to import layout files from another project	built-in
11	Import settings	Ability to import configuration from another project	built-in
12	Import tiles	Ability to import tile files from another project	built-in
13	Import grids	Ability to import grid files from another project	built-in
14	My Permission	Permsiion allows ability to control certain activities bu users etc.	user

Fig. 4-22: New Custom User Permission

See Using a Custom User Permission.

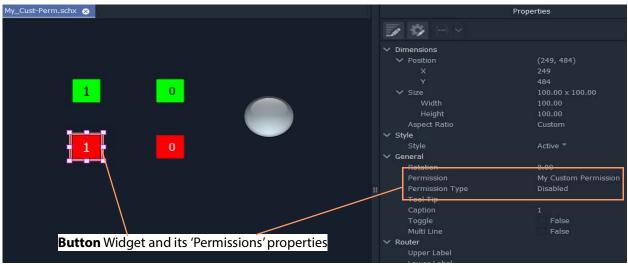
# **Using a Custom User Permission**

## **Permission Properties**

In a GV Orbit Client project, a GV Orbit control and monitoring screen can be designed to implement access control for:

- GV Orbit Client project screens; or for
- on-screen graphical widgets (for example, buttons).

This is accomplished by utilizing a screen's or a widget's 'Permission' properties. See Figure 4-23.



*Fig.* 4-23: *Permission Properties (Widget shown)* 

Table 4-2: Widget Permissions Properties
--

Property	Description
General > Permission	Specify the <b>Permission</b> required by the widget user. Select from:
	<ul> <li><none> - no Permission required. No access control.</none></li> </ul>
	<ul> <li><inherit> - use the <b>Permission</b> of the parent MapView screen/component/widget.</inherit></li> </ul>
	<ul> <li>built-in permissions - list of all built-in Permissions.</li> </ul>
	<ul> <li>user permissions - list of all custom user <b>Permissions</b>.</li> </ul>
General > Permission Type	Set how the on-screen widget is affected if logged-in user does <i>not</i> have specified <b>Permission</b> :
	Disable - Widget on-screen control is disabled.
	Hidden - Widget is hidden from view.

A user's '**Role**', which will include or exclude various permissions, can determine whether a logged-in user:

- may use a widget or access screens in a running GV Orbit Client project; and
- how a widget appears on-screen (disabled or hidden).

This facility could, for example, control access to a MapView screen with certain operationally-sensitive controls and limit them to logged-in users whose role includes a certain (custom) permission.

### Access Control Example - MapView C&M Screen

This is a simple, contrived example on a C&M 'MapView' screen to demonstrate controlled access to a **Button** widget.

In our example:

- 1 A custom 'user' **Permission** has been defined ('My Custom Permission').
- 2 Four **Button** widgets have been configured to turn a **Lamp** widget on/off (see Figure 4-24):
  - Two (green-colored) Buttons control the Lamp widget on/off green.

The **Button** widgets do not have any specific **Permissions** properties set.

• Two (red-colored) Buttons control the same Lamp widget on/off red.

These **Button** widgets require a logged-in user to have a specific, 'user' **Permission** set up.

- 3 There are two **Users** set up for this example (see Figure 4-25):
  - User 'admin' has an administrator Role, which includes all Permissions, 'built-in' and 'user'.
  - User 'supervisor 1' has a supervisor **Role** which does not include a custom user **Permission.**

When this C&M project is run, the resulting on-screen behavior is shown in Figure 4-26. A user without the custom 'user' Permission only sees some grayed-out buttons and is unable to access them.

My_Cust-Perm.schx 🛞		Properties	d ×
	🗾 🗰 🗠 🗠		
	✓ Dimensions		
	✓ Position	(249, 252)	
		$100.00 \times 100.00$	
	Width	100.00	
	Height	100.00	
	Aspect Ratio	Custom	
	✓ Style		
1 \ 0	Style	Active *	
	✓ General		
	Rotation	0.00	
$\backslash$	Permission	<none></none>	
$\backslash$	H Permission Type	Disabled	
$\backslash$	Tool Tip		
$\backslash$	Caption		
	Toggle	False	
	Multi Line	False	

**Button** widgets *without* any specific Permission set. **Button** widgets *with* a specific, custom 'user' Permission set up.

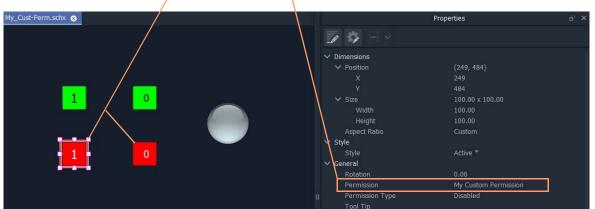


Fig. 4-24: C&M Screen Widget Access Control Example - Buttons

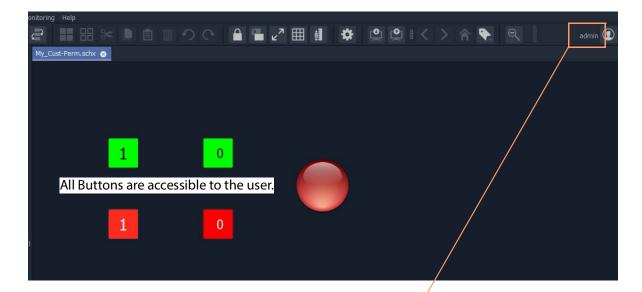
db.ı	ısers ⊗						
Rol							
	Add role	Delete role					
	Name	Description	Role name				
1	administrator	All permissions available	supervisor				
2	supervisor	Cannot manage users; able to modify projects, restricted network configuration	Description				
3	operator	Read-only access to projects	;; able to modify projects, restricted network configuration				
			Per	missions			
			Allowed	Available			
			Add/rename/delete file: Assign device ports Assign multicast for sou Change flow options Change multicast option Clear multicast for sour Disable flows for source Edit device name Edit port name	Clear ALL ports Clear multicast for all de Clear multicast for all sc Clear multicast for desti Disable flows for all sou Enable flows for all sour Import ALL Import user detabase My Custom Permission			

## a) supervisor Role, without custom Permission

#### b) administrator Role, with custom 'user' Permission

			$\setminus$			ısers ⊗	db.u
					nissions	es Users Perm	Role
					Delete role	Add role	
	Role name			Description		Name	
	administrator	$\langle $		s available	All permissions ava	administrator 🖌	
	Description		etwork configuration	e users; able to modify projects, restricted netw	Cannot manage us	supervisor	
	All permissions available			ess to projects	Read-only access t	operator	
	Permissions						
e		$\langle \rangle$					
	Import settings Import themes	$\setminus$					
	Import user database My Custom Permission	\					
	Pull from repository						
	Purge ALL >						
	Push to repository Run workflows						
	Transfer device						
e	administrator Description All permissions available Permissions Allowed Available Import settings Import user database My Custom Permission Pull from repository Purge ALL Purge device Push to repository Run workflows			s available le users; able to modify projects, restricted netw	Cannot manage us Read-only access t	administrator <b>/</b> supervisor	

*Fig. 4-25: C&M Screen Widget Access Control Example - Users: a) Supervisor; b) Administrator.* 



a) Project run when logged in with 'administrator' role

b) Project run when logged in with 'supervisor' role

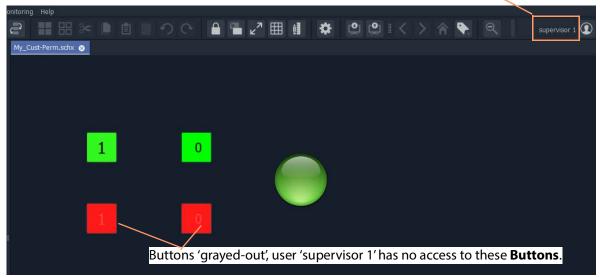


Fig. 4-26: C&M Screen Widget Access Control Example - Running:a) Logged in as 'administrator' role;b) logged in as 'supervisor' role.

# **Getting Started With GV Orbit Control**

This chapter describes the following tasks:

- Launching GV Orbit Control, on page 169
- Logging in to GV Orbit Control, on page 169
- Navigating Back to Stage, on page 170
- Switching User Profiles, on page 171
- Viewing Notifications, on page 173

# Launching GV Orbit Control

Once GV Orbit Control is installed on your computer, the shortcut icon appears on your desktop.

For details on installing GV Orbit Control for the first time, refer to the *GV Orbit Admin Guide*. See Related Documentation, on page 7.

# Logging in to GV Orbit Control

Tip: Before logging in to GV Orbit Control ensure that you have a valid **user name** and **password**, as well as the **Management IP address** of GV Orbit Admin.

#### To log in to GV Orbit Control

- 1 Click the GV Orbit Control icon on your PC.
  - The GV Orbit Control login screen appears.



2 Enter your user name and password in the User name and password text boxes.

- 3 Enter the Management IP address of the GV Orbit Admin in the Server text box.
  4 Click Log in
- 4 Click Log in.

## **Client Server Version Check Warning**

A warning is displayed if the GV Orbit Control's software version is different from the software version currently running on the connected server. In this case, it is strongly recommended that you download and reinstall the GV Orbit Control's software from the server so that the client and server software versions will match: for details on installing GV Orbit Control, refer to the *GV Orbit Admin Guide*.

If both client and server software versions are the same, no warning will be displayed and the GV Orbit Control opens normally.

Client server version check		
The server to which you want to connect software version, which can result in une: Are you sure you want to continue?		
Server version: Client version:		
	ОК	Cancel

Click **OK** to continue to run the client application regardlessly: this can result in software crashes, database corruption, or other unexpected behavior. Running mismatched software versions is untested and unsupported. Click **Cancel** to go back to the login screen and then close and upgrade your GV Orbit Control.

# **Navigating Back to Stage**

The Stage is the main entry point to configure GV Orbit Control. At any time, you can return to the Stage view.

#### To navigate back to Stage

- 1 Open GV Orbit Control to any task.
- 2 Do one of the following:
  - Click the Stage tab at the bottom or the UI.
  - Click the plus button at the bottom of the UI.

Tip: The second option is useful, if you have a lot of tasks open.

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Device Library 🗔	bgy: Device	Graph				5	Property Ed	itor									
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_							Switch Dat	apath IC			00:0	0:00:00:	00:00:00	:00			
<b>∂</b> Stage																	

The home or Stage view appears.

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,	🖧 Configuration		ැ මේ Monitoring		- Control		Administration
ஃ	Area Configurator	á	Path Manager	2	Alias Editor	2	User Management
	Logical Level Editor	<b>~</b> \~	System Status	E	Router Control		
•4	Topology Configurator		Audio Live Usage				
e	Logical Device Table						
	Category Configurator						
	Panel Configurator						
113×	GPIO Configurator						
80	Stream Configurator						
☆ Stag	e 🚺 🕈						

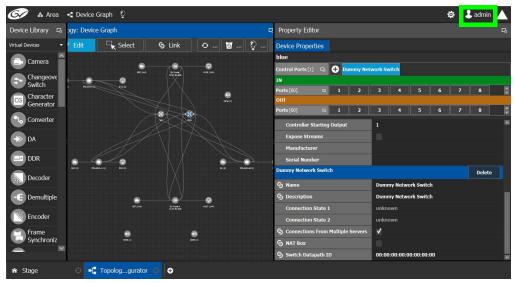
# **Switching User Profiles**

From the Stage or any open task, you can change to another user profile.

**Note:** Before switching to another user profile, ensure that you have the required user name, password, and Management IP address.

#### To switch to another user profile

1 Click on the user profile name at the top right of GV Orbit Control.



A confirmation message appears.



2 Click **Log out** to continue.

The Log in screen appears.



- 3 Enter your login credentials in the **User name** and **Password** text boxes.
- 4 Enter the Management IP address of the GV Orbit server you are connecting to in the **Server** field.
- 5 Click Log in.

GV Orbit Control opens to the view applicable to the user.

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	ļ	🚓 Configuration			न्त् Monitoring		- Control		🔁 Adminis	tration	
	&	Area Configurator		à	Path Manager	-	Alias Editor	<u> </u>	User Management		
		Logical Level Editor		∿	System Status	E	Router Control				
	4	Topology Configurator			Audio Live Usage						
	e	Logical Device Table									
		Category Configurator									
	=	Panel Configurator									
	<b>I</b> \$	GPIO Configurator									
	200	Stream Configurator									
â	Stag	je 💽 🕒									

**Note:** Access permissions vary according to the permissions granted to the user's role. For further information, see Administration Tasks, on page 477.

# **Viewing Notifications**

A notification is an indicator that an event has occurred.

#### To view your notifications

1 Log in to GV Orbit Control.

G	7	கீ Area 📲 Device Graph	Ö					\$	🕹 admin 🔺
		🚓 Configuration			🔄 Monitoring		📹 Control	🔄 Adminis	tration
	ቆ	Area Configurator		à	Path Manager	2	Alias Editor	& User Management	
		Logical Level Editor		∿	System Status		Router Control		
	-6	Topology Configurator			Audio Live Usage				
	e	Logical Device Table							
		Category Configurator							
		Panel Configurator							
	\$11	GPIO Configurator							
	80	Stream Configurator							
â	Stag	je 🤨 🕀	1						

2 Click on the up arrow in the top right corner of the UI.

The Notification window appears.

🐼 🔈 Area 🔩 Device Graj	h 🥊		🌣 🕹 admin 🔺
- Configuration	🧟 Monitoring	The Control	▼ System
Area Configurator	Path Manager	Alias Editor	A New Task is Available ×
Logical Level Editor	System Status	Router Control	User Management
Topology Configurator			A New Task is Available ×
G Logical Device Table			Topology Configurator
Category Configurator			
Panel Configurator			A New Task is Available ×
GPIO Configurator			System Status
💑 Stream Configurator			A New Task is Available ×
			C Logical Device Table
			A New Task is Available ×
			Router Control
			A New Task is Available ×
♠ Stage			Path Manager

- 3 Expand the **System** list. The list of new events appears.
- 4 Click on a listed event on the right to view it in the UI.

# **Configuration Tasks**

The Configuration tasks in GV Orbit Control are used for creating and maintaining areas, topologies, categories, and panels.

G	/	🖧 Area	📲 Device Graph	Ö						\$	💄 admin	
		- 🏠 Con	nfiguration			🔄 Monitoring		- Control	ļ	🔁 Administ	tration	
	ቆ	Area Config	gurator		ò	Path Manager	2	Alias Editor	<u>8</u>	User Management		
		Logical Lev	el Editor		-∿-	System Status	E	Router Control				
	•4	Topology C	Configurator		blan +⊞+	Audio Live Usage						
	G	Logical Dev	vice Table									
		Category C	Configurator									
		Panel Confi	igurator									
	102	GPIO Confi	igurator									
	80	Stream Con	nfigurator									
â	Stag	je	0									

The Configuration Tasks are described under the following headings:

- Area Configurator Tasks, on page 177
- Logical Level Editor Tasks, on page 190
- Topology Configurator Tasks, on page 199
- Logical Device Table Tasks, on page 241
- Category Configurator Tasks, on page 268
- Panel Configurator Tasks, on page 275
- GPIO Configurator Tasks, on page 312
- Stream Configurator Tasks, on page 322

# **Required Permissions**

Only users who are assigned to the Administrators role have View, Edit, and Delete permissions in the Area task. All other configuration tasks are accessible to users with either Administrator or Engineer rights only. For more information, see Viewing Permissions by Role, on page 484.

# **Area Configurator Tasks**

The Area Configurator task is used for configuring the *Areas* and controllers in GV Orbit Control.

An *Area* is container that is used for grouping together a subset of resources within a system. Typically, these resources are closely related, by physical location, functionality, ownership, and/or logical organization. An area is managed by a single controller group, which is made up of:

- a single controller
- or optionally, two redundant controllers to provide 1:1 fail-over protection

This section describes the following:

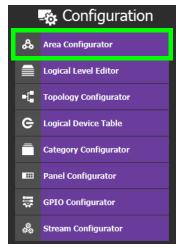
- Accessing Areas in the GV Orbit Control, on page 177
- Adding an Area, on page 178
- Configuring a Controller Group, on page 179
- Selecting an Area, on page 183
- Deleting an Area, on page 184

## Accessing Areas in the GV Orbit Control

All configuration in GV Orbit Control begins by creating one or more areas. Once you have the areas defined, you can add the logical levels, the topologies, and so on.

#### To configure the area in GV Orbit Control

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select Configuration > Area Configurator.



#### The Area Graph appears.

i GV Convergent Client - admin@1	10.37.72.28			
🐼 & Studio A	Kevin tests 🖞			🌣 💄 admin 🔺
Device Library 🕞	Area: Area Graph	53 ≣	Property Editor	G.
filter 🍸	🖌 Edit 🦷 Select 🥱 Link 4		Properties	
O Area			Studio A	
			Name	Studio A
			Short Name	Studio A
Master Control			Description External Id	Studio A 1
Remote Site				her.
Studio Studio				
(A) Transmission	· · · · · · · · · · · · · · · · · · ·			
	System Controller Studio A (1)			
	(0)			
	Maylee:	= 784, Y = 581 Zoom: 0.9		
	W	- 701, 1 = 301 200m. 0.9		
👃 Area Configurator 🛱	Φ			

By default, there is one area, called Area. Use the **Property Editor** on the right to rename it and make it easy to identify within your system.

3 Select the Area to access the **Property Editor**.

You are automatically in Edit mode. Edit is highlighted in the bar at the top.

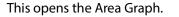
- 4 Enter the required information in the **Name**, **Short Name**, **Description**, and **External ID** fields to identify the area.
- 5 Repeat the procedure for each area in your system.

## **Adding an Area**

You can create multiple areas for your system. This can facilitate configuration and control tasks. Smaller subsets are easier to bring into focus and manage.

#### To add an area

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select **Configuration** > **Area Configurator**. See Accessing Areas in the GV Orbit Control, on page 177.



🐼 🔉 🕹 Studio A 🔹	Device Graph 🛛 😳					₽	💄 admin	
Virtual Devices 🛛 🖓	Area: Area Graph		□ =	Property Editor				ъ
O Area	🖌 Edit	Select S Link		Properties				
Incoming Feeds				Studio A	and the			
				Name Short Name	Studio A A			
Master Control				Description	Preproduction studio			
Remote Site		0		External Id	2			
5tudio		Area						
(A) Transmission		•						
-		•O						
	System C							
🖧 Area Configurator 🔅	🗥 User Management	🖸 🕂 User Management 🕻	Topolog.	gurator 💿 📲 Topologgurat	or 💿 🛝 User Management 💿 🛝 User	Manag	ement 🗇	8 🗸

- 3 Select the area tile on the left.
- 4 Drag it to the Area Graph.
- 5 Repeat the procedure as many times as required to add all the areas you require.

Note: Currently, GV Orbit Control supports one Area. Area inter-connectivity and multiple areas (Incoming Feeds, Master Control, Remote Site, Studio, and Transmission) are not supported.

## **Configuring a Controller Group**

By default, there is one area and one System Controller group on the Area Configurator Device Graph.

A controller group can have one or more areas. The controller is a physical or virtual server that runs the GV Orbit software.

A Controller group can be made up of either one or two controllers. You need two controllers to implement redundancy or failover protection. In the redundant configuration, one controller is active and the other is on standby. If there is a problem, such as a network connection loss, the standby controller becomes the active controller, automatically. In addition, you can force the standby controller to become the active controller by performing a manual failover operation, at any time.

#### To configure a controller group

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select **Configuration** > **Area Configurator**. See Accessing Areas in the GV Orbit Control, on page 177.

🐼 🗛 Studio A 🗸	C Device Graph	D								¢	🕹 admir
	Cb Area: Area						Property Editor				
O Area	🖌 Edi	Select	S Link		O Refresh	🗹 Delete	System Controller Group Propertie	s Properties			
Incoming Feeds							System Controller				
a incoming reeds						_	Name	System Controller			
Master Control								2			
Remote Site	1.1						Short Name Advanced	System Controller			
-	_						Description	System Controller			
1000 Studio							Enable NMOS Node Proxy				
Transmission							Enable NMOS Registry				
<b>U</b>							MasterController				
							NMOS Registry Priority	•			
			······				Reference IP Virtual IP Address	0.0.0.0			
			System Controller (2)	Studio /			VIIIUA IN AUXIESS	and a			
🖧 Area Configurator 🛛	🛋 User Mana	gement 🖸 🧥 Usi	er Management 💿	Topologgurator	🛛 📢 Topolog	3gurator 🙁	🗥 User Management 💿 🗥 L	lser Management 💿	🖧 Area Configurator 🔅	🖧 Area Configurato	x O &

By default, there is one controller and one area on the graph.

- 3 Select the bubble for the **System Controller** you are configuring.
- 4 Select the System Controller Group Properties.

Property Editor			다
System Controller Group Properties	Pro	perties	
System Controller			
Name		System Controller	
# Controllers		1	
Short Name		System Controller	
Advanced			
Description		System Controller	
Virtual IP Address		0.0.0	
Reference IP		0.0.0.0	
		10.36.140.10	
S NMOS Discovery Search Domain		gad.local	
NMOS Registry		http://10.118.103.135:4041	
Domain IDs for IP Routing	品	101	
Domain IDs for Data Import	묘	105	

The following properties can be configured for the panel. See also Description of Common Device Properties, on page 332.

Parameter	Description
Name	The name or identifier for this system controller group.
# Controllers	Enter <b>2</b> in the field if you are setting up redundancy. Otherwise, enter <b>1</b> . You can only have one or two system controllers in a group.
Description	An optional description for this system controller group.

Parameter	Description
Virtual IP Address	This is the virtual IP address to communicate with the active server in a GV Orbit Server cluster (when a redundant configuration is used). If a GV Orbit Server cluster is not being used, use the GV Orbit Server administration IP address for devices instead of this IP Address. For example, in a cluster configuration, a soft panel can be configured to point to this virtual IP address. When a failover happens, control is maintained through the panel using this virtual IP address. See also System Status Task, on page 457 for more information about server clusters and failover.
Reference IP	Set the IP of a machine that is always on. After a failover the server that can connect first to this IP will become the master.
NMOS Discovery DNS	GV Orbit Control can automatically discover an NMOS registry through
NMOS Discovery Search Domain	DNS-SD when the NMOS Discovery DNS and NMOS Discovery Search Domain parameters are set. For more information about how to configure and use GV Orbit Control's NMOS registry, see To configure GV Orbit Control for use with NMOS, on page 377.
NMOS Registry	This shows the current NMOS Registry Query API URL (hostname / IP address and port number). For more information about how to configure and use GV Orbit Control's NMOS registry, see To configure GV Orbit Control for use with NMOS, on page 377.
Domain IDs for IP Routing	Only applications / devices that use the same Domain IDs can communicate with each other on the network. For a list of such devices, see GVOP Devices, on page 206. This is a comma separated list of domain IDs on which you want to discover devices and communicate with them. The default value for Grass Valley equipment is <b>101</b> . Valid range: <b>0</b> to <b>232</b> .
Domain IDs for Data Import	This is for future use.

### 5 Select the **Properties** tab.

6 Select 1 under System Controller to configure the first controller.

Property Editor	
System Controller Group Properties	Properties
System Controller	
Controllers [2] 🛛 🖬 🛛 🕹	
System Controller 1	
G Name	System Controller 1
G Description	System Controller 1
🕱 Short Name	Controller 1
IP Address	10.37.72.25

The following properties can be configured for the individual system controller that form the system controller group. See also Description of Common Device Properties, on page 332.

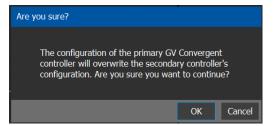
Parameter	Description
Name	The name or identifier for this system controller instance.
Description	An optional description for this system controller instance.
Short Name	A nickname used wherever the controller is specified. This name should be limited to 8 characters or less in length. This requirement is important if you are using NVISION panels as they use the Short Name to display device names and NVISION hardware can display a maximum of 8 characters for a device name. Otherwise, a longer nickname can be used.
IP Address	The network IP address for this system controller instance. This field for S <b>ystem Controller 1</b> is populated automatically with this system controller's Management IP address. This cannot be changed. When system controller redundancy is used ( <b>System Controller 2</b> is available), set the network IP address for System Controller 2.

7 Select tab 2 under System Controller to configure the second controller.

Property Editor	
System Controller Group Properties	Properties
System Controller	
Controllers [2] 🛛 🛛 🛛 🔽	
System Controller 2	
G Name	System Controller 2
G Description	System Controller 2
Short Name	Controller
G IP Address	10.37.72.26

8 Update the identification fields for the second controller and set the network IP address for System Controller 2: see the table above.

A confirmation message is displayed:



9 Click **OK** to continue.

#### Notes

When redundancy has been configured, System Controller 2 joins the Controller group automatically as the standby controller. It becomes the active controller in the event of an automatic or manual failover.

When you click OK, the database from Controller 1 is copied to Controller 2

You can view the health of both controllers on the System Status task. The System Status Task page will show the status of the controllers at all times, and the right hand section shows the health of devices specific to a topology. However, you must create your areas and topologies first. See System Status Task, on page 457.

### **Selecting an Area**

You must select an area before you can create or maintain a topology within it. Only one area can be selected at a time.

#### To switch from one selected area to another

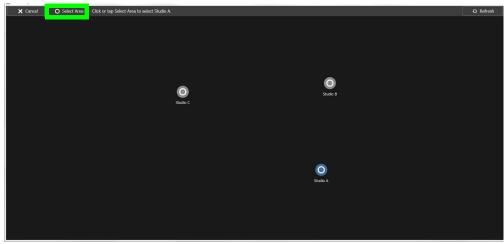
1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170. The currently selected Area is displayed at the top of the interface.

🐼 & Studio B 🔩	Device Graph 🛛 😳				
Virtual Devices 💦 🗔	Area: Area Grap	ı			⊡ ⊑
O Area	🖌 Edit	Select	S Link		o Delete

Note: You can perform this procedure from Stage or from any open task. You can always select an area.

2 Click on this area.

A secondary window appears.



3 Click on the area that you to select.

In the screen shot above, this is Studio A.

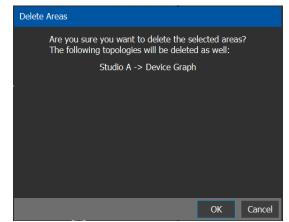
4 Click Select Area at the top of the window.

### **Deleting an Area**

Note: You cannot delete the currently selected Area. If necessary, make another Area active first. See Selecting an Area, on page 183.

#### To delete an area

- 1 Select another Area other than the one you are going to delete. See Selecting an Area, on page 183.
- 2 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 3 Select **Configuration** > **Area Configurator**. See Accessing Areas in the GV Orbit Control, on page 177.
- 4 Click on the Area you want to delete.
- 5 Click **Delete** of at the top of the logical level editor.
- 6 A confirmation message appears. It lists the topologies created in the Area.



7 Click **OK** to continue.

### **Selecting a Graph**

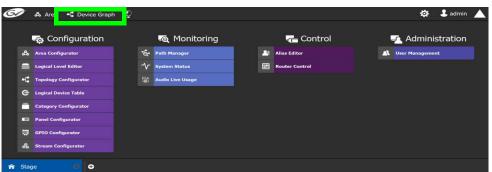
In the Area Configurator, you define the various Areas in your system. Within each Area, you can create multiple Graphs, and each Graph contains a *Topology*. Each topology shows a part of how the various physical and logical devices are arranged and interconnected within the broadcast facility.

To work on a topology, you first need to select the Graph in which the Topology is held. You can work on only one topology at a time.

#### To select a Graph

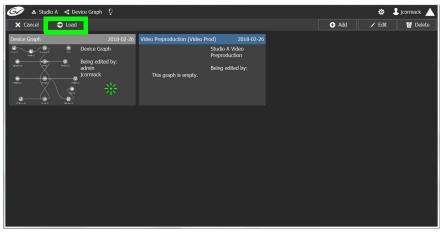
Note: A Graph must be created in an area. Then, it is available only in the area where it was created.

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Click the Graph icon 💽 that holds the currently active topology at the top left of GV Orbit Control.

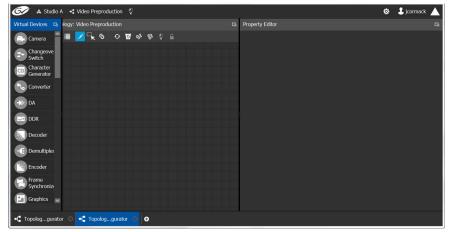


This opens the graphs window. It shows the currently-available graphs for the selected Area. Each Graph contains a Topology.

3 Double-click the Graph you want to update or select the Graph you want to update and then click **Load**.



Now, any configuration work you carry out will be on this selected Graph.



If the topology is new, the Graph is blank. The next step is to begin adding devices. See Adding Devices to a Topology, on page 204.

# Creating a new Graph for a Topology

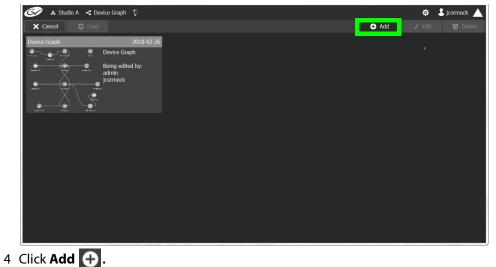
### To create a new topology

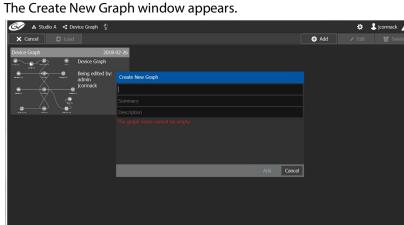
- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select the required Area. See Selecting an Area, on page 183.

5 🖌 Area 🗨 🕻	evice Graph				\$	💄 admin		
evice Library 🖪 🕫	ogy: Device Graph	Property Editor						
rtual Devices 🔻 📕	E 🔽 🗟 🗸 🖸 🚳 📽 🖓 🔒	Device Properties						
Camera		GV Node 10.37.80.238						
		SDI Outputs [144] 🛛 🚺 1			4			
Changeover Switch		Stream SDP Config [12] 1			7 8			
Character		Output Lanes [48] 🕰 1.1	1.2	1.3	1.4			
Generator	Bit Link (Series) Print 246	SDI Inputs         144]         1           Input Lanes         148]         1	2	3	4			
Converter		Frame IP Address	10.37.80.238					
		Network Host Name	GVN					
→> DA		Advanced						
DDR		Description	GV Node 10.3	7.80.238				
		2022-7 Mode	1					
Decoder		6 HD Mode						
Design for the second sec	• • • • • •	 Card Mode	TR04					
E Demultiplexe		Expose Streams						
Encoder		Gateway Connection State 1 unknown						
Frame		Gateway Connection State 2	unknown					
Synchronizer	ET (Let) DVMLE NUT (Let)	Gateway NP16 Connection St	ate disabled					
Graphics		IFM-2T Version	2.2.5					
Graphics		Internal Wiring Done	*					
GV Node		Join Timeout (ms)	0					
		Router Connection State 1	unknown					
IP Device		Router Connection State 2	offline					
		SSM Address Enabled						

3 Click the Graph icon 💽 that holds the currently active topology at the top left of GV Orbit Control.

This opens a secondary window.

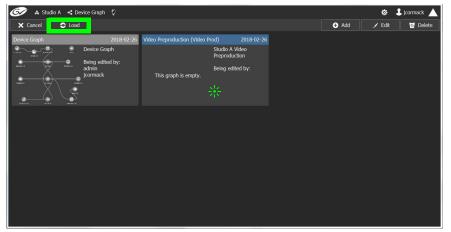




- 5 Enter a name for the new topology and enter meaningful text in the **Summary** and Description fields for easy identification.

6 Click Add on the Create New Graph window.

The new topology appears in the list box with the existing topologies.



7 Select the new topology and click **Load**. Or double-click the topology.

A Studio A < Video Preproduction ©</td>

Vibual Devices G

kg: Video Preproduction

Converter

Converter

Converter

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The selected topology is opened.

If the topology is new, the Topology is blank. The next step is to begin adding devices. See Adding Devices to a Topology, on page 204.

### **Deleting a Graph**

Only inactive graphs / topologies can be deleted. See Making an Active Topology Inactive, on page 236. You cannot delete all graphs from GV Orbit Control; at least one graph must always be present.

### To delete a Graph

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 If you are deleting the active topology, you must first make it inactive. See Making an Active Topology Inactive, on page 236.
- 3 Click the Graph icon 💽 that holds the currently active topology at the top left of GV Orbit Control.



This opens the graphs window. It shows the currently-available graphs for the selected Area.

🚱 🐁 Studio A  Dev	ice Graph ♀				¢	💄 jcormack 🔺
🗙 Cancel 😂 Load				🕂 Add	🖌 Edit	🖸 Delete
Device Graph	2018-02-26	Video Preproduction (Video Pr	od) 2018-02-26			
	Device Graph		Studio A Video Preproduction			
Generation (action) (action)	Being edited by: admin jcormack	This graph is empty.	Being edited by:			

4 Select the Graph you want to delete and then click **Delete**.

### Deleting the last Graph

You cannot delete all graphs from GV Orbit Control; at least one graph must always be present. To delete the last graph, proceed as follows.

- 1 Create a new graph (see Creating a new Graph for a Topology, on page 186)
- 2 Make the new graph active (Activating a Topology, on page 235).
- 3 Delete the previous graph.

# **Logical Level Editor Tasks**

Logical levels allow for the definition of compatibility and shuffling rules. This gives you complete control of the path definition to prevent routing of incompatible levels. For example, Logical levels are used to identify a stream's video resolution, the number of audio channels, ancillary data, and so on.

Every unique type of stream format in your facility should have a unique Logical Level. These levels are then assigned to sources and destinations (in the Logical Device Table; see Logical Device Table Tasks, on page 241). This allows GV Orbit Control's routing system to make takes between sources and destinations with signal types that are compatible with each other, and with the underlying hardware, so that takes can be successfully made in the real world.

This section describes the following:

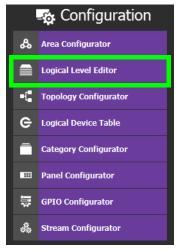
- Accessing the Logical Level Editor, on page 190
- Viewing the Default Logical Levels, on page 192
- Duplicating a Logical Level, on page 193
- Editing a Logical Level, on page 195
- Deleting a Logical Level, on page 196
- Configuring a New Logical Level, on page 196
- Configuring the Logical Levels for the Devices in a Topology, on page 197

### **Accessing the Logical Level Editor**

Use the Logical Level Editor to define new logical levels and to view the compatibility of the default levels.

### To access the Logical Level Editor Task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select an area.
- 3 Select Configuration > Logical Level Editor.



The Logical Level Editor appears.

Note: Only users who are assigned to the Administrators or Engineers role in the selected area have View, Edit, and Delete permissions in the Logical Level Editor task. See Viewing Permissions by Role, on page 484.

ogical Leve	l Editor					Q	<b>i</b>							
/ ந	ত					filter	Compatibl	e with	Contains	Shuffle w	ith			
	SDI		video		SDI audi		≣ ≒							
evel ID 1		SDI	Level ID 2		Level ID 3									
	udio1		audio2		audio3		Level ID 1							
wel ID 4		_	Level ID 5		Level ID 6									
aı wel ID 7	udio4		audio5 Level ID 8		audio6 Level ID 9		Level ID 4		A1					
ai			audio8	AJ	audio9	AU								
an wel ID 10			Level ID 11	A8	Level ID 12	A9	Level ID 7							
au			audio11		audio12		Level ID 10							
wel ID 13		A10	Level ID 14	A11	Level ID 15	A12								
au	idio13		audio14		audio15		Level ID 13							
wel ID 16		A13	Level ID 17	A14	Level ID 18	A15								
au	idio16		ancillary		MADI		Level ID 16							
wel ID 19		A16	Level ID 23	ANC	Level ID 25								MADI	
	-ancillary		псо		TICO-V-AI		Level ID 19					Level ID 25		MAD
		-ANC	Level ID 52	псо	Level ID 53	TICO-VA								
TICC	-VIDEO TI	co. v					Level ID 33							
Wei 1D 54	11	CO-V					1							

Note: Before you can open the Logical Level Editor, you must open an Area and a Topology. Logical levels are defined specifically for each topology.

The Logical Level Editor has two columns:

- The first column contains tiles for all default logical levels along with the logical levels you have added.
- The second column has three tabs: *compatible with, contains* and *shuffle with*. The *shuffle with* allows a user to configure which audio levels can be shuffled with which. See Configuring Virtual Crosspoints (XPTs), on page 257.

### **Logical Level Editor Menu**

The Logical Level Editor menu has the following menu options.

lcon	Description
🖌 Edit	Edit a logical level's properties. See Editing a Logical Level, on page 195.
Duplicate	Make a copy of the currently-selected logical level. See Duplicating a Logical Level, on page 193.
o Delete	Remove the currently-selected logical level. See Deleting a Logical Level, on page 196.

# Viewing the Default Logical Levels

The default logical levels are represented by the first tiles displayed in the **Logical Level Editor** column, beginning with video, then audio, ancillary, and finally AES67. When you create new logical levels, they are added after these ones.

You can change the Short Label and Level ID of a default Logical Level, but not the Name. Click Zelit to do so. Also, you cannot delete a default level.

The Audio Live device uses AES67 audio levels. See AES Logical Levels that are used for IP Audio Streams, on page 436 for more information.

### Verifying the Compatibility of the Default Logical Levels

Compatibility defines which Logical Levels are compatible when making a take. This is shown in the **Compatible with** tab shown below. When a source and destination use the same Logical Level, or the two Logical Levels are compatible with each other, then a take is possible between the source and destination.

Certain default Logical Levels are compatible with other Logical Levels. For example, AES67-16 is compatible with SDI audio. That is to say, a take between an AES67-16 source and an SDI audio destination is allowed by the router system. See also AES Logical Levels that are used for IP Audio Streams, on page 436.

When you create a Logical Level, you always modify the compatibility between these Logical Levels according to the required source / destination signal types.

### To verify the compatibility of Logical Levels

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select **Configuration** > **Logical Level Editor**. See Accessing the Logical Level Editor, on page 190.

The Logical Level Editor appears.

Logical Leve	l Editor										
<b>三</b> / 帰					filter 🍸	Compatible	e with	Contains	Shuffle with		
	SDI		video	SDI au		₩ 1					
Level ID 1	SDI	Level ID 2		Level ID 3							
	udio1	a		audio							
evel ID 4		Level ID 5		Level ID 6			audio1				
a		a		audio				A1			
Level ID 7		Level ID 8		Level ID 9							
a				audio							
level ID 10		Level ID 11		Level ID 12							
aı .evel ID 13		ar Level ID 14		audio Level ID 15							
				audio							
evel ID 16				Level ID 18							
a			ncillarv	MAD							
				Level ID 25							
	-ancillary			TICO-V-							MADI
				Level ID 53							
TIC	)-VIDEO										
	TICO-V										

3 Select a logical level tile on the left.

The tiles for the logical levels it is compatible with are highlighted in the right column.

Note: A logical level is always compatible with itself.

### Verifying the Component Signal Types of the Default Logical Levels

Like the compatibility, the signal types of the default logical levels is predefined and cannot be changed. When you create a Logical Level, you always modify the signal type components.

### To verify the signal types of the default logical levels

- 1 Follow the procedure under Verifying the Component Signal Types of the Default Logical Levels, on page 193.
- 2 When you select a tile for a logical level in **Logical Level Editor**, the compatibility is highlighted in the **Contains** tab.

# **Duplicating a Logical Level**

A pre-existing logical level can be copied to reuse that logical level's configuration properties and then you only need to modify the necessary logical level properties as required for the new application.

#### Notes

Logical levels are specific to topologies. In another topology, you won't see the logical levels you create in the currently selected topology.

Only SDI and TICO levels can be duplicated.

### To duplicate a logical level

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select **Configuration** > **Logical Level Editor**. See Accessing the Logical Level Editor, on page 190.
- 3 Select a pre-existing level on the left-hand panel that you want to duplicate.

ogical Le	vel Editor										
∎ <mark>∕</mark> !	<b>1</b>				filter 🍸	Compatible	e with	Contains	Shuffle with		
	SUI		video	SDI audio		≣ \$					
		SDI		Level ID 3	A		SDI				
	audio1		audio2 Level ID 5 A	audio3	A3	Level ID 1		SDI			
		AI			AS						
	audio4	A4	audio5 Level ID 8 A	audio6	A6						
				audio9							
	audiov		Level ID 11 A		A9						
	audio10		audio11	audio12							
evel ID 13		A10	Level ID 14 A1	Level ID 15	A12						
	audio13		audio14	audio15							
evel ID 16		A13	Level ID 17 A1	Level ID 18	A15						
	audio16		ancillary								
evel ID 19		A16	Level ID 20 AN	Level ID 21	V-ANC						
			TICO-VIDEO								
evel ID 22		TICO	Level ID 23 TICO-	Level ID 24 T.	ICO-VA						

4 Click **Duplicate** I at the top of the interface.

#### The Logical Level configuration window opens.

Level To Duplicate	SDI 🔹
Name Prefix	
Name Suffix	HD
Short Label Prefix	
Short Label Suffix	HD
Starting Level ID	36
Ok	Cancel

- 5 Enter meaningful names to identify the level in the Name Prefix, Name Suffix, Short Label Prefix, and Short Label Suffix text boxes.
- 6 Enter a unique identifier in the **Starting Level ID** text box.
- 7 Click OK.

A tile for your new logical level is displayed in the left hand column.

Logical Level Editor			ß
🏢 🖌 🛱 🔽			T
video-ancillary	TICO-V-ANC	TICO-VIDEO	^
Level ID 33 V-ANC	Level ID 34 TICO-VA	Level ID 35 TICO-V	
SDIHD	videoHD	SDI audioHD	
Level ID 36 SDIHD	Level ID 37 VHD	Level ID 38 AHD	
audio1HD	audio2HD	audio3HD	
Level ID 39 A1HD	Level ID 40 A2HD	Level ID 41 A3HD	
audio4HD	audio5HD	audio6HD	
Level ID 42 A4HD	Level ID 43 A5HD	Level ID 44 A6HD	
audio7HD	audio8HD	audio9HD	
Level ID 45 A7HD	Level ID 46 A8HD	Level ID 47 A9HD	
audio10HD	audio11HD	audio12HD	
Level ID 48 A10HD	Level ID 49 A11HD	Level ID 50 A12HD	
audio13HD	audio14HD	audio15HD	
Level ID 51 A13HD	Level ID 52 A14HD	Level ID 53 A15HD	
audio16HD	ancillaryHD	video-ancillaryHD	
Level ID 54 A16HD	Level ID 55 ANCHD	Level ID 56 V-ANCHD	$\sim$
📄 Logical Ll Editor 🔘	¢		

See Configuring the Logical Levels for the Devices in a Topology, on page 197.

### Creating the Logical Levels for a UHD 4K Routing Setup

For an example of how to create the logical levels for UHD routing when a quad-link signal path is used, see:

- Configuring UHD 4K Two-Sample Interleave Division IP Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device, on page 354.
- Configuring UHD 4K Quad-Link SDI Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device, on page 359.

# **Editing a Logical Level**

Use the following procedure to modify a logical level's identification information. The **Audio** setting marks that the level is an audio level.

### To edit a logical level

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select **Configuration** > **Logical Level Editor**. See Accessing the Logical Level Editor, on page 190.
- 3 Select a level on the left-hand panel that you want to edit.

Note: For the default logical levels, you can modify the Short Label and Level ID. You cannot modify the Name.

4 Click **Edit** at the top of the logical level editor.

Logical Le	vel Edit	or						
≣ ⁄	Name		SDAES67	-16				
	Short La	abel	SDAES67	1			SDI audio	
Level ID 1	Level II		52					A
Level ID 5	Audio						audio4	
Level ID 5	# Chan	nels	16					A4
1. 170.0							audio8	
Level ID 9		Ok		Cancel				<b>A</b> 8
	annintn			AUUIVII			audio12	
Level ID 13		A10	Level ID 14		A11	Level ID 1	5	A12

5 Modify the properties as required.

Parameter	Description
Name	The level's name.
Short Label	A shortened name for the level.
Level ID	A unique identifier for this level.
Audio	When set, this level will appear in the <b>Shuffle with</b> tab of the right pane for shuffling rules. See Configuring Virtual Crosspoints (XPTs), on page 257.
# Channels	When available, this shows the number of audio channels supported by this level. The Audio Live device uses a range of levels, each one supporting a different number of audio channels. See AES Logical Levels that are used for IP Audio Streams, on page 436 for more information. See also Configuring a Device that Supports Audio Breakaway/Shuffling such as Audio Live, on page 433.

6 Click OK.

# **Deleting a Logical Level**

Use the following procedure to delete a logical level you have created that is no longer required in the selected topology.

Note: You cannot delete the default logical levels. The Delete button is disabled when you click on these levels.

### To delete a logical level

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select **Configuration** > **Logical Level Editor**. See Accessing the Logical Level Editor, on page 190.
- 3 Select the tile for the logical level you want to delete.

Logical Level Editor						ъ
🏢 📝 🛱 🔽						T
video-ancillary		TICO-V-	ANC	TICO-VID	EO	^
Level ID 33 V	-ANC	Level ID 34	TICO-VA	Level ID 35	τιςο-ν	
SDIHD		video	ID	SDI audio	HD	
Level ID 36 SI	DIHD	Level ID 37	VHD	Level ID 38	AHD	
audio1HD		audio2	HD	audio3H	D	
Level ID 39	A1HD	Level ID 40	A2HD	Level ID 41	A3HD	
audio4HD		audio5	HD	audio6H	D	
Level ID 42	A4HD	Level ID 43	A5HD	Level ID 44	A6HD	
audio7HD		audio8	HD	audio9H	D	
Level ID 45	A7HD	Level ID 46	A8HD	Level ID 47	A9HD	
audio10HD		audio11	.HD	audio12H	ID	
Level ID 48 A1	10HD	Level ID 49	A11HD	Level ID 50	A12HD	
audio13HD		audio14	HD	audio15H	ID	
Level ID 51 A1	13HD	Level ID 52	A14HD	Level ID 53	A15HD	
audio16HD		ancillary	/HD	video-ancilla	ryHD	
Level ID 54 A1	16HD	Level ID 55	ANCHD	Level ID 56	V-ANCHD	$\sim$
📄 Logical Ll Editor	Θ	€				

4 Click **Delete** at the top of the logical level editor.

Note: There is no confirmation for the deletion.

### **Configuring a New Logical Level**

Use the following procedure to configure a new logical level. This determines which signal types are compatible with this level.

### To configure a new logical level

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select **Configuration** > **Logical Level Editor**. See Accessing the Logical Level Editor, on page 190.

6/	& Area	•C Dev	ice Graph	Ŷ								\$	🕹 admin
ogical Le	evel Editor												
	<b>n</b> 0		_				T	Compatible	e with	Contains	Shuffle with		
	SDI	0.07		video	SDI audio			≣ ≒					
Level ID I	audio1	SUI	ever 10 2		Level ID 3 audio3	A		Lovel ID 1		SDT			
Level ID 4	uuuox		Level ID 5		Level ID 6								
anal 10.7	audio4		Louis ID 9		audio6 Level ID 9	A6							
	audio7		Level 1D 8		audio9	AU							
Level ID 10			Level ID 11	A8	Level ID 12	A9							
	audio10	410	Lovel ID 14		audio12 Level ID 15								
	audio13		certer 10 11		audio15								
Level ID 16		A13	Level ID 17	A14	Level ID 18	A15							
	audio16				video-ancilla Level ID 21								
					TICO-V-AN								
Level ID 22		тісо	Level ID 23	τιςο-ν	Level ID 24	TICO-VA							

3 Select the tile for the logical level you want to configure.

The tile for your new logical level is automatically highlighted in the right hand column.

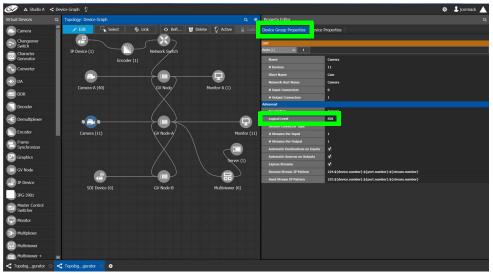
4 Select the tiles for the signal types in the right hand column that are compatible. Click a tile a second time to deselect it.

## Configuring the Logical Levels for the Devices in a Topology

Use the following procedure to set the logical levels for the device's sources and destinations in your topology. Logical levels can be used to define the type of signal carried on a physical connection between physical devices. If compatibility is not an issue, the default logical levels may be utilized.

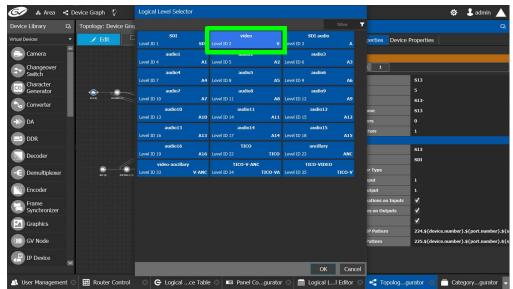
### To configuring an area in GV Orbit Control

1 Select the required topology in the area. See Accessing the Topology Configurator, on page 199.



2 Select the device for which you want to configure its logical level. In the above example, the camera bubble is selected. SDI is the default logical level for cameras.

- 3 Select Device Group Properties.
- 4 Select the Logical Level parameter in the Property Editor.
  - This opens the Logical Level list.



5 Select the required logical level for the device group.

# **Topology Configurator Tasks**

In the Area Configurator, you define the various Areas in your system. Within each Area, you can create multiple Graphs, and each Graph contains a *Topology*. The topologies show how the various physical and logical devices are arranged and interconnected within the broadcasting facility. See Area Configurator Tasks, on page 177 and Selecting a Graph, on page 184.

These sections describes the following:

- Accessing the Topology Configurator, on page 199
- Selecting a Graph, on page 184
- Refreshing the Topology, on page 202
- Creating a new Graph for a Topology, on page 186
- Adding Devices to a Topology, on page 204
- Methods to Link Devices in a Topology, on page 222
- Defining Device Properties, on page 229
- Deleting a Device From a Topology, on page 234
- Activating a Topology, on page 235
- Making an Active Topology Inactive, on page 236
- Unlocking / Relocking a Topology, on page 238
- Locking an Unlocked Topology, on page 239

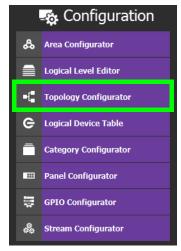
Certain devices require a detailed procedure to configure them; see Special Device Configuration Tasks, on page 331 for more information about these devices.

### Accessing the Topology Configurator

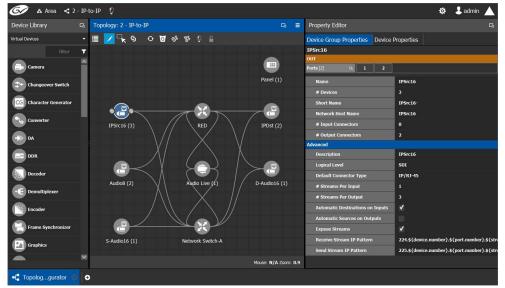
You can access the Topology Configurator from Stage or from any open task. Access permissions are required. See also Selecting a Graph, on page 184.

### To access the Topology Configurator from Stage

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select Configuration > Topology Configurator.



The Topology Configurator appears. The Topology Configurator comprises three sections. The left hand column has a list of bubbles, representing the device groups, such as cameras, routers, and monitors. You drag these onto to the Topology (middle column) and create connections between them. Then, you can configure the properties for the Device Groups in the **Property Editor** (right-hand column).



If an Area is open, the Topology Configurator opens in that area. You can switch areas from anywhere in GV Orbit Control. See <u>Selecting an Area</u>, on page 183.

### **Access Permissions**

Access permissions to the Topology Configurator vary according to role. Only users who are assigned to the Administrators or Engineers role can View, Edit, and Delete topologies and device properties. Operators have the right to view topologies and device properties. Maintenance staff and Guests have no access. See Viewing Permissions by Role, on page 484.

### **Topology Configurator Menu**



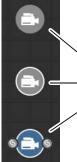
The Topology Configurator has the following menu options.

lcon	Description
📝 Edit	Use this editing mode to select a device on the topology to edit its properties. See Defining Device Properties, on page 229.
Select	Use this editing mode to select one or more devices on the topology (by drawing a square with your mouse cursor) to move the selected devices around on the topology as a group, or to delete them. Press the <ctrl> key to temporarily enable this option.</ctrl>

lcon	Description
Link	Use this editing mode to connect a device's sources to the destinations of another device. See Methods to Link Devices in a Topology, on page 222. This editing mode is also used to break the connection between two devices. See Deleting the Connection Between Device Groups, on page 228.
• Refresh	Reloads the Topology's contents. See Refreshing the Topology, on page 202.
0 Delete	Remove the currently-selected device from the topology. See Deleting a Device From a Topology, on page 234.
ြှော် Quick Connect	This automatically connects the unconnected ports of devices on the topology. See Methods to Link Devices in a Topology, on page 222 and Using Quick Connect to Link all Devices in a Topology, on page 222.
😵 Quick Config	This sets the configuration of the selected devices on the topology. See Using Quick Config, on page 219.
Deactivate / Active	Activating a topology makes GV Orbit Control connect to and activate all drivers to devices in the topology. This is important for GV Orbit Control to learn a device's current configuration. See Activating a Topology, on page 235 and Making an Active Topology Inactive, on page 236.
Lock / Unlock	Lock a Topology to prevent you from inadvertently making edits on an active topology. See Unlocking / Relocking a Topology, on page 238 and Locking an Unlocked Topology, on page 239.

### How to Identify if a Device Bubble is Selected or Not

A device bubble has the following selection states.



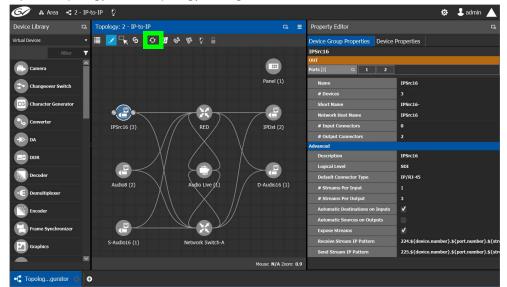
	Description	Device Bubble State	Device properties are shown in the Property Editor
	Gray, no white circle	Not selected	
—	Gray with white circle	Selected	
	Blue with white circle	Selected	•

# **Refreshing the Topology**

If you have added a lot of devices to a topology or made many modifications to it, you may need to refresh the Topology. You can refresh topology regardless of whether it is active or inactive.

### To refresh the Topology

1 Open a topology in the Topology Configurator.



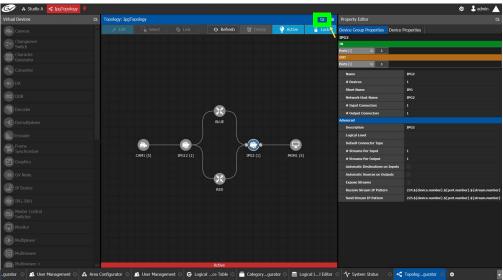
2 Click the Refresh button at the top of the interface.The topology is inaccessible during the brief time it takes to refresh the window.

# Viewing the Topology in Full Screen Mode

By default, the selected topology is displayed in the center of the Topology Configurator task. The devices are displayed on the left and the **Property Editor** is displayed on the right.

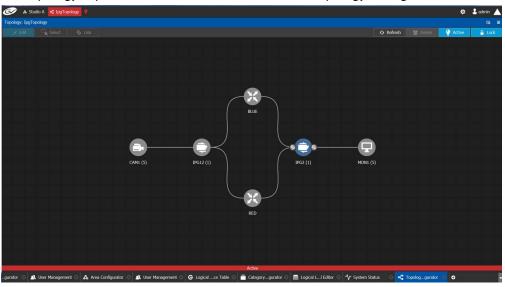
### To view the topology in fullscreen mode

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select the required Area. See Selecting an Area, on page 183.



3 Select the required topology. See Selecting a Graph, on page 184.

4 Click the Fullscreen toggle button at the top of the interface. The Topology expands across all three columns in the Topology Configurator.



### TIP

To zoom and center the topology view:

- click the Refresh button.
- double-click an empty space.

### To return to default mode

1 When the Topology is in fullscreen mode, click Fullscreen to toggle the display back to the default mode.

## **Adding Devices to a Topology**

By adding devices to a topology, you are making a representation in GV Orbit Control of the real world equipment you are using, and the physical interconnections made between this equipment.

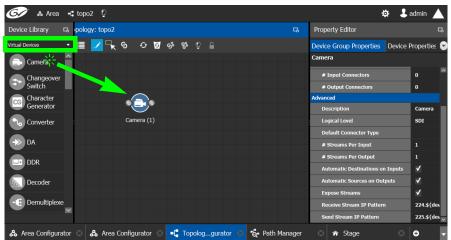
There are two types of devices in GV Orbit Control.

- Virtual Devices: These are devices that GV Orbit Control does not need to know any of the device's configuration parameters in order to use the device. Therefore, the device can be offline when configuring it in GV Orbit Control. See Adding a Virtual Device to a topology, on page 204. Certain devices may require advanced configuration procedures; see Special Device Configuration Tasks, on page 331.
- Discovered: These are devices that GV Orbit Control needs to know the device's configuration parameters in order to know which of the device's spigots have been configured as sources or destinations, the levels, and so on. These devices must be online when configuring them in GV Orbit Control. For more information about discovered devices, see About Discovered Devices, on page 205.

### Adding a Virtual Device to a topology

Certain Virtual Devices require advanced configuration procedures; see Special Device Configuration Tasks, on page 331 for more information about the specific device you are adding to the Graph, if necessary.

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Selecting a Graph, on page 184.
- 3 The topology must be currently:
  - Activated (see Activating a Topology, on page 235).
  - Unlocked (see Unlocking / Relocking a Topology, on page 238).
- 4 From the **Device Library**, **Virtual Device** on the left, select **Virtual Devices** from the drop-down list.



5 From the **Device Library**, **Virtual Device**, find the device that represents a piece of equipment you want to control: select the device bubble and drag it into position on the Topology and release the mouse button.

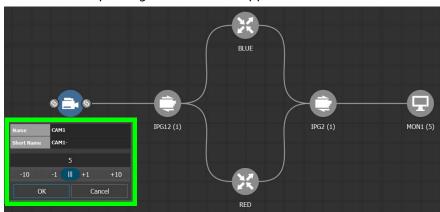
Initially, the device bubble represents a single device, such as a single camera. However, a bubble is a device group that can represent one or more devices. See To name a device and set the number of devices in the group, on page 205.

6 Repeat step 5 to and the following procedure (To name a device and set the number of devices in the group, on page 205) until you have added all the required devices to the topology.

To name a device and set the number of devices in the group

A device group is a collection of devices of the same type that can be configured together. All bubbles in a Topology are automatically device groups with the exception of the following devices: IPVU, IPG-3901, IPG-4901, IQMIX, IQUCP, UCP-3901, MV-820-IP, Kahuna-IP, NMOS devices, Audio Live, IQAMD, Network Switch, Router, and GV Node.

1 Click on the name of the device underneath the bubble to create a device group.



The Device Group configuration window appears.

2 Enter meaningful names to identify the device group in the **Name** and **Short Name** fields.

In this case, the Camera device group is named CAM1 to identify the cameras controlled by Controller 1. These parameters can also be set in the **Property Editor**.

- 3 Use the plus and minus buttons to enter the number of device instances are in the device group.
- 4 Click OK.

Each device instance is shown and can be individually configured in the **Property Editor**, under **Devices**, by clicking an instance.

In the above example, five monitors, two IPGs, two network switches, and five cameras have been added to the Topology.

### **About Discovered Devices**

There are two different types of discovered devices:

- NMOS devices discovered with IS-04, that can be senders, receivers or both. For more information, see Adding NMOS Devices to a Topology, on page 377.
- Grass Valley devices discovered with GVOP; see below for a list of these devices.

### **GVOP Devices**

In order to use discovered GVOP devices in GV Orbit Control, the discovered devices must first be configured through the GV Orbit Client. GV Orbit Control needs to know the device's configuration parameters in order to know which of the device's spigots have been configured as sources or destinations, the levels, and so on. These devices must be online when configuring them in GV Orbit Control.

The following Devices Use GVOP to be discovered by GV Orbit Control.

Discovered Device Type	For more information, see
IPG-3901 / IPG-4901	Configuring an IPG-3901 / IPG-4901 Device, on page 343
IPVU	Configuring an IPVU Device, on page 349
IQMIX	Configuring an IQMix, IQUCP, or UCP-3901 Device, on page 352
IQUCP	
UCP-3901	
MV-820-IP	Configuring an MV-820-IP Multiviewer Device, on page 363
Kahuna-IP	Configuring a Kahuna IP Production Switcher Device, on page 367
Audio Live	Configuring a Device that Supports Audio Breakaway/Shuffling such as Audio Live, on page 433
IQAMD	Configuring an IQAMD40 Device, on page 446
Other devices that use GVOP for Configuration	These are devices that can be configured through GV Orbit Client.

When the **IP Friendly Name** service is running on the GV Orbit Server, and the device uses GVOP for Configuration:

- In GV Orbit Control, GVOP device properties are automatically filled in from when the devices were configured through GV Orbit Client. Changes to those devices' properties in GV Orbit Client are updated in GV Orbit Control in real time. See Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211 for more information.
- The device's current source and destination configuration is read in real time and is updated in the Logical Device Table's Multilevel Table when the Automatic Sources and Destinations parameter is set in the device's properties. See Logical Device Table Tasks, on page 241, About Automatic Sources or Destinations, on page 246, Device Properties Definitions, on page 232, and Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.
- There is no need to use Camera and Monitor devices to create the logical sources/destinations for these devices. Furthermore, Camera and Monitor devices are not created anymore when using the Quick Connect tool. See Using Quick Connect to Link all Devices in a Topology, on page 222.
- Logical sources/destinations are created using the device spigot streams (Video, Audio, ANC). There is a logical source for each sender spigot and a logical destination for each receiver spigot.

Logical sources/destinations for GVOP devices are created using the audio channels from the spigot streams. The device's spigot configuration must have the **Num Audio Flows** configuration parameter that allow the use of 1, 2 or 4 audio streams.

The device's **Num Audio Flows** configuration parameter is configured on the device's Spigot page by connecting to the card's configuration with GV Orbit Client. See the device's documentation to see if this parameter is supported and how to set it.

Spigot Direction Input	BNC 1	Status OK	
Last Spigot Take - RC	Streaming Dual 💌	Format SD/HD/3G	
		Num Audio Flow 1	s —
		1 2 4	

This spigot configuration allows the use of 1, 2 or 4 audio flows where the audio channels count in GV Orbit Control is accordingly adjusted. The 16 audio channels from the automatic logical sources / destinations are accordingly created using the multi audio streams / flows set in the card's configuration.

Num Audio Flows set in the GVOP card's Spigot	Effect in GV Orbit Control
1	<ul> <li>There is 1 audio stream for the spigot with 16 audio channels which are represented in GV Orbit Control by the AES67-16 logical level. In the GV Orbit Control GVOP device Properties, the following streams are available:</li> <li>1: SDI, SMPTE ST 2022. In the Logical Device Table, this is represented by the SDI column.</li> <li>2: Video, SMPTE ST 2110-20. In the Logical Device Table, this is represented by the V column.</li> <li>3: Audio AES67-16, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A1 to A16 columns.</li> <li>7: Ancillary, SMPTE ST 2110-40. In the Logical Device Table, this is represented by the ANC column.</li> </ul>
2	<ul> <li>There are 2 audio streams for the spigot; each stream has 8 audio channels which are represented in GV Orbit Control by the AES67-8 logical level. In the GV Orbit Control GVOP device Properties, the following streams are available:</li> <li>1: SDI, SMPTE ST 2022. In the Logical Device Table, this is represented by the SDI column.</li> <li>2: Video, SMPTE ST 2110-20. In the Logical Device Table, this is represented by the V column.</li> <li>3: Audio AES67-8, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A1 to A8 columns.</li> <li>4: Audio AES67-8, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A9 to A16 columns.</li> <li>7: Ancillary, SMPTE ST 2110-40. In the Logical Device Table, this is represented by the ANC column.</li> </ul>

Num Audio Flows set in the GVOP card's Spigot	Effect in GV Orbit Control
4	<ul> <li>There are 4 audio streams for the spigot; each stream has 4 audio channels which are represented in GV Orbit Control by the AES67-4 logical level. In the GV Orbit Control GVOP device Properties, the following streams are available:</li> <li>1: SDI, SMPTE ST 2022. In the Logical Device Table, this is represented by the SDI column.</li> <li>2: Video, SMPTE ST 2110-20. In the Logical Device Table, this is represented by the V column.</li> <li>3: Audio AES67-4, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A1 to A4 columns.</li> <li>4: Audio AES67-4, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A5 to A8 columns.</li> <li>5: Audio AES67-4, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A9 to A12 columns.</li> <li>6: Audio AES67-4, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A9 to A12 columns.</li> <li>7: Ancillary, SMPTE ST 2110-40. In the Logical Device Table, this is represented by the A13 to A16 columns.</li> </ul>

In the GV Orbit Control GVOP device Properties, the number, type of streams, and AES67 Logical Level are updated in real time according to the card's settings made in GV Orbit Client. For example, this screen shows the Properties for a card where the card's **Num Audion Flows** parameter configured to 1 and as a consequence, the level for the audio stream is shown as AES67-16.

Device Prope	rties									
Dome1										
Devices [1]	n.	Do	me1							
Ports[2] 🗆		E	H1	ET	H2					
Colorate [16] m		•	<b>D1</b>		2 <b>2</b>	SP3	SP4			
Streams [4]	Π.		2		7					
A: Multic	ast Grou	P				234.30.1.1	234.30.1.1			
A: Port						50104	50104			
A: IGMPv	3 Source					191.12.13.2	191.12.13.2			
B: Multic	ast Grou	p				234.31.1.1	234.31.1.1			
B: Port						50104	50104			
B: IGMPv	3 Source					192.112.13	2			
G A: Stream	1 Logical	Level				AES67-16				

In the Logical Device Table, the GVOP device reflects the configuration settings, where there is only one audio stream.

Mul	tilevel Table	9															
	Source			Destir	nations		🤍 Virt	ual XP	TS								
	+ 0		88		•^ <b>T</b> ,	76	Ľ		<u>a</u>	ц	Q						
	Spigot1	T		filter	7	filter	T		filter		Ţ	filter	Ŧ	filter	7	filter	
	Name		Description # SDI		i						ANC						
			1.4 - 2									Dome1 Spigot1		Dome1 Spigot1		Dome1 Spigot1	
			Do	ime1 Spi	got1									Dome1			

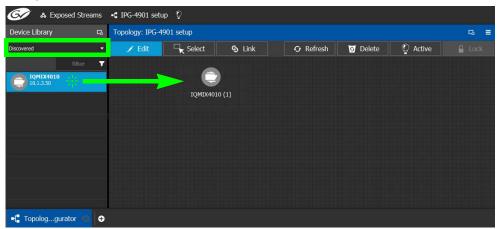
To add a Discovered device to a Topology, see below. See also AES Logical Levels that are used for IP Audio Streams, on page 436.

### To add a Discovered Device to a Topology

Discovered devices typically require advanced configuration procedures; see Special Device Configuration Tasks, on page 331 for more configuration information about the specific device you are adding to the Graph.

#### Adding a discovered device to a topology

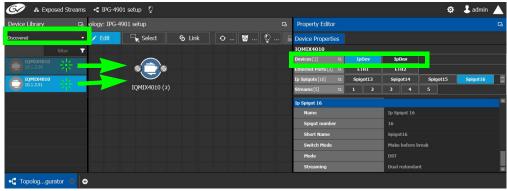
- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Selecting a Graph, on page 184.
- 3 The topology must be currently:
  - Activated (see Activating a Topology, on page 235).
  - Unlocked (see Unlocking / Relocking a Topology, on page 238).
- 4 From the **Device Library**, on the left, select **Discovered** from the drop-down list. In the example below, an IQMix was discovered on the network.



5 From the **Device Library**, **Discovered** find the device that you want to control: select the device bubble and drag it into position on the Topology and release the mouse button.

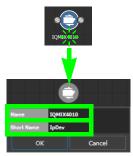
The device pulled from the **Device Library**, **Discovered** becomes grayed out and another instance of the same device instance cannot be added again to the Topology. However, multiple device instances found in the Device Library can be used to create a device group.

- 6 To create a device group:
  - a From the **Device Library**, **Discovered**, find the device that you want to control: select the device bubble and drag it into position on the Topology and release the mouse button.
  - b From the **Device Library**, **Discovered**, find another identical device that you want to control: select the device bubble and drag it on top of the first device instance already on the Topology and release the mouse button.



The two device instances are shown and can be individually configured in the **Property Editor**, under **Devices**, by clicking an instance.

7 Click on the name of the device underneath the bubble to name the device or device group.



These parameters can also be set in the **Property Editor** when the device bubble is selected.

Property Editor					묘
Device Properties					
IQMIX4010					
Devices [1] 🛛 🖪	IQMIX4010				
Ethernet Ports [2] 🛛 🖪	ETH1	ETH2	]		
Ip Spigots [16] 🛛 🖪	Spigot1	Spigot2	S	oigot3	¢
IQMIX4010				Delete	-
🔊 Name		IQMIX4010			
G Description		IQMIX4010			
🕱 Short Name		IQMIX4010			
🕱 Network Host Nar	ne	IQMIX4010			
၁ Logical Level					
Device GUID					

### **Using GVOP Devices**

As of GV Orbit Control version 2.8.0 or higher, the way devices that use GVOP are configured has changed. To identify a device that uses GVOP, see GVOP Devices, on page 206. This brings new features such as:

- Tighter integration with GV Orbit Client to:
  - Automatically synchronize certain configuration parameters in GV Orbit Control.
  - Allow a spreadsheet import to set many GVOP device parameters in bulk in both GV Orbit Client and GV Orbit Control.

See Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.

- Devices that Use GVOP for Configuration no longer use the SDI camera/monitor bubble.
- Logical sources/destinations related to those GVOP devices will be automatically created using the spigot name (Port Name), once the configured device is added to the topology, even before making the appropriate connections. Those logical sources/destinations are created using the appropriate streams. For gateway devices, the SDI streams will be used and for IP devices, the IP streams will be used.
- The operating method of any GVOP device configured in GV Orbit Control version 2.7.X or earlier will remain unchanged after project migration to version 2.8.0 or higher. However, GVOP devices can be migrated to use this new function model of operation. See To migrate GVOP Devices for IP routing, on page 218.

Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client

When the **IP Friendly Name** service is running on the GV Orbit Server, this service pushes certain configuration parameters made in GV Orbit Client to the same discovered GVOP device in GV Orbit Control. Changes to configuration parameters can result from having used the spreadsheet import feature in GV Orbit Client. See also GVOP Devices, on page 206.

This service uses a common device identifier, the device's GUID. A device's GUID is like a serial number that uniquely identifies individual GVOP devices. Through a device's GUID, the IP Friendly Name service:

- Provides persistence to the GV Orbit system for the naming of discovered GVOP devices. If the **IP Friendly Name** service is not running, Device and Spigot values from the configuration will not be available to GV Orbit Control and in such a case, GV Orbit Control will use the default values for device, spigot and logical source/destination labels. See Troubleshooting, on page 218.
- Updates made to GVOP devices in GV Orbit Client are dynamically reflected to those same devices in GV Orbit Control topology.

For example, by setting the device name in GV Orbit Client, the device name of the same GVOP device in GV Orbit Control will be updated in real time.

The intended workflow is to first configure the device in GV Orbit Client and then integrate the device for routing in GV Orbit Control.

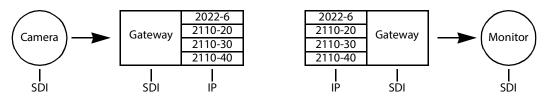
When a discovered GVOP device is added to a Topology in GV Orbit Control, and the device's name is subsequently updated in GV Orbit Client, the device name and the Device Group name will also be automatically updated. However, once a second or more discovered devices have been added to this Device Group, then the name of the Device Group will no longer be updated due to changes made in GV Orbit Client to the name of any device found in the Device Group. The names of the individual devices, regardless of how many of them are in a device group, will always be updated.

Likewise, the device's current source and destination configuration is read in real time and is automatically updated in the Logical Device Table's Multilevel Table when the **Automatic Sources and Destinations** parameter is set in the device's properties. For more information, see About Automatic Sources or Destinations, on page 246 and Device Properties Definitions, on page 232.

Logical sources and destinations are created using the appropriate streams. For gateway devices, the SDI streams will be used and for IP devices, the IP streams will be used.

You can still manually create custom logical sources / destinations using the streams of your choice; see Configuring Streams for New Sources / Destinations, on page 249.

For gateway devices, the Stream Configurator allows you to expose any stream of your choice, including the device's IP streams. In such a case, the logical sources / destinations created using the SDI streams from the same spigot as the exposed IP streams will not be reachable anymore by GV Orbit Control's pathfinding, since the newly exposed IP streams become the device's edge. See Stream Configurator Tasks, on page 322. The following diagram shows that when IP streams are exposed, the SDI streams are no longer reachable.



Note: When replacing a failed GVOP device, you will have to replace the device with the new one in the Topology of GV Orbit Control. The swapping of a GVOP device for a replacement one is not supported.

### To Configure Device Information in GV Orbit Client

The following device parameter values are pushed from GV Orbit Client to GV Orbit Control. As a result, in GV Orbit Control, these parameters are read only. The IP Friendly Name service persists this data in the GV Orbit Server. For more information, see About Automatic Sources or Destinations, on page 246 and Device Properties Definitions, on page 232.

GV Orbit Control Device Property (read only)	GV Orbit Client Parameter	Comment	See
Name	Device Name	This is the device's Friendly Name. If no	To Configure Device
Network Host Name	Host Name	friendly name has been set, the device type (product's model number) is shown.	Information in GV Orbit Client, on
Description	Description	This is also the <i>Friendly Name</i> value. If the <b>Description</b> value is set in GV Orbit Client, then this value is used as the description in GV Orbit Control. Otherwise, if no friendly description has been set in GV Orbit Client, the device's product model number is shown.	page 213

GV Orbit Control Device Property (read only)	GV Orbit Client Parameter	Comment	See
Short Name	Short Name	If a friendly short name is set in the GV Orbit Client, then this is the value set as the short name in GV Orbit Control. If no friendly short name is set, then the value for this GV Orbit Control will be derived from the Name parameter.	—
Source and Destination For example, found in the Sources / Destinations tab of the Multilevel Table in the Logical Device Table. See Logical Device Table Tasks, on page 241.	<ul> <li>The Logical Source / Destination gets its name as follows:</li> <li>The spigot port name (if this value has been set in GV Orbit Client), OR</li> <li>The device's short name plus "." plus spigot number.</li> </ul>	When the <b>Automatic Sources and</b> <b>Destinations</b> property is set for a GVOP device (this is the default setting, see GVOP Devices, on page 206), the name of the spigot's source or destination set in GV Orbit Client is applied, when the topology is activated (see Activating a Topology, on page 235).	To Configure Source and Destination Information in GV Orbit Client, on page 215

Proceed as follows.

1 In GV Orbit Client, open the **Devices** tab. See also IP Configuration of End Point Devices and Spreadsheet Import, on page 75.

1 🖓 근 🔒 🐂 🌣	1合 💊		admin 🥨
Purge Export Import	Subnet Scan Duplicate Scan Connection	on Scan Generate SDP	
Device Name	Short Name * Host Name Description	Device Type Software Firmware	
MyIQUCP MyIQAMD	1	IQUCP25_SDI 16.0.110 8B287655 IQAMD4010 8.60.18 4DA2D160	
5	t Roves Router Src Ports Router Del Ports Purae Exacit Import Device Name MylQUCP	Cover Src Parts     Router Src Parts     Router Src Parts     Router Src Parts     Purce     Purce     Purce     Purce     Purce     Subnet Scan     Purce     Short     Name     Short     Name     Port     Purce     Purce	E      Ports     Router Src Ports     Router Det Ports     LLDP     LLDP A     LLDP B     Routing Status     Bandwidth     Status     Lo      Purde     Devort     Import     Subnet     Scan     Device     None     Purde     Device     None     Purde     Purde

- 2 Identify the device you want to configure.
- 3 Set the **Device Name**, **Short Name**, **Host name**, and **Description** parameters for the device.

This information is immediately updated for the same device in GV Orbit Control.

### To Configure Source and Destination Information in GV Orbit Client

The following source and destination spigot parameter values are pushed from GV Orbit Client to GV Orbit Control. As a result, in GV Orbit Control, these parameters are read only. The IP Friendly Name service persists this data in the GV Orbit Server. For more information, see About Automatic Sources or Destinations, on page 246 and Device Properties Definitions, on page 232.

GV Orbit Control Spigot Property (read only)	GV Orbit Client Parameter	Comment	See
Name	Port Name	The name or identifier for this input or output port. The Port Name in GV Orbit Client is used as the label to generate sources and destinations. If no value is specified in GV Orbit Client, GV Orbit Control will use a combination of device name plus spigot number for the sources and destinations.	
Short name	Short Name	This is the spigot name commonly used in the GV Orbit Control interface.	
Port Number	Port Number	Uniquely identifies any source or destination across all devices. A source and a destination can have the same port number. However, two sources / destinations cannot have the same port number.	

These values can be assigned automatically; see To Automatically Assign Port Numbers, Short Names, and Port names in GV Orbit Client, on page 216. Proceed as follows.

- 1 In GV Orbit Client, open the **Devices** tab. See also IP Configuration of End Point Devices and Spreadsheet Import, on page 75.
- 2 Select the device you want to configure.
- 3 Select the **Spigots** tab.

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lefault.net (*) ⊗	_										
Devices Spigots	Src Flows										
	Regex	Refresh Tabl	e Assign Ports	Clear Ports	Purge						
		Port Na	me	Short Name	Port Number	Mode	Linked	Flow Types A	Flow Types B		Streamin
MyIQUCP											
Spigor 1					1	Src		2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Metz	SD, HD, 3G	Dual Ro
Spigot 2								2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Meta		Dual Re
Spigot 3								2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Meta	SD, HD, 3G	Dual R
Spigot 4								2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Meta	SD, HD, 3G	Dual R
Spigot 5								2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Meta		Dual Re
Spigot 6								2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Meta	SD, HD, 3G	Dual Re
Spigot 7						Src		2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Meta	SD, HD, 3G	Dual Ro
Spigot 8								2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Meta		Dual Re
Spigot 9						Dst		2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Meta	sD, HD; 3G	Dual Re
Spigot 10								2022-6 RFC4175 PCM Me	ta 2022-6 RFC4175 PCM Meta	SD, HD, 3G	Dual Re

- 4 Identify the device's source (**Src**) and destination (**Dst**) spigots in **Mode**. This reflects the device's current configuration.
- 5 Set the Port Number, Short Name, and Port Name parameter for the spigot.

Enter the **Port Number** FIRST before entering other values. If you try to set a **Short Name** or **Port Name** parameter for a spigot that doesn't have a **Port Number**, then the value you enter is not saved.

This information is immediately updated for the same device in GV Orbit Control.

### To Automatically Assign Port Numbers, Short Names, and Port names in GV Orbit Client

1 Select the **Spigots** tab.

Devices Spigots Sro	Rows Dst Plows Router Src Ports	Router Dst Por				
Filter	Regex Refresh Table Assign Ports	ear Ports				
	Port Name	Snort Name		Flow Types A		
Load Control Screen				RFC4175 PCM		SD,
Incoset				2022-6 RFC4175 PCM Meta		SD,
Assign Ports				2022-6 RFC4175 PCM Meta	2022-6 RFC4175 PCM Meta	SD,
Cical Ports						SD,
Spigot 5				2022-6 RFC4175 PCM Meta		SD,
Spigot 6				2022-6 RFC4175 PCM Meta		SD,
Spigot 7				2022-6 RFC4175 PCM Meta	2022-6 RFC4175 PCM Meta	SD,
Spigot 8			Src	2022-6 RFC4175 PCM Meta	2022-6 RFC4175 PCM Meta	SD,
Spigot 9				2022-6 RFC4175 PCM Meta	2022-6 RFC4175 PCM Meta	SD,
Spigot 10			Dst.	2022-6 RFC4175 PCM Meta	2022-6 RFC4175 PCM Meta	SD,
Spigot 11			Dst	2022-6 REC/175 PCM Meta	2022-6 RFC4175 PCM Meta	SD,

2 Right-click the device's name and select **Assign Ports**. Or click **Assign Ports** above the table to assign ports to all devices.



3 Set the following parameters in the Assign Port Mappings screen.

Parameter	Description
Spigot Selection	Select the scope of this screen. Sources and Destinations: Apply automatic assignment changes to both sources and destinations. Sources: Apply automatic assignment changes to sources only. Destinations: Apply automatic assignment changes to destinations only.
Source Ports / Base port number	This tool uses a counter to assign a number to a port. This setting allows you to individually set the starting number for the first source
Destination Ports / Base port number	and destination port from which the count will start.

Parameter	Description
Assignment Mode	Select the way port numbers are assigned: Synchronize source and dest assignments in discrete blocks: Assign port numbers such that the next highest available number is used to start numbering the first source and destination ports together in unison.
	Ad hoc - use next free source or destination port: Separately assign port numbers, individually to sources and destinations, in sequence such that the next available port number is always used.
Options	Automatically generate the parameter values for port and short names.Create default port names: Set to automatically generate the value in the Port Name column as follows: [device name] + [S = source, D = destination] + [Port Number]Create default short names: Set to automatically generate the value in the Short Name column as follows: [Port Number] + [S = source, D = destination] + [Port Number]

4 Click OK.

This information is immediately updated for the same device in GV Orbit Control.

#### To migrate GVOP Devices for IP routing

As of GV Orbit Control version 2.8.0 or higher:

- GVOP devices newly added to a Topology will no longer need to be connected to Camera and Monitor devices and the logical sources/destinations will be automatically created when: the device is added to the topology, the topology is activated, and the status of the device's control port is Online.
- The spigots of these devices can be re-named in GV Orbit Client. See Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.

GVOP devices configured in GV Orbit Control version 2.7.X or earlier are not automatically updated to use this new routing method when a project is migrated to GV Orbit Control version 2.8.0 or higher. If you want to use the new behavior available to GV Orbit Control version 2.8.0 or higher, then you must manually migrate the devices.

To migrate GVOP for IP routing, choose one of the following methods.

- Delete The Camera and Monitor linked to the GVOP device and then set the Automatic Sources and Destinations parameter in the device's properties. See Device Properties Definitions, on page 232.
- Delete the GVOP device, the associated Camera and Monitor devices and then add only the GVOP device back to the Topology.

#### Troubleshooting

Verify that the IP Friendly Name service is running; if:

- A device's friendly name disappears from the GV Orbit Client.
- The device Name, Short Name and Network Host Name show the device's primary IP address.

Ensure the IP Friendly Name service is installed and running on the GV Orbit Server. Refer to Application Maintenance in the GV Orbit Admin Guide. See Related Documentation, on page 7.

## **Using Quick Config**

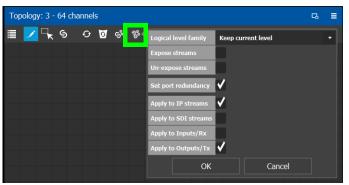
Quick Config is used to make bulk configuration changes to the selected devices. See How to Identify if a Device Bubble is Selected or Not, on page 201. It can:

- Change a device's logical level.
- Expose or un-expose the device's streams.

Switches allow the changes to apply only to IP streams, SDI streams, inputs, or outputs. For example, Quick Config can be used multiple times: the first time to set the logical level for the device's inputs, and then a second time to set another logical level for the device's outputs.

#### To set the Quick Config options for the selected devices

- 1 Select the devices on the Topology you want to configure.
- 2 Click 👺 in the Topology Configurator's toolbar.



3 Set the following options.

Parameter	Description
Logical level family	Select the logical level to assign to the device's source and destination streams. See also Duplicating a Logical Level, on page 193. Keep current level: leaves the device's currently-assigned source and destination logical levels untouched.
Expose streams	Only certain devices support this property. When Expose Stream is set,
un-expose streams	it displays the streams for this device in the Logical Device Table. See Logical Device Table Tasks, on page 241.
Set port redundancy	Certain third-party devices that support port redundancy are not automatically recognized by GV Orbit Control to support redundancy. When devices have been configured with two or more ports, set this option to make the ports redundant in GV Orbit Control. See Setting Port Redundancy for Many Devices at Once, on page 220.
Apply to IP streams	Set to apply the above settings to IP network connections between devices.
Apply to SDI	Set to apply the above settings to SDI connections between devices.

Parameter	Description
Apply to Inputs/Rx	Set to apply the above settings to device destinations.
Apply to Outputs/Tx	Set to apply the above settings to device sources.

4 Click OK.

#### **Setting Port Redundancy for Many Devices at Once**

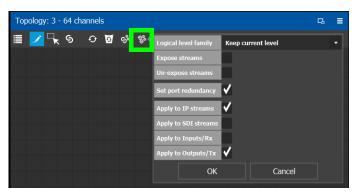
Redundancy associates a port with another port to create a redundant network traffic flow path for failover protection. The associated port will not be available to carry other traffic. For example, this is a requirement of a SMPTE ST 2022-7 network topology. See also Configuring Network Switch Redundancy to Support SMPTE ST 2022-7, on page 399.

Note: This feature is to only be used with third-party devices.

Certain third-party devices that support port redundancy are not automatically recognized by GV Orbit Control to support redundancy. For such devices, once they have been configured with two or more input / output connectors, use the **Set port redundancy** option in **Quick Config** (see Using Quick Config, on page 219) to make the ports redundant in GV Orbit Control. When completed, the **Redundancy Port** parameter in the **Device Properties** for *in / out 1* is *in / out 2* and the **Redundancy Port** parameter for *in / out 2* is *in / out 1*. If there are 4 ports, then the **Redundancy Port** parameter for *in / out 3* is *in / out 4* and the **Redundancy Port** parameter for *in / out 4* is in */ out 3* and so on.

For more information about **Device Properties**, see Defining Device Properties, on page 229.

Use other **Quick Config** options to focus the redundancy on the required ports and port direction. For example, to make the selected device's output IP streams redundant, set the Quick Config as shown below.



Once these devices have been configured, use the Stream Configurator to set the IP address for a large number of devices in an efficient way. See Stream Configurator Tasks, on page 322.

#### Example of how to set port redundancy for many devices at once

This procedure is an example for the following scenario:

- 100 IP analog-to-digital audio devices have been connected to the network switches with redundant connections.
- Each audio device supplies IP outputs for 16 channels of AES67 audio.

This example makes the IP output connections 1 and 2 redundant for each audio device in a device group of 100 generic IP Devices.

- 1 Open the Topology Configurator. See Accessing the Topology Configurator, on page 199.
- 2 From the Device Library, drag an **IP Device** onto the Topology Configurator. See Adding a Virtual Device to a topology, on page 204.
- 3 Select the **IP Device**. See How to Identify if a Device Bubble is Selected or Not, on page 201.
- 4 Set the device group's properties as follows (see Defining Device Properties, on page 229 and Device Properties Definitions, on page 232):
  - Set the number of output connections in **# Output Connections** to **2**.
  - Set the logical levels for the device in Logical Level to AES67-16.
  - For a SMPTE ST 2110 device with three output streams, set the number of streams in # Streams Per Output to 3.
    - Set the logical levels for each of these streams to video, audio, and ancillary found under the individual stream properties.
    - Set the IP address for each stream (video, audio, and ancillary) found under the individual stream properties.
- 5 Set the number of **IP Device** instances to 100 and set a name for the devices. See To name a device and set the number of devices in the group, on page 205.
- 6 Click 💱 in the Topology Configurator's toolbar while the device group is selected. See To set the Quick Config options for the selected devices, on page 219.
- 7 Set the following Quick Config options:
  - Set port redundancy
  - Apply to IP streams
  - · Apply to outputs / Tx
- 8 Click OK.

When complete, the **Redundancy Port** parameter in the **Device Properties** for *out 1* is *out 2* and the **Redundancy Port** parameter for *out 2* is *out 1* for all device instances. The IP address for these devices can be efficiently set with the Stream Configurator. See Stream Configurator Tasks, on page 322.

## Methods to Link Devices in a Topology

Once two or more devices have been added to the Topology Configurator (see Adding Devices to a Topology, on page 204), devices can be linked together using the following methods. Using one method does not prevent you from using another method in the future.

Linking Method	Description	See Procedure		
Quick Connect	Automatically connects all unconnected ports of devices currently in the Topology Configurator. Quick Connect options can limit automatic connections by stream, source, or destination type.	Using Quick Connect to Link all Devices in a Topology, on page 222.		
Manual Linking	Create the links between devices manually. Manual linking allows precise control over link parameters. You must also set the link's physical connection parameters (sources and destinations) for each link.	<ol> <li>Manually Linking the Devices in a Topology, on page 224.</li> <li>Manually Setting the Link's Physical Connection Parameters (Sources and Destinations), on page 225.</li> </ol>		

#### Using Quick Connect to Link all Devices in a Topology

Quick Connect automatically connects all unconnected ports of:

- All devices currently in the Topology Configurator when no devices are selected.
- The currently selected devices in the Topology Configurator.

See How to Identify if a Device Bubble is Selected or Not, on page 201.

When necessary, it reads the device's configuration to learn:

- Which ports / spigots have been configured as sources or destinations.
- The available IP ports, including control and management ports.

If a NMOS node has been added to the topology and has been configured and is working (see Adding NMOS Devices to a Topology, on page 377), Quick Connect will connect the NMOS node's management ports.

Quick connect also automatically connects the link's physical connection parameters (sources and destinations) for each link.

Once more devices have been added to the topology, or if a link has been cut, Quick Connect can be run again to automatically connect those devices. Quick Connect will ignore pre-existing connections between devices.

Quick Connect has an option to automatically create sources and destinations for SDI inputs and outputs. SDI inputs are connected to Camera device groups, and outputs are connected to Monitor device groups. As a result, these SDI Camera and Monitor devices become available in the Logical Device Table as the device's inputs and outputs. See Logical Device Table Tasks, on page 241.

However, as of GV Orbit Control version 2.8.0 or higher, for devices that use GVOP (see GVOP Devices, on page 206), the sources and destinations of such a device newly added to a Topology will no longer be connected to Camera and Monitor devices by Quick Connect. The sources and destinations of the GVOP device become immediately available in the Logical Device Table when it is added to the Topology and the topology is activated. See Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211 for more information.

Quick Connect is found in the Topology Configurator's toolbar.



PREREQUISITES: The following must have been configured:

- If the system requires physical IP connections to be made, make sure you have at least one network switch device in your topology. If your network uses a second network switch to support redundancy (for example, to support SMPTE ST 2022-7), then you must have at least two network switch devices in your topology. See also Configuring Network Switch Redundancy to Support SMPTE ST 2022-7, on page 399.
- Ensure that core devices such as those listed in Special Device Configuration Tasks, on page 331 have been added to the topology using drag-and-drop from the Virtual or Discovered devices libraries and have been configured before using this tool. For example, GV Nodes, IPG-X901, IQMix, IQUCP, UCP-3901 cards, Audio Live, and Routers. See Special Device Configuration Tasks, on page 331 for specific configuration information about these devices.
- Add the remaining devices to the topology. See Adding Devices to a Topology, on page 204.
- The topology must be currently:
  - Activated (see Activating a Topology, on page 235).
  - Unlocked (see Unlocking / Relocking a Topology, on page 238).
- All devices must be currently online. That is, no device should be shown in red in the System Status. See System Status Task, on page 457.
- The required logical levels have been created. See Accessing the Logical Level Editor, on page 190.

**Using Quick Connect** 

Set the Quick Connect options before using Quick Connect. See Using Quick Config, on page 219.

1 Click Sin the Topology Configurator's toolbar.

Topology: 2 - IP-to-	·IP			_			다	≡
🄳 🗾 🤸 S	Ð	G	୍ରତ୍ତ	Do IP connections	✓			
				Main network	RED	•		
				Backup network	Network Switch-A	•		
				Do SDI connections	✓			
				ОК	Cancel			

#### 2 Set the following options.

Parameter	Description
Do IP connections	Set to automatically create IP network connections between devices.
Main network	Select the name of the primary switch in your network.
Backup network	If your network uses two network switches to support redundancy (for example, to support SMPTE ST 2022-7), then select the name of the secondary switch in your network. See also Configuring Network Switch Redundancy to Support SMPTE ST 2022-7, on page 399.
Do SDI connections	Set to automatically create SDI connections between devices. As of GV Orbit Control version 2.8.0 or higher, this option no longer applies to devices that use GVOP (see GVOP Devices, on page 206). See Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211 for more information. Topologies created in a previous GV Orbit Control version will not be changed to reflect this new behavior, unless the device is added again to the Topology.

#### 3 Click OK.

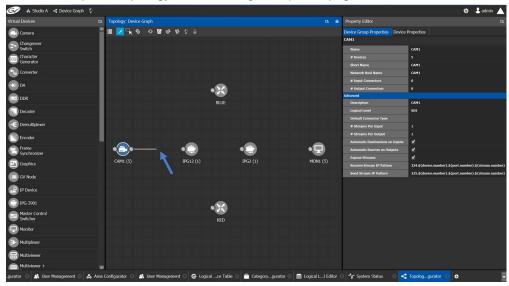
#### Manually Linking the Devices in a Topology

Once the device groups are added to the Topology, the next step is to create links between them using the Link mode which allows you to link bubbles with a touch-based device. Otherwise, if you are using a mouse and keyboard interface, you can link devices together using the following procedure while in the Edit mode as well.

#### To link devices or device groups in a topology

Open the required topology.

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Selecting a Graph, on page 184.



- 3 Click the **Link** button at the top of the interface.
- 4 Select the first bubble in the pair you want to connect.

When the bubble is selected, the device is highlighted in blue and both the bubble's input and outputs ports become available. Input ports are on the left side of the bubble. Output ports are on the right side of the bubble.

5 Select an input or output port on the bubble.

If the input port was selected, the output ports of all the available devices appear. If the output port was selected, the input ports of all the available devices appear.

6 Draw a line, with your mouse, between the ports of the two devices to make the connection between them. Or if you are using a touch-based device, the Link mode allows you to link bubbles together by dragging a bubble over others so that the connectors touch each other and then pull them apart to their final position.

Manually Setting the Link's Physical Connection Parameters (Sources and Destinations)

When a link is selected, the **Physical Connection Table** appears. It is in this table where you create the connections between device ports. When you add devices to a Topology and you then link two devices, you are indicating that the two devices in two groups are virtually connected. Therefore, you need a place to specify how these devices are actually (physically) connected. This is achieved through the Physical Connections Table. It is in this table where you will actually specify that port1 of device1 that is part of group1 is connected physically with port1 of device1 of group2, for example.

S Device C	Sraph 🖞							*	admin	L
evice Library 🗔 xgy: Device	Graph			Physical Conne	ctions Table					
tual Devices 🔹 🖬 🗾 🗆	K S C 🛛 🚳	\$\$ © ≙		CO Builder	ෙං	Candidate [ ]	GƏ Conne	cted []	ංච Othe	er
Multiviewer 🖂				Select a		Deselect all		Router	external la	at
Multiviewer Router				filter 🔻	filter <b>T</b>	filter 🔻	filter 🔻	filter 🔻	filter	T
Network Sv				Device Name	Output Port Id	Output Label	Input Label	Input Port Id	Device Name	
				Rtr	85	RtrOut85	Mon1In1		Mon1	
III Panel	_	_	_	Rtr	86	RtrOut86	Mon1In2		Mon1	
		-1110-		Rtr	87	RtrOut87	Mon1In3		Mon1	
Patchbay		•••••	k čet	Rtr	88	RtrOut88	Mon1In4		Mon1	
	Camera (100)	Router	Monitor (100)	Rtr	89	RtrOut89	Mon1In5		Mon1	
P Processor				Rtr	90	RtrOut90	Mon1In6		Mon1	
				Rtr		RtrOut91	Mon2In1		Mon2	
P Production Switcher				Rtr		RtrOut92	Mon2In2		Mon2	
Switcher				Rtr		RtrOut93	Mon2In3		Mon2	
🖉 Remote Fe				Rtr	94	RtrOut94	Mon2In4		Mon2	
				Rtr	95	RtrOut95	Mon2In5		Mon2	
Router				Rtr	96	RtrOut96	Mon2In6		Mon2	
				Rtr	97	RtrOut97	Mon3In1		Mon3	
🕗 Satellite				Rtr	98	RtrOut98	Mon3In2		Mon3	
				Rtr	99	RtrOut99 🧹	Mon3In3		Mon3	
💋 Sat Return 🖂				<		Þ	K I			Þ
				Total Outputs: 100	Filtered: 100		Total Inputs: 60	0 Filtered: 60	0 Selected	

To make a connection, you must start in the Builder tab, and then complete the action in the Candidate tab.

The Physical Connection Table uses connection icons as follows.

	State (status)	Action
co	The stream is ready to be connected as it has been selected in the Builder tab.	

lcon	State (status)	Action
ස	The stream is connected.	Connect: make the connection between the source and destination devices.
ငၥ		Disconnect: break the connection between the source and destination devices.

The **Physical Connection Table** uses port type icons as follows. A source's output port type must be linked to the same input port type at the destination.

Port Type Icon	Description
🔘 SDI	The connection type is SDI.
IP	The connection type is IP.
帅帅 MADI	The connection type is MADI.

In the **Physical Connection Table**, more than one table row can be selected at a time; to add to a selection, use *Shift* or *Ctrl* to select a range of table rows or to add another row to the selection.

#### **Builder Tab**

The Builder tab shows all the outputs and the inputs available for connections. The output streams are shown on the left and the inputs are shown on the right for the selected link. By selecting streams in the Builder tab makes them available in the Candidate tab where they are then linked. For extra information about an input or output, set **Router external labels**. The Router external labels are only available for router ports and not all device ports.



#### To associate a device's output stream to another device's input

- 1 Select one or more source output stream table rows that you want to link to destination's input.
- 2 Drag the source output stream table rows onto the destination input(s). The selected items become available in the Candidate tab.

You can bypass the Candidate tab as follows: you select all your destination, and all your sources and then with your right mouse button held down you drag the destinations over the sources. With this method, the only way to review your connections is by going into the Connected tab and disconnecting the wrong/unwanted ones.

#### **Candidate Tab**

Once a device's output stream has been associated to another device's input in the Builder tab, you can review these associations to then select the ones you want to link together.

Physical Connections Table 🛛 🖓												
CO Builder 🛛 😋			ତ Candidate G⊖ Connected			GƏ Other 🔽						
Selec	t all		Deselect all	<b>မေ</b> Co	nnect	Router exte						
filter 🔻		T	filter 🍸	© <b>⋒</b> ₩ T		) 📾 👐 🕇						
Device Name	Output Port Id		Output Label	Port Type		Port Type						
Rtr			RtrOut1	۲	େତ	0 ^						
Rtr			RtrOut2	۲	ତତ	۲						
Rtr			RtrOut3	۲	ତତ	۲						
Rtr			RtrOut4	۲	େତ	۲						
Rtr			Rtr 5		tr 5		r 5 RtrOut		RtrOut5	۲	େତ	۲
Rtr			Rtr 6		Rtr 6		RtrOut6	۲	େତ	۲		
Rtr							tr 9		RtrOut9	۲	େତ	۲
Rtr					ktr 10		Rtr 10		RtrOut10	۲	େତ	۲
Rtr	ttr 11		Rtr 11		Rtr 11		r 11		RtrOut11	۲	େତ	۲
Rtr			Rtr 12		Rtr 12		Rtr 12		RtrOut12	۲	େତ	۲
Rtr		13 RtrOut		۲	େତ	۲						
Rtr	Rtr 14		tr 14		14 RtrOut		RtrOut14	۲	ତତ	۲		
Rtr			RtrOut15	۲	େତ	۲						
Rtr			RtrOut16	0	ତତ	۲						
Rtr	Rtr 17		RtrOut17	0	ତତ	0						
<				^								
Total Candidate	s: 91 Filter	ed: 9	Selected: 91			_						

#### To link a device's output stream to another device's input

- 1 Select one or more table rows that you want to link the source's output stream to the destination's input.
- 2 When satisfied with your selection, click Connect at the top of the table.

#### **Connected Tab**

This tab shows the currently linked streams between the source's output and the destination's input. Links can be disconnected in this tab.

CO Buik	CO Builder CO		Candidate [ ]	GÐ Cor	nected	Ge Other										
Selec	Select all 🛛 🗧 Deselect all		Deselect all	CO Disc	onnect	Router exte.										
filter 🍸		T	filter Ţ	🔘 📾 010 🍸		⊚ <b>m</b> 00 T										
Device Name	Outpi Port 1		Output Label	Port Type		Port Type										
Rtr	7		RtrOut7	۲	ခေ	0										

#### To disconnect a device's output stream from another device's input

- 1 Select one or more table rows that you want to disconnect the source's output stream to the destination's input.
- 2 When satisfied with your selection, click Disconnect at the top of the table.

#### **Other Tab**

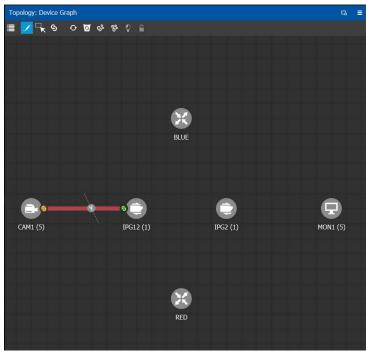
This tab will show you all the other connections that a device's ports has on another links. For example, you have device1 with 20 ports, 10 are connected to device2 and 10 to device3. You select the first link and you connect the 10 ports. You select the second link on the Other tab you will see the first 10 ports that you connected.

### **Deleting the Connection Between Device Groups**

#### To delete the connection between devices

Open the required topology.

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Adding Devices to a Topology, on page 204.



- 3 Select the **Link** button at the top of the interface.
- 4 Draw a line across the connection.

The scissor icon appears on the line and the link turns red.

5 Release the mouse.

The connection link is removed.

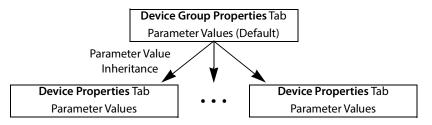
# **Defining Device Properties**

You set the parameters for the selected device in the Property Editor.

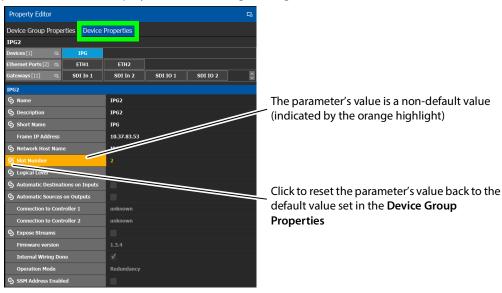
- The configuration parameters for most devices is intuitive and no further explanation is required. See Device Properties Definitions, on page 232 for a primer.
- The configuration of certain devices requires advanced knowledge; see Special Device Configuration Tasks, on page 331 for more information about these devices.

#### Inheritance of Property Values from the Device Group Properties Tab

Certain parameter values in the **Device Properties** tab inherit their values from the corresponding parameter values in the **Device Group Properties** tab. This allows you to configure common parameters for a large number of devices at once with a default value.

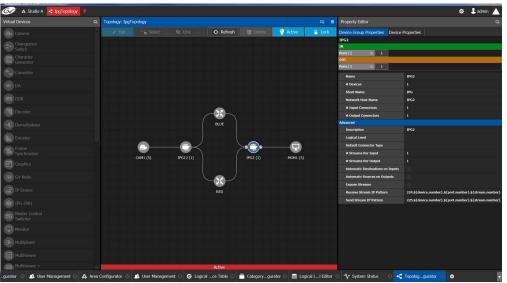


When you change the value of a parameter in the **Device Properties** tab such that it is now different from the corresponding value set in the **Device Group Properties** tab, the parameter will be displayed with an orange background. This is shown below.



#### To define properties for a device

- 1 Open the required topology. See Selecting a Graph, on page 184.
- 2 Select the device you want to configure.



### The Property Editor is displayed on the right.

In this case, the IPG2 bubble is selected and the Device Group Properties tab is selected in the **Property Editor**.

3 Select the **Device Properties** tab to view the properties for the individual device. See also Description of Common Device Properties, on page 332.

Property Editor					
Device Group Prope	rties Device	Properties			
IPG2					
Devices [1] 🛛 🖓					
Ethernet Ports [2] 🛛 🖓	ETH1	ETH2			
Gateways [11] 🛛 🖪	SDI In 1	SDI In 2	SDI IO 1	SDI IO 2	0
IPG2					
S Name		IPG2			
G Description		IPG2			
Short Name		IPG			
Frame IP Address		10.37.83.53			
S Network Host Name		IPG2			
🕱 Slot Number		2			
S Logical Level					
S Automatic Destinations on Inputs					
G Automatic Sources on Outputs					
Connection to Controller 1		unknown			
Connection to Controller 2		unknown			
S Expose Streams					
Firmware version		1.3.4			
Internal Wiring Dor	ne				
Operation Mode		Redundancy			
SSM Address Enable	ed				

For example, for the Cameras, there is a **Device Group Properties** tab for the camera group and a **Device Properties** tab for each of the five cameras.

#### **Camera Device Group Properties**

The **Device Group Properties** tab sets the default parameter values to be passed down to each individual device in the **Device Properties** tab to save time. These default values can be overridden in the at the device level in the **Device Properties** tab.

Property Editor					
Device Group Properties Device	Properties				
CAM1					
Ports [1] 🛛 🖓 🚺					
Name	CAM1				
# Devices	5				
Short Name	CAM1-				
Network Host Name	CAM1				
# Input Connectors	0				
# Output Connectors	1				
Advanced					
Description	CAM1				
Logical Level	SDI-HD				
Default Connector Type					
# Streams Per Input	1				
# Streams Per Output	1				
Automatic Destinations on Inputs	✓				
Automatic Sources on Outputs	✓				
Expose Streams	✓				
Receive Stream IP Pattern	224.\${device.number}.\${port.number}.\${stream.number}				
Send Stream IP Pattern	225.\${device.number}.\${port.number}.\${stream.number}				

#### **Camera Device Properties**

Device Group Properties Device	Properties							
CAM1								
Devices [5] 🛛 🕞 CAM1-1	CAM1-2	CAM1-3	CAM1-4	CAM1-5				
Control Ports [0] 🗔 🕂								
OUT								
Ports [1] 🛛 🖓 🚹								
CAM1 1								
G Name	CAM1 1							
G Description	CAM1 1							
Short Name	CAM1-1							
S Network Host Name	CAM1-1							
S Logical Level	SDI-HD							
ら # Input Connectors	0							
ら # Output Connectors	1							
S Default Connector Type								
⊖ # Streams Per Input	1							
ら # Streams Per Output	1							
S Automatic Destinations on Inputs								
S Automatic Sources on Outputs	✓							
G Expose Streams	<							

Note: All devices, device groups, and connections have properties.

### **Device Properties Definitions**

This is a non-exhaustive overview of the device properties parameters.

Parameter	Description						
Name <sup>a</sup>	The name or identifier for this device instance. The name or identifier for this input or output port. For devices that use GVOP to configure them, see Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.						
Description <sup>a</sup>	An optional description for the related input, output, or device. For devices that use GVOP to configure them, see Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.						
Short Name <sup>a</sup>	The nickname by which the input, output, or device is referred to everywhere in the system. For devices that use GVOP to configure them, see Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.						
# Devices	The number of device instances in this device group.						
Network Host Name <sup>a</sup>	The hostname is the unique name by which the device is known on the network. For devices that use GVOP to configure them, see Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.						
Logical Level	The logical level for this input or output. Click to change the logical level through the Logical Level Selector.						
# Input Connectors	The number of physical input port connections made to the device.						
# Output Connectors	The number of physical output port connections made to the device.						
# Streams Per Input	The typical number of streams available on each physical input connection.						
# Streams Per Output	The typical number of streams available on each physical output connection.						
# Streams	The actual number of streams available on the selected physical input / output connection.						

Parameter	Description
Port Identifier	This is the generic identifier of the port within GV Orbit Control.
IP Address	The port's IP Address.
Automatic Sources and Destinations	This parameter is for GVOP devices (see GVOP Devices, on page 206) only: set to automatically use the names and the flow type configured for sources and destinations for this same device in GV Orbit Client in real time when the Topology is activated (see Activating a Topology, on page 235).
	This can be set for the device as a whole, or for individual spigots. When a GVOP device is newly added to the topology, this parameter is now set by default.
	For more information, see Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211 and About Automatic Sources or Destinations, on page 246.
	For topologies created prior to GV Orbit Control version 2.8.0 or higher, this parameter is deselected for all pre-existing GVOP devices. If you set this parameter, then connected camera / monitor groups will no longer work. See also To migrate GVOP Devices for IP routing, on page 218.
	When deselected, the streams will be unexposed for the device. You can create custom logical sources/destinations by exposing the required streams first, using the Stream Configurator. See Stream Configurator Tasks, on page 322.
Automatic Destination Automatic Destinations on Inputs Automatic Destinations on Outputs	Set to automatically create a destination by the system for the specified streams. See also About Automatic Sources or Destinations, on page 246.
Automatic Source Automatic Sources on Outputs Automatic Sources on Inputs	Set to automatically create a source by the system for the specified streams. See also About Automatic Sources or Destinations, on page 246.
Expose Streams	<ul> <li>When set, it displays the streams for this device in the Logical Device Table. See Logical Device Table Tasks, on page 241.</li> <li>The following methosa are available to set or clear this parameter at once: <ul> <li>Quick Config; see Using Quick Config, on page 219.</li> <li>The Stream Configurator; see Stream Configurator Tasks, on page 322</li> </ul> </li> </ul>
SSM Address Enabled	Shows if the source specific multicast address is enabled.

Parameter	Description
SDP	See Using SDP Parameters to Take a Stream from a non-NMOS Device to an NMOS Device, on page 385.
Redundancy Port	Associates a port with another port to create a redundant network traffic flow path for failover protection. The associated port will not be available to carry other traffic. This is usually a requirement of a SMPTE ST 2022-7 network topology. See also Configuring Network Switch Redundancy to Support SMPTE ST 2022-7, on page 399.
	See also Setting Port Redundancy for Many Devices at Once, on page 220.

a. When an asterisk (\*) is shown, parameter cannot be edited in GV Orbit Control. To edit this value, it must be done in GV Orbit Client. For more information about this, see Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.

# **Deleting a Device From a Topology**

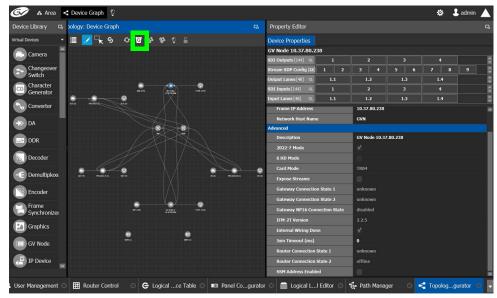
You must open a topology in the Topology Configurator before you can delete it.

#### To delete a topology

- 1 Select the Area. See Selecting an Area, on page 183.
- 2 Select the topology. See Selecting a Graph, on page 184.
- 3 Select the device you want to remove.

The device is highlighted on the Topology.

4 Click Delete.



# **Activating a Topology**

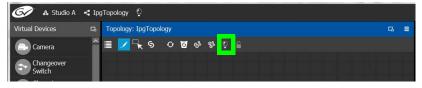
By activating a topology makes GV Orbit Control connect to and activate all drivers to devices in the topology. For example, for a GV Node it means initiating the Densité and NP0016 connections and being able to control them. By activating a topology, panels will become active and light up.

You must select a topology and open it in the Topology Configurator before you can make it active.

Note: Only one topology can be active at a time for each area.

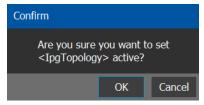
#### To make a topology active

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Selecting a Graph, on page 184.

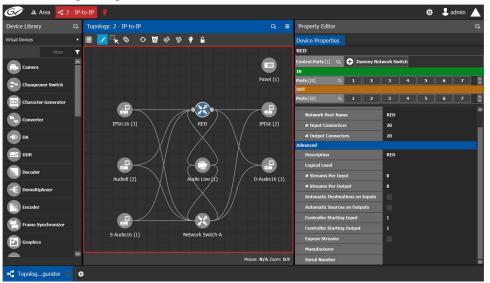


3 Click **Active** at the top of the Topology Configurator.

A confirmation message appears.



4 Click **OK** to continue.



#### The following changes occur.

- The topology name is displayed in red at the top of the Topology Configurator.
- A red lightbulb is displayed beside the topology name.
- A red box appears around the topology.
- Active is written on the bar.
- The topology is locked.
- The red Active bar is displayed on the thumbnail for the active topology.

🚱 🔺 Studio A 🛃 IpgTopology 🎈				🌣 💄 jcormack 🔺
X Cancel Coed			🕂 Add	
IpgTopology 2018-02-27		02-27 GVNodeTopology 2018-02-27		2018-02-27
Device Graph Being edited by: admin • • • • • • • • • • • • • • • • • • •	Device Graph Being edited by: This graph is empty.	Being catted by:		Being edited by:

### **Making an Active Topology Inactive**

Only one topology can be active at a time for each area. You must open the active topology in the Topology Configurator before you can make it inactive.

#### To make an active topology inactive

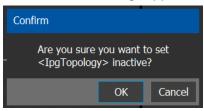
1 Select the required Area. See Selecting an Area, on page 183.

2 Select the required topology. See Adding Devices to a Topology, on page 204.



3 Click the **Active** button at the top of the Topology Configurator.

A confirmation message appears.



4 Click **OK** to continue.

The following changes occur.

r/ree Library ⊂ Ca al Devices → IIII ⊂ Camera Camera Changeover	Property Editor Device Properties GV Node 10.37.80.238				
Camera					
Camera Changeover	CN No. 4- 10 07 00 000				
Changeover	GV NODE 10.37.80.238				
	SDI Outputs [144] G. 1	2	3	4	
	Stream SDP Config [12] 1 2	3 4 5	6	7	8 9
Character	Output Lanes [48] 🔤 1.1	1.2	1.3	1.4	
G Character	SDI Inputs [144] Cb 1				
Converter	Input Lanes [48] 🗠 1.1			1.4	
Converter	Frame IP Address	10.37.80.238			
DA	Network Host Name	GVN			
	Advanced				
DDR	Description	GV Node 10.37.80.2	38		
	2022-7 Mode				
Decoder	6 HD Mode				
Demultiplexe	Card Mode				
	Expose Streams				
Encoder	Gateway Connection State 1	unknown			
Frame	Gateway Connection State 2				
Synchronizer	Gateway NP16 Connection State	disabled			
	IFM-2T Version				
Graphics	Internal Wiring Done				
GV Node	Join Timeout (ms)				
	Router Connection State 1	unknown			
IP Device	Router Connection State 2				
	SSM Address Enabled				

- The topology name no longer appears in red at the top of the Topology Configurator.
- The red bar no longer appears at the base of the Topology.
- The topology is unlocked.
- The red Active bar is no longer displayed on the thumbnail for the active topology in the secondary window.

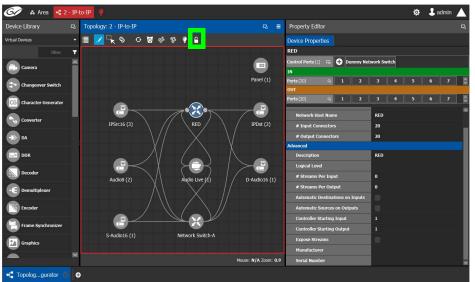
# Unlocking / Relocking a Topology

A topology is locked automatically when you make it active. The lock only affects the current GV Orbit Control application. If multiple users have the same topology open, then each user can lock/unlock their client to do edits; this setting is not global to all open clients.

#### To unlock an active topology

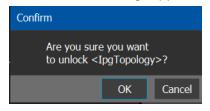
- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Selecting a Graph, on page 184.

This opens the topology in the Topology Configurator.

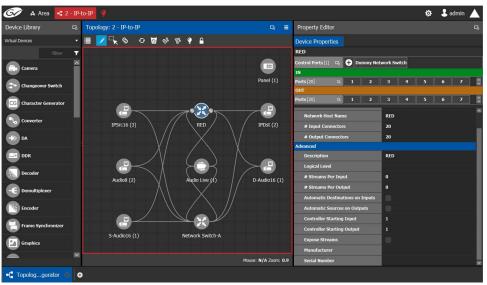


3 Click the **Lock** button.

A confirmation message appears.



4 Click **OK** to continue.



When a topology is unlocked

- The lock icon is unlocked.
- If you have Edit permissions to the Topology Configurator for the selected area, you can modify the active topology.

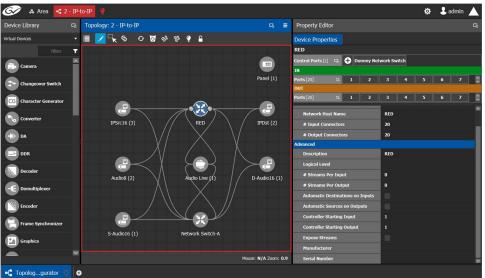
## Locking an Unlocked Topology

It is recommended to relock an unlocked topology, when you have finished your edits. This prevents you from inadvertently making edits on an active topology, such as selecting an object and pressing delete by accident.

Note: You can only lock an unlocked active topology. Inactive topologies cannot be locked or unlocked.

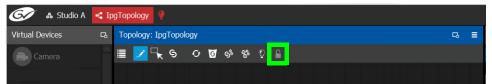
#### To lock a unlocked active topology

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Selecting a Graph, on page 184.



This opens the topology in the Topology Configurator.

3 Click the unlocked Lock button at the top of the Topology Configurator. No confirmation message appears.



The **Lock** icon switches to the locked state. No one can edit the topology.

# **Logical Device Table Tasks**

Use the Logical Device Table task to view and configure the streams for the logical levels. Audio shuffling and breakaway can also be configured to create multiple streams with different audio channels (for example, for multi-language support).

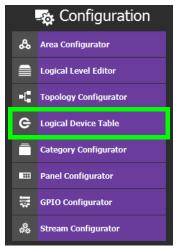
The Logical Device Table task is also where you create virtual crosspoints (XPTs) and to configure logical destination devices that are related to these virtual XPTs. See Configuring Virtual Crosspoints (XPTs), on page 257.

Megasource is a logical source device that is defined with multiple streams, under multiple logical levels, that can be routed to a logical destination with at least one matching logical level. This allows the definition of a source device with multiple locations in the topology, where the destination devices' logical levels will determine which streams to route. For example, you may connect Bars to two different routers, the destination logical level will determine which of these two source streams are to be used. This is usually the source stream that is local to the destination. Megasource also allows for UHD quad-link sources to share a single stream of 16 channel audio and ancillary data with the 4 video streams. See Using Megasource, on page 254 for more information.

# Accessing the Logical Device Table task

#### To access the Logical Device Table Task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select an area. See Selecting an Area, on page 183.
- 3 Select a topology. See Selecting a Graph, on page 184.
- 4 Select Configuration > Logical Device Table.



The Logical Device Table task appears.

🎯 🗛 Area 🤹 2 - IP-to-IP 🔮		)									🌣 💄 ad	lmin 📐
Stream Browser	G,	Multilevel Table										Q
📰 🔠 🔚 📃 🚑 filter	T	🕫 Sources	🔊 Destinations		Virtual XPTS							
Audio8-10ut1	~	E 0 0 H	፡፡፡ 🖬 @^ 耳 <sub>×</sub>	7₀ Ľ	1 S T							
Audio8-1 226.1.1.1 🕖		filter 🔻	filter 🔻	filter 🔽		Ţ	filter	Ţ		7		7
Audio8-1Out2 Audio8-1 226.1.2.1		Name	Description		SDI		v		A		Al	x
Audio8-2Out1 Audio8-2 226.2.1.1 7		2xAudio8	Combined	25							Audio8-10ut1.C1 Audio8-1	. × 226.1.1.1
Audio8-20ut2		Audio16	Audio16	28					S-Audio16Out1 1 S-Audio16		S-Audio16Out1	227.1.1.1
Channel Browser							IPSrc16-1Out1.1	×	IPSrc16-10ut1.2		IPSrc16-10ut1.2	227.1.1.1
📰 🔡 🚭 🕼 16 🔻 filter	T	<b>S1</b>	<u>51</u>				IPSrc16-1	225.1.1.1	IPSrc16-1	225.1.1.2	IPSrc16-1	225.1.1.2
Audio8-10ut1.C1		S2-chs	S1-chs				IPSrc16-2Out1.1 IPSrc16-2	× 225.2.1.1			IPSrc16-20ut1.2.C1 IPSrc16-2	× 225.2.1.2
Audio8-1 226.1.1.1 7 Audio8-10ut1.C2 22		S3-shfl	S1-shfl				IPSrc16-3Out1.1 IPSrc16-3	× 225.3.1.1			IPSrc16-30ut1.2.C5 IPSrc16-3	×
Audio8-1 226.1.1.1 <b>2</b> Audio8-10ut1.C3 Audio8-1 226.1.1.1 <b>2</b>		<										
	2	Total Sources: 5 Filter	ed: 5 Selected: 0 Total	levels: 27	Filtered: 6							

The default streams for your topology, are displayed in the left hand column under **Stream Browser**.

The following tabs are found in the right hand column under **Multilevel Table**.

Tab	Description
Sources	Show the currently configured sources. Sources are the available outputs for all the devices on your topology. See Adding a Source or Destination to the Logical Level Table, on page 248.
Destinations	Show the currently configured destinations. Destinations are the available inputs for all the devices on your topology. See Adding and Configuring a Destination, on page 254.
Virtual XPTS	Show the currently configured virtual crosspoints. See Configuring Virtual Crosspoints (XPTs), on page 257.

Items in the **Multilevel Table** may be shown as grayed out and they cannot be edited. These devices' configuration properties come from GV Orbit Client. See Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.

5 Select the **Sources** tab to view the streams from the sources.

The Logical Level associated with the source are displayed. For information on the logical levels, see Logical Level Editor Tasks, on page 190.

6 Scroll down in the **Sources** view to see all the levels for the selected source.

#### **Stream Browser / Channel Browser**

The Stream Browser shows all currently available steams. When a stream has two or more channels, the Channel Browser gives you access to the individual audio channels in a stream thereby allowing you to implement audio breakaway and audio shuffle for independent audio routing. See Configuring Streams for New Sources / Destinations, on page 249.

To make use of this feature, streams will need to pass through a device that supports audio breakaway/shuffling, such as a hybrid router, GV Node, or Audio Live. See Configuring a GV Node Device, on page 333 and Configuring a Device that Supports Audio Breakaway/Shuffling such as Audio Live, on page 433.

Stream Browser	
≣ 🎛 🖽 📃 🚑 filter	2
Audio8-10ut1 Audio8-1 226.1.1.1 Audio8-1 Audio8-1 226.1.2.1 Audio8-1 226.1.2.1 Audio8-20ut1	The selected stream Shows detailed information about this stream
Audio8-2 226.2.1.1 🕢 Audio8-20ut2 Channel Browser	The Channel Browser shows the available audio channels for the stream is selected in the
Image: Audio8-1Outl.C1       Audio8-1Outl.C1         Audio8-1       226.1.1.1         Audio8-1       226.1.1.1         Audio8-1       226.1.1.1         Audio8-1       226.1.1.1         Audio8-1       226.1.1.1         Audio8-1       226.1.1.1         Audio8-1       226.1.1.1	selected stream Stream Browser, then the Channel Browser shows all channels derived from the selected streams the Multilevel table to shuffle the source's audio

The Stream Browser and Channel Browser menu have the following menu options.

lcon	Description
Select All	Selects all items in the Stream Browser.
Clear All	Deselects all items in the Stream Browser.
Channel Browser	Shows the Channel Browser (found in the Stream Browser only).
A Show Long Names	Toggles between the display of the long name or short name of the stream and device names in the Stream Browser, Channel Browser and the Multilevel Table.
ြေး Automated Sources ာ Automated Destinations	Creates all the audio levels in the Multilevel Table for the selected streams. See also Configuring an IQAMD40 Device, on page 446 for an example of how to use this feature.
16 Channels per Device	Set how many channels are assigned per logical device when you have enabled the <b>Automated Sources</b> or <b>Automated Destinations</b> options. For example, if you select 64 streams in the channel browser, and you set <b>Channels per Device</b> to 16, and then you click the <b>Automatic</b> <b>Sources</b> option, it will automatically create 4 logical sources for you. The first 16 streams are assigned to A1-16 of the first source, the next 16 are assigned to A1-A16 of the second source, and so on. Likewise, if you select 64 streams in the channel browser, and you set <b>Channels per Device</b> to 8, and then you click the <b>Automated Sources</b> option, it will automatically create 8 logical sources for you. The first 8 streams assigned to A1-A8 of the first source, the next 8 assigned to A1-A8 of the second source, and so on. Similarly, if you select 64 streams, and set <b>Channels per Device</b> to 2, it will create 32 sources.

lcon	Description
filter ▼ Filter	Filters the list. Note that the filter operates on the currently shown list items according to the <b>Show Long Names</b> setting. See Filtering Lists, Table Columns, Sources, and Destinations, on page 266.
Information	Shows detailed information about the stream / channel.

### **Multilevel Table Menu**

The Multilevel Table menu has the following menu options.

lcon	Description
O New	Creates a new Source / Destination / Virtual XPTS in the Logical Device Table. See Adding a Source or Destination to the Logical Level Table, on page 248, Adding and Configuring a Destination, on page 254, and Configuring Virtual Crosspoints (XPTs), on page 257.
0 Delete	Removes the currently-selected Source / Destination / Virtual XPTS in the Logical Device Table. See Deleting a Source, Destination, or Virtual XPTS, on page 256.
Select All	Selects all rows in the Multilevel table.
Clear All	Deselects all rows in the Multilevel table.
Levels	Shows the Logical Level Selector. This allows you to set the logical levels that are to be shown in the Multilevel Table. See Setting the Logical Levels to be Displayed in the Multilevel Table, on page 247.
<ul> <li>e<sup>A</sup> Hide automatic</li> <li>sources</li> <li>e<sup>A</sup> Hide automatic</li> <li>destinations</li> </ul>	Shows or hides automatic sources / destinations in the Logical Device Table.
Virtual Destinations	Shows the available destinations available from previously-configured virtual XPTS.
Reset all filters	The columns of the Logical Device Table have filters. These buttons
Reload all filters	clear all filters and restores the previous filters. See Filtering Lists, Table Columns, Sources, and Destinations, on page 266.
Export	Exports the Logical Device Table to a CSV file. See Exporting a Logical Device Table, on page 257 or Selecting all Devices in the Logical Device Table for Export, on page 257.
S Restore default label	When a source or destination has been renamed, this resets the name to its original label.

lcon	Description
Show Redundant Streams	<ul> <li>For each stream in the Multilevel Table:</li> <li>When a source or destination has redundant IP streams (as may be the case with an SMPTE ST 2022-7 network for example), for each stream in the Multilevel Table, this toggles between the display of the IP address for the primary stream and the display of the IP address for the secondary stream.</li> <li>When this option is selected, and the stream has a secondary IP address to be shown, the stream's secondary IP address is shown with a blue background to identify that the secondary stream's IP address is currently being shown.</li> <li>Streams that have no redundancy (no secondary IP address) are unaffected by this option.</li> </ul>
• Refresh	Reloads the Logical Device Table's contents.

## About the Multilevel Table and GVOP Devices

When the following conditions are met, the device's configuration is read from the GVOP device in real time and GV Orbit Client automatically creates / updates sources and destinations for these GVOP devices in the Logical Device Table's Multilevel Table:

- The device uses GVOP (see GVOP Devices, on page 206), and the Automatic Sources and Destinations parameter is enabled in the device's properties (this is the default setting; see Device Properties Definitions, on page 232).
- The device is online.

For example, if the Flow Type for a video flow is assigned to SMPTE2022 in a GVOP device, then in the Multilevel Table, this flow appears as an SDI flow for this device and the SMPTE ST 2110-20, 2110-30, and 2110-40 flows are not used. Likewise, if an SMPTE ST 2110-30 audio flow is set to None, then in the Multilevel Table, this flow is no longer applied to the audio level for the given source or destination.

In addition, if the IP Friendly Name service is running on the GV Orbit Client Server, the custom naming configuration for the device and its spigots<sup>1</sup> is read in real time and it updates the names and descriptions of the sources and destinations in the Logical Device Table's Multilevel Table.

See also About Automatic Sources or Destinations, on page 246 and Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.

<sup>1.</sup> Custom naming for the device and its spigots is carried out in GV Orbit Client.

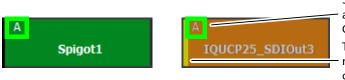
## **About Automatic Sources or Destinations**

Certain sources and destinations are created automatically by GV Orbit Control, such as edge devices: cameras, monitors, and so on. Automatic sources or destinations are created when the following properties (as applicable) have been set in the device's property editor:

- Automatic Sources and Destinations
- Automatic Destination
- Automatic Destinations on Inputs
- Automatic Destinations on Outputs
- Automatic Source
- Automatic Sources on Outputs
- · Automatic Sources on Inputs

See also Device Properties Definitions, on page 232.

The **A** icon is shown next to the name for the row in the Multilevel Table to indicate that the source or destination was automatically created by GV Orbit Control.



Source or destination was automatically created by GV Orbit Control

This yellow bar indicates that the name is no longer the automatically-generated name

Note: You cannot delete a default source from the Logical Level Table. However, you can modify the levels associated with the source. Also, you can modify or delete the sources that you create.

Automatically created sources' and destinations' name can be re-named by double-clicking the name field. A yellow bar indicates that the name of the source or destination is no longer the automatically-generated name. Click S Restore default label to revert back to the automatically-generated name.

Such automatically generated sources and destinations have icons to represent the source or destination type when shown, for example, in the Panel Configurator, Category Configurator, or elsewhere. A key to a few source and destination icons is shown below. These icons are derived from the icon used to represent the device in the Device Library and on the Topology Configurator. See Adding Devices to a Topology, on page 204.

lcon	Description
<b>-</b>	Camera source
e	Logical device source
	Encoder source
Ţ	Monitor destination
D	Default destination for a panel. See Creating a Single-Destination Work Flow Panel, on page 297.

If you try to delete an automatic source or destination from the Logical Device Table, the following message is displayed at the bottom of the task.



To remove an automatic source or destination, you must deselect the following properties (as applicable) in the device's Property Editor:

- · Automatic Sources and Destinations
- Automatic Destination
- Automatic Destinations on Inputs
- Automatic Destinations on Outputs
- Automatic Source
- Automatic Sources on Outputs
- Automatic Sources on Inputs

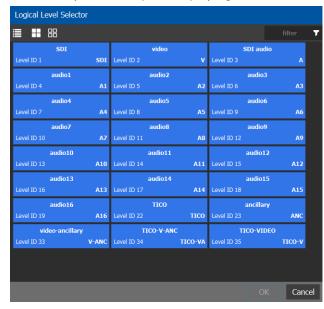
### Setting the Logical Levels to be Displayed in the Multilevel Table

You can show or hide the Logical Level shown in the Multilevel Table. For example, once you have created custom levels in the Logical Table Editor, you might want to show those levels while hiding others that are not of interest for the moment. Showing or hiding Logical Levels in the Multilevel Table is used to facilitate bulk assignment of sources and destinations in the Multilevel Table. See Bulk Assigning Logical Levels in the Multilevel Table, on page 253.

#### To modify the logical levels associated with a source / destination

- 1 Select a Source / destination in the Logical Device Table. See Accessing the Logical Device Table task, on page 241.
- 2 Click the Logical Levels icon 📄 at the top of the table.

A secondary window opens displaying the levels for the selected source / destination.



- 3 Select one or more levels you want to use for the selected source / destination.
- 4 Click OK.

The columns in the Multilevel Table adjust to show the ones you have selected.

# Adding a Source or Destination to the Logical Level Table

By default, the logical device table displays the sources and destinations in the selected topology in the **Sources** and **Destinations** tabs. You can add a logical device to the table that is not on the topology. You would then have the option of switching to the new logical device in place of the existing device.

#### To add a source or destination to the logical level table

1 Open the logical level table for the required topology.

tream Browser	5	Multilevel Table												
🔡 🔠 🚍 🚑 🛛 filter	T	Sources	👴 Destinations	<b>Q</b>	Virtual XPT:									
udio8-10ut1	^	≣ O I ∎	🖩 🕮 💼 e^ 🏹	Т. 🖆	t S	<b>r</b> (	,							
dic8-1 226.1.1.1 🕖		filter	filter 🔻	filter 🕇			Ţ		7					
idio8-10ut2 dio8-1 226.1.2.1 Ø		Name	Description			SDI		v		A	8		A1	
dio8-1 220.1.2.1 7						5465						Audio8-10ut1.		
ito8-2 226.2.1.1 ()		2xAudio8	Combined	25								Audio8-1		226.
idio8-20ut2												S-Audio16Out		
Contraction of the local data and t		Audio16	Audio16							S-Audio16	227.1.1.1	S-Audio16	2	227.
annel Browser								IPSrc16-10ut1.1		IPSrc16-10ut1.2		IPSrc16-10ut1	-	
- BB G <sup>S</sup> 16 ▼ Filter	T		<u>\$1</u>					IP5rc16-1	225.1.1.1	IPSrc16-1	225.1.1.2	IPSrc16-1	2	225.
dio8-10ut1.C1		\$2-chs	S1-chs	8				IPSrc16-20ut1.1	×			IPSrc16-20ut1		
io8-1 226.1.1.1 🧭		.32-US	ar-us					IPSrc16-2	225.2.1.1			IPSrc16-2		225.
dio8-10ut1.C2 02		S3-shfl	S1-shfi	9				IPSrc16-3Out1.1	×			IPSrc16-30ut1	ALC: NO.	
08-1 226.1.1.1 🤣		55 5111						IPSrc16-3	225.3.1.1			IPSrc16-3	2	225.
108-10ut1.C3														
io8-1 226.1.1.1 🥐	M	K Total Sources: 5 Filte												

- 2 Select the Sources or Destinations tab.
- 3 Click **New**  $\bigoplus$  at the top of the **Multilevel Table**.

A secondary window appears.

Base Name:	CAM100	CAM100						
Start Index:	1	1						
Count (Max 200):	5							
ОК		Cancel						

- 4 Enter the required information in the **Base Name**, **Start Index**, and **Count fields**.
- 5 Click OK.

New sources / destinations are created. The **Base Name** is displayed under the **Name** and **Description** fields. The number of new sources / destinations created corresponds to the number you enter in the **Count** field.

							3	\$F 🕹	admin	
Multilevel Table										
e <sup>e</sup> Sources	⊖ <sup>⊕</sup> Destinations	;								
🗉 🔁 🔁 🗎 🛙	2 <b>II</b> 0									
filter 🍸	filter	filter 🍸			T		T			
Name	Description									
Cam1001	Cam1001	302								
Cam1003	Cam1003	304								
	Cam1004									
Cam1005	Cam1005	306								
S2X-1	S2X 1 Out 1	294	S2X-1	\$2X-1	1 💿					
S2X-2	S2X 2 Out 1	297	S2X-2	S2X-2	1 🔘	<b>S2X-2</b> S2X-2			S2X-2	
	S2X 3 Out 1	295			1 🞯					
S2X-4	S2X 4 Out 1	296	S2X-4	S2X-4	1 🔘	<b>S2X-4</b> S2X-4			S2X-4	
	S9 1 Out 1	298			1 🔘		1 💿			
	_			S9-2		\$9-2			S9-2	ſ

In the example, five new sources are created. The name for each device begins with the base name CAM100. A number is appended to the base name. This begins with the starting index and increases by one for every number in the count.

### **Configuring Streams for New Sources / Destinations**

After creating new sources / destinations, the next step is to configure the streams for them. Different streams can be assigned to different levels, so that a source / destinations is composed of streams from different devices (to do an implicit breakaway).

For example, the column you drop a stream on in the Multilevel table selects the part of the stream to use to create the logical device. This is shown below for a stream from the Stream Browser.

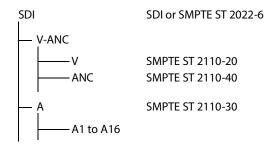
itream Browser	- Съ	Multilevel Table							
🖬 😽 🚍 filte	· •	e <sup>e</sup> Sources	<sub>●</sub> <sup>●</sup> Destinations		Virtual XPTS	Video	Audio	Audio	Audio
reakaway Audio		- • Ø -	🔠 📾 🖬 🖬	۲. ۲	ŠDI Video 🛓				
readio 1 🕗	-	filter	filter 🔻	filter T	SDI Video 🕌	Component	Components	Channel 1	Channel 2
amTR03-1	_								
am3-1 1 🚺		Name	Description			v	A	A1 3	A2
amTR03-2		CamTR03-1	ComTR03 1 Out 1	2	CamTR03-1	CamTR03-1	CamTR03-1	CamTR03-1	CamTR03-1
im3-2 1 🕖		CallTR03-1	MITRUS I OUL I		Cam3-1 1	Cam3-1 1	Cam3-1 1	Cam3-1 1	Cam3-1
amTR04-1		CamTR03-2	CamTR03 2 Out 1		CamTR03-2	CamTR03-2	CamTR03-2	CamTR03-2	CamTR03-2
am4-1 🛛 👔 🕖		Cam1R03-2	CamTR03 2 Out 1		Cam	Cam3-2 1	Cam3-2 1	Cam3-2 1	Cam3-2
amTR04-2					CamTR04-1	TR04-1	CamTR04-1	CamTR04-1	CamTR04-1
im4-2 1 🧷		CamTR04-1	CamTR04 1 Out 1		Cam4-1 1	Cam4-1	Cam4-1 1	Cam4-1 1	Cam4-1
					CamTR04-2	CamTR04-2	CamTR04-2	CamTR04-2	CamTR04-2
		CamTR04-2	CamTR04 2 Out 1		Cam4-2 1	Cam4-2 1	Cam4-2 1	Cam4-2 1	Cam4-2

Coloct the r	ou hoforo dror	aning a cource	/ doctination	anta it
Select the n	ow before arou	oping a source	/ destination	υπιο π

Stream Drop onto Multilevel Table Column	Description
SDI	This fills all levels (video, 16 audio channels (A1 to A16), ANC, and V-ANC) with the equivalent levels from the SDI video stream.
V	This takes the video level only from the SDI stream.
A	This takes the audio levels only from the SDI or audio stream for all 16 audio channels (A1 to A16).
A1 to A16	This takes the first audio channel from the SDI or audio stream.
ANC	This takes the ANC level only from the SDI stream.
V-ANC	This takes the V-ANC level only from the SDI stream.

For instance, you could create a source with Video from a GV Node and the audio from an IPG-3901, or IPG-4901. You do this by assigning the GV Node stream under the **SDI** column, and the IPG-3901, or IPG-4901 stream under the Audio (**A**) column. If audio breakaway/shuffling is required to complete the path, GV Orbit Control will automatically choose a route through Audio Live for example.

Note that some levels are a composite of other levels, for example, dropping an SDI stream onto the SDI column will fill all levels as an SDI stream is composed of all levels. This logical levels hierarchy is shown below as it applies to each Multilevel Table column.



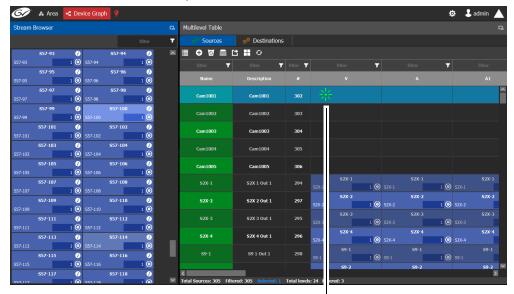
#### LIMITATIONS

- Any shuffling done internally in a card through iControl or RollCall is not taken into account by GV Orbit Control and is not controlled by GV Orbit Control. Such shuffling is local to the card and this can result in unexpected shuffling should the card's processing path be dynamically assigned by GV Orbit Control to another use or destination, where such internal shuffling would be detrimental.
- You cannot shuffle audio to the same destination more than once. For example, the same Destination channel is added to a destination from the Channel Browser three times. This will not work and must be avoided, as multiple sources cannot be routed to the same destination. A destination can only resolve to a single source.

Multilevel Table									5
Sources	🔊 Destinations	9	Virtual XPTS						
≣ <b>⊕ छ ∎</b>	出 📄 💕 🤍	T <sub>x</sub> T	5 🖆 S	₫ <b>ゴ</b>	Ф				
filter 👬 🕇	filter	T		۲	filter	T		7	
Name	A1		A2		A3		A4		
Destination									
And the second s	Mon1In3.C9 Mon1	3 №	<b>Mon1In3.C9</b> Mon1		Mon1In3.C9 Mon1	3			

#### To configure streams for the new sources

- Open the Logical Device Table for the required topology.
   In the left hand column under **Stream Browser**, the default streams for your topology are displayed.
- 2 Add sources to the Logical Level Table. See Adding a Source or Destination to the Logical Level Table, on page 248.
- 3 Select a source's row to which you want to add a stream.



Select the row before dropping a source / destination onto it

- 🐼 🔺 Area 🤘 Device Graph 🌣 💄 admi Multilevel Table De Video Audio ⊕ 10 🚍 11 🖬 ↔ \$57-93 7 0 *i* 0 Component, Component, T *i* 0 7 0 S57-98 S57-97 0 ; 0 Cam1001 302 0 **S**57-99 0 0 0 303 *i* 0 S57-101 7 0 \$57-102 Cam1003 304 **S57-103** S57-104 7 0 0 0 ; 0 0 \$57-107 0 0 0 294 **()** 52X-1 \$2X-2 \$2X-2 S2X-2 \$57-109 \$57-110 S2X 2 Out 1 297 0 0 0 () s2x-2 Szx-0 \$57-111 **\$57-112** *i* 0 2 0 S2X-4 \$2X-4 \$2X-4 S2X 4 Out 1 \$57-113 Ø S2X-4 S2X-0 0 **S9-1** S57-115 0 S57-116 7 0 (a) 59-1 ۲ \$57-117 0 S57-118 0
- 4 Drag a stream onto the source.

In the above image, a stream is added to a source for its video component. Optionally drag the same stream or another stream from the **Stream Browser** to a source to add its audio components.

5 To create an audio or video breakaway with this new source or destination, once the stream has been assigned to the SDI column, drag another stream from the Stream Browser onto the Video (V), Audio (A, A1 to A16), or ANC column to use that specific flow component from that second stream.

To indicate that the source / destination is composed of streams from more than one device (this includes a video or audio breakaway), the following symbol is shown with the name of the new source / destination.



#### **Configuring Streams for Audio Live Audio Channels**

When using Audio Live in your topology or a similar device (see Configuring a Device that Supports Audio Breakaway/Shuffling such as Audio Live, on page 433), you can:

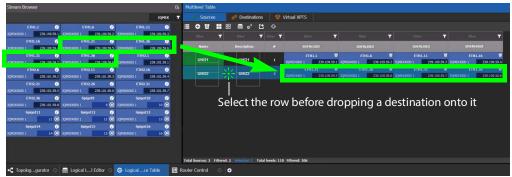
- From the Stream Browser, drop the main audio stream (never the redundant audio stream) onto the audio (A) column.
- From the Channel Browser, drop one or more audio channels from the stream onto the A1 to A16 column(s). To open the Channel Browser, click . See also Stream Browser / Channel Browser, on page 242.

🐼 🗛 Area 🖪 2 -	IP-to-IP 🥊													\$ L
Stream Browser		۵	Multilevel Table											
III III II III III	filter	т	e <sup>e</sup> Sources		o <sup>©</sup> Destination	s 🛛 🦁	Virtual XPTS	Vid	e0	Audio	Audi	0	Auc	lio
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	Audio8-1 226.1.2.1 🕖			T	filter	filter T	SDI VIdeo 🕇	Compo	onenț	Components	Channe	er i 🖌	Chanr	ierz,
Audio8-2Out1 Audio8-2 226.2.1.1	Audio8-2Out2 Audio8-2 226.2.2.1 (2)		Name		Description			v		Α	A1		A2	
IPSrc16-10ut1.1	IPSrc16-10ut1.2										MU000-100(1.C1		M0000-100(1.C2	
IPSrc16-1 225.1.1.1 🥑	IPSrc16-1 225.1.1.2		2xAudio8		Combined						Audio8-1	226.1.1.1	Audio8-1	226.1.1.1
IPSrc16-10ut1.3	IPSrc16-10ut2.1									S-Audio16Out1 ×	S-Audio16Out1		S-Audio16Out1	
IPSrc16-1 225.1.1.3 🧷			Audio16		Audio16					S-Audio16 227.1.1.1	S-Audio16	227.1.1.1	S-Audio16	227.1.1.1
IPSrc16-10ut2.2 IPSrc16-1 225.1.2.2	IPSrc16-10ut2.3 IPSrc16-1 225.1.2.3				51			IPSrc16-1Out1.1 IPSrc16-1	225.1.1.1	IPSrc16-1Out1.2 × IPSrc16-1 225.1.1.2	IPSrc16-1Out1.2 IPSrc16-1	225.1.1.2	IPSrc16-1Out1.2 IPSrc16-1	225.1.1.2
	195fC16-1 225.1.2.3 🕖							IPSrc16-2Out1.1			IPSrc16-2Out1.2.C1	×	IPSrc16-2Out1.2.	
Channel Browser								IPSrc16-2	225.2.1.1		IPSrc16-2	225.2.1.2	IPSrc16-2	225.2.1.2
i 🖬 🖬	filter	T	S3-shfl		S1-shfl	9		165. 20ut1.1	×		IPSrc16-3Out1.2.C5		IPSrc16-3Out1.2.	
IPSrc16-10ut1.2.C1	IPSrc16-10ut1.2.C2	^	33.200		91-9111			IPSrc16-3			IPSrc16-3	225.3.1.2	IPSrc16-3	225.3.1.2
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IPSrc16-10ut1.2.C9	IPSrc16-10ut1.2.C10		Total Sources: 6	Filtered: 6	Selected: 1 To	tal levels: 27	Filtered: 6							
C Logical ce Table O	•													

### **Bulk Assigning Logical Levels in the Multilevel Table**

The Stream Browser and Channel Browser have filters that allow you to refine the stream selection shown. See Filtering Lists, Table Columns, Sources, and Destinations, on page 266. It is often possible that by using filtering, streams can be grouped together so that they can be dropped in bulk onto the Multilevel Table, on a row or a column.

• To bulk drop streams on to a row, select one row first and then select two or more streams to drop onto the row.



• To bulk drop streams on to a column, select two or more rows first and then select two or more streams to drop onto the column.

## **Adding and Configuring a Destination**

The procedures for adding and configuring destinations are the same as for adding and configuring sources. For details, see Setting the Logical Levels to be Displayed in the Multilevel Table, on page 247, Adding a Source or Destination to the Logical Level Table, on page 248, Configuring Streams for New Sources / Destinations, on page 249, and Bulk Assigning Logical Levels in the Multilevel Table, on page 253.

Destinations have the **IP Clean Switch** option which enables the routing of an IP source to a local GV Node destination for a vertically accurate switch.

### **Using Megasource**

Megasource changes GV Orbit Control's pathfinding rules to match exact logical levels before applying best match logic. This allows you to create logical sources where the same or different streams can be added to the logical level columns that share the different custom logical levels. Megasource only applies to sources with multiple stream/level pairings and the filtering happens when a normal destination is used in a route.

When doing a take, the GV Orbit Control's pathfinding algorithm will attempt to find an exact level match between the logical source and the logical destination. Failing to find an exact match, it attempts to find a compatible level match as it currently does. If there is more than one possible compatible match (ambiguous take), it will fail the take because we don't know which stream should be used on the logical destination.

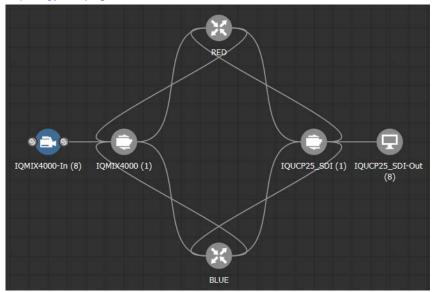
Note that a UHD 4K take is a subset of this feature where there are four SDI levels per logical source and logical destination (one SDI level for each quad-link or two-sample interleave division substream component). See Creating the Logical Levels for a UHD 4K Routing Setup, on page 194 for more information.

For example, you have three SDI signals from the same source. One signal is full resolution 1080p video, the second signal is 720p video, and the third is 480p video. One destination is for the full resolution 1080p video, the second destination is for the 720p video, the second destination is for the 480p video, where the destination devices' logical levels will determine which streams to route.

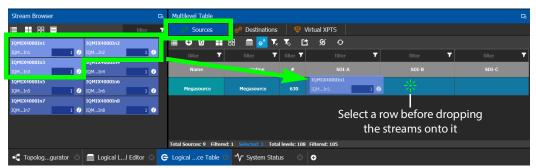
The following is an example of how to do this.

### **Using Megasource**

1 Create the following Topology to use for this example. See Adding Devices to a Topology, on page 204.

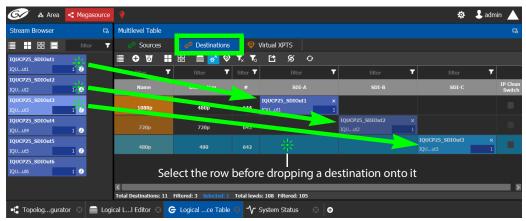


- 2 Create three copies of the SDI Logical Level called SDI-A, SDI-B, and SDI-C in the Logical Level Editor. See Duplicating a Logical Level, on page 193.
- 3 Click in the **Multilevel Table**, **Sources** tab, of the **Logical Device Table** to hide the automatically-generated sources. See Multilevel Table Menu, on page 244.
- 4 Click finisher and the **Multilevel Table**, **Sources** tab, of the **Logical Device Table** to create a new source (shown in this example as *Megasource*). See Adding a Source or Destination to the Logical Level Table, on page 248.
- 5 In the Logical Device Table, select a source's row to which you want to add the streams. See To configure streams for the new sources, on page 251.
- 6 From the Stream Browser of the **Logical Device Table**, drag the three source streams onto the Multilevel Table. The first stream represents 1080p video, the second stream represents is 720p video, and the third stream represents 480p video.



7 Click in the **Multilevel Table**, **Destinations** tab, of the **Logical Device Table** to hide the automatically-generated destinations. See **Multilevel Table Menu**, on page 244.

- 8 Click 🛨 in the **Multilevel Table**, **Destinations** tab, of the **Logical Device Table** to create new destinations, one for each level (1080p, 720p, and 480p video). See Adding a Source or Destination to the Logical Level Table, on page 248.
- 9 In the Logical Device Table, select the first source's row to which you want to add the streams.
- 10 From the Stream Browser of the **Logical Device Table**, drag the first destination stream onto the Multilevel Table.
- 11 In the Logical Device Table, select the second source's row to which you want to add the streams.
- 12 From the Stream Browser of the **Logical Device Table**, drag the second destination stream onto the Multilevel Table.
- 13 In the Logical Device Table, select the third source's row to which you want to add the streams.
- 14 From the Stream Browser of the **Logical Device Table**, drag the third destination stream onto the Multilevel Table.



15 Test the configuration by making takes between a logical source and destination that use the *Megasource* source. See Performing a Take in Router Control, on page 471. See in Pathfinder that the correct source resolution is received by each destination. See Viewing Information about the Destinations, on page 454.

### **Deleting a Source, Destination, or Virtual XPTS**

You can delete any source, destination, or virtual XPTS that you have created.

#### To delete a source, destination, or virtual XPTS

- 1 Open the Logical Device Table task for the required topology.
- 2 Select the Sources tab, the Destination tab, or virtual XPTS tab according to what you are deleting.
- 3 Select the sources, destinations, or virtual XPTS in the table.

Note: You can delete one or more sources or destinations at the same time.

4 Click the **Delete** icon **5**.

## **Exporting a Logical Device Table**

You can export the data in your logical device table in a csv file.

### To export a logical device table

- 1 Open the Logical Device Table task for the required topology.
- 2 Select the rows you want to export.
- 3 Click the **Export** icon
- 4 Navigate to the folder where you want to save the file.
- 5 Click Save.

## Selecting all Devices in the Logical Device Table for Export

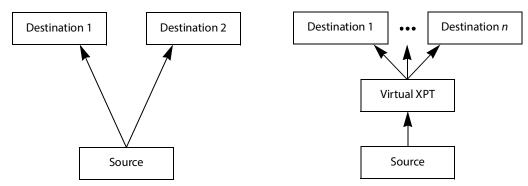
You can select all devices in the logical device table, for example, to export the Device Table's configuration data to a csv file.

#### To select all the devices and save their configuration data

- 1 Open the Logical Device Table task for the required topology.
- 2 Click the **Select All** icon  $\square$ .
- 3 Click the **Export** icon **C**.
- 4 Navigate to the folder where you want to save the file.
- 5 Click Save.

## **Configuring Virtual Crosspoints (XPTs)**

Without virtual XPTs, only one route can be made for each task. Virtual XPTs are used when multiple outputs are required to be switched to the same source *in a single take*.



Virtual XPTs can be used to:

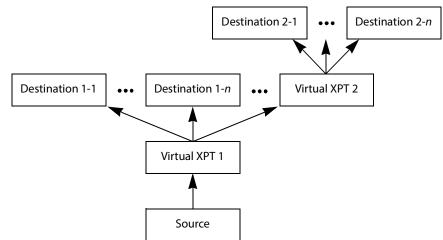
- Show user-friendly device names on the operators' control panels. For example, the name of the virtual XPT is shown on control panels when used.
- Hide implementation details from the operator(s). For example, in a transparent fashion, an output signal is also sent to a monitor.

Virtual XPTs are used for the following two primary applications:

- Monitoring: to follow the source routed to a given destination and to route that same source to other destinations as needed.
- Utility DA (distribution and amplifier): to allow for a configurable virtual destination/source that can be routed to other real destinations.

The following virtual XPT functional behaviors are by design:

- A take with a virtual XPT will fail if the path to the source does not exist and as a consequence the virtual source will fail. The status (Tally) will not reflect this.
- A take with a virtual XPT's destination will be ignored if the take fails.
- A logical destination can only be added to one virtual XPT destination at a time. Once a real destination has been added to a virtual XPT, it is no longer available to be used with other virtual destinations. A pop-up message is shown if you try to add a logical destination that has already been added to another virtual XPT. Click **OK** to remove the logical destination from the previous virtual XPT and add to it the new virtual XPT.
- You can only route virtual sources to unrelated virtual destinations that are not associated with the same virtual XPT. This allows you to increase the number of logical destinations devices that can be switched with a single route. Routing a logical source device to the virtual destination of another virtual XPT will route said source to all logical destination devices that the virtual source is routed to. Routing that virtual source to another virtual destination, will mean routing the original logical source device to all destination devices that the corresponding virtual source was routed to, as well.

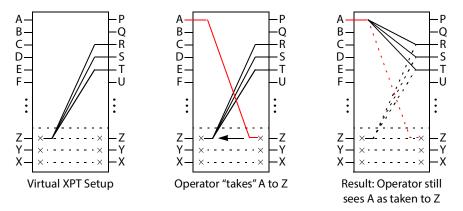


Routing a logical source device to the virtual destination of another virtual XPT

- A virtual XPT can have up to 100 real logical destinations.
- The status of a virtual XPT is shown in the Path Manager. See Accessing the Path Manager, on page 451.
- Adding a logical destination device to a virtual XPT changes the status of the destination to the virtual source with the logical source device content being routed to the logical destination device(s). Removing the logical destination device from a virtual XPT, will change the status of that destination to the logical source device.

### Virtual XPT Use Scenario 1

In this scenario, the physical level is set up so that any source routed to destination Z will be taken to the following destinations: R, S, and T.



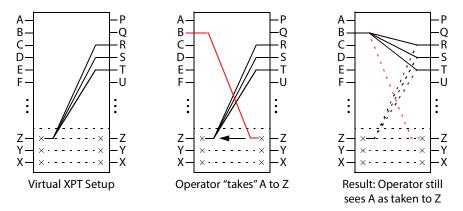
If the operator takes A to Z, the software "discovers" that source Z is virtually routed to R, S, and T. Therefore, it routes A to R, S, and T as real routes.

Here, a source was taken to multiple destinations with a single take, and that fact was concealed from the operator. The operator's control panel reports that A was taken to Z. The Path Manager can be used to know the actual path that was internally used by the router; see the Path Manager Tasks, on page 450.

Other inputs can be taken to Z with a similar result: that source will be taken to destinations R, S, and T.

### **Virtual XPT Use Scenario 2**

In this scenario, the virtual XPT setup is the same as for scenario 2.



If the operator takes B to Z, the software "discovers" that source Z is virtually routed to R, S, and T. Therefore, it routes B to R, S, and T as real routes.

The operator's control panel reports that A was taken to Z. The operator executed a single take.

This scenario illustrates that any time an operator takes a source to virtual XPT destination *n*, the router actually takes the source to the real destinations "connected" to virtual XPT source *n*.

### **To create Virtual XPTs**

Virtual XPTs are created in the Logical Device Table task.

- 1 In the Topology Configurator, activate the topology. See Activating a Topology, on page 235.
- 2 Open the Logical Device Table task. See Accessing the Logical Device Table task, on page 241.
- 3 Select the Virtual XPTs tab.

GI	🖧 Area 📲 K	J Test 🤇	?					\$ 💄 admin	
Stream	Browser	ъ Mu	ıltilevel Table						G,
		T	e Sources	9 <sup>9</sup> Destinations	🥹 Virtua	al XPTS			
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Cam1	1 (								
Cam2	Cam2 1	7) 9							
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G Log	gicalce Table 🤇	🖌 📲 To	pologgurator	3 🖨					
Click	New 🕂	)							
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	€ Name								
	c Start I	ndex:							
	End In	dex:							
				6	ncel				

5 Enter a name for the new virtual XPT and click **OK**.

Optionally, a range of virtual XPTs can be created: The **Name** parameter is the prefix for the generated virtual XPTs. The **Start Index** is the index starting value, and the **End Index** is the last index value for the virtual XPT range.

61	& Area	📲 KJ Tes	t 🥊							\$	🕹 admin 🔺
Stream E	Browser		_			Multilevel Table					ц.
					T	e <sup>e</sup> Sources	⊖ <sup>⊖</sup> Destinations	🥹 Virtua	I XPTS		
	Cam1	()			^	≡ <b>A</b> M ~∋					
Cam1		1 💿									
	Cam2	<i>i</i>				VXPT					
Cam2		1 🔘					-				
	Cam3	<i>i</i>									
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Cam4	Cam4	1									
Callin	Cam5										
Cam5	Callis	1 💿									
Rou	ter Control	0 6	+ Logical	ce Table	0	<del>o</del>					

The new virtual XPT is added to the Multilevel Table under the Virtual XPTS tab.

A new logical source and a new logical destination are created automatically in the system with the name of the virtual XPT.



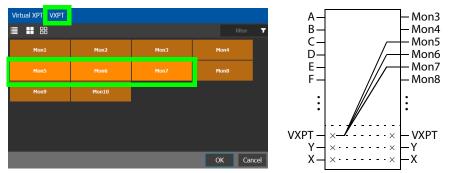
Virtual source and destination filters are available for you to filter on virtual XPTs when configuring the panel, categories, and router control user interfaces. See Filtering Lists, Table Columns, Sources, and Destinations, on page 266

6 Add the default destinations for the virtual XPT. Select the virtual XPT and then click Destinations ₅.

🚱 🐁 Area 📲 KJ Test 💡					\$ 💄 admin 🔺
Stream Browser		Multilevel Table			
	filter 🍸	e <sup>e</sup> Sources	👌 Destinations	🤨 Virtual XPTS	
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Cam1 1 🕥		VXPT			
Cam2 7 Cam2 1 💿		VAPT			i i
Cam3			-		
Cam3 1 💿					
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Cam5 🕖					i i i i i i i i i i i i i i i i i i i
Cam5 1 🕥	M				
Router Control 🛛 🕞 Logical	ce Table 🗿 🛛	Ð			

A list of all currently available destinations appears.

7 Select the default destinations the virtual XPT will use and click **OK**.



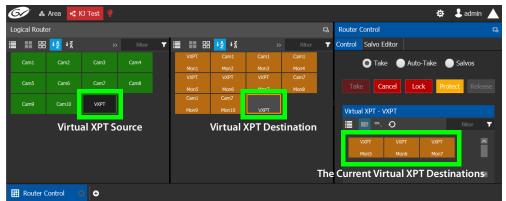
In this scenario, the physical level is set up so that any source routed to destination **VXPT** will be taken to the following destinations: **Mon5**, **Mon6**, and **Mon7**.

Once you have created one or more Virtual XPTs, you can start using them in Router Control.

#### To perform a take with a Virtual XPT

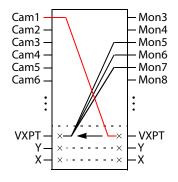
You must first create and activate the topology in the Topology Configurator. You perform takes with a Virtual XPT in Router Control. See also Performing a Take in Router Control, on page 471.

- 1 In the Topology Configurator, activate the topology. See Activating a Topology, on page 235.
- 2 Create a virtual XPT in the Logical Device Table task. See To create Virtual XPTs, on page 260. As an example, in this procedure, the name of the virtual XPT is **VXPT**.
- 3 Open Router Control. See Accessing the Router Control Task, on page 470.



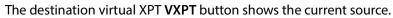
The default virtual XPT destinations that were configured in the Logical Device Table are shown by selecting the virtual XPT destination. See To create Virtual XPTs, on page 260.

4 To route Cam1 to Mon5, Mon6, and Mon7 using the virtual XPT VXPT, perform a take Cam1 to destination VXPT.



ogical Route	r									Router Control			
	¥≱ ¥⊼			T		⊞ <mark>↓2</mark> ↓Ã			T	Control Salvo Editor			
Cam1	Cam2	Cam3	Cam4		VXPT	Cam1	Cam1	Cam1		💽 Take 🛛 Auto-T	ako 🖌	Salvos	
CONT	Cumz	cumo	cann		Mon1	Mon2	Mon3	Mon4			ake	Jaivos	
Cam5	Cam6	Cam7	Cam8			VXPT	VXPT						
Calify	Callio	Callin	Carrio		Mon5	Mon6		Mon8		Take Cancel Lock	Prot	ect Rele	
Cam9	Cam10	VXPT				Cam7	S: - P: Cam1						
					Mon9	Mon10	D: VXPT			Virtual XPT - VXPT			
						S: Ci	urrent so	ource		© ■			T
						n. n.	م بم ما : بم مر			VXPT VXPT	VXPT		
						P: P6	ending s	ource		Mon5 Mon6	Mon7		
						D: D	estinati	on				-	
						2.2							

First click the destination virtual XPT **VXPT** and then click **Cam1** and finally click **Take**.



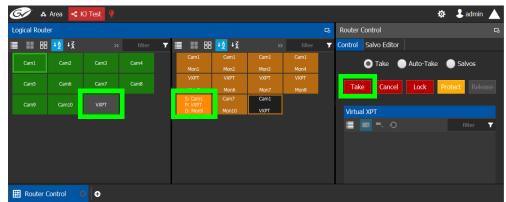
Cam1 — Virtual XPT Source

The Path Manager can be used to know the actual path that was internally used by the router; see the Path Manager Tasks, on page 450.

### To dynamically add a Virtual XPT destination

Destinations can dynamically be added to a virtual XPT. In this example, **Mon8**, and **Mon9** are added to the virtual XPT **VXPT**'s destination.

- 1 In the Topology Configurator, activate the topology. See Activating a Topology, on page 235.
- 2 First click the source virtual XPT and then click Mon8 and finally click Take.
- 3 First click the source virtual XPT and then click Mon9 and finally click Take.



The current destinations for the selected virtual XPT are updated.

Virtual XPT - \	/XPT			
	<u>ଚ</u>			— Clicl defa
VXPT	VXPT	VXPT	<u> </u>	dest
Mon5	Mon6	Mon7		the
VXPT	VXPT			
Mon8	Mon9		×	

Click to revert to the default virtual XPT destinations configured in he Logical Device Table See also Performing a Take in Router Control, on page 471 for more information about how to use the controls available in this window. The Path Manager can be used to know the actual path that was internally used by the router; see the Path Manager Tasks, on page 450.

#### To dynamically remove a Virtual XPT destination

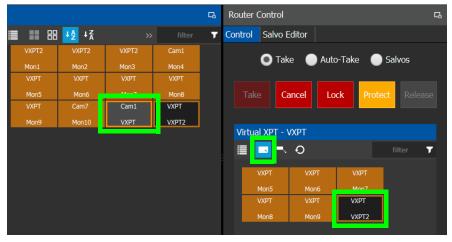
Destinations can dynamically be removed from a virtual XPT. In this example, **Mon9** is removed from the virtual XPT **VXPT**'s destinations. This is done by assigning the destination to be removed to another source.

- 1 In the Topology Configurator, activate the topology. See Activating a Topology, on page 235.
  - 🕢 🔉 🕹 Area 📑 KJ Test 🌣 🕹 admin 🔺 Logical Router ≣ ■ 品 12 +⊼ Control Salvo Editor ⅲ ⅲ 嘂 🛂 👬 T т Take Auto-Take Salvos Cam1 Cam6 Cam7 Cancel Take VXPT Virtual XPT - VXPT 🔳 🔳 🛰 Ð
- 2 First click the destination Mon9 then click Cam9 and finally click Take.

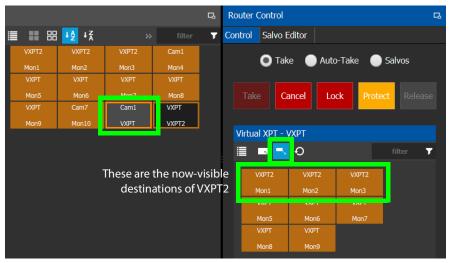
**Minimize and Expand Virtual XPT Destinations** 

In the Router Control Task, when a virtual XPT is routed to another virtual XPT, the second virtual source is nested in the first virtual XPT. See Routing a logical source device to the virtual destination of another virtual XPT, on page 258.

As shown below, when **Minimize Virtual XPT** is selected, the VXPT2 virtual XPT is shown minimized.



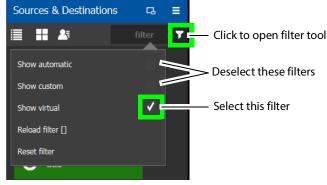
As shown below, when **Expand Virtual XPT** is selected, all destinations are shown, including the nested destinations of all other virtual XPTs.



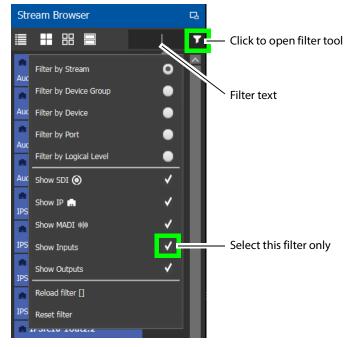
See also Performing a Take in Router Control, on page 471 for more information about how to use the other controls available in this window.

# Filtering Lists, Table Columns, Sources, and Destinations

Virtual source and destination filters are available for you to filter on virtual XPTs when configuring the panel and category configurator user interfaces. To show virtual XPT sources or destinations only, enable the **Show virtual** setting in the filters dialog only.



The functions available in a filter adapt to the screen in which the filter is found. For example, the Stream Browser has filters to allow you to filter streams that come from either input or output ports.



Filter Parameter	Description
Reload filter []	Reloads the previously-used filter.
Reset filter	Clears the text in the filter function.
Filter by Stream	Filter by the stream's name.
Filter by Device Group	Filter by the device group's name.
Filter by Device	Filter by the device's name.
Filter by Port	Filter by the port's name.

Filter Parameter	Description
Filter by Logical Level	Filter by the Logical Level's name.
Show SDI	Show results where the connection type is SDI.
Show IP	Show results where the connection type is IP.
Show MADI	Show results where the connection type is MADI.
Show Inputs	Show results where the connection direction is an input.
Show Outputs	Show results where the connection direction is an output.
Show automatic	Show automatically-created sources and destinations.
Show custom	Show user-created sources and destinations.
Show virtual	Show virtual XPTS.

# **Category Configurator Tasks**

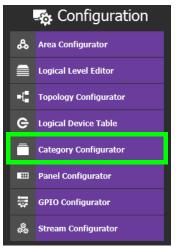
Use the Category Configurator to make it easier to manage the sources in your topologies. Creating groups of categories, based on type or use, is useful when you have multiple resources.

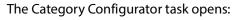
Categories are used to group sources and destinations together thereby allowing them to be accessed quickly on a panel, either by adding a category button or by using keyboard shortcuts. See also Panel Configuration Example Using Categories with Custom Navigation, on page 302.

## **Accessing the Category Configurator**

### To access the Category Configurator Task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select an area. See Selecting an Area, on page 183.
- 3 Select a topology. See Selecting a Graph, on page 184.
- 4 Select Configuration > Category Configurator.





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Sources & Destin □3 🚍 🚍	Category Configurator for Topology: 2 - IP-to-IP	□ =	Keystroke Label Edite			3
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e <sup>e</sup> Sources			0 1	23	4	
ච <sup>ච</sup> Destinations			5 6	7 8	9	
	Category Content	□ =	Keystroke Editor			3
	II 🗾 🖬 III	filter 🍸	🏼 🔂 🔂 🕷	\$		
			No No	keystroke in se	lection	

See the following Category Configurator procedures:

- Creating Categories for the Sources and Destinations in Your Topology, on page 270
- Assigning a Keystroke Label to a Source or Destination, on page 273
- Creating a Keystroke Label, on page 274

### **Sources & Destinations Menu**

The Sources & Destinations menu has the following menu options.

lcon	Description								
Select All	Select / deselect all source or destination items.								
Select Alias	Select the Alias you want to use to identify Source and Destination streams in GV Orbit Control's interface.								
	Sources & Destinations □ □ =								
	E Sources Alias 2								
	Home Sourc Destinations None								
	C IQAMD OK Alias 1								
	G IQAMD4010In7.2								
	Alias 3								
	C IQAMD4010In7.4								
	Aliases are created in the Alias Editor. See Adding Aliases, on page 467.								

## **Creating Categories for the Sources and Destinations in Your Topology**

When you first open the Category Configurator, the Home tab appears in the Sources and Destinations tab.



### To create a category for your sources

1 Open the Category Configurator task for the required topology. See Accessing the Category Configurator, on page 268.



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Sources & Destin □3 =	Category Configurator for Topology: 2 - IP-to-IP	5. ⊑	Keystroke Label Editor		
📃 🏝 filter 🍸	≣ • ◙ ■	filter 🍸	<b>≣</b>		filter 🍸
Home	Category		Labels		
ee Sources			0 1 2	3	4
ා <sup>ට</sup> Destinations			5 6 7	8	9
	Category Content	54 ≣	Keystroke Editor		
	III 🕶 🖬	filter 🍸	iii 🍄 🗗 🏕 📰		
	()		Q. No keystro	oke in select	tion
🛑 Categorygurator 🖸 🕒					

3 The Enter a name for the new category window appears:

Enter name for new category								
Camera Group 1								
	ОК	Cancel						

4 Enter a name for the new category and click **OK**.

The new category is added to the top of the **Category Configurator** column.

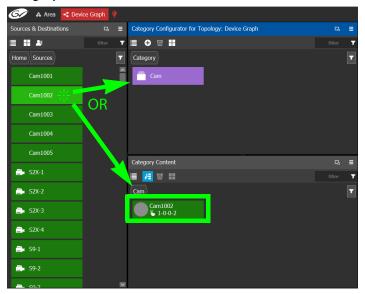
5 Click **Sources** or **Destinations** to view the available sources / destinations.

All the sources / destinations in the selected topology are displayed. This includes the logical sources you created in the Logical Device Table task. See Logical Device Table Tasks, on page 241.

- 🎯 🔈 Area 尾 De □ E Category Configurator for Topology: Device Graph Sources & Destinations E 🛛 🖬 🖬 i i 🏼 🗶 T T Category 7 Cam Cam1001 Ξ **S2X-1** 🗉 🗾 🖬 📰 T 📑 S2X-2 Ţ **S2X-3** 📑 S2X-4 **59-1 59-2**
- 6 Select the newly created category.

The category is added to the lower part of the center column under Category Content.

7 Drag the sources / destinations from the **Sources & Destinations** column to the Category Content area.

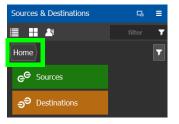


Alternatively, you can drag a source/destination to the created Category button. When a Category contains only Sources or it contains only Destinations, the Category's symbol will change accordingly to show the type of content. For example, this allows you to have two Categories with the same name where one only has Sources and the other Category only has Destinations and you can still distinguish them.

Table 1: Meaning of Category Icons

Icon	Description
	<ul><li>The category:</li><li>Is empty (contains no Sources or Destinations).</li><li>Contains a mix of Sources and Destinations.</li></ul>
ee	The category only contains Sources.
<del>ల</del> ి	The category only contains Destinations.

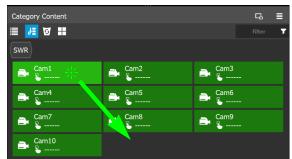
8 Click Home to toggle between **Sources** (Green) or **Destinations** (Orange) as necessary.



## **Re-ordering Category Content**

The sequence of category content (Sources and Destinations) can be re-ordered so that when a category is used on a panel, the Sources and Destinations will be shown in the order that you want it to be.

- 1 Add Sources and Destinations to a Category. See Creating Categories for the Sources and Destinations in Your Topology, on page 270.
- 2 Re-order the Sources and Destinations in a Category: in the Category Content, drag the Source and Destination tiles into the oder you want them to be.



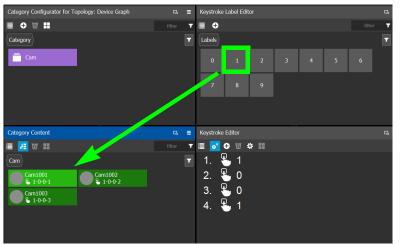
- 3 In the Panel Configurator, add a panel and configure it. See Panel Configurator Tasks, on page 275.
- 4 Add the Category to a panel button. See Adding Resources to the Panel, on page 287.
- 5 For each panel button you have added a Category to, select the panel button individually and set the **Sort Mode** property to **Manual** it in the button's Property Editor. See Setting the Properties for Panel Resources, on page 292.

## Assigning a Keystroke Label to a Source or Destination

A keystroke label can be added to sources and destinations once they have been added to a category. Assigning a keystroke label to a source or destination allows a user to bring up categories by using a keypad on a panel. For example, if you have 100 categories in your system, a panel can bring up category 37 by pressing 3 then 7 instead of browsing through dozens of panel pages. This also applies to selecting sources or destinations. For instance, Cam17 can be directly accessed by pressing 1 then 7 on the panel instead of searching for the Cam17 button.

### To add a keystroke label to a source or destination

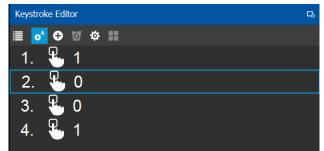
- 1 Open the Category Configurator task for the required topology. See Accessing the Category Configurator, on page 268.
- 2 Click a **Category** to show sources and destinations that have been configured for that category, shown in **Category Content**.
- 3 From the Keystroke Label Editor drag one or more labels onto a source or destination to create a unique sequence for that source or destination.



The **Keystroke Editor** shows the current keystroke label for the selected source or destination.

### **Edit a Source or Destination Keystroke Sequence**

The **Keystroke Editor** allows you to change the selected source or destination's keystroke label. Setting for automatically assigning keystroke labels to a source or destination can also be set.



Set **Auto Add** to automatically assign a keystroke to a source or destination as it is added to a category. Click **Options** to configure this feature.

Proceed as follows to delete a keystroke.

- 1 Select a source or destination shown in Category Content.
- 2 Select a keystroke in the Keystroke Editor and click Delete.

Proceed as follows to delete all keystrokes.

- 1 Select a source or destination shown in Category Content.
- 2 Click Clear All in the Keystroke Editor.

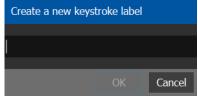
### **Creating a Keystroke Label**

You can assign custom keystrokes to a source or destination. Create a keystroke label to do so.

#### To creating a keystroke label

- 1 Open the Category Configurator task for the required topology. See Accessing the Category Configurator, on page 268.
- 2 In the Keystroke Label Editor, click New 🕀.

The Create a new keystroke label window opens.



3 Set the keystroke label as required and click **OK**.

# **Panel Configurator Tasks**

This allows you to add buttons and behaviors to a panel. Those buttons represent sources, destinations, levels, groups and various operations that can be saved under specific configurations and then pushed to a software or hardware panel.

For an example of how to setup and use a panel, see Panel Configuration Example Using Categories with Custom Navigation, on page 302.

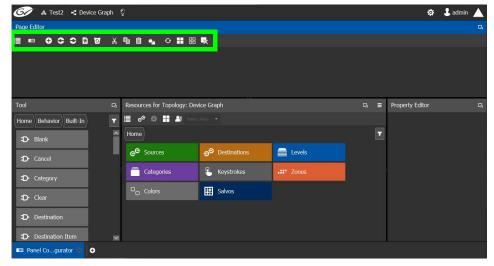
## **Accessing the Panel Configurator**

#### To access the Panel Configurator Task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select an area. See Selecting an Area, on page 183.
- 3 Select a topology. See Selecting a Graph, on page 184.
- 4 Select Configuration > Panel Configurator.

l	🚓 Configuration
ቆ	Area Configurator
	Logical Level Editor
-C	Topology Configurator
e	Logical Device Table
Ē	Category Configurator
	Panel Configurator
	GPIO Configurator
ŝ	Stream Configurator

The Panel Configurator task appears:



## Page Editor Menu

The Page Editor menu has the following menu options.

lcon	Description
T Manage	Creates multiple templates for hardware or software panels for various panel models. Then, you can add the template to a panel that you have added to the topology. A pre-existing panel can be duplicated; see Creating a New Panel, on page 277 or Viewing another Panel, on page 280. Using Layouts, panel layouts can be nested when used with the same panel model type. See <i>Layouts</i> in Adding Resources to the Panel, on page 287.
Add Page	Adds a page to the panel's layout. See Adding Panel Pages, on page 283.
C Previous Page	Returns to the panel's previous page, when the panel configuration has two or more pages.
Next Page	Goes forward to the panel's next page, when the panel configuration has two or more pages.
Home Page	Make the currently shown page the panel's Home page. This is available when the panel's configuration has two or more pages and you currently are not on the Home page. To add panel pages, see Adding Panel Pages, on page 283. To set a page to be a panel's home page, see step 4 on page 283.
O Delete Page	Removes the currently-selected page from the panel's configuration. This is unavailable for the panel page currently designated as the Home page.
ኤ Cut	Cuts the contents from the panel's currently selected button(s).
<b>Г</b> Сору	Copies the contents from the panel's currently selected button(s).
Paste	Pastes the clipboard contents to the panel's currently selected button. See About the Copy / Cut / Paste Buttons, on page 277.
Copy Category Properties	Copies the properties of another category to the panel's currently selected category. First configure a category's properties according to your needs, and then copy the properties to other categories using thislo feature as needed. See Copying the Properties from one Category to Another, on page 295.
• Refresh	Reloads the Panel's contents.
Select All	Selects all the panel's contents.
Clear All	Deselects all the panel's contents.
属 Clear	Removes all the selected panel's contents.

### About the Copy / Cut / Paste Buttons

Copy / cut / paste buttons can be used from one panel page to another and from one panel to another. Copy / cut / paste can be done using either the icons in the toolbar or through keyboard shortcuts: <ctrl>+X, <ctrl>+C, and <ctrl>+V.

You can multi-select using the <Shift> / <Ctrl> key:

- By holding the <Shift> key and selecting the first and the last button/cell on the panel, all buttons/cells in between are selected. If the first and the last selected buttons/cells are in different lines, the entirety of the lines will be selected between the two buttons/cells.
- By holding the <Ctrl> key, you can toggle the selection by clicking individual buttons/cells on the panel.

### **Creating a New Panel**

You can create multiple templates for hardware or software panels of various models. Then, you can add the template to a panel that you have added to the topology. A pre-existing panel can be duplicated; see Viewing another Panel, on page 280.

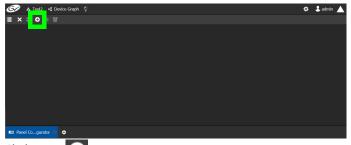
#### To create a new panel

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select an area. See Selecting an Area, on page 183.
- 3 Select a topology. See Selecting a Graph, on page 184.
- 4 Select **Configuration** > **Panel Configurator**. See Accessing the Panel Configurator, on page 275.

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5 Click Manage.

A secondary window opens.



### 6 Click New 🕀.

The **New** window appears.

New
NV9640 Panel 1
Studio A NV9640 Panel 1
Studio A Preproduction
NV9616*
NV9640*
NV9641*
Panel Selected: NV9640
Create Cance

- 7 Enter meaningful text in the **Name**, **Summary**, and **Description** fields to identify the panel.
- 8 Select the required model from the list.
- 9 Click **Create**.

The new panel is added to GV Orbit Control.

Panels can have more than one page. When the panel is shown with a red outline, this indicates that the Home Page is being shown.

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					Panel Definition	NV9640	
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10 Configure the panel's properties; see Configuring a Panel's Properties, on page 281.

### **Duplicating a Pre-Existing Panel**

A pre-existing panel can be copied to reuse that panel's configuration properties and then you only need to modify the necessary panel properties as required for the new application. The new panel configuration will have a new name and any changes to that configuration will not affect the original panel configuration that you chose to base its configuration on.

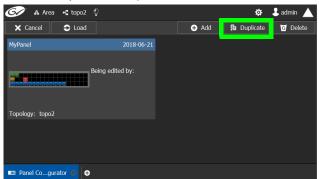
### To duplicate a Pre-Existing Panel

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select an area. See Selecting an Area, on page 183.
- 3 Select a topology. See Selecting a Graph, on page 184.
- 4 Select **Configuration** > **Panel Configurator**. See Accessing the Panel Configurator, on page 275.

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Destination				
D- Destination Item	×			
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5 Click Manage.

A secondary window opens.



6 Click on a pre-existing panel that you want to duplicate and then click **Duplicate** 1

The **New Name** window appears.



- 7 Enter a name to identify the panel.
- 8 Click Ok.
- 9 Configure the panel's properties; see Configuring a Panel's Properties, on page 281.

### **Viewing another Panel**

When you have configured two or more panels, you can change between configuring them as follows.

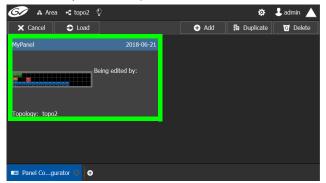
### To view a Pre-Existing Panel

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select an area. See Selecting an Area, on page 183.
- 3 Select a topology. See Selecting a Graph, on page 184.
- 4 Select **Configuration** > **Panel Configurator**. See Accessing the Panel Configurator, on page 275.

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5 Click Manage.

A secondary window opens.

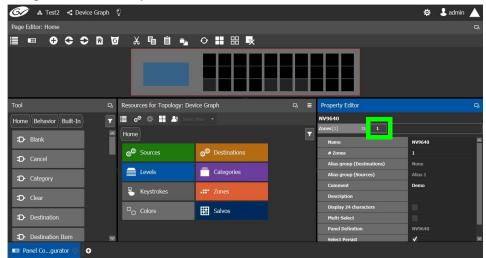


6 Click on a pre-existing panel that you want to view. The configuration for the selected panel appears.

## **Configuring a Panel's Properties**

Set the basic parameters to configure the panel.

To Configure a Panel's Properties



1 Click 1 next to Zones [1].

The following properties can be configured for the panel. See also Description of	
Common Device Properties, on page 332.	

Parameter	Description
Name	The name or identifier for this panel
# Zones	Sets the number of zones available for the selected panel. The default is 1, however you can add more as needed. Buttons can be assigned to any zone. Each zone can then act as an separate panel. For example, you can have two zones on a panel, and each zone has its own sources, destinations, and take button. Selection and take in one zone will not affect the other zone. Zones can be assigned to the button in the <i>Property Editor</i> when the button is selected in the <i>Resources for Topology</i> .
Alias group (Destinations) Alias group (Sources)	Shows the currently selected destination / source alias to use on the panel button's / interface to use in place of the short labels. See Using Source and Destination Aliases with a Panel, on page 291.
Comment	An optional comment about this panel.
Default Destination	Shows the currently selected default destination for this panel. See Creating a Single-Destination Work Flow Panel, on page 297.
Description	An optional description for this panel.
Display 24 characters	When deselected, panel button labels are limited to a maximum length of 8 characters. When selected, panel button labels are limited to a maximum length of 24 characters. This option is useful when using source / destination aliases that usually are longer than 8 characters. This will disable the destination status on the destination buttons. The display will only show the system names. The level buttons will only show the system names. To create source / destination aliases, see Alias Editor Tasks, on page 466. See also Using Source and Destination Aliases with a Panel, on page 291.
Multi-select	When deselected, the panel will allow multiple selection of destination buttons. This enables an operator to take a single source to multiple destinations at once. When selected, only one destination can be selected at a time.
Panel Model	The current panel's model number that was added in step 6 on page 278.
Select Persist	When deselected, the source and destination selections are cleared when a take is complete. When selected, the source and destination selections are maintained when a take is complete. This is parameter is selected by default. This parameter is not zone- specific.

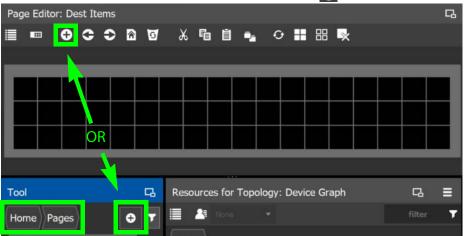
See also Setting the Properties for Panel Resources, on page 292.

## **Adding Panel Pages**

A panel can have one or more pages. Each page can be tailored to a function or purpose. Navigation buttons can be added to the page so the panel user can go page to page. There is more than one way for a panel user to navigate to another page; for example, see Panel Configuration Example Using Categories with Custom Navigation, on page 302.

#### To add a panel page

- 1 View a panel. See Viewing another Panel, on page 280.
- 2 Configure the panel. See Configuring a Panel's Properties, on page 281.
- 3 In **Tool**, navigate to **Home** > **Pages** and click **Add Page** .



A new page is added to the **Pages** list in the **Tool** pane.

- Page Editor: Page 2 다 0000 λ 盲 自 🖷 🖸 🗄 🖽 限 Tool 먾 Resources for Topology: Device Graph 品 A Red outline indicates 📃 e<sup>e</sup> 🕂 🔠 👫 None that the Home Page is T **⊕ T** Home Pages currently being shown Home Sources Page 1 C 2xAudio8 🟫 Page 2 G Audio16 Cam1Out1
- 4 To make a panel page the Home page, select the page in **Tools** and click **Home**

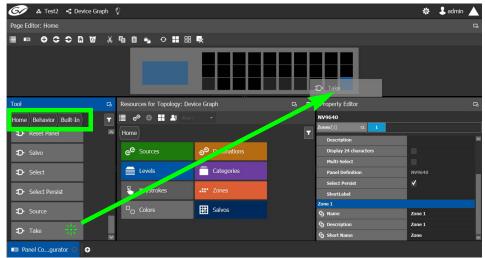
In the Tool list of panel pages, the Home icon is shown for current Home page. A red outline around the panel image indicates when the Home page is currently being shown.

Tool Page Icon	Description
	The panel page is currently not a home page.
	The panel page is currently a home page.

## **Adding Actions to a Panel**

A panel can support a number of actions that must be added to it before the action becomes available to the panel user. For example, add a Take button to a panel as follows.

- 1 Open the Panel Configurator task for the required topology. See Creating a New Panel, on page 277.
- 2 Select the required Panel.
- 3 Drag the Take tool from the Tools column onto a panel button.



4 If the panel has a display, drag the **Page Up** and **Page Down** tools from the **Tools** column onto panel buttons (some panels have two dedicated buttons set apart for this purpose next to the display).

See the panel's documentation for more specific details about the behavior of panel buttons. The following table provides summary information.

Built-in Panel Actions	Description
Back	Allows the panel user to go back to a previously visited page. The Back button stacks all visited pages or layout pages and will be highlighted until the panel user reaches the first page visited where the button becomes low tally. The stack of visited pages:
	<ul> <li>Is persisted against restart, reboot and failover actions.</li> <li>Is cleared when a panel user clicks a <i>Load home Page</i> button on the panel.</li> </ul>
Blank	Some buttons can span multiple pages. This is used to force a button to appear on a higher-level page only.
Cancel	Cancels a Keystroke. Removes all keystrokes in the selection.
Category	This either (1) displays a category's device list or (2) displays a "suffix page." A category button is associated with either a source category or destination category. The button text is normally the category name and is short as space is limited.
Clear	Clears the Keystroke. Removes the last key stroke.
Default Destination	Provide the tally for the default destination when the <b>Show Tally</b> parameter is set in the button's property. Set a destination to which all takes made on a panel will be made. See <u>Creating a Single-Destination Work Flow Panel</u> , on page 297.
Destination	Select a destination.
Destination Item	This is used to do an indexed take. Use Multiple destination items to preset a multiple take. Each destination item will have a different index.
Destination Status	Provide the tally for the selected destination. See also Creating a Single- Destination Work Flow Panel, on page 297.
Indexed Take	Make a take on the Destination item.
Keystroke	Create a Keypad to select Source or Destination by their numbers.
Level	<ul> <li>Used to display the level of the destinations.</li> <li>Used to display the preset of a selected level.</li> <li>Used for audio Break away and audio shuffling.</li> </ul>
Level Map	This cross-connects levels. The function is typically used to shuffle audio channels, for example, to connect AES1/2 to AES3/4.
List Item	Used in conjunction with the Category list button to create an area where the source or destination will be displayed in a list.
Load Home Page	Takes the panel user to the Home page. To set a page to be a panel's home page, see step 4 on page 283.
Load Layout	This is shown when a layout is dropped on a panel button. See <i>Layouts</i> in Adding Resources to the Panel, on page 287.

Built-in Panel Actions	Description
Load Page	Loads any panel page. To add a panel page, see Adding Panel Pages, on page 283
Lock	<ul> <li>This prevents changes to the panel settings, especially router crosspoints.</li> <li>When the panel is locked, the button array becomes blank except for the</li> <li>Panel Lock button which becomes high-tally red. The button is a toggle:</li> <li>press the 'Lock' button to lock the panel. Press it again to unlock the</li> <li>panel.The button text is either "Lock" or "Unlock."</li> <li>See also About Lock, Protect, and Release, on page 472 for more</li> <li>information about the use and limitations of this feature.</li> </ul>
Multi-Select	Allows the selection of multiple destinations.
Next	Continue forward to browse down a category list (this does not change the page). Normally you would not use this button directly but let the category list place it automatically, unless you need to map to a special button on a panel.
Next Page	When there are two or more pages that have been configured in the panel's layout, this cycles forward to the next panel page when available. When the panel user is at the last page, the button becomes low tally and the panel user can go no further.
Page Down	This scrolls the alphanumeric display down.
Page Up	This scrolls the alphanumeric display up.
Panel Lock	This locks the panel. When set, the panel button turns red and all other panel buttons are unavailable. Press the button again to release the lock.
Previous	Browse backwards to move up a category list (this does not change the page). Normally you would not use this button directly but let the category list place it automatically, unless you need to map to a special button on a panel.
Previous Page	When there are two or more pages that have been configured in the panel's layout, this cycles backwards to the previous panel page. When the panel user is at the first page, the button becomes low tally and the panel user can go no further.
Protect	<ul> <li>This is a toggle that sets or clears a protect on the current destination device. The protect can be removed at the panel that originally set the protect, at any panel that has the same user ID, or by a forced release at any panel.</li> <li>Note: a protect prevents others from routing to a destination; a lock prevents anyone—even the panel user who issued the lock—from routing to the destination.</li> <li>You may lock a protected destination, but you cannot change a locked destination to a protected destination directly.</li> <li>You must first unlock it. The 'Destination Protect' button text is normally Dest Protect and when a selected MD destination is protected, the button legend becomes Dest Unprotect.</li> <li>See also About Lock, Protect, and Release, on page 472 for more information about the use and limitations of this feature.</li> </ul>

Built-in Panel Actions	Description
Reset Panel	Reset the panel to its initial state and go to the home page.
Salvo	This executes a system salvo. A salvo is a pre-defined set of commands. The button text is the salvo's mnemonic. Pressing the salvo button puts the panel in "salvo" mode. To confirm that you want to execute the salvo, press a 'Take' button. When you press the take button, the salvo begins executing immediately. Salvos are typically short in duration. If you want to cancel the salvo before it executes, press the salvo button again. If you press an 'Information' button while the panel is in salvo mode, the panel presents the salvo commands on the display. You may scroll the display to view the entire salvo. See Creating Salvos, on page 474.
Select	After selecting Source or Destination from a Keypad, the panel user presses Select. This confirms the choice.
Select Persist	The destination stays selected after a Take.
Source Quick Source	This selects a source. Note that the quick source button selects a source and also performs an immediate take. Quick Source and Source buttons are similar, except that the Quick Source performs a take. Be aware of which buttons are quick sources so you do not perform an accidental take.
Take	In X-Y mode, a take button routes the preset source device(s) on selected levels to the selected destination device. In MD mode, a take button routes the preset source device(s) to the selected destination device(s) on all levels.

# **Adding Resources to the Panel**

The Resources for Topology menu has the following menu options.

lcon	Description
e <sup>e</sup> Quick Source	This is shown only when <i>Sources</i> is selected. When enabled, the sources that are dragged onto the panel are quick sources, meaning the operator does not need to press the take button to do the take. The take is done as soon as the source is selected on the panel.
Default Destination	<ul> <li>This is shown only when <i>Destinations</i> is selected. This makes the selected destination the default destination for the panel. When set:</li> <li>The panel's properties shows the currently selected destination, found under <b>Default Destination</b>.</li> <li>The icon on the destination changes to be thus indicating its default destination status.</li> <li>To remove the Default Destination, select the destination set as the Default Destination and click enclosed.</li> <li>See Configuring a Panel's Properties, on page 281.</li> <li>See Creating a Single-Destination Work Flow Panel, on page 297.</li> </ul>
Select All	Selects all the available resources.

lcon	Description
Clear All	Deselects all the available resources.
Select Alias	Select the Alias you want to use to identify Source and Destination streams in GV Orbit Control's interface.
	Sources Alias 2 Source Destinations None
	IQAMD OK Alias 1
	IQAMD4010In7.2
	Alias 3 Aliases are created in the Alias Editor. See Adding Aliases, on page 467.

In the Tool list of panel pages, the Home icon is shown for current Home page. A red outline around the panel image indicates when the Home page is currently being

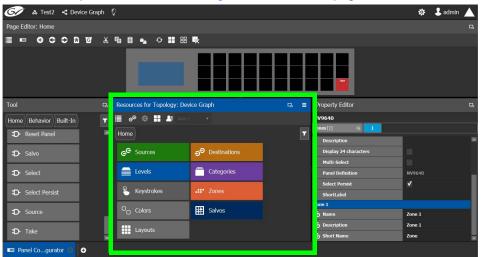
shown. From the Resources for Topology, the following resources can be dropped onto panel buttons.

Tool Page Icon	Description
ee Sources	The currently configured sources. Sources are the available outputs for all the devices on your topology. See Adding a Source or Destination to the Logical Level Table, on page 248.
	Sources may be identified by an icon that represents the source type when it was automatically created as a virtual device. See About Automatic Sources or Destinations, on page 246 for more information.
ච <sup>ච</sup> Destinations	The currently configured destinations. Destinations are the available inputs for all the devices on your topology. See Adding and Configuring a Destination, on page 254.
	Destinations may be identified by an icon that represents the destination type when it was automatically created as a virtual device. See About Automatic Sources or Destinations, on page 246 for more information.
	When a destination has been set to be the default destination for a panel, it is designated by the Default Destination icon <b>Destination</b> . See <b>Creating a Single-Destination Work Flow Panel</b> , on page 297.
Levels	Logical levels allow for the creation of shuffling and breakaways. For more information about logical levels, see Logical Level Editor Tasks, on page 190.
Categories	<ul> <li>Shows the available categories. See:</li> <li>Table Category Configurator Tasks on page 268.</li> <li>Table 1 Meaning of Category Icons on page 272.</li> <li>Panel Configuration Example Using Categories with Custom Navigation, on page 302</li> </ul>
E. Keystrokes	A keystroke label can be added to sources and destinations once they have been added to a category. See Assigning a Keystroke Label to a Source or Destination, on page 273.
•••• Zones	Click a zone to see which panel buttons are assigned to that specific zone. The number of zones is set in the <b># Zones</b> parameter in the panel properties. See Configuring a Panel's Properties, on page 281.
Colors	Some panel buttons support the display of more than one color. For buttons that support colors, the button's color is used to show the current operating state. The color used for a button to represent any one of the given states can be changed. See Changing a Button's Color used to Represent a State, on page 295 and Changing a Button's Default Color used to Represent a State, on page 297.
Salvos	When a salvo is triggered, it executes a list of pre-configured actions. See Creating Salvos, on page 474.

Tool Page Icon	Description
Layouts	Allows a panel to be used as a template to then be used in another panel. Making changes to the template panel will be seen everywhere the template is used. When:
	1 You have created two or more panels with the same model type (for example, you have added three NV6954 panels in the Panel Configurator),
	2 And you are viewing a panel with the same model type (for example, one of the three NV6954 panels in the Panel Configurator).
	Then:
	• These model types become available in this list (excluding the current panel). To create a panel, see Creating a New Panel, on page 277.
	<ul> <li>A panel from Layouts can be dragged and dropped onto a button of the current panel layout to be reused. This creates a <i>Load Layout</i> button on the panel.</li> </ul>
	Select the <i>Load Layout</i> button to configure its properties in the <i>Property Editor</i> . See Setting the Properties for Panel Resources, on page 292.

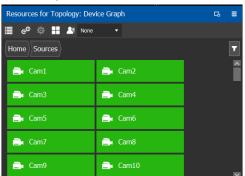
#### To add panel resources

- 1 Open the Panel Configurator task for the required topology. See Creating a New Panel, on page 277.
- 2 Select the required Panel. See Viewing another Panel, on page 280.



The resources that can be added to the panel are displayed in the lower section of the center column under **Resources for Topology**.

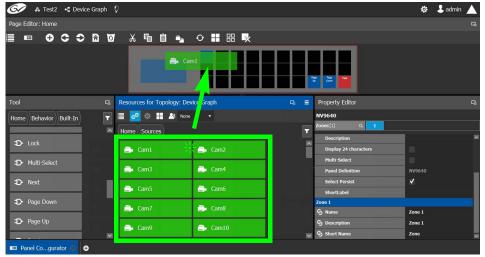
3 Click on resource type to begin adding individual resources to the panel such as **Sources**, **Destinations**, or **Levels**.



#### For example, click **Sources** to add cameras and other types of sources.

All the sources available in the topology are listed. This includes the logical sources you created in the Logical Device Table task. See Logical Device Table Tasks, on page 241.

4 Select a resource and drag it to one of the panel buttons at the top of the column. More than one resource can be added at a time; to add to a selection, use *Shift* or *Ctrl* to select a range of resources or to add another resource to the selection.



- 5 For each panel button you have added a resource to, select it individually and set the properties for it in the Property Editor. For a Category, see Setting the Properties for Panel Resources, on page 292.
- 6 Add resources from **Destinations**, Levels, and Keystrokes to the panel as required.

Note:

Only use the video+ancillary (V-ANC) logical level button unless you are routing in SMPTE ST 2110 mode. For SMPTE ST 2110 mode, you can individually use the Video or the Ancillary logical level buttons.

To directly control a GV Node's internal matrix, you must use the video + ancillary logical level button for video breakaway.

#### **Using Source and Destination Aliases with a Panel**

Aliases can be used for a panel to change the name of sources and destinations from short labels to the labels of the corresponding alias. First you must create one or more source and destination aliases; to create an alias, see Alias Editor Tasks, on page 466.

- 1 Under **Resources for Topology**, click **Sources** or **Destinations**.
- 2 Select from the **Select Alias** drop-down list the alias to use for this panel instance.

Resources for Topoloay: Dev	ice Graph	54 ≣
📃 e <sup>e</sup> 🏟 🔡 🏝 None	•	
Home Sources		
📑 Cam1	🚉 Cam2	Ê
🚔 Cam3	🚉 Cam4	
🛋 Cam5	🚉 Cam6	
🛋 Cam7	📑 Cam8	
📑 Cam9	📑 Cam10	M

3 If the aliases are longer than 8 characters, consider setting the **Display 24 characters** option for the panel in the Panel's **Property Editor**. See Creating a New Panel, on page 277.

#### **Setting the Properties for Panel Resources**

When a resource has been added to a panel's button, you can select the button to then configure the properties for it.

Property Editor	Property Editor 📮					
Category						
Category	Cam					
Category filter	Both					
Display Mode	Keystroke					
Exit Mode	Never					
Name						
Page	Home					
Z-A						
Zone	Zone 1					

Parameter	Description
Category	Selects the category instance for the selected button. Typically this should be the category that was dragged onto the panel in Resources for Topology. It can be changed here for another category.
Category filter	A category can contain sources and/or destinations. Select the ones you want to be displayed. Both: display sources and destinations. Destinations: display destinations only. Sources: display sources only.
Display Mode	<ul> <li>Keystroke: if the category item has keystrokes assigned to it, you can select this option.</li> <li>List: if not select List; this will list all sources/destinations in the category.</li> </ul>

Parameter	Description
Exit Mode (for Load Layout, when a panel is used as a template)	Select how the panel user will be returned from a panel layout once they have made a category item selection or Take. The category item selection is displayed once the panel user has pressed the category selection button. <b>Never</b> : The panel user will remain in the same page where the category item selection is made. Other navigation buttons must be added to the page so that the panel user can navigate from the page (such as the <b>Back</b> button and / or the <b>Previous Page</b> and <b>Next Page</b> buttons). <b>Preset</b> : Once the panel user has made a selection in the category items, the panel user is immediately returned to the previous page (where the category selection button is located). <b>Take</b> : When the category items page has a Take button, the panel user is returned to the previous page (where the category selection button is located) once they select a category and then click Take. See Panel Configuration Example Using Categories with Custom
Exit Mode (for category item selection)	Navigation, on page 302 for an example of how to use this parameter. Select how the panel user will be returned once they have made a category item selection or Take. The category item selection is displayed once the panel user has pressed the category selection button. Never: The panel user will remain in the same page where the category item selection is made. Other navigation buttons must be added to the page so that the panel user can navigate from the page (such as the <b>Back</b> button). With this option, the <b>Exit Page</b> parameter below is not applicable. Preset: Once the panel user has made a selection in the category items, the panel user is immediately returned to the previous page
	<ul> <li>(where the category selection button is located). This is the default.</li> <li>With this option, the <b>Exit Page</b> parameter can send the panel user to any other page (see below).</li> <li><b>Take</b>: When the category items page has a Take button, the panel user is returned to the previous page (where the category selection button is located) once they select a category and then click Take. With this option, the <b>Exit Page</b> parameter can send the panel user to any other page (see below).</li> <li>See Panel Configuration Example Using Categories with Custom Navigation, on page 302 for an example of how to use this parameter.</li> </ul>

Parameter	Description					
Exit Page (for category item selection)	In conjunction with the <b>Exit Mode</b> parameter, this parameter changes the <b>Preset</b> and <b>Take</b> return navigation to any other panel page. This can be used to save the panel user from making extra panel presses to navigate back to the <b>Home</b> page, for example. In order to use this feature the <b>Exit Mode</b> must be set to <b>Preset</b> or <b>Take</b> . See above. When the value for this parameter is blank (empty), the <b>Exit Page</b> parameter has no effect. This is the default. When the value for this parameter is a panel's page, the panel behavior is to take the panel user to the selected panel page once they have pressed the category item selection or Take button. See Panel <b>Configuration Example Using Categories with Custom Navigation</b> , on page 302 for an example of how to use this parameter.					
Layout	Set the panel to be associated to the <b>Load Layout</b> button.					
Name	Set the name that will appear in the category button instead of the category name.					
Page	Sets the page to display when the category button is pressed. It should typically contain either List Item buttons or Keystroke buttons.					
Sort Mode	If the list display mode is selected, this will: <b>A-Z:</b> show the sources/destinations in alphabetical order. <b>Manual:</b> show the sources/destinations in the order you have set for the Category. see Re-ordering Category Content, on page 272. <b>Z-A:</b> show the sources/destinations in reverse alphabetical order.					
Next	These options are present for the List Item buttons. If the list of					
Previous	sources/destinations in the category is greater than the number of list item buttons added to the page, some buttons will be used as next or previous buttons. This is determined automatically by GV Orbit Control, but you can override the default by specifying that a button can be used as a next or previous button if need be.					
Keystroke	This parameter is available with the Keystroke button. It specifies the keystroke associated with the button.					
Zone	Select the zone for the category button. Buttons can be assigned to any zone. Each zone can then act as an separate panel. For example, you can have two zones on a panel, and each zone has its own sources, destinations, and take button. Selection and take in one zone will not affect the other zone. Zones can be assigned to the button in the <i>Property Editor</i> when the button is selected in the <i>Resources for Topology</i> .					

**Copying the Properties from one Category to Another** 

Copies the properties of the panel's currently selected category to one or more other categories used on the panel. The scope (the type of parameters) of the copy can be controlled.

#### To copy the Properties from one Category to Another

- 1 Add two or more categories to the panel. See Adding Resources to the Panel, on page 287.
- 2 Configure the properties of one of the categories according to your needs. See Setting the Properties for Panel Resources, on page 292.
- 3 Select the category from which you want to copy the properties from.
- 4 Click **Copy Category Properties** to copy the properties of the selected category to other categories.

Category S	elector	- Copy prop	erties from <sup>-</sup>	TWR to			
iii 👪 8	86	All Properties	•				T
		swr *	swt 👬				
				ł			
					ОК	Cancel	

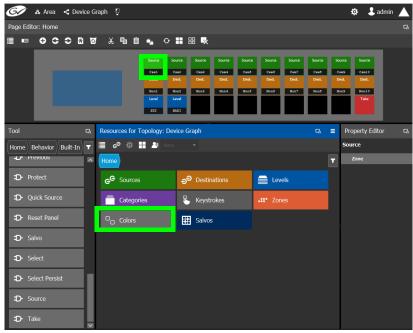
lcon	Description
Select All	Selects all the available categories.
Clear All	Deselects all the available categories.
Property to copy	<ul> <li>Select from the dropdown list the property parameter field you want to copy.</li> <li>All Properties: Copy all the following properties to the selected categories: Display Mode, Exit Mode, Page, Category Filter, Zone, and Sort Mode.</li> <li>Display Mode, Exit Mode, Page, Category Filter, Zone, and Sort Mode: This allows you to copy only a specific property parameter while leaving the remaining property parameters for the categories untouched.</li> <li>For more information about these category property parameters, see Setting the Properties for Panel Resources, on page 292.</li> </ul>

5 Select one or more categories to which you want to copy the properties to. Click **OK**.

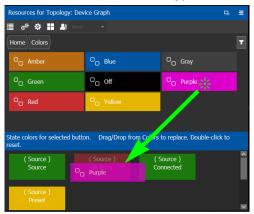
Changing a Button's Color used to Represent a State

Some panel buttons support the display of more than one color. For buttons that support colors, the button's color is used to show the current operating state. The color used for a button to represent any one of the given states can be changed as follows.

1 Click a button that has a behavior previously associated to it (a blank button will not work). See Adding Actions to a Panel, on page 284 and Adding Resources to the Panel, on page 287.



2 Click on the **Colors** resource type.



All available state colors for the selected button are shown on the lower half.

3 Drag a color from the color pallet (shown on the upper half) onto any one the state colors on the lower half.

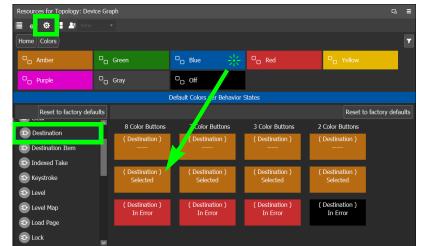


A *Def* bar appears on the state color which indicates the default color. Double-click the state color to revert to this default color.

#### Changing a Button's Default Color used to Represent a State

The default color used by all buttons for a behavior state can be changed when an across the system change is necessary.

- 1 Click the Custom Color Settings icon 🔯.
- 2 Click a behavior that you want to configure, for example, Destination.



3 Drag a color from the color pallet (shown on the upper half) onto any one the state colors on the lower half.

Certain panel buttons support fewer colors. The 7, 3, and 2 Color Buttons columns will show how your color choice will be implemented for these reduced color-range buttons.

## **Creating a Single-Destination Work Flow Panel**

A panel can be configured as an input selector: the panel shows a range of sources, from which the panel operator can choose from, and the selected source will always be routed to a single specific, pre-defined static destination for monitoring. Note that in this example, there are no destination buttons defined on the panel.

#### To create a single-destination work flow panel

This example shows how to create a single-destination work flow panel.

- 1 Create a new panel. See Creating a New Panel, on page 277.
- 2 Add the sources and a Lock and Take buttons to the panel. See Adding Resources to the Panel, on page 287 and Adding Actions to a Panel, on page 284.

Source	Source	Source	Source	Source							
Rerini	RtrIn2	RerIn2	RecIn4	Rerins							
			Lock	Take		+	 $\vdash$	 			

3 Select the destination to which all sources will be routed for this panel: In **Resources for Topology**, **Destinations**, select a destination to which any selected source will be sent.



4 Set this destination as the default destination: click **Default Destination** 3. The icon on the destination changes to 3.



In the panel properties, the **Default Destination** parameter shows the selected destination as its value.

5 On the **Home** page, add a **Destination Status** from the **Built-In** Tool to a panel button. This panel button provides the tally of the default destination to the panel operator. See Adding Actions to a Panel, on page 284.



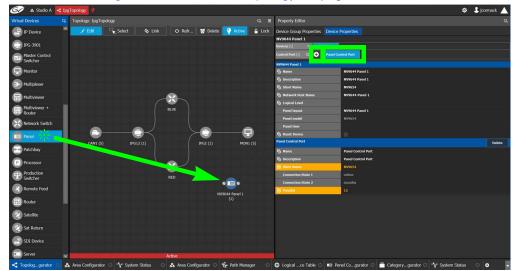
The panel operator can now select a source that will be routed to the **Router-Out 1 In 1** destination. The **Destination Status** button updates with the current tally for the destination.

# Adding the New Panel to the Topology

After you have configured one or more templates for your software or hardware panels, you can add a panel to your topology.

#### To add a panel to the topology

1 Add the Panel to the Topology: from the **Device Library**, **Virtual Device**, find the Panel bubble. See Adding a Virtual Device to a topology, on page 204.



2 Select the bubble for the panel device to configure the panel's Device Group Properties in the **Property Editor**. See also Description of Common Device Properties, on page 332.

Parameter	Description
Name	The name or identifier for this panel instance.
# Devices	The number of panel instances in this device group.
Network Host Name	When one or more panels are managed by DCNM through the media network, set a unique network identifier for these panels so as to be able to push policies to them.
Advanced > Description	An optional description for this panel's control port.
Advanced > Logical Level	The logical level for this panel. See Logical Level Editor Tasks, on page 190.
Advanced > Default Connector Type	The panel's connector type.

3 Select **Device Properties** and click **New**  $\bigcirc$  next to **Control Port** at the top of the **Property Editor** and select **NV96XX Panel Control** from the list.

# The **Panel Control Port** tab appears. See also Description of Common Device Properties, on page 332.

Parameter	<b>Required</b> <sup>a</sup>	Description
Name		The name or identifier for this panel instance.
Description		An optional description for this panel instance.
Logical Level		The logical level for this panel. See Logical Level Editor Tasks, on page 190.
Panel Layout	•	Select the name of the panel you used when you created the panel (see Creating a New Panel, on page 277) from the drop-down list.
Panel Model		When you have selected the <i>Panel Layout</i> parameter, this is the panel's model number that was selected when you created the panel. It is read-only.
Panel User	•	Select the panel's user name from the drop-down list. For further information, see Administration Tasks, on page 477. A panel Admin or Operator user has the ability to release locks made by another user. Whereas non-Admin or non- Operator users can only release locks they made themselves. Destinations Lock/Protect is performed through the panel and if a destination is currently locked by another user, any take to this same destination will fail. If a specific router port is locked/protected but not linked to any destination within the Control System, the Lock/Protect status won't be exposed in the Control System and in fact is not releasable. See also About Lock, Protect, and Release, on page 472 for more information.
Reset Device		When the topology is inactive (see Making an Active Topology Inactive, on page 236), click to reset the device.

a. This parameter must be configured in order for the panel to become functional.

4 Select **Panel Control Port** tab to make the following properties visible. See also Description of Common Device Properties, on page 332.

Parameter	<b>Required</b> <sup>a</sup>	Description
Panel Control Port > Name		The panel's control port name.
Panel Control Port > Description		An optional description for this panel's control port.

Parameter	Required <sup>a</sup>	Description
Panel Control Port > Connection State 1 / 2		Connection State 1 shows the connection status of the panel with the primary server of a server group. Connection State 2 shows the connection status of the panel with the secondary server of a server group. See Configuring a Controller Group, on page 179. unknown: the topology is inactive (see Activating a Topology, on page 235) or the panel does not have network connectivity to the GV Orbit Server(s). offline: the panel does not have network connectivity to the GV Orbit Server(s). online: the panel is connected to the GV Orbit Server(s).
Panel Control Port > PanelID	•	Each control panel must have been configured with a unique Panel ID number. Enter the Panel ID that corresponds with the physical panel that is to be used with this panel instance.

a. This parameter must be configured in order for the panel to become functional.

5 In the hardware or software panel, ensure you have configured the Panel ID number and the Controller 1 IP address. For a software panel, set **Connect**.

When the panel is online, you can control GV Orbit Control from the panel.

							 	 	 	 	 N	V9654V
								Select				Reset
CAM1-1	CAM1-2	CAM1-3	CAM1-4	CAM1-5	20	SDI		Persist				Panel
CAM1-5	CAM1-1	CAM1-5	CAM1-1	CAM1-1								
MON1-1	MON1-2	MON1-3	MON1-4	MON1-5								
					<u> </u>							<u> </u>

You can view the health of the panel in the System Status task. See System Status Task, on page 457.

🐼 🔺 Stud	io A < IpgTopology  💡						🌣 🕹 jcormack
/C Controllers			Panels Communication Status		Devices		
		GVC Controller 2		Filter 🔽	Name		
1P	10.37.72.25	10.37.72.26	ID 12		BLUE	Active	Active
		Inactive Force Active				Active	Standby
Health						Active	Standby
						Active	Active
Memory	61%	28%					
twork Interface							
				-			
			Panel ID 12 Model: NV9654 Panel name: NV9644 Panel 1				
			Paset name: NV9644 Panel 1 OK Connected: Yes IP Address: 10.36.64.122:65207 User: N/A				
Topologgur	ator 💿 🖧 Area Configurator (	Ar System Status	Area Configurator 🔄 😋 Haur Manager 🕓 😋 Log	val ce Table 🗇 🎟 Pape	Co. gurator D	Categorygurator 🗇 🎷 Sys	tem Status 🛛 🕤 🕀

The green bar indicates the health of the panel is good.

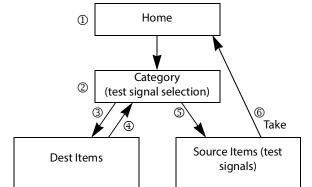
6 Click the Panel ID at the top of Panel Communication Status column to view data on the panel. This appears at the bottom of the interface.

# Panel Configuration Example Using Categories with Custom Navigation

This panel configuration example shows how to:

- Set panel navigation when using categories.
- Generally configure a panel.

For this example, the following panel page structure is used. The goal of this example is to teach you how to configure the panel so that the panel user has a work flow with the least number of panel navigation button presses (that is, the need to use *exit*, *return*, or *home* button presses has been minimized).



Panel Page Structure and Panel User Navigation Steps for this Example

The following steps outline panel navigation button presses used for this example. See the
circled numbers in the above diagram.

Step	Panel User Button Press	Description
1	Category	<ul> <li>On the panel's Home page is:</li> <li>Is a range of sources and destinations, plus a Take button for normal routing activities.</li> <li>A Category button (test signal selection) that allows the panel user to route a test signal to a destination using categories.</li> </ul>
2	Dest Items	On the panel's <b>Category</b> page (test signal selection) are <b>Dest</b> Items and <b>Source Signals</b> buttons (test signals). The panel user presses <b>Dest Items</b> .
3	Select a destination	A selection of five destination category items are shown in the <b>Dest Items</b> page. The panel user presses a button to select a destination to which a test signal will be sent. The panel user is returned to the panel's <b>Category</b> page.
4	Source Items	On the panel's <b>Category</b> page (test signal selection) are <b>Dest</b> Items and <b>Source Signals</b> buttons (test signals). The panel user presses <b>Source Items</b> .
5	Select a source and then Take	A selection of five source category items (test signals) are shown in the <b>Source Items</b> page. The panel user presses a button to select a source (test signal)and then presses <b>TAKE</b> .
6	-	Once the Take is made in the <b>Source Items</b> page, the panel's configuration navigates the panel user to the <b>Home</b> page where the panel user is ready to continue with other operations.

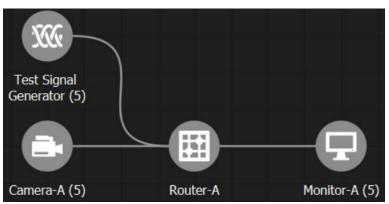
#### About panel user navigation in this example

Note that no *up*, *home*, or *return* navigation buttons are used in this example. In practice, a panel's configuration should include navigation buttons as an answer to when a panel user changes their mind and no longer wants to commit to an action. In this example, a panel user must complete the action once started; there is no escape function to exit the above procedure part way through. This is solved by adding a *Load Page* action to a panel button and configuring the action to take the panel user to the **Home** Page for example. See Adding Actions to a Panel, on page 284.

#### To configure this example

Proceed as follows.

1 Create the following topology that is used for this example.



Add to the Topology Configurator the following device groups: 5 Test Signal Generators, 5 cameras, 5 monitors. Then add a router with 10 inputs and 5 outputs to the Topology Configurator. See Adding Devices to a Topology, on page 204 and To name a device and set the number of devices in the group, on page 205.

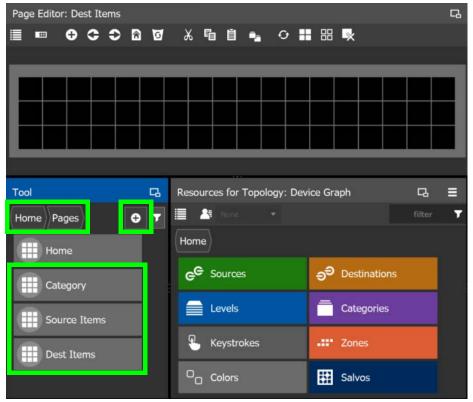
- 2 Click Quick Connect to link the devices together. See Using Quick Connect to Link all Devices in a Topology, on page 222.
- 3 In the Category Configurator, Create the categories you will use with the panel. See Creating Categories for the Sources and Destinations in Your Topology, on page 270.

For this example, five test signal sources have been added to the **Source** Category (shown) and five destinations have been added to the **Destination** Category (not shown).

Sources & Destin 🗔 🖪	Category Configurator for Topology: Direct	Fl 🖪	≡
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Home Sources	Category		
🗱 Bars1	Source	ation	
XXX Bars2			
🗰 Bars3	Category Content	G	≡
💥 Bars4	Source		T
🗰 Bars5 🛛 💥	Bars1		
📑 Cam	XXX         Bars3         XXX         Bars4	-	
📑 Cam1	XXX         Bars5           XXX		
📑 Cam2			
Categorygurator O			

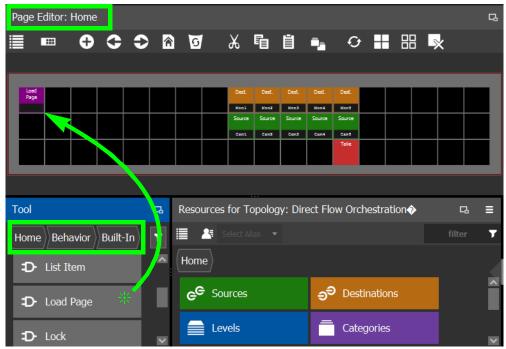
- 4 Create a panel if you have not already done so. See Creating a New Panel, on page 277.
- 5 Configure the panel's properties. See Configuring a Panel's Properties, on page 281.

6 Add the following pages to the panel: **Category**, **Source Items**, and **Dest Items**. See Adding Panel Pages, on page 283.



These are the pages between which the panel user will navigate according to the configuration parameters you set in the Panel's configuration, shown in later steps in this procedure.

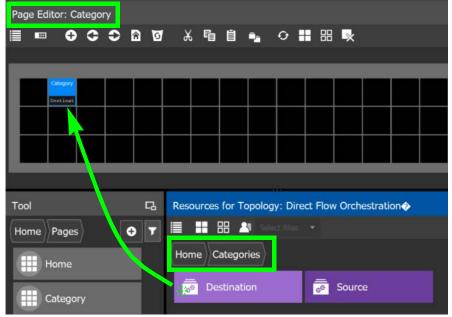
7 On the **Home** page, add a **Load Page** from the **Built-In** Tool to a panel button. See Adding Actions to a Panel, on page 284.



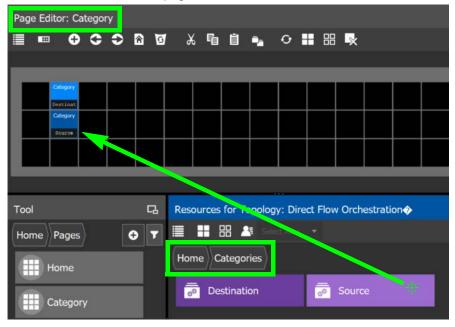
8 On the **Home** page, select the **Load Page** panel button and set the **Page** property parameter to **Category**. With this setting, when the panel user presses this button, they will be shown the **Category** page.

Page Ec	ditor: Home	2															G	
	<b>⊞</b>	С	Ð	r 6	ጽ	٩ i		Q										
Loa Pag					T T			Dest.				Dest.						
- <b>-</b> 27	<b>₹</b>							Monl	Mon2	Mon3	Mon4	Mon5						
			T					Source	Source	Source	Source	Source						
								Cant	Can2	Cam3	Cam4	Cam5						
												Take						
			10000	1000	1000 1770	1.31 1183						5 <b>4</b> 5%					a plane	
Tool			品	Resource	s for Top	pology: D	irect Flow	Orch	G	=	Property	Editor					品	
Home	Behavior	Built-In	n 🔽							<b>T</b> 1	oad Page	2						
				Home							Page				(	Category		
υ.	D- Load Page							-			Zone					Zone 1		
£	Lock			e <sup>e</sup> s	ources		ే	Destinal	tinations									

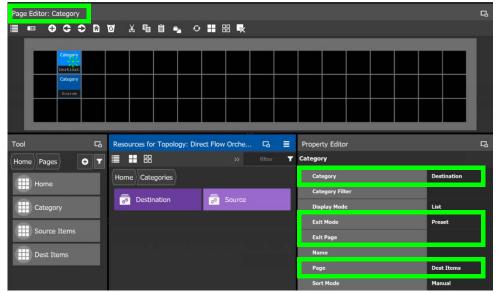
9 On the **Category** page, add the **Destination** Category to a panel button. See Adding Resources to the Panel, on page 287.



10 On the **Category** page, add the **Source** Category to a panel button. See Adding Resources to the Panel, on page 287.



11 On the **Category** page, select the **Destination** Category panel button and set the **Exit Mode**, **Exit Page**, and **Page** property parameters.

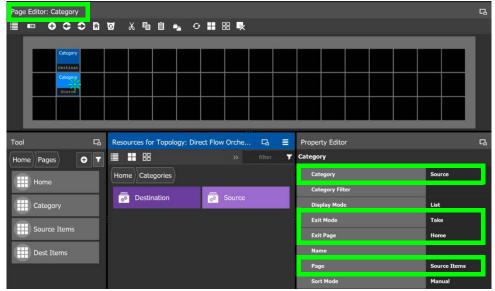


The following configuration parameter explanation should be interpreted within the context of this example procedure.

Parameter	Description
Category	This should show <b>Destination</b> for this step.
Exit Mode	Select how the panel user will be returned once they have made a category item selection or Take. In this example, set this to <b>Preset</b> . With this option, the panel behavior is to take the panel user to the <b>Category</b> page immediately once they have pressed a destination category in the <b>Dest Items</b> page.
Exit Page	In this example, this is set to [blank]. The <b>Exit Page</b> feature is unused.
Page	For the <b>Destination</b> category, set to <b>Dest Items</b> . With this setting, when the panel user presses this panel button on the <b>Category</b> page, they will be shown the <b>Dest Items</b> page where the panel user is able to select a destination item.

See also Adding Resources to the Panel, on page 287 and Setting the Properties for Panel Resources, on page 292 for more information about the remaining properties.

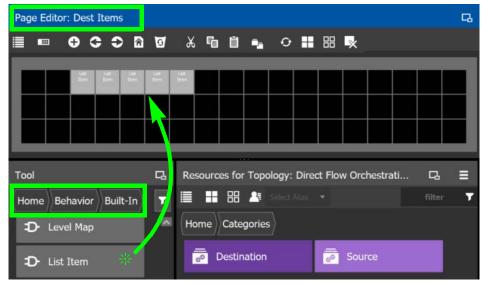
12 On the **Category** page, select the **Source** Category panel button and set the **Exit Mode**, **Exit Page**, and **Page** property parameters.



The following configuration parameter explanation should be interpreted within the context of this example procedure.

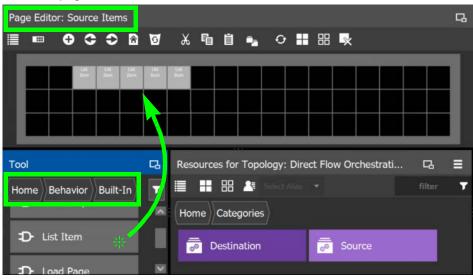
Parameter	Description
Category	This should show <b>Source</b> for this step.
Exit Mode	Select how the panel user will be returned once they have made a category item selection or Take. In this example, set this to <b>Take</b> . With this option, the panel user has to select a source category and then press the Take button.
Exit Page	In conjunction with the <b>Exit Mode</b> parameter, this parameter changes the <b>Take</b> return navigation to any other panel page. In this example, set this to <b>Home</b> ; the panel behavior is to take the panel user to the <b>Home</b> page immediately once they have pressed the category item selection and then the Take button in the <b>Source Items</b> page.
Page	For the <b>Source</b> category, set to <b>Source Items</b> . With this setting, when the panel user presses this panel button on the <b>Category</b> page, they will be shown the <b>Source Items</b> page where the panel user is then able to select a source item and then clicks Take.

13 On the **Dest Items** page, add five **List Item** from **Built-In** to five panel buttons. This corresponds to one **List Item** for each of the five sources.



**Note:** You can use copy and paste a block of **List Item** on the panel to quickly create a large number of sources or destinations.

14 On the **Source Items** page, add five **List Item** from **Built-In** to five panel buttons. This corresponds to one **List Item** for each of the five sources. See Adding Resources to the Panel, on page 287.



- Page Editor: Source Items 品 000 .... Â 0 ፚ 🖻 📋 🖡 ↔ 🖬 🔛 🕺 Resources for Topology: Direct Flow Orchestrati... Tool 品 品 E 5 Behavior Built-In Home Home Categories D Source Destination \_\_\_\_ G<sup>G</sup> Source ee D- Take
- 15 On the **Source Items** page, add a **Take** button.

16 Add a panel device to the topology and configure the panel and its control port properties. See Adding the New Panel to the Topology, on page 299.

**Note:** The panel device bubble on the Topology Configurator does not need to be linked to any other bubble.

- 17 In the Topology Configurator, activate the topology. See Activating a Topology, on page 235.
- 18 Test the panel's behavior. Change the **Exit Page** and **Exit Mode** property parameters for the **Source** and **Destination** buttons on the **Category** page to see how the navigation behavior changes.
- 19 Add load page buttons that will allow the panel user to return to the Home page, to each of the following pages: **Category**, **Source Items**, and **Dest Items**. See also Adding Resources to the Panel, on page 287 and Setting the Properties for Panel Resources, on page 292 for more information.

This step is necessary because when the changing the **Exit Page** and **Exit Mode** property parameters for the **Source** and **Destination** buttons on the **Category** page, the panel user might wind up in a page without a way to exit out of it. Once testing is complete, and navigation is perfected, these buttons can be removed.

# **GPIO Configurator Tasks**

Tally devices you connect to the panel's inputs can trigger events in the router control system such as a salvo or it can route a source to a destination.

In reaction to pressing a panel button, to a GPI input, or to a XPT status, the router control system can trigger events through the panel's relay outputs to switch your tally devices.

SUPPORTED PANELS: the following panels that support GPIO; NV9605, NV9606, NV9607, NV9609, NV9646, NV9649 (configured as a NV9609 panel model), NV9640, and NV9642.

Soft panels are available with GPIO controls that allow you to test and debug your GPIO configuration before putting a panel into production.

W NVISION - NV9654V : PanelID =	ION - NV9654V : PanellD = 212 : Controller IP = 10.37.72.47												-	
Set Parameters	GPI 1 Off	GPI 2 Off	GPI 3 Off	GPI 4 Off	GPI 5 Off	GPI 6 Off	GPI 7 Off	GPI 8 Off	GPO 1 Off	GPO 2 Off	GPO 3 Off	GPO 4 Off		NV9654V
Set Font Size Set To Default Size	Cam3													
Show Frameless Next Time Allow Auto-Reconnect													Γ	
Connect Disconnect About		Take				$\square$							Γ	Home

PREREQUISITES: The following must have been configured:

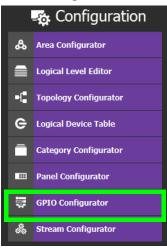
- a Topology (Topology Configurator Tasks, on page 199) including:
  - Panel Configuration: see Panel Configurator Tasks, on page 275
  - Sources and destinations: see Methods to Link Devices in a Topology, on page 222.
- a router: see Configuring Router Devices, on page 422

### Accessing the GPIO Configurator

#### To access the GPIO Configurator Task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select an area. See Selecting an Area, on page 183.
- 3 Select a topology. See Selecting a Graph, on page 184.
- 4 Create and configure a Panel. See Creating a New Panel, on page 277, Configuring a Panel's Properties, on page 281, Adding Actions to a Panel, on page 284, and Adding Resources to the Panel, on page 287.
- 5 If a salvo is to be triggered by a GPI, create one or more salvos. See Creating Salvos, on page 474.
- 6 If aliases are to be used, create them. See Adding Aliases, on page 467.
- 7 Add a panel to the topology. See Adding the New Panel to the Topology, on page 299.

8 Select Configuration > GPIO Configurator.



The GPIO Configurator task appears:

🐼 🐁 Area  🕄 Devic	ce Graph 🔮						¢ 🖁	admin 📐
GPIO Rules								C,
🏾 🕀 🖻 🖉 👗					Errors		Script Help	
filter 🔻	filter 🔻 🔻	filter 🔻	Ŧ	T	filter	•	filter	٦
Name								
Take Camera 1		572		•				
	GPIO Rule	s						
							Errors log and Script Help	
Take Camera 1			_					
	GPO						No Error	
📃 🖸 🚍 Input 1 🔹	⇒							
Input transition from ON to OFF	Input tra	ansition from OFF	to ON					
Execute a salvo	Execu							
	ules and GPO							
Route a source to a destination	-	a source to a destir	nation					
Source: Cam1	Sourc							
Destination: Mon1	Destir	nation: Mon1						
🐺 GPIO Configurator 🗘	Ð							

The GPIO Configurator has the following main sections shown above:

- GPIO Rules
- GPI Rules and GPO Rule Editor
- Errors log and Script Help

#### **GPIO Rules Menu**

The GPIO rules menu has the following menu options.

lcon	Description
• New	Create a new rule in the rules list. See Adding a GPIO Rule, on page 314.
Duplicate	Make a copy of the currently-selected rule. See Duplicating a Rule, on page 320.

lcon	Description
0 Delete	Remove the currently-selected rule. See Deleting a Rule, on page 321.
Alias	Select the Alias to use for all rules. See Choosing an Alias for all Rules, on page 321.

#### **GPI / GPO Rule Editor Menu**

The GPIO rule editor has the following menu options.

lcon	Description					
0 Delete	Remove the configuration for this rule.					
🔚 Select GPI	Select the GPI input to be configured. See Configuring a GPI to Trigger an Event, on page 315.					
Select GPO	Select the GPO output to be configured. See Configuring a Script to Trigger a GPO, on page 317.					
Validate	Verifies if the rule is valid					

## **Adding a GPIO Rule**

Create one or more rules to control your tallies. Rules can be enabled and disabled as needed.

#### Note:

It is possible to create two or more rules can that act upon the same GPO, thereby creating a conflict. No error or warning will be flagged in this case. When two or more rules conflict, you must deactivate rule(s) such that only one rule controls a GPO at a time. See Activating / Deactivating a Rule, on page 320.

#### To add a rule



2 Enter meaningful text in the **Name** and **Description** fields to identify the rule.

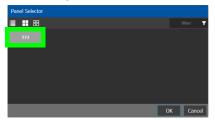


3 For the new row, click the cell for the Panel ID column.



The **Panel Selector** window appears showing the panels that have been previously configured. See Panel Configurator Tasks, on page 275.

4 Select the panel which has GPIO connections made to it that you want to configure.



5 Click OK.

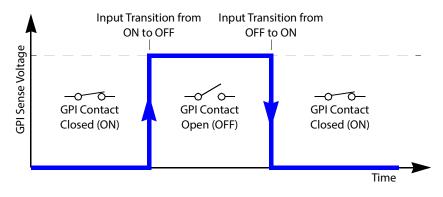
The Panel Id is shown for the GPIO rule and the Status is green.

🧭 🛦 Area 🧃 Device Graph 🖗								
GPIO Rules								
≣ ⊕ ₽ Ø ♣								
filter 🏹	filter	filter 🔻	T	7				
		572		0				

# **Configuring a GPI to Trigger an Event**

Tally inputs (called GPIs) can be configured to trigger an event when the input transitions from OFF to ON and to trigger another event on a transition from ON to OFF. Events include:

- Execute a salvo. The salvo must have been previously created. See Creating Salvos, on page 474.
- Route a source to a destination. The source and destination must have been previously created. See Logical Device Table Tasks, on page 241.



Separate actions are triggered depending on whether the transition is from ON to OFF or the transition is OFF to ON as shown above.

Take Camera 1						
🚍 GPI 🔤 GPO						
🗮 🗹 📇 Input 1 🛛 🔻						
Input transition from ON to OFF	Input transition from OFF to ON					
Execute a salvo	Execute a salvo					
Salvo:	Salvo:					
Route a source to a destination	Route a source to a destination					
Source: Cam1	Source: Cam2					
Destination: Mon1	Destination: Mon1					

To configure a GPI state transition to route a source to a destination or trigger a salvo

1 Add a Rule if necessary. See To add a rule, on page 314. Select the rule you want to configure. Ensure the rule is de-activated.

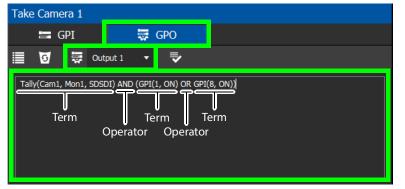


- 2 Click the GPI tab.
- 3 Select the panel's GPI input to be used as a trigger.
- 4 Select the action to execute when this input transitions from ON to OFF:
  - Execute a salvo: select the salvo to be executed from the list.
  - Route a source to a destination: select a source and a destination from the lists.
- 5 Select the action to execute when this input transitions from OFF to ON:
  - Execute a salvo: select the salvo to be executed from the list.
  - Route a source to a destination: select a source and a destination from the lists.
- 6 Repeat for the remaining GPI inputs to be used as a trigger for an action.
- 7 Click Validate 🛃 to check the syntax and semantics with respect to the current configuration and it then saves the script.
- 8 Activate the rule. See To activate a rule, on page 320.

# Configuring a Script to Trigger a GPO

Relay outputs can be configured to activate on a number of Boolean true or false conditions that form a script:

- One or more routes occurring on specific levels.
- Conditions involving output ports (destination, level).
- A transition on one or more of the panel's tally inputs.



In this dialog, you create a Boolean script involving sources, destinations, port status, and GPI (input) status. When the conditions of the entire Boolean script evaluates as true, the relay output closes. When the conditions are not met, the relay output opens. Names of sources, destinations, levels and so on are case sensitive.

Boolean expressions comprise terms and operators. The operators include those shown under the **Script Help** tab. Expressions can be parenthesized to control the order of evaluation. Operator precedence is normally NOT > AND > OR. All parenthesized expressions are evaluated first; expressions in nested parentheses are evaluated before those in outer parentheses.

Function	Description
AND,OR, NOT,()	Logical AND, OR, NOT, and precedence. Note that && (AND),    (OR), ! (NOT) are also supported.
Tally(SRC,DST)	Returns true when the specified source is tallied on the specified destination for the SDI level.
Tally(SRC,DST,Level)	Returns true when the specified source is tallied on the specified destination for the specified level.
Tally(SRC,DST,Levels)	Returns true when the specified source is tallied on the specified destination for the specified level shuffles. Level shuffle arguments are in pairs.
Locked(DST)	Returns true when the specified destination is locked.
LockReleased(DST)	Returns true when the specified destination is unlocked.
Protected(DST)	Returns true when the specified destination is protected.
ProtectReleased(DST)	Returns true when the specified destination is unprotected.
GPI(GPI#, STATUS)	Returns true when the GPI status is equal to the specified STATUS. STATUS value could be ON or OFF.

For example, the following script is true when Cam1 is tallied on Mon1 for the SDSDI level and GPI1 input is on or GPI8 input is on:

Tally(Cam1, Mon1, SDSDI) AND (GPI(1, ON) OR GPI(8, ON))

Click a function to see an example script of how to use the function under **Example**.

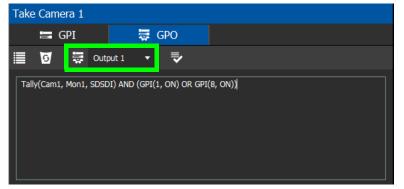
Errors	Sc	ript Help	
filter	T		filter 🔻
Function			Description
AND, OR, NOT, ()		Logical AND, OR,	NOT and precedence. Note that &&,   , ! are also supported.
Tally(SRC, DST)		Returns true wher	the specified source is tallied on the specified destination for the SDI level.
Tally(SRC, DST, Level)		Returns true wher	the specified source is tallied on the specified destination for the specified level.
Tally(SRC, DST, Levels)			the specified source is tallied on the specified destination for the specified level shuffles. ments are in pairs.
Locked(DST)		Returns true wher	the specified destination is locked.
LockReleased(DST)		Returns true wher	the specified destination is unlocked.
Protected(DST)		Returns true wher	the specified destination is protected.
ProtectReleased(DST)		Returns true wher	the specified destination is unprotected.
GPI(GPI#, STATUS)		Returns true wher	the GPI status is equal to the specified STATUS. STATUS value could be ON or OFF.
Examples			
Tally(Cam1, Mon1) AND (	Tally(Car	m1, Mon2) OR NOT	(Tally(Cam2, Mon3)))

#### To configure a script to control GPOs

1 Add a Rule if necessary. See To add a rule, on page 314. Select the rule you want to configure. Ensure the rule is de-activated.

5				
🐼 🛦 Area  De	vice Graph 🔮			
GPIO Rules				
🏾 🕀 🛱 🖬 🛣				
filter 🔽	filter 🔻 🔽	filter 🔻	<b>T</b>	Ŧ
Name				Status
Take Camera 1				

- 2 Click the GPO tab.
- 3 Select the panel's GPO output to be used as a trigger.



4 Create a script that when true will close the output relay's contact.

Take Camera 1	
🚍 GPI	🐺 GPO
📃 🖸 🐺 Output	1 🔻 🕏
Taliy(Cam1, Mon1, SDSDI) /	IND (GPI(1, ON) OR GPI(8, ON))

5 Click Validate 👽 to check the script's syntax.

Any errors are shown in the **Errors** tab. Correct the script as necessary. Click the **Script Help** tab for how to use script arguments.

Errors	Script Help	
filter 🔽		filter 🔻
Time		Detail
2019-03-06 10:52:09	GPO 1 - Panel 67 - Tally(Cam1,	Mon1, SDSDI1) : Unknown level: SDSDI1
2019-03-06 10:52:09	GPO 1 - Panel 67 - GPI(12, ON)	) : Expected gpi number from 1 to 8. Got: 12
2019-03-06 10:52:09	GPO 1 - Panel 222 - Tally(Cam)	1, Mon1, SDSDI1) : Unknown level: SDSDI1
2019-03-06 10:52:09	GPO 1 - Panel 222 - GPI(12, Of	N) : Expected gpi number from 1 to 8. Got: 12
2019-03-06 10:52:09	GPO 1 - Panel 223 - Tally(Cam)	1, Mon1, SDSDI1) : Unknown level: SDSDI1
2019-03-06 10:52:09	GPO 1 - Panel 223 - GPI(12, Of	N) : Expected gpi number from 1 to 8. Got: 12

6 Activate the rule. See To activate a rule, on page 320.

## **Deleting a GPI or GPO Action Configuration**

To delete a GPI or GPO action configuration

1 Click the GPI or GPO tab.

Take Camera 1					
🖨 GPI	<b>1</b>	GPO			
I 🛛 🗉	🖬 Input 1 🛛 🔻	₹			
Input transition	from ON to OFF			Input transition	from OFF to ON
Execute a salv	o			Execute a salv	o
Salvo:					
Route a source	e to a destination			Route a source	e to a destination
Source:	Cam1			Source:	Cam2
Destination:	Mon1			Destination:	Mon1

- 2 Select an **Input** or **Output** to be deleted.
- 3 Click **Delete 5**.

# Activating / Deactivating a Rule

#### To activate a rule

1 Set **Active** in the rule's row.

GPIO Rules							
ii 🕂 🛱 🗘 🛣							
filter 🔻	filter 🔻 🔻	filter 🔻	•	T			
Name	Description	Panel Id	Active	Status			
Take Camera 1		223, 67, 222	2	<u> </u>			

The rule's configuration becomes read only and cannot be modified. The rule's status becomes a green circle to indicate that the rule is valid.

#### To deactivate a rule

1 Deselect Active in the rule's row.

# **Duplicating a Rule**

#### To duplicate a rule

- 1 Select the rule to be duplicated.
- 2 Click Duplicate 👖 .

GPIO Rules								
≣ 🕈 🛱	Rule se	t to duplicate	Take Camera 1			]		
filter	Name		Take Ca	mera 2		filter 🔻 🔻	▼	•
	Descrip	tion				Panel Id	Active	Status
sdaas		Ok		Cancel				
Take Camera 1					223,	67, 222	<b>1</b>	•

- 3 Set the name and description of the new rule.
- 4 Click OK.

# **Deleting a Rule**

### To delete a rule

1 Select the GPIO rule to be deleted.

GPIO Rules				
≣ ⊕ ₽ 团 ♣				
filter 🗸	filter 🔽	filter 🔻	T	
Name	Description	Panel Id	Active	Status
Take Camera 1		223, 67, 222	<b>1</b>	•

2 Click Delete 🚺.

# **Choosing an Alias for all Rules**

The source and destination aliases must have been previously created. See Adding Aliases, on page 467. The alias selection applies to all current rules.

#### To set an alias

1 (	Click	Ali	as 🞴	₹.							
	GPI	O Ru	les								
		Ð	ħ	0	25	Source	:	PanelSI	RC	·	
			filter		7	Destina	ation:	PanelD	ST	•	<b></b>
							Ok		Cancel		Status
	Take	Camer	a 1						223, 67, 222	<b>V</b>	•

- 2 Set the **Source** and **Destination** aliases to use for all rules.
- 3 Click OK.

# **Stream Configurator Tasks**

The Stream Configurator task displays all streams in the current topology and allows you to configure on a large scale the following stream parameters:

- Set the stream's Unicast and multicast IP addresses
- Change the stream's SDP template
- · Change the stream's logical levels
- Expose or hide streams

This can be done in bulk by selecting multiple rows and using the paste functionality, to set the IP addresses of hundreds of streams in one action. Filters allow you to narrow down the list in order to only show the devices you want to change their IP addresses / port numbers. The list has multiple sort, so you can put the devices in the right order (from top to bottom), thereby allowing you to paste an incremental range of IP addresses. Content can be pasted from a vertical column of Microsoft Excel worksheet cells, or from a text editor where there is one IP address per line.

The Stream Configurator is also useful for troubleshooting: for example, you discover an unexpected IP address is being routed and you want to find the device associated with that IP address. Use the IP address in the filtering at the top of the **Unicast IP** or **Multicast IP** columns in the Stream Configurator to find the device.

**PREREQUISITES:** The following must have been configured:

- a Topology (Topology Configurator Tasks, on page 199).
- a number of devices on the topology such as a GV Node which has a variety of streams (see Adding Devices to a Topology, on page 204).

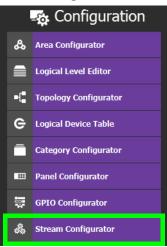
Setting the IP address in GV Orbit Control for third-party IP devices are an ideal application for the stream configurator; see Using Quick Config, on page 219 and the example in Setting Port Redundancy for Many Devices at Once, on page 220 to create such devices.

## **Accessing the Stream Configurator**

#### To access the Stream Configurator Task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select an area. See Selecting an Area, on page 183.
- 3 Select a topology. See Selecting a Graph, on page 184.
- 4 The topology must be currently:
  - Activated (see Activating a Topology, on page 235).
  - Unlocked (see Unlocking / Relocking a Topology, on page 238).

5 Select Configuration > Stream Configurator.



The Stream Configurator task appears:

🐼 战 Area	C Direct Flow Orchestra	ation🔣 🥊					¢	🖡 💄 admin
tream Configurator								
∎ ↔ <b>∎</b> ⊞	▼ 🗎 🌣 🚍 📢	<b>ک</b>						
filter 🔽	filter 🔻	filter 🔽	filter 🕇	filter 🔻	filter 🔻	filter 🔻	filter 🔻	filter
Device Group	Device	Control Port IP	Port	Unicast IP	Stream	Logical Level	Multicast IP	Exposed
Router	Router		In 1		Router In 1			Hidden
Router	Router		Out 1		Router Out 1			Hidden
Network Switch	Network Switch		Out 1		Network1 Stream 2		225.1.1.2:0	Hidden
Network Switch	Network Switch		Out 1		Network1 Stream 1		225.1.1.1:0	Hidden
IP Device-A	IP Device-A		Out 1		IP Device-A Out 1	SDI	225.1.1.1:0	Hidden
Monitor	Monitor		In 1		Monitor In 1	SDI		Hidden
Camera	Camera		Out 1		Camera Out 1	SDI		Hidden
IP Device	IP Device		In 1		IP Device In 1	SDI	224.1.1.1:0	Hidden
Network Switch	Network Switch		Out 1		Network1 Stream 5		225.1.1.5:0	Hidden
Network Switch	Network Switch		Out 1		Network1 Stream 4		225.1.1.4:0	Hidden
Network Switch	Network Switch		Out 1		Network1 Stream 3		225.1.1.3:0	Hidden
🐉 Streamgurato	r 🙆 🖯							

### **Stream Configurator Menu**

The Stream Configurator menu has the following menu options.

lcon	Description
🚱 Refresh	Reloads the Stream Configurator's contents. The Stream Configurator's content is static. If you make a configuration change in another task, it will not automatically be reflected in the Stream Configurator.
Select All	Selects all rows in the Stream Configurator.
Clear All	Deselects all rows in the Stream Configurator.
<b>Filters</b>	Filters the list by signal type and direction. See Stream Configurator Filters Tool, on page 325.

lcon	Description					
Paste IP addresses	Pastes the clipboard contents to the selected Stream Configurator's column from a Microsoft Excel spreadsheet column or a text editor, where there is one IP address per line. See Pasting Unicast and Multicast IP Addresses from a Microsoft Excel Spreadsheet / Text Editor, on page 326. Certain IP addresses are reserved by GV Orbit Control and cannot be used. Refer to the Release Notes for more information. See Related Documentation, on page 7.					
Set stream SDP file	Set the SDP pattern for streams. See Setting SDP Templates for one or more Streams, on page 327.					
Set stream level	Sets the logical level of one or more selected streams. This shows the Logical Level Selector.					
Expose or hide streams	Sets to expose or hide streams of one or more selected streams. Only certain devices support this property. When Expose Stream is set, it displays the streams for this device in the Logical Device Table. See Logical Device Table Tasks, on page 241.					
filter <b>T</b> Filter	Row filters can be applied to each column by typing text in the filter boxes to filter the list according to a column's content. The combination of all applied filters means that a row must match all filter values in order to be displayed. See Filtering the Stream Configurator List, on page 325. See also Filtering Lists, Table Columns, Sources, and Destinations, on page 266.					

# **Stream Configurator Filters Tool**

A filter button is available in the toolbar for you to show or hide signal types (SDI, IP, MADI) or signal direction (Input/Rx and Output/Tx streams).

Stream Configurator		
≣ ↔ ∎ ⊞ <mark>∖</mark> =		<ul> <li>Click to open filter tool</li> </ul>
filter Show SDI	V 7	
Device Gro Show IP		
Audio Live	<b>_</b>	<ul> <li>Set the required filters</li> </ul>
Audio Live Show inputs/rx	.2	
Audio Live	✓ .2	

lcon	Description
Show SDI	Show results where the connection type is SDI.
Show IP	Show results where the connection type is IP.
Show MADI	Show results where the connection type is MADI.
Show inputs / rx	Show results where the connection direction is an input.
Show outputs / tx	Show results where the connection direction is an output.

# Pasting IP addresses from a Microsoft Excel worksheet into the Stream Configurator

In order to paste a vertical column of worksheet cells of an ordered list of IP addresses you have created in Microsoft Excel, you must first prepare the Stream Configurator by:

- 1 Filtering the table to only show the devices, inputs / outputs, signal type, logical levels, for which you are going to update their IP addresses. Filters allow you to narrow down the Stream Configurator list in order to only show the devices of interest.
- 2 Sorting the filtered list such that the devices are in the same order as the vertical column of worksheet cells you have created in Microsoft Excel.
- 3 Paste a vertical column of worksheet cells you have created in Microsoft Excel into either the Unicast IP or Multicast IP columns of the Stream Configurator.

Certain IP addresses are reserved by GV Orbit Control and cannot be used. Refer to the Release Notes for more information. See Related Documentation, on page 7.

# **Filtering the Stream Configurator List**

First, filter the Stream Configurator's contents to create a list of only the devices that are of interest; those devices you want to update their IP addresses.

Filtering can be done by combining the following methods:

- Use the Filters tool to show or hide signal types (SDI, IP, MADI) or signal direction (Input/Rx and Output/Tx streams). See Stream Configurator Filters Tool, on page 325.
- Enter text into the row filters found at the top of each column by typing text in the filter boxes to filter the list according to a column's content. The combination of all applied filters means that a row must match all filter values in order to be displayed. See Filtering Lists, Table Columns, Sources, and Destinations, on page 266.

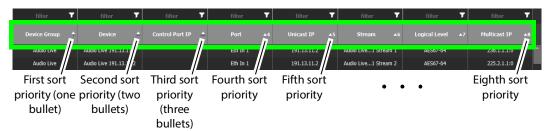
filter	T	filter	T	filter	7	filter	7	filter	T	filter 🗸	filter	۲	filter	T
Device Group	÷	Device	A	Control Port IP	<b>.</b>	Port 🔺		Unicast IP		Stream ▲6	Logical Level		Multicast IP	▲8
Audio Live		Audio Live 191.13.	11.2			Eth In 1		191.13.11.2		Audio Live1 Stream 1	AES67-64		236.1.1.1:0	
Audio Live		Audio Live 191.13.	11.2			Eth In 1		191.13.11.2		Audio Live1 Stream 2	AES67-64		225.2.1.1:0	

# Sorting the Stream Configurator List

Once the Stream Configurator's contents have been filtered, then sort the filtered list.

The list has multiple sort, so you can put the devices in the right order (from top to bottom), thereby allowing you to paste an incremental range of IP addresses. Content can be pasted from a vertical column of Microsoft Excel worksheet cells, or from a text editor where there is one IP address per line.

Each column can be sorted by clicking the header text. Multiple sort can be applied by <Shift> + clicking the headers. Bullets and numbers will appear next to the sort arrow indicating the column's sort priority. An up arrow is ascending sort, and a down arrow is a descending sort.



# Pasting Unicast and Multicast IP Addresses from a Microsoft Excel Spreadsheet / Text Editor

Unicast and Multicast IP address values can be bulk pasted into the Stream Configurator from a Microsoft Excel spreadsheet column by using copy/paste.

 Multicast IPs are formed with the following semi-colon separated concatenated format: [IPv4 Address]:[Port Number]. For example, the text to be pasted for a multicast address should look like 231.102.30.13:5004

If you paste an IPv4 address without a port number into the **Multicast IP** column, only the IP address will be updated and the current port number will be left intact.

• Unicast IPs are a basic IP address without a port number.

# To paste Unicast or Multicast IP Addresses

- 1 Select a column with IP addresses from a Microsoft Excel spreadsheet and copy them.
- 2 Select the rows in the Stream Configurator that contain the streams to be changed. See Selecting Stream Configurator Rows, on page 329.

3 Click the paste is button in the Stream Configurator toolbar. Choose whether to apply the paste to Unicast or Multicast IP addresses. The paste is made starting from top-to-bottom of the selected rows.

Note: All pasted IP addresses are validated and if any one address is invalid, the entire paste is canceled and nothing happens.

Certain IP addresses are reserved by GV Orbit Control and cannot be used. Refer to the Release Notes for more information. See Related Documentation, on page 19.

# **Editing Unicast and Multicast IP Addresses**

Cells in the Unicast IP column can be double-clicked in oder to edit their contents. These cells will only accept valid IPv4 addresses.

Cells in the Multicast IP column can also be double-clicked in oder to edit their contents. These cells only accept valid IPv4 addresses and a port number separated by a colon (:). For example **231.102.30.13:1080**.

# Setting SDP Templates for one or more Streams

Not all devices are NMOS compliant, however with the use of SDP parameters, GV Orbit Control may be able to make a take of a stream from a non-NMOS Device to an NMOS Device. GV Orbit Control can intuit some SDP parameters while other parameters will have to be provided by you. For more information about how to form an SDP template, see Using SDP Parameters to Take a Stream from a non-NMOS Device to an NMOS Device, on page 385.

You can set the SDP templates for one or more streams as follows.

- 1 If necessary, filter and sort the Stream Configurator list to only show the devices, inputs / outputs, signal type, logical levels, for which you are going to update their SDP templates. Filters allow you to narrow down the Stream Configurator list in order to only show the devices of interest. See Filtering the Stream Configurator List, on page 325 and Sorting the Stream Configurator List, on page 326.
- 2 Select the rows in the Stream Configurator that contain the streams to be changed. See Selecting Stream Configurator Rows, on page 329.
- 3 Click the cogwheel of icon. The SDP template text for the last selected stream in the table is shown in a pop-up.

If the last selected stream type is SDI or a receiver, the SDP template text area will be blank.

4 Type in or paste the SDP template text into the pop-up text area and click **OK**. See Using SDP Parameters to Take a Stream from a non-NMOS Device to an NMOS Device, on page 385.

Note: The SDP text you enter is not validated by GV Orbit Control. The SDP is directly applied to IP streams only. All other stream types are ignored.

All selected streams will be updated with the new SDP template.

# GV Orbit Control SDP Variables that can be used with Third-Party Devices

The following table lists whether the GV Orbit Control SDP variables are supported when used with third-party devices. Any unsupported SDP variable must be replaced by a hard coded value that represents the third-party device's static property value.

GV Orbit Control SDP Variable	Supported with third- party-devices	Description
<pre>\${audioBits}</pre>		The audio stream's bit depth.
<pre>\${channelCount}</pre>		The number of (audio) channels.
<pre>\${clockSetting}</pre>		The PTP master clock setting.
<pre>\$ {sequence}</pre>		This SDP file's ID.
<pre>\${packetTime}</pre>		The length of time in milliseconds represented by the (audio) media in a packet.
<pre>\${portIpAddress}</pre>	•	The sending port's IP address. The source for this variable comes from the Port's <b>IP Address</b> parameter for this stream.
<pre>\${streamIpAddress}</pre>	•	The transmit (sending) stream's multicast IP address. The source for this variable comes from the stream's <b>IP Address</b> parameter.
<pre>\${streamPortNumber}</pre>	•	The transmit (sending) stream's IP port number. The source for this variable comes from the stream's <b>IP Port</b> parameter.
<pre>\${redundantIpAddress}</pre>	•	The transmit (sending) stream's redundant multicast IP address. The source for this variable comes from the stream's <b>IP Address</b> parameter used for the redundancy port. See the <b>Redundancy Port</b> parameter to identify the current redundancy port.
<pre>\${redundantPortNumber}</pre>	•	The transmit (sending) stream's redundant IP port number. The source for this variable comes from the stream's <b>IP Port</b> parameter used for the redundancy port. See the <b>Redundancy Port</b> parameter to identify the current redundancy port.

GV Orbit Control SDP Variable	Supported with third- party-devices	Description
<pre>\${redundantPortIpAddre ss}</pre>	•	The transmit (sending) stream's redundant IP port number. The source for this variable comes from the stream's <b>IP Address</b> parameter used for the redundancy port. See the <b>Redundancy Port</b> parameter to identify the current redundancy port.
<pre>\${rtpPayloadType}</pre>		The RTP payload type as defined by the SDP specification.
<pre>\${samplingRate}</pre>		The audio stream's sampling rate.

# **Selecting Stream Configurator Rows**

Stream Configurator rows can be selected as follows:

- All current rows can be selected by clicking **Select All** from the Stream Configurator's menu. See Stream Configurator Menu, on page 323.
- Select one or more streams in the Stream Browser using <Ctrl> + click.
- Select a range of streams in the Stream Browser by selecting the first stream and then <Shift> + click the last stream in the range.

# **Special Device Configuration Tasks**

The configuration of certain features for a specific device require an in depth explanation which is provided here.

#### **Special Devices**

These special device are described under the following headings:

- Configuring a GV Node Device, on page 333
- Configuring an IPG-3901 / IPG-4901 Device, on page 343
- Configuring an IPVU Device, on page 349
- Configuring an IQMix, IQUCP, or UCP-3901 Device, on page 352
- Configuring UHD 4K Two-Sample Interleave Division IP Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device, on page 354
- Configuring UHD 4K Quad-Link SDI Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device, on page 359
- Configuring an MV-820-IP Multiviewer Device, on page 363
- Configuring a Kahuna IP Production Switcher Device, on page 367
- Configuring a K-Frame Production Switcher, on page 370
- Adding NMOS Devices to a Topology, on page 377
- Using SDP Parameters to Take a Stream from a non-NMOS Device to an NMOS Device, on page 385
- Configuring Cisco DCNM Network Switch Devices, on page 389
- Direct Flow Orchestration: How To Create a Static Flow with a Cisco Network Switch, on page 395
- Configuring a GV Fabric Network Switch Device, on page 396
- Configuring Network Switch Redundancy to Support SMPTE ST 2022-7, on page 399
- Configuring an NVISION Hybrid Series Router, on page 404
- Configuring a Sirius Series Router, on page 411
- Configuring Router Devices, on page 422
- Configuring a Device that Supports Audio Breakaway/Shuffling such as Audio Live, on page 433
- Configuring an IQAMD40 Device, on page 446

# **Description of Common Device Properties**

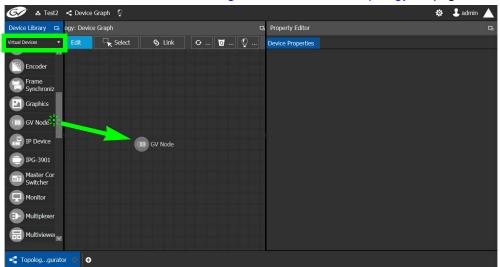
Parameter	Description
# Input Connectors	The number of physical input port connections made to the device. This shows the current status for information purposes.
# Output Connectors	The number of physical output port connections made to the device. This shows the current status for information purposes.
# Streams Per Input	The typical number of streams available on each physical input connection. This shows the current status for information purposes.
# Streams Per Output	The typical number of streams available on each physical output connection. This shows the current status for information purposes.
# Streams	The actual number of streams available on the selected physical input / output connection. This shows the current status for information purposes.
Automatic Destination Automatic Destinations on Inputs Automatic Destinations on Outputs	Set to automatically create a destination by the system for the specified streams. See also About Automatic Sources or Destinations, on page 246.
Automatic Source Automatic Sources on Outputs Automatic Sources on Inputs	Set to automatically create a source by the system for the specified streams. See also About Automatic Sources or Destinations, on page 246.
Description	An optional description for the related input, output, or device.
Enabled	This shows the current status for information purposes.
Expose Streams	When set, it displays the streams for this device in the Logical Device Table. See Logical Device Table Tasks, on page 241. Quick Config can be used to set or clear this parameter; see Using Quick Config, on page 219.
Logical Level	The logical level for this input or output. See Logical Level Editor Tasks, on page 190.
Name	The name or identifier for this device instance. The name or identifier for this input or output port.
Short Name	The nickname by which the input, output, or device is referred to everywhere in the system.
SSM Address Enabled	Shows if the source specific multicast address is enabled.
SDP	See Using SDP Parameters to Take a Stream from a non-NMOS Device

The description for certain device properties are universal.

# **Configuring a GV Node Device**

## To configure a GV node Device

1 Add the **GV Node** device to the Topology: from the **Device Library**, **Virtual Device**, find the **GV Node** device bubble. See Adding a Virtual Device to a topology, on page 204.



2 Select the **GV Node** bubble and configure the Device Properties in the **Property Editor**. See Defining Device Properties, on page 229 for more information.

Property Editor											G,		
Device Propertie	25												
GV Node-A													
Slots [16]	G,			2	3	4	5	6	7	8	0		
	G,	1		:	2		3		4	0			
Stream SDP Config	[\$8]	1		2	3	4	5	6	7	8	0		
Input Lanes [48]	ß	1.1			1.	.2	1.	1.3		.4	0		
SDI Inputs[144]	ß				:	2		3		4	\$		
Output Lanes [48]	nes [48] 🛛 1.1			1	1.2 1.3				1.4				
Name					GV Node-A								
Short Name					GVN								
Frame IP Addr	ess												
Network Host	Nam	e			GVN-	GVN-A							
Slot 1													
S Card Enabled	Optic	on			None	None							
Advanced													
Description					GV No	GV Node-A							
2022-7 Mode													
6 HD Mode													
Card Enabled	Optic	on			None	None							
					CHIDT	040753033							

See also Description of Common Device Properties, on page 332.

Parameter	Description
Frame IP Address	The network IP address for the associated GV Node frame.
Network Host Name	The hostname is the unique name by which the associated GV Node CPU-ETH3 is known on the network.
Advanced > Description	An optional description for this GV Node's control port.

Parameter	Description
Advanced > 2022-7 Mode	When the IFM-2T-OPT-40G-6 option is active, you can choose to enable SMPTE ST 2022-7 Low Latency redundant, high-bit-rate streams on the aggregation ports, using the GV Node manager. If this option has been enabled in the GV Node Manager, then enable it here.
Advanced > 6 HD Mode	This no redundancy, low bitrate option reduces each channel from 3Gbps to 1.5Gbps, allowing all 144 channels to be sent on aggregation ports 1-6, and leaving aggregation ports 7-12 unused. If this option has been enabled in the GV Node Manager, then enable it here.
Advanced > Card Enabled Option	This option controls audio embedding / de-embedding. For example, the XIO-4901 3G/HD/SD SDI input/output card supports audio embedding/de-embedding, as a software option (MDX): <b>MDX:</b> The GV Node Manager allows you to enable or disable audio embedding/de-embedding on a card's SDI inputs and outputs. <b>None:</b> If your system is monitoring MADI signals (supported at the XIO-4901 card's inputs/outputs 8 and 9), then disabling the MDX option lets you select MADI at the inputs and outputs matching your physical configuration. See Configuring MADI support with a GV Node Device, on page 339 for more information.
Advanced > Card Mode	Set the signal type.
Advanced > Gateway Connection State 1	Gateway Connection State 1 shows the connection status of the GV Node frame with the primary server of a server group.
Advanced > Gateway Connection State 2	Gateway Connection State 2 shows the connection status of the GV Node frame with the secondary server of a server group. See Configuring a Controller Group, on page 179. unknown: The topology is inactive (see Activating a Topology, on page 235) or the GV Node frame does not have network connectivity to the GV Orbit Server(s).
	<ul><li>offline: The GV Node frame does not have network connectivity to the GV Orbit Server(s).</li><li>online: The GV Node frame is connected to the GV Orbit Server(s).</li></ul>
Advanced > Gateway NP16 Connection State	This shows the NP16 connection status of the GV Node frame with a server of a server group. <b>unknown:</b> The topology is inactive (see Activating a Topology, on page 235) or the GV Node frame does not have network connectivity to the GV Orbit Server(s). <b>offline:</b> The GV Node frame does not have network connectivity to the GV Orbit Server(s). <b>offline:</b> The GV Node frame does not have network connectivity to the GV Orbit Server(s). <b>online:</b> The GV Node frame is connected to the GV Orbit Server(s).
Advanced > IFM-2T Version	The IFM-2T Fabric Module User Interface version number.
Advanced > Internal Wiring Done	Shows if the internal modeling of the GV Node is complete.

Parameter	Description
Advanced > Join Timeout (ms)	When GV Orbit Control is used with a GV Node version 1.3.0, to allow a clean switch that will not be reported as a fail, we recommend this parameter to be set to 2 ms.
Advanced > Router Connection State 1	Router Connection State 1 shows the connection status of the router with the primary server of a server group.
Advanced > Router Connection State 2	Router Connection State 2 shows the connection status of the router with the secondary server of a server group. See Configuring a Controller Group, on page 179.
	<b>unknown:</b> The topology is inactive (see Activating a Topology, on page 235) or the router does not have network connectivity to the GV Orbit Server(s).
	<b>offline:</b> The router does not have network connectivity to the GV Orbit Server(s).
	online: The router is connected to the GV Orbit Server(s).

3 Configure the card in each slot and configure the inputs and outputs for each card by making a selection at the top to make the related parameters become available below.

Device Propertie	es											
GV Node-A												
Slots [16]	4	1	2	3	4	5	6	7	8			
SDI Outputs [144]	q		1	2	2	3		4	ŧ			
Streams [1]	ß	1										
Stream SDP Confi <u>c</u>	[08]	1	2	3	4	5	6	7	8	]		
Input Lanes [48]		1	.1	1.	.2	1.3		1.4				
SDI Inputs [144]			1	2	2	3		4				
Output Lanes [48]	Q,	1	.1	1.	.2	1.	3	1.4				
Slot 1												
G Card Enabled	Optio	n		None								
Out 1												
outi	G Name					Out 1						
				Out I								
					de-A Ph	vsical Out	Port 1					
S Name					de-A Ph	ysical Out	Port 1					
S Name S Description				GV No	de-A Phy	ysical Out	Port 1					
S Name S Description S Short Name				GV No Out1	ode-A Phy	ysical Out	Port 1					
ら Name ら Description ダ Short Name ら # Streams				GV No Out1 1	ide-A Ph	ysical Out	t Port 1					

Select the	To configure the properties exposed below under
Card by its slot number in <b>Slots</b>	Slot #
Card's SDI output number in <b>SDI Outputs.</b> Then select the Card's SDI Output Stream Configuration number in <b>Streams</b>	Out # GV Node-[instance] Out #
Card's Stream SDP Configuration number in <b>Stream SDP Config</b>	IP Stream Prototype #
Card's Input Lanes number in <b>Input Lanes</b> . Then select the card's stream number in <b>Streams</b> .	Eth In #.# GV Node-[instance] Eth In#.# Stream #

Select the	To configure the properties exposed below under
Card's SDI Input number in <b>SDI Inputs</b> . Then select the card's stream number in <b>Streams</b> .	In# GV Node-[instance] In#
Card's Output Lanes number in <b>Output</b> Lanes. Then select the card's stream number in <b>Streams</b> .	Eth Out #.# GV Node-[instance] Out#.# Stream #

Configure the GV Node Card Properties in the **Property Editor**. See also Description of Common Device Properties, on page 332.

Parameter	Description						
Slot #	·						
Card Enabled Option	This option controls audio embedding / de-embedding. For example, the XIO-4901 3G/HD/SD SDI input/output card supports audio embedding/de-embedding, as a software option (MDX): <b>MDX:</b> The GV Node Manager allows you to enable or disable audio embedding/de-embedding on a card's SDI inputs and outputs. <b>None:</b> If your system is monitoring MADI signals (supported at the card's inputs/outputs 8 and 9), then disabling the MDX option lets you select MADI at the inputs and outputs matching your physical configuration. See Configuring MADI support with a GV Node Device, on page 339 for more information.						
Out #	<u>.</u>						
Name	The name or identifier for this SDI output.						
# Sreams	The number of streams for this SDI output.						
Port Identifier	An input lane is specified as QSPFport.lane which in turn corresponds to a physical port on the router. The number property specifies which physical port it is. The port identifier is how you name it so that you can refer to it.						
Number	Set the port number on the router.						
Direction	This shows the current status for information purposes.						
Connector Type							
Capacity (bps)	The stream's data rate.						
IP Address	The stream's network IP address.						
Mods-Out to IFM	This option sets the expected output signal type: <b>SDI:</b> The output signal is a standard SDI video signal with embedded audio. <b>MADI:</b> The output signal is a MADI signal (supports 64 audio channels). See Configuring MADI support with a GV Node Device, on page 339 for more information.						

Parameter	Description
Redundancy Port	Associate this port with another port to create a redundant network traffic flow path for failover protection. The associated port will not be available to carry other traffic.
GV Node-[instance] Ou	it #
Name	The name or identifier for this SDI output.
Automatic Source	Set to automatically create a source by the system using the specified stream.
Bandwidth (bps)	The stream's data rate.
IGMPv3 SSM Address	Source Specific Multicast address as per IGMPv3 (Internet Group Management Protocol) protocol.
IP Stream Prototype #	
Name	The name or identifier for this SDI output.
Flow Type	Set the content type for this stream: Audio, Data, or Video.
SDP	The Session Description Protocol is a format for describing streaming media communications parameters.
Eth In #.#	
Name	The name or identifier for this IP input.
# Sreams	The number of streams for this IP input.
Port Identifier	An input lane is specified as QSPFport.lane which in turn corresponds to a physical port on the router. The number property specifies which physical port it is. The port identifier is how you name it so that you can refer to it.
Number	Set the port number on the router.
Direction	This shows the current status for information purposes.
Connector Type	
Capacity (bps)	The stream's data rate.
GV Node-[instance] Eth	In#.# Stream #
Name	The name or identifier for this IP input.
Flow Type	Set the content type for this stream: Audio, Data, or Video.
Automatic Source	Set to automatically create a source by the system using the specified stream.
SDP	The Session Description Protocol is a format for describing streaming media communications parameters.
IGMPv3 SSM Address	Source Specific Multicast address as per IGMPv3 (Internet Group Management Protocol) protocol.
IP Address	The stream's network IP address.
IP Port	Port number for the stream.
In#	

Parameter	Description
Name	The name or identifier for this IP input.
# Sreams	The number of streams for this IP input.
Port Identifier	An input lane is specified as QSPFport.lane which in turn corresponds to a physical port on the router. The number property specifies which physical port it is. The port identifier is how you name it so that you can refer to it.
Number	Set the port number on the router.
Direction	This shows the current status for information purposes.
Connector Type	
Capacity (bps)	The stream's data rate.
Bandwidth Usage (bps)	The stream's data rate.
IP Address	The stream's network IP address.
Mods-In to IFM	This option sets the expected input signal type: <b>SDI:</b> The input signal is a standard SDI video signal with embedded audio. <b>MADI:</b> The input signal is a MADI signal (supports 64 audio channels). See Configuring MADI support with a GV Node Device, on page 339 for more information.
Redundancy Port GV Node-[instance] Inf	Associate this port with another port to create a redundant network traffic flow path for failover protection. The associated port will not be available to carry other traffic.
Name	The name or identifier for this IP input.
Automatic Source	Set to automatically create a source by the system using the specified stream.
IGMPv3 SSM Address	Source Specific Multicast address as per IGMPv3 (Internet Group Management Protocol) protocol.
Eth Out #.#	
Name	The name or identifier for this IP input.
# Sreams	The number of streams for this IP input.
Port Identifier	An input lane is specified as QSPFport.lane which in turn corresponds to a physical port on the router. The number property specifies which physical port it is. The port identifier is how you name it so that you can refer to it.
Number	Set the port number on the router.
Direction	This shows the current status for information purposes.
Connector Type	
Capacity (bps)	The stream's data rate.

Parameter	Description
Bandwidth Usage (bps)	The stream's data rate.
IP Address	The stream's network IP address.
Redundancy Port	Associate this port with another port to create a redundant network traffic flow path for failover protection. The associated port will not be available to carry other traffic.
GV Node-[instance] Ou	it#.# Stream #
Name	The name or identifier for this IP input.
IP Address	The stream's network IP address.
IP Port	Port number for the stream.
Flow Type	Set the content type for this stream: Audio, Data, or Video.
Automatic Source	Set to automatically create a source by the system using the specified stream.
SDP	The Session Description Protocol is a format for describing streaming media communications parameters.
Bandwidth (bps)	The stream's data rate.
IGMPv3 SSM Address	Source Specific Multicast address as per IGMPv3 (Internet Group Management Protocol) protocol.

# Configuring MADI support with a GV Node Device

To support a MADI input on a GV Node frame, this option must be configured both in GV Orbit Control and the MADI input must have been previously configured in iControl Navigator; locate the GV Node Manager associated with your GV Node and double-click its icon. For example, the following figure shows the 9<sup>th</sup> input XIO-4901 card in slot 16 is set to accept a MADI input. Within GV Orbit Control, the same setting must be made wherever a MADI input has been configured in iControl Navigator for a GV Node frame.

Provi	sioning Agg	Format														
				Mod	ule I	nputs	-Tx	Streams	Module	Outputs	-Rx	Streams				
Slot#	Main Module	Deserved	Eachlad Options				Ν	Aodule Inp	uts (Mod-Ir	n) to Inte	erna	I Fabric N	lodule (l	M)		
SIOL#	Main Module	Rear panel	Enabled Options	1		2		3	4	5		6	7		8	9
1	XIO-4901	XIO-4901-4SRP-D	MDX 💌	MDX	•	MDX	•	MDX 🔻	MDX 🔻	MDX	•	MDX 💌	MDX •	MD	× 🚽	WIDA •
2	KMX-4911	KMX-49N1-9x2-4	MDX 💌	SDI	•	SDI	•									
3	KMX-4911	KMX-49N1-9x2-4	MDX 🔻	SDI	•	SDI	•									
4	XIO-4901	XIO-4901-4SRP-D	MDX 🔻	MDX	•	MDX	•	MDX 💌	MDX 🔻	MDX	-	MDX 🔻	MDX 1	MD	x 🔻	MDX 💌
5	Empty															
6	Empty															
7	Empty															
8	Empty															
9	SME-1911															
10	Empty															
11	XVP-3901															
12	Empty															
13	HDA-3931															
14	XIO-4901	XIO-4901-4SRP-D	MDX 🔻	MDX	•	MDX	•	MDX 💌	MDX 🔻	MDX	-	MDX 💌	MDX .	MD	× 🔻	MDX 💌
46	Empty															
16	XIO-4901	XIO-4901-4SRP-0	None 💌	SDI	•	SDI	•	SDI 🔻	SDI 🔻	SDI	•	SDI 🔻	SDI .	SD		MADI 💌
	IFM-2T	IFM-2T-RP1	mm-21-01-1-400-0 •				1	Module Inp	uts (Mod-l	n) to Ag	greg	gation Pol	rts (Agg-	Tx)		
	Redundancy Mode: 2022-7 Low Latency 💌		2022-7 Low Latency 🔻		16	deo St			Anoille	any Data				Audio	Stree	
	Maxi	mum Stream Bitrate:			VI	ueo st	rear	lis	Ancilla	ary Data	50	eams		Audio	suea	lis
		Stream Format:	Video+Audio+Data 🔻	Mod-In			P	\gg-Tx	Mod-l	in	Agg-Tx		Mod-In		Agg-Tx	
		Apply Cancel						72	27			72	3	1		72

Fig. 7-1: A GV Node in iControl Navigator

. . .

The above iControl Navigator configuration is used as an example configuration for the following procedure.

# To configure a GV node MADI input in GV Orbit Control

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Selecting a Graph, on page 184.
- 3 Add and configure a GV Node device. See Configuring a GV Node Device, on page 333.
- 4 In the Property Editor for the GV Node device, make the same setting as in GV Node Manager for Enabled Options for the card: in the GV Node's properties, in Slots, select 16, then set None in Card Enabled Option.

Property Editor										ß				
Device Propertie	25													
GV Node-A														
		1	2	3	4	5	6	7	8					
			10				14	15	16					
Slots [16]										Γ				
SDI Outputs [144]	G		1	;	2		3	4	ł	٢				
Stream SDP Config	[08]	1	2	3	4	5	6	7	8	•				
Input Lanes [48]		1	.1	1.	.2	1.	.3	1.	.4	\$				
SDI Inputs [144]			1	2	2	3	3	4	•	<>				
Streams [64]			2	3	4	5	6	7	8	0 0				
Output Lanes [48]		9	.1	9.	9.2 9.3 9.4									
Streams [3]	Q.													
Name				GV No	GV Node-A									
Short Name				GVN										
Frame IP Addr	ess													
Network Host	Nam	e		GVN-/	A									
Advanced														
Description				GV No	de-A									
2022-7 Mode														
6 HD Mode														
Card Enabled (	Optio	on		√ MD	x				MDX					
Card Mode				None										
Expose Stream	15													
Gateway Conn	ecti	on State		unkno	own									

5 Use the following table to identify the SDI input number used by GV Orbit Control from the card's slot and input number for the next step. Only the eighth and ninth inputs of each slot support MADI input signals. For example, the ninth input of the card in slot 16 is **144**.

Card's Input	G١	/ No	de F	rame	e Slo	t Nu	mbe	r								
from GV Node Fabric	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
First Input	1	10	19	28	37	46	55	64	73	82	91	100	109	118	127	136
Second Input	2	11	20	29	38	47	56	65	74	83	92	101	110	119	128	137
Third Input	3	12	21	30	39	48	57	66	75	84	93	102	111	120	129	138
Fourth Input	4	13	22	31	40	49	58	67	76	85	94	103	112	121	130	139
Fifth Input	5	14	23	32	41	50	59	68	77	86	95	104	113	122	131	140
Sixth Input	6	15	24	33	42	51	60	69	78	87	96	105	114	123	132	141

#### Matrix Input from Fabric Number for each GV Node Frame Slot

Card's Input	G١	GV Node Frame Slot Number														
from GV Node Fabric	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Seventh Input	7	16	25	34	43	52	61	70	79	88	97	106	115	124	133	142
Eighth Input	8	17	26	35	44	53	62	71	80	89	98	107	116	125	134	143
Ninth Input	9	18	27	36	45	54	63	72	81	90	99	108	117	126	135	144

Matrix Input from Fabric Number for each GV Node Frame Slot (continued)

6 In the **Property Editor** for the GV Node device, make the same setting as in GV Node Manager for the card's input: in the GV Node's properties, in **SDI Inputs**, select **144**, then set **MADI** in **Mods-In to IFM**.

Device Dremerki										
Device Propertie	25									
GV Node-A Slots [16]	а.	9	10	11	12	13	14	15	16	
	_									 
SDI Outputs [144]	G.		1		2		3		4	
Stream SDP Confi <u>c</u>	_	1	2	3	4	5	6	7	8	
Input Lanes [48]	t Lanes [48] 🖪 1.1				.2	1.			.4	
	2		25 29		26 30	1	31		28 32	
DI Inpute[144]					3U 34		31 35		32	
bu inputs[144]	01 Inputs[144] 133 137				38		39		40	
	137				42		13	1		
Streams [1]	C.	1								<u> </u>
Output Lanes [48]	-									
Streams [3]	C,	9	2	3	.2	9.	.3	9	.4	
		_								
S Port Identifier				144						
Number				144						
Direction				In						
Connector Typ	е			HD/S	DI					
S Capacity (bps)				1,485	м					
Bandwidth Us	age (	bps)		1,485	м					
Enabled				<						
S Expose Stream	ns									
G IP Address				MD	X					
🕱 Mods-In to IF				√ SD	I				SD:	
S Redundancy P	ort									

For each MADI input, 64 audio streams are shown in **Streams** and the logical level is MADI for each stream. These 64 streams are made available within the Logical Device Table for use on manually created logical devices. If you choose the Automatic source/destination option for the MADI, then 4 devices of 16 channels of audio are

	aye	- 27	1.															
Property Editor																		5
Device Properties																		
GV Node-A 10.37.73	3.211																	
Slots [16] 🖪	1	2	3	4	5		7	8	9	10	11	12	13	14	15	16	]	
Stream SDP Config [12]	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SDI Outputs [144] 🛛 🖪		1		2		3	4			5		6		7		8	9	
Input Lanes [48] 🛛 🖪	1	l.1	1	1.2 1.3		1.	4	2	.1	2	.2	2	.3	2	.4	3.1	1	
R	1	100	1	101 102		10	103		D4	1	05	1	06	1	07	10	3	
	1	109		110 111		11			13		14		15		16	11		
SDI Inputs [144]				19		120	12			22		23		24		25	120	
		27		28		29	13			131		32		33		34	13	
		36		37		38	13			40 		41		<b>42</b>		43	14	
treams[64] 🖪	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
G		3.2		.3	3.4			4.1		.2	4.3		4.4 7.1			5.1 7.2		2
Dutput Lanes [48]		5.3		5.4 8.1		6.1 8.2		6.2 8.3		.3		.4					7.3	
		7.4 0.1		.1		0.3	8. 10		8	.4		.1		.2 1.3		.3 1.4	9.4 12.	
		2.2		2.3		2.4	10							1.5		1.4	12.	
-																		
S Redundancy Port																		
SSM Address Enabl																		
GV Node-A 10.37.73.21	l1 In 14	4 Stream																
S Name							Stream											
G Description			GV No	ode-A 10	1.37.73.2	11 In 144	1 Stream	1										
~																		
S Logical Level			MADI															
- Automatic Source																		
G Automatic Destination																		
Enabled V																		
3 Expose Stream																		
IGMPv3 SSM Addre			0.0.0.	0														
SSM Address Enabl																		

created in the Logical Device Table on the appropriate tab. See Logical Device Table Tasks, on page 241.

# Configuring an IPG-3901 / IPG-4901 Device

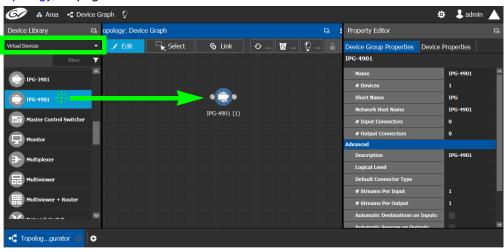
The Densité IP Gateway (IPG-3901) plug-and-play module is a 3 RU module for the Densité 3 frame, which provides bidirectional IP/SDI conversion. The Gateway operates with 10 GigE audio/video video-over-IP, supporting UHD/3G/HD/SD-SDI formats.

The GV Node IP Gateway (IPG-4901) plug-and-play module is a 3 RU single slot module for the GV Node frame, which provides bidirectional fiber IP connectivity to provide conversion to and from other equipment that cannot be handled directly by the GV Node aggregation ports (GV Node's receivers and transmitters). This card allows you to expand the receivers available on the GV Node, as well as it brings more flexibility to the allowed audio profiles that can be accepted through the IPG-4901

**PREREQUISITES:** All IPG-3901 and IPG-4901 devices must have been previously configured in iControl Navigator. GV Orbit Control reads this configuration information from iControl through the GV Node / Densité Manager.

#### To configure an IPG-3901 / IPG-4901 Device

1 Add the **IPG-3901** or **IPG-4901** device to the Topology: from the **Device Library**, **Virtual Device**, find the **IPG-3901** or **IPG-4901** device bubble. See Adding a Virtual Device to a topology, on page 204.



2 Select Device Group Properties. Configure the GV Node IP Address / Frame IP Address and Slot Number properties.

Property Editor			品
Device Group Properties	Device P	Properties	
IPG-4901			
Name		IPG-4901	^
# Devices		1	
Short Name		IPG	
Network Host Name		IPG-4901	
# Input Connectors		0	
# Output Connectors		0	
Advanced			
Description		IPG-4901	
Logical Level			
Default Connector Type			
# Streams Per Input		1	
# Streams Per Output		1	
Automatic Destinations on	Inputs		
Automatic Sources on Outr	nute		Y

See also Description of Common Device Properties, on page 332.

Parameter	Description
# Devices	The number of panel instances in this device group.
Network Host Name	The hostname is the unique name by which the associated IPG-3901 or IPG-4901 is known on the network.
# Input Connections	The current status for information purposes, once the <b>GV Node</b>
# Output Connections	IP Address and Slot Number parameters are configured and the topology is activated. See Activating a Topology, on
Advanced > Default Connector Type	page 235.
Advanced > # Streams Per Input	
Advanced > # Streams Per Output	
Advanced > Receive Stream IP Pattern	
Advanced > Send Stream IP Pattern	

3 Activate the topology. See Activating a Topology, on page 235.

The card configuration is read from Densité Manager and applied to the device.

- **Applies to** Parameter IPG-3901 IPG-4901 Description Network Host Name The hostname is the unique name by which the • • associated IPG-3901 or IPG-4901 is known on the network. IP Address of the CPU-ETH3 for the GV Node GV Node IP Address • frame into which the IPG-4901 card is installed. Frame IP Address IP Address of the CPU-ETH3 for the Densité • frame into which the IPG-3901 card is installed. Slot Number The slot in which the IPG-3901 or IPG-4901 • • device is located in the GV Node frame. Connection to Connection to Controller 1 shows the • Controller 1 connection status of the IPG device with the primary server of a server group. Connection to • Connection to Controller 2 shows the controller 2 connection status of the IPG device with the secondary server of a server group. See Configuring a Controller Group, on page 179. unknown: The topology is inactive (see Activating a Topology, on page 235) or the IPG device does not have network connectivity to the GV Orbit Server(s). offline: The IPG device does not have network connectivity to the GV Orbit Server(s). online: The IPG device is connected to the GV Orbit Server(s). Firmware Version Shows the firmware version installed on the • • IPG-3901 or IPG-4901 card. This shows the current status for information purposes. Internal Wiring Done Shows if the internal modeling of the IPG-3901 • • or IPG-4901 is complete. **Operation Mode** Shows the operation mode of the ETH2 port of • • the IPG-3901 or IPG-4901 card for information purposes: Redundancy: ETH 2 is redundant to ETH 1. Aggregation: Both ETH 1 and ETH 2 are available simultaneously. **OFF:** FTH 2 is disabled.
- 4 Select the **Device Properties** tab and then select **IPG** next to **Devices**. See also Description of Common Device Properties, on page 332.

5 Select **ETH#** next to **Ethernet Ports**. These are the network configuration parameters for the IPG-3901 or IPG-4901 card's Ethernet ports. See also Description of Common Device Properties, on page 332.

Parameter	Description	
IP Address	The network IP address for this Ethernet port.	
Gateway	The network gateway IP address.	
Subnet Mask	The IP network's subnet mask.	

6 Select one of the streams next to **Gateways** (by default labelled as **OUT#** or **IN#**). See also Description of Common Device Properties, on page 332.

Parameter	Description
Direction	This shows the current status for information purposes.
Logical Level on SDI Stream	To force a stream to use the IPG-3901 or IPG-4901 device, create a new level (see Duplicating a Logical Level, on page 193) that you will use to select these specific streams at the source and destination ports. Set the logical level that will be used for this here.
	For example, create a logical level called IPG-SDI from the SDI logical level. Now use this level to send and receive streams to and from this device.

7 Select 1 or 2 next to Streams. See also Description of Common Device Properties, on page 332.

Parameter	Description
Ethernet Port	The Ethernet port this gateway is assigned to (ETH 1 or ETH 2). This shows the current status for information purposes.
Format	The gateway format: SD, HD, or 3G for video streams, or AES67 profile for audio streams. This shows the current status for information purposes.
IGMPv3 Source	For a receiver gateway, this is the address of the joined stream's port when SSM Address is enabled on the device.
IP Address	The stream's network IP address.
Logical Level on ETH stream	The Logical level to apply on the ETH side of the gateway. By default for the video stream, this value is SDI and for the audio stream, this value is SDI audio.
Port	The stream's network port.
Redundant IGMPv3 Source	When the IPG-3901 or IPG-4901 card is in Redundancy mode: For a receiver gateway, this is the address of the joined stream's port when SSM Address is enabled on the device.

Parameter	Description
Redundant IP Address	When the IPG-3901 or IPG-4901 card is in Redundancy mode: The stream's network IP address.
Redundant Port	When the IPG-3901 or IPG-4901 card is in Redundancy mode: The stream's network port.

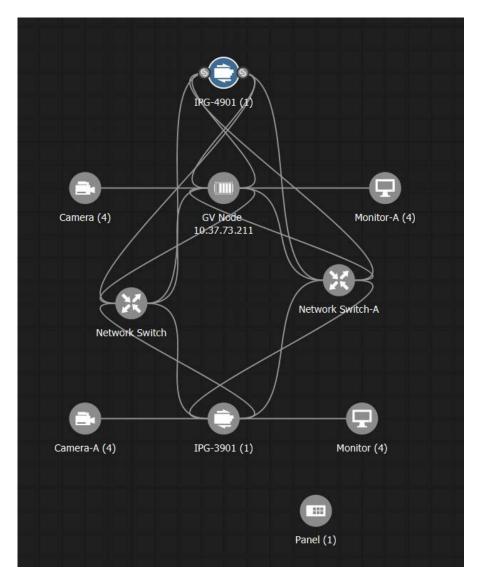
# **Connecting an IPG-4901 device**

The IPG 4901 has 9 SDI input ports, 9 SDI output ports, and 2 bidirectional ETH ports. The SDI ports must be connected to the SDI ports of the GV Node in which the IPG-4901 is slotted in. This rule is not enforced in GV Orbit Control. GV Orbit Control allows you to use an IPG-4901 like an IPG-3901, however this is not a valid use case and will not work.

The 9 SDI input ports short labels are called OUT for OUT from fabric, and the 9 SDI output ports short labels are called IN for In to fabric to follow iControl's behavior.

# **Device properties**

- It is possible to assign a logical level to SDI ports by changing the Logical Level of SDI stream at the Gateway level.
- It is possible to assign a logical level to IP streams by changing the Logical Level on ETH stream on Stream level, under the Gateway.
- It is possible to change the multicast address for SDI to IP gateways (called OUT) by changing the IP Address, Port, Redundant IP Address and Redundant Port properties on Stream level, under Gateway. These changes are propagated to iControl.
- In OFF or Redundancy mode, gateways OUT 6 to 9 and IN 6 to 9 are disabled and not visible in **Property Editor**. They become visible only if card is in Aggregation mode.



# Example Topology Using an IPG-4901

# **Configuring an IPVU Device**

The IPVU is a compact dual-channel IP-to-HDMI converter that is perfect for displaying IP sources and a multiviewer's IP outputs on HD and UHD HDMI displays.

The inputs of an IPVU are called *spigots*. See also How to Know if a Spigot is an Input or an Output, on page 353.

#### WARNING

The IPVU's configuration is set through GV Orbit Client and then GV Orbit Control reads the configuration from the IPVU device. All spigots on an IPVU are inputs.

There is no offline configuration of the IPVU device. It must first be discovered on the network by GV Orbit Control.

The IPVU device must have been previously configured with GV Orbit Client before being integrated into GV Orbit Control as most configuration parameters shown in GV Orbit Control are for information purposes only (GV Orbit Control reads it from the IPVU devices). See the *IPVU Installation Guide* for more information.

**PREREQUISITES:** The Domain ID of the IPVU device(s) must be set in the System Controller Group Properties under **Domain Ids**. See Configuring a Controller Group, on page 179. These devices must be on the same subnet that the GV Orbit Server is connected to.

#### **Related Topics**

- How to Know if a Spigot is an Input or an Output, on page 353.
- Configuring UHD 4K Two-Sample Interleave Division IP Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device, on page 354.
- Configuring UHD 4K Quad-Link SDI Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device, on page 359.

# Spigot Usage

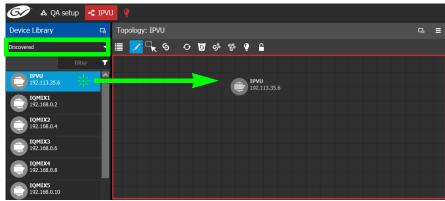
An IPVU device has 8 input spigots. They are used according to the IPVU's output resolution.

Input Spigot Number	HD Output Description	UHD Output Description
Spigot1	Stream input for <b>Monitor</b> <b>Output 1</b> connection	SMPTE ST 424-5 Link 1 input stream for <b>Monitor Output 1</b> output connection
Spigot2	Not used	SMPTE ST 424-5 Link 2 input stream for <b>Monitor Output 1</b> output connection
Spigot3	Not used	SMPTE ST 424-5 Link 3 input stream for <b>Monitor Output 1</b> output connection
Spigot4	Not used	SMPTE ST 424-5 Link 4 input stream for <b>Monitor Output 1</b> output connection
Spigot5	Stream input for <b>Monitor</b> <b>Output 2</b> connection	SMPTE ST 424-5 Link 1 input stream for <b>Monitor Output 2</b> output connection
Spigot6	Not used	SMPTE ST 424-5 Link 2 input stream for <b>Monitor Output 2</b> output connection

Input Spigot Number	HD Output Description	UHD Output Description
Spigot7	Not used	SMPTE ST 424-5 Link 3 input stream for <b>Monitor Output 2</b> output connection
Spigot8	Not used	SMPTE ST 424-5 Link 4 input stream for <b>Monitor Output 2</b> output connection

### To configure an IPVU Device

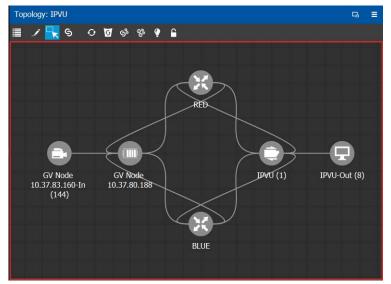
1 Add the IPVU device to the Topology: from the **Device Library**, **Discovered**, find an IPVU device bubble that you want to control. See To add a Discovered Device to a Topology, on page 209.



2 Configure the IPVU properties. See also Description of Common Device Properties, on page 332. The IPVU device should be first configured with GV Orbit Client before being integrated into GV Orbit Control as most configuration parameters shown in GV Orbit Control are shown for information purposes only.

Parameter	Description
Network Host Name	The hostname is the unique name by which the associated IPVU is known on the network.
Domain ID	Set the same Domain IDs on all IPVU devices that are to communicate with each other on the network. The default value for Grass Valley equipment is <b>101</b> . Valid range: 0 to 232. See also Configuring a Controller Group, on page 179.
Internal wiring	Shows if the internal modeling of the IPVU is complete.

3 Create and connect the core IP devices to the IPVU. See Methods to Link Devices in a Topology, on page 222.



# Configuring an IQMix, IQUCP, or UCP-3901 Device

The IQMIX / IQUCP / UCP-3901 series is a range of multi-channel video over IP transceiver modules developed for use within low latency, high bandwidth Ethernet IP networks, capable of encoding / decoding multiple SDI signals. They provide both compressed and uncompressed modes of operation.

The inputs and outputs of an IQMIX / IQUCP / UCP-3901 are called *spigots*. There are a variety of spigot configurations that are available; for example, 6 inputs / 6 outputs, 12 inputs / 0 outputs, 0 inputs / 12 outputs, 8 inputs / 0 outputs. See also How to Know if a Spigot is an Input or an Output, on page 353.

#### WARNING

The spigot configuration is set through GV Orbit Client and then GV Orbit Control reads it from the IQMIX / IQUCP / UCP-3901 card. For any given spigot, you must know which mode (input or output) has been configured to connect the spigots correctly in GV Orbit Control.

There is no offline configuration of the IQMIX / IQUCP / UCP-3901 device. It must first be discovered on the network by GV Orbit Control.

The IQMIX / IQUCP / UCP-3901 device must have been previously configured with GV Orbit Client before being integrated into GV Orbit Control as most configuration parameters shown in GV Orbit Control are for information purposes only (GV Orbit Control reads it from the IQMIX / IQUCP / UCP-3901 devices). See the IQMIX / IQUCP / UCP-3901 User Manual for more information.

**PREREQUISITES:** The Domain ID of the IQMIX / IQUCP / UCP-3901 device(s) must be set in the System Controller Group Properties under **Domain Ids**. See Configuring a Controller Group, on page 179. These devices must be on the same subnet that the GV Orbit Server is connected to.

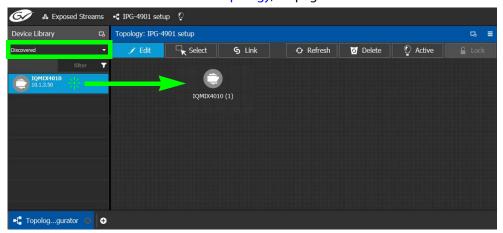
**Note:** An IQMix using VC2 video compression format is not currently supported by GV Orbit Control.

#### **Related Topics**

- How to Know if a Spigot is an Input or an Output, on page 353
- Configuring UHD 4K Two-Sample Interleave Division IP Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device, on page 354.
- Configuring UHD 4K Quad-Link SDI Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device, on page 359

## To configure an IQMIX / IQUCP / UCP3901 Device

 Add the IQMIX / IQUCP / UCP-3901 device to the Topology: from the Device Library, Discovered, find an IQMIX / IQUCP / UCP-3901 device bubble that you want to control. See To add a Discovered Device to a Topology, on page 209.



2 Configure the IQMIX / IQUCP / UCP-3901 properties. See also Description of Common Device Properties, on page 332. The IQMIX / IQUCP / UCP-3901 device should be first configured with GV Orbit Client before being integrated into GV Orbit Control as most configuration parameters shown in GV Orbit Control are shown for information purposes only.

Parameter	Description
Network Host Name	The hostname is the unique name by which the associated IQMIX / IQUCP / UCP-3901 is known on the network.
Domain ID	Set the same Domain IDs on all IQMIX / IQUCP / UCP-3901 devices that are to communicate with each other on the network. The default value for Grass Valley equipment is <b>101</b> . Valid range: 0 to 232. See also Configuring a Controller Group, on page 179.
Internal wiring	Shows if the internal modeling of the IQMIX / IQUCP / UCP-3901 is complete.

3 Create and connect the edge devices (SDI and IP devices) that are connected to the IQMIX / IQUCP / UCP-3901. See Methods to Link Devices in a Topology, on page 222.

# How to Know if a Spigot is an Input or an Output

To know if a spigot In GV Orbit Control is an input or output, proceed as follows:

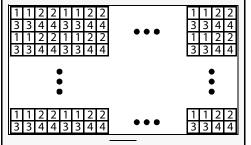
- 1 Select the device bubble on the Topology Configurator. See Selecting a Graph, on page 184.
- 2 Expand Ip Spigots in Device Properties and select a spigot from the list.
- 3 For each spigot, interpret the **Mode** property as follows:
  - SRC = Output
  - DST = Input

# Configuring UHD 4K Two-Sample Interleave Division IP Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device

To support UHD 4K streams, the image is mapped onto four SDI HD sub-images using a two-sample interleave division. This means each of the four sub-stream carries a quarter-resolution picture. These four sub-streams must:

- each be individually represented by four logical levels; one level for each sub-stream. For example, SDI2SIuhd1, video2SIuhd2, video2SIuhd3 and video2SIuhd4.
  - The first logical level, **SDI2Sluhd1**, carries the full SDI stream for video, audio, and ancillary data.
  - The remaining logical levels will only use the video stream from the SDI levels, video2SIuhd2, video2SIuhd3, and video2SIuhd4.
- be logically linked together so that they are switched together at once ensuring that there is no switching delay between the four streams that would create visible glitches between the four quadrants.

The following shows the typical video stream composition of a two-sample interleave division display with the associated logical levels used in this procedure.



UHD Composite Image

1: SMPTE ST 424-5 Link 1 pixels carried by HD Logical Level **SDI2SIuhd1** 

2: SMPTE ST 424-5 Link 2 pixels carried by HD Logical Level **Video2Sluhd2** 

3: SMPTE ST 424-5 Link 3 pixels carried by HD Logical Level **Video2Sluhd3** 

4: SMPTE ST 424-5 Link 4 pixels carried by HD Logical Level **Video2Sluhd4** 

# **PREREQUISITES:**

- For IQMix / IQUCP / UCP-3901 devices:
  - The IQMix / IQUCP / UCP-3901 device(s) must already be configured in GV Orbit Client. See Configuring an IQMix, IQUCP, or UCP-3901 Device, on page 352.
  - · Configure the IQMix / IQUCP / UCP-3901 device spigots to be used for UHD in GV Orbit Client by enabling the UHD Links parameter in the Link Control Page for all quad-link signal spigots.
  - Set the corresponding spigots to use 2SI signals: Under TPG, clear (disable) the SDQS check boxes as required.

Link Control Destination Timin Audio V Fade Audio Type Contr Input Loss Contr			ormation :192.113.13.18 :192.113.13.22 b:10.37.17.163	Video Selection	Information Select     O Video Input S     O Video Output     O Video Output     O Network Stat     O Spigot Link S	Status t Status lus
UHD Links						_
Spigots	Enable	Disable SDI Sync Bit	TPG SDQS			
1 - 4	V		☑.	12G Quad Link		
5-8	V		☑.	12G Quad Link		
9-12	V			12G Quad Link		
13-16	V		□.	12G Quad Link		

- The IPVU device(s) must already be configured in GV Orbit Client. See Configuring an IPVU Device, on page 349.
  - Configure the IPVU device spigots to be used for UHD in GV Orbit Client by:
    - Enabling the Enable UHD parameter in the IPVU configuration page for Monitor Output 1 and 2 as necessary.
    - Set the UHD Mode to 2SI.

IPVU Configuration Time Sync Configuration Receiver TPG Counters	Information Video Std 1:1080/59	Video Selection MonOut 1-Spigot 1 *	O Video Status
System Frame Rate: <b>O</b> 59.94 Frame Rate Consistency: OK	Hz O 50.00 Hz		
Monitor Out 1 Video Video Sta: 1080/59p		Monitor Out 2 Video Video Std: 1080/	59p
UHD Mode O 251 O 50 Enable UHD D UHD enabled: disabled UHD status: N/A		UHD Mode O 250 Enable UHD U UHD enabled: disabl UHD status: N/A	
Audio Channels: None		Audio Channels: None	

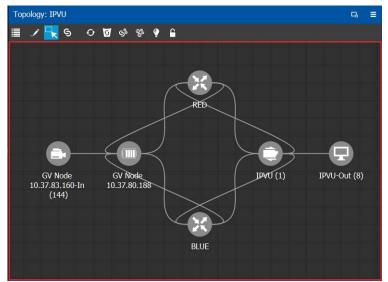
# To configure UHD 2SI Streams with an IPVU Device

1 Add IPVU device(s) to the topology and configure them in GV Orbit Control. See Configuring an IPVU Device, on page 349.

Configuring UHD 4K Two-Sample Interleave Division IP Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device User

2 Link the IPVU device(s) to the logical sources and destinations in GV Orbit Control. See Methods to Link Devices in a Topology, on page 222.

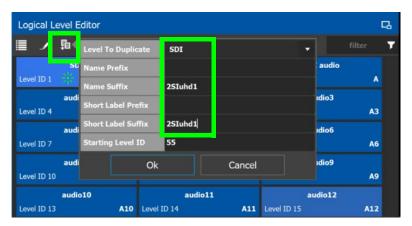
The following topology will be used as an example, where the IPVU receives UHD stream sources from the GV Node.



3 Create the logical levels necessary to support 2SI sources and destinations: Create the following UHD logical levels from the Logical Level Editor from the pre-existing SDI logical level: SDI2SIuhd1, SDI2SIuhd2, SDI2SIuhd3, and SDI2SIuhd4. See Duplicating a Logical Level, on page 193.

Logical Level Editor		
🏼 📝 🖻 🗹	_	
SDI	video	SDI audio
Level ID 1 SDI	Level ID 2 V	Level ID 3 A
auc <mark>o2</mark>	audio3	audio4
Level ID 5 A2	Level ID 6 A3	Level ID 7 A4

Duplicate the SDI Logical Level four times to create SDI2Sluhd1, SDI2Sluhd2, SDI2Sluhd3, and SDI2Sluhd4



For this example, only the following "2Sluhd" levels will be used: **SDI2Sluhd1**, **Video2Sluhd2**, **Video2Sluhd3**, and **Video2Sluhd4**. It is optional to delete all other

"2Sluhd" logical levels for a cleaner presentation, if they are not used elsewhere. See Deleting a Logical Level, on page 196.

- 5 Select the levels you want to display in the Logical Device Table. As shown below, the 2Sluhd filter was applied and then you can select the 4 Sluhd levels (SDI2Sluhd1, Video2Sluhd2, Video2Sluhd3, and Video2Sluhd4), each representing one sub-stream of a of a 2Sl signal. Click OK.

Logical Level Selector			
			2SIuhd 🍸
SDI2SIuhdh1	video2SIuhdh1	SDI audio2SIuhdh1	
Level ID 55 👬 SDIdh1	Level ID 56 V2Sdh1		
audio12SIuhdh1	audio22SIuhdh1	audio32SIuhdh1	
Level ID 58 A12dh1	Level ID 59 A22dh1	Level ID 60	A32dh1
audio42SIuhdh1	audio52SIuhdh1 audio6		uhdh1
Level ID 61 A42dh1	Level ID 62 A52dh1	Level ID 63	A62dh1
audio72SIuhdh1	audio82SIuhdh1 audio92SIuhdh1		uhdh1
Level ID 64 A72dh1	Level ID 65 A82dh1	Level ID 66	A92dh1
audio102SIuhdh1	audio112SIuhdh1	audio122S	luhdh1
Level ID 67 A10dh1	Level ID 68 A11dh1	Level ID 69	A12dh1
audio132SIuhdh1	audio142SIuhdh1	audio152SIuhdh1	
Level ID 70 A13dh1	Level ID 71 A14dh1	Level ID 72	A15dh1
audio162SIuhdh1	ancillary2SIuhdh1 video-ancillary2SIuhdh1		2SIuhdh1
Level ID 73 A16dh1	Level ID 74 ANCdh1	Level ID 75	V-Adh1
MADI2SIuhdh1	AES67-42SIuhdh1	AES67-825	Iuhdh1
Level ID 76 MADdh1	Level ID 77 AESdh1	Level ID 78	AESdh1
AES67-162SIuhdh1	AES67-322SIuhdh1	AES67-642SIuhdh1	
Level ID 79 AESdh1	Level ID 80 AESdh1	Level ID 81	AESdh1
SDI2SIuhdh2	video2SIuhdh2 SDI audio2SIuhdh2		Iuhdh2
Level ID 82 SDIdh2	Level ID 83 🗰 V2Sdh2	Level ID 84	A2Sdh2
	audio22SIuhdh2		
Level ID 85 A12dh2	Level ID 86 <b>A22dh2</b>	Level ID 87	A32dh2
audio42SIuhdh2	audio52SIuhdh2	audio62SI	uhdh2
Level ID 88 A42dh2	Level ID 89 A52dh2	Level ID 90	A62dh2 🗸
		ОК	Cancel

The columns of the Multilevel Table updates to only show the SDI2Sluhd1, Video2Sluhd2, Video2Sluhd3, and Video2Sluhd4 columns.

6 In the Logical Device Table, select a source's row to which you want to add the streams. See To configure streams for the new sources, on page 251. 7 In the Logical Device Table, map streams with levels: Configure the UHD sources and destinations by assigning quad-link IP streams to each level.

Stream Browser	ra Multikeel Table
	T Sources o <sup>∞</sup> Destinations 🤍 Virtual XPTS
ETHL1 0 ETHL6 0 ETHL11 0	
IQMIX4000 1 239.109.59.1 IOMIX4000 1 239.109.59.2 IOMIX4000 1 239.109.59.3	The line T they T they T they T they T they T
ETH1.16 0 ETH1.21 0 ETH1.26 0	Name Decry, # sol4/1507 sol4/2507 sol4/2507
ETH1.31 Ø ETH1.36 ETH2.1 Ø	UHD1 1 EFML1 EFML3 EFML3 EFML3 EFML31 EFML35 EFML31 EFML35
ETH2.6 (7 ETH2.11 (7 ETH2.16 (7 E	UHDZ 2 10102 20100.905 1000000 1 209.100.905 1000000 1 209.100.907 1000000 1 209.100.907 10000000 1 209.100.907
ETH2.21 0 ETH2.26 0 ETH2.31 0	
ETH2.36 Ø Spigot9 Ø Spigot10 Ø IQMEX4000 1 239.101.59.8 IQMEX4000 1 9 O IQMEX4000 1 10 O	Select the row before dropping a destination onto it
Spigot11         Ø         Spigot12         Ø         Spigot13         Ø           IQMIX4000 1         11         Ø         IQMIX4000 1         12         Ø         IQMIX4000 1         13         Ø	
Spigot14         O         Spigot15         O         Spigot16         O           JQMIX4000 1         14         Ø         JQMIX4000 1         15         Ø         JQMIX4000 1         16         Ø	
	Total Sources: 2 Filtered: 2 Selected: 1 Total levels: 110 Filtered: 106
📲 Topologgurator 💿 🚍 Logical Ll Editor 💿 🧲 Logicalce Table	Router Control 🛞 🗢

8 Select the levels you want to display in the Logical Device Table. Again, select the 4 Sluhd levels (SDI2Sluhd1, Video2Sluhd2, Video2Sluhd3, and Video2Sluhd4), each representing one sub-stream of a of a 2SI signal. Click OK.

The columns of the Multilevel Table updates to only show the SDI2Sluhd1, Video2Sluhd2, Video2Sluhd3, and Video2Sluhd4 columns.

- 9 From the **Multilevel Table** of the **Logical Device Table**, under the **Destinations** tab, click the Levels icon **■**. See Accessing the Logical Device Table task, on page 241.
- 10 Repeat step 6 for destinations.
- 11 Test the configuration by making takes between a logical source and destination that use the two-sample interleave division streams. See Performing a Take in Router Control, on page 471. See in Pathfinder that the correct source sub-streams are received by each destination. See Viewing Information about the Destinations, on page 454.

# Configuring UHD 4K Quad-Link SDI Streams for use with an IQMix, IQUCP, UCP-3901, or IPVU Device

To support UHD 4K streams, a quad-link (square division) configuration is used. That is, the UHD image is divided into four SDI HD quadrants, and each quadrant is sent as four separate streams. These four streams must:

- each be individually represented by four logical levels; one level for each quadrant. For example, **SDI**, **SDIuhd2**, **SDIuhd3** and **SDIuhd4**.
  - The first logical level is the base **SDI** logical level. This logical level carries the video, audio, and ancillary data.
  - The SDluhd2, SDluhd3 and SDluhd4 logical levels are video only.
- be logically linked together so that they are switched together at once ensuring that there is no switching delay between the four streams that would create visible glitches between the four quadrants.

The following shows the typical video stream composition of a UHD quad-link display with the associated logical levels used in this procedure.

Quadrant 1, Link 1 HD Logical Level <b>SDI</b>	Quadrant 2, Link 2 HD Logical Level SDluhd2
Quadrant 3, Link 3	Quadrant 4, Link 4
HD Logical Level	HD Logical Level
<b>SDIuhd3</b>	SDluhd4

UHD Composite Image

# PREREQUISITES:

- For IQMix / IQUCP / UCP-3901 device(s):
  - The IQMix / IQUCP / UCP-3901 device(s) must already be configured in GV Orbit Client. See Configuring an IQMix, IQUCP, or UCP-3901 Device, on page 352.
  - Configure the IQMix / IQUCP / UCP-3901 device spigots to be used for UHD in GV Orbit Client by enabling the UHD Links parameter in the Link Control Page for all quad-link signal spigots.
  - Set the corresponding spigots to use Square Division signals: Under **TPG**, set (enable) the **SDQS** check boxes as required.

Link Control HDRControl Destination Timing Audio V Fade Audio Type Control Input Loss Control			Information 1:192.113.13.18 2:192.113.13.22 Gb:10.37.17.163	Video Selection SDI 1 / SDI 2	Information Select     O Video Input Status     O Video Output Status     O Network Status     O Spigot Link Status
UHD Links Spigots 1 - 4 5 - 8	Enable V	Disable SDI Sync Bit  	TPG SDQS 2.	UHD ST352 Insertion 126 Quad Link 126 Quad Link	
9-12 13-16		  		120 Quad Link 120 Quad Link 120 Quad Link	

- For IPVU device(s):
  - The IPVU device(s) must already be configured in GV Orbit Client. See Configuring an IPVU Device, on page 349.
  - Configure the IPVU device spigots to be used for UHD in GV Orbit Client by:
    - Enabling the Enable UHD parameter in the IPVU configuration page for Monitor Output 1 and 2 as necessary.
    - Set the UHD Mode to SQD.

PVU Information Configuration Time Sync Configuration Receiver TPG Counters V	80/59       Video Selection       Information Select         80/59       MonOut 1-Spigot 1       ✓         O Video Status       O Network Status
System Frame Rate: O 59.94 Hz O 50.00 Hz Frame Rate Consistency: OK	
Monitor Out 1 Video Video Std: 1080/59p	Video Video Std: 1080/59p
UHD Mode O 2SI O SOD Enable UHD UHD enabled: disabled UHD status: N/A	UHD Mode O 2SI O SQD Enable UHD UHD enabled: disabled UHD status: N/A
Audio Channels: None	Audio Channels: None

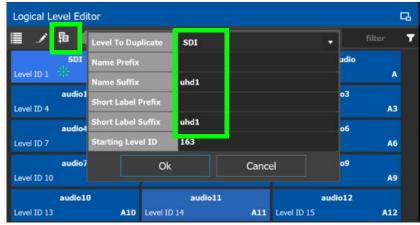
#### To configure UHD Quad-Link Streams

Create the logical levels necessary to support quad-link sources and destinations.

1 Create the following UHD logical levels from the Logical Level Editor from the preexisting **SDI** logical level: **SDIuhd1**, **SDIuhd2**, **SDIuhd3** and **SDIuhd4**. See Duplicating a Logical Level, on page 193.

Logical Level Editor		
🏾 🖍 🖻 🗹		
SDI	video	SDI audio
Level ID 1 SDI	Level ID 2 V	Level ID 3 A
auc o2	audio3	audio4
Level ID 5 A2	Level ID 6 A3	Level ID 7 A4

l Duplicate the SDI Logical Level four times to create **SDIuhd1**, **SDIuhd2**, **SDIuhd3**, and **SDIuhd4** 



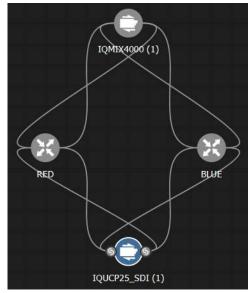
- 2 From the **Multilevel Table** of the **Logical Device Table**, click the Levels icon **■**. See Accessing the Logical Device Table task, on page 241.
- 3 Select the levels you want to display in the table. As shown below, a filter **SDluhd** was applied and then you can select the 4 SDI UHD levels and click **OK**.

Logical Le	evel Selec	ctor						
	88						SDIuhd	T
Level ID 16	SDIuhd1	SDIuhd1	DIuhd2	SDIuhd2	Level ID 217	SDIuhd3	SDIuhd3	
Level ID 244	SDIuhd4	SDIuhd4						
						ОК	Cance	el

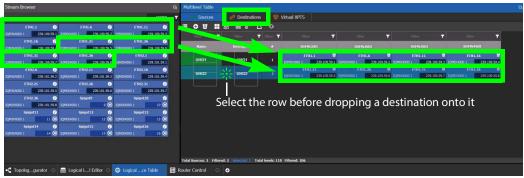
The logical device table will show 4 items (**SDluhd1**, **SDluhd2**, **SDluhd3**, and **SDluhd4**), each with a UHD level representing one quadrant of a of a quad-link signal.

- 4 Add IQMix / IQUCP / UCP-3901 device(s) to the topology and configure them in GV Orbit Control. See Configuring an IQMix, IQUCP, or UCP-3901 Device, on page 352.
- 5 Link the IQMix / IQUCP / UCP-3901 device(s) to the logical sources and destinations in GV Orbit Control. See Methods to Link Devices in a Topology, on page 222.

The following topology will be used as an example, where the IQMix is used as the UHD stream sources (called *uhd1* and *uhd2*) and the IQUCP is used as the UHD stream destination (called *DEST-uhd*).



6 In the Logical Device Table, map streams with levels: Configure the UHD sources and destinations by assigning quad-link IP streams to each level.

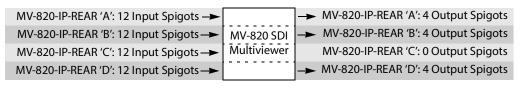


- 7 Repeat step 6 for destinations.
- 8 Test the configuration by making takes between a logical source and destination that use the quad-level link streams. See Performing a Take in Router Control, on page 471. See in Pathfinder that the correct quad-level link streams are received by each destination. See Viewing Information about the Destinations, on page 454.

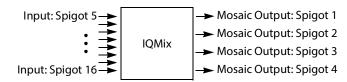
## **Configuring an MV-820-IP Multiviewer Device**

The MV-820-IP multiviewer has 48 IP inputs and 12 IP outputs in a 2 RU chassis, making it ideal for high-density IP monitoring applications. Internally, the MV-820-IP multiviewer is an MV-820 SDI multiviewer wrapped inside four IQMix cards to provide IP connectivity through a rear panel that supports the QSFP network interface adapters (refer to the MV-820 Multiviewer User Manual, where this is referred to as the *Video IP Circuitry*). These four IQMix cards are used to convert the IP network input streams to feed the 48 × SDI inputs of the MV-820 cards, and uses three of the four same IQMix cards to also convert the 12 × SDI mosaic outputs of the MV-820 cards into IP stream outputs. These IQMix cards are labeled as *MV-820-IP-REAR* in GV Orbit Client and GV Orbit Control. See Configuring an IQMix, IQUCP, or UCP-3901 Device, on page 352 for more information about how to configure an IQMix.

The inputs and outputs of an MV-820-IP are called spigots that, within GV Orbit Control, are provided by four MV-820-IP-REAR devices with the following spigot configuration: 48 input spigots across four MV-820-IP-REAR devices and 12 mosaic output spigots across three MV-820-IP-REAR devices. The third MV-820-IP-REAR device has no output spigots.



For each MV-820-IP-REAR device, the spigots are used as follows. The third MV-820-IP-REAR device has no output spigots. See also How to Know if a Spigot is an Input or an Output, on page 353.



There is no offline configuration of the MV-820-IP device. It must first be discovered on the network by GV Orbit Control.

The MV-820-IP multiviewer must have been previously configured with GV Orbit Client before being integrated into GV Orbit Control as most configuration parameters shown in GV Orbit Control are for information purposes only (GV Orbit Control reads it from the MV-820-IP cards). See the MV-820-IP User Guide for more information.

For example, in GV Orbit Client 2.5 the MV-820-IP is shown as 4 × MV-820-IP-REAR.

	Regex	Refresh Tat	ble 📔 📃	Purge	Export	Import	t ) [Subnet Scan	Duplic	ate Scan ] Cor	nection	Scan ] Generat	e SDP			
Device GUID			Dev	ice Name		-	Device Type	Software	Firmware	Prim	ary IP Address	Seco	ondary IP Address	Control IP Address	Primary Lin
{139F2C1E-11	DD2-11B2-87A8	-002370008A	8C) {13	9F2C1E-1DD2	-11B2-87A8-002	370008A8C}	IQMIX4010	11.58.71	B24CA1E	۲	190.108.2.109	۲	192.102.2.125		10 Gb
(12052015-1)	002 1102 0740	00000700000	95)	052015-1002	********	2200084853	104174010	11 50 71	PRACATE	-	100 100 2 110	-	103 103 3 136		10.05
{13A060C0-1	DD2-11B2-AECF	-002370008F	C4) (13	A060C0-1DD2	-11B2-AECF-002	370008FC4}	MV-820-IP-REAR	11.54.71	A9A505AC	۲	190.107.34.2	۲	192.105.34.2		50 Gb
{13A087D0-1	DD2-11B2-BB3	B-0023700060	066} (13				MV-820-IP-REAR	11.54.71	A9A505AC	0	190.107.35.2	0	192.105.35.2		50 Gb
{13A087D0-1	DD2-1182-883	B-0023700060	069} (11				MV-820-IP-REAR	11.54.71	A9A505AC	Ø	190.107.36.2	0	192.105.36.2		50 Gb
{13A087D0-1	DD2-1182-8838	B-002370008F	FC1} (13	A087D0-1DD2	-11B2-BB3B-002	370008FC1}	MV-820-IP-REAR	11.54.71	A9A505AC	0	190.107.34.6	0	192.105.34.6		50 Gb
froacerow.a	201-1700-0101		20)	Section Scot	1700-0401-050	H0050520J	PIP-005	1.4.49	iya	~	192.105.54.2	۲	192.107.34.2	10.37.90.130	3

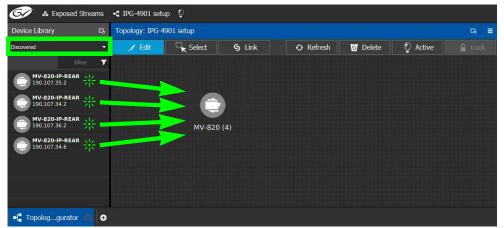
**PREREQUISITES:** The Domain ID of the MV-820-IP devices must be set in the System Controller Group Properties under **Domain Ids**. See Configuring a Controller Group, on

page 179. These devices must be on the same subnet that the GV Orbit Server is connected to.

**Note:** An MV-820-IP using VC2 video compression format is not currently supported by GV Orbit Control.

#### To configure an MV-820-IP Multiviewer

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Selecting a Graph, on page 184.
- 3 The topology must be currently:
  - Activated (see Activating a Topology, on page 235).
  - Unlocked (see Unlocking / Relocking a Topology, on page 238).
- 4 From the Device Library, on the left, select Discovered, from the drop-down list.



5 From the **Device Library**, **Discovered**, find the four **MV-820-IP-REAR** devices with the IP addresses that correspond with those for the MV-820-IP multiviewer on your network: select one of the MV-820-IP-REAR device bubbles and drag it into position on the Topology and release the mouse button.

The device pulled from the **Device Library**, **Discovered** becomes greyed out and another instance of the same device instance cannot be added again to the Topology.

- 6 Now create a device group by adding the remaining three MV-820-IP-REAR device bubbles on top of the MV-820-IP-REAR already on the Topology:
  - a Select another MV-820-IP-REAR device bubble from the **Device Library** and drag it on top of the first MV-820-IP-REAR device instance already on the Topology and release the mouse button.
  - b Repeat this action for the third and fourth MV-820-IP-REAR device bubble in the **Device Library**.

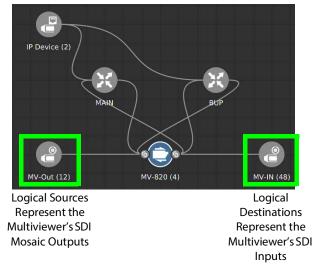
The four MV-820-IP-REAR device instances are shown as a single device on the Topology and can be individually configured in the **Property Editor**, under **Devices**, by clicking an instance. See **Defining Device Properties**, on page 229 for more information.

7 Click on the name of the device underneath the bubble to name the device or device group. See To name a device and set the number of devices in the group, on page 205.

8 Configure the MV-820-IP multiviewer's properties. See also Description of Common Device Properties, on page 332. The MV-820-IP device should be first configured with GV Orbit Client before being integrated into GV Orbit Control as most configuration parameters shown in GV Orbit Control are shown for information purposes only.

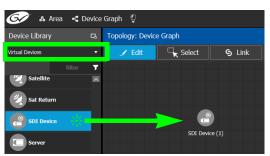
Parameter	Description
Network Host Name	The hostname is the unique name by which the associated MV-820-IP is known on the network.
Domain ID	Set the same Domain IDs on all MV-820-IP devices that are to communicate with each other on the network. The default value for Grass Valley equipment is <b>101</b> . Valid range: 0 to 232. See also Configuring a Controller Group, on page 179.
Internal wiring	Shows if the internal modeling of the MV-820-IP is complete.

9 Create the logical sources and destinations in GV Orbit Control for the MV-820-IP by adding SDI devices to the topology and then linking them. See Methods to Link Devices in a Topology, on page 222. An example is shown below.



These logical sources and destinations represent the SDI inputs and outputs of the MV-820 multiviewer that will be used when making a take.

a From the **Device Library**, **Virtual Devices**, find the **SDI Device** bubble and drag it into position on the Topology and release the mouse button.



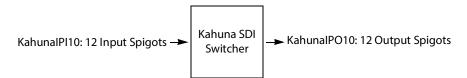
- b Click on the name of the device underneath the bubble to name the device or device group. See To name a device and set the number of devices in the group, on page 205. For example, Enter *MV-Out* in both the **Name** and **Short Name** fields, then enter 12 for the number of device instances. These parameters can also be set in the **Property Editor**.
- c From the **Device Library**, **Virtual Devices**, find the **SDI Device** bubble and drag it into position on the Topology and release the mouse button.
- d Click on the name of the device underneath the bubble to name the device or device group. For example, Enter *MV-In* in both the **Name** and **Short Name** fields, then enter 48 for the number of device instances.
- e Interconnect the SDI source and destination devices to the proper IQMix spigot SDI inputs and outputs as shown above.

If needed, contact support for more information as how to configure this device. See Grass Valley Technical Support, on page 862.

# **Configuring a Kahuna IP Production Switcher Device**

The Kahuna IP is a production switcher. Internally, the Kahuna IP production switcher is an Kahuna SDI production switcher wrapped inside two IQMix cards to provide IP connectivity. These two IQMix cards are used to convert the IP network input streams to feed the 12 × SDI inputs of the Kahuna, and the other IQMix card to convert the 12 × SDI outputs of the Kahuna into IP stream outputs. These IQMix cards are labelled as *KahunalP110* and *KahunalP010* in GV Orbit Control. See Configuring an IQMix, IQUCP, or UCP-3901 Device, on page 352 for more information about how to configure an IQMix.

The inputs and outputs of a Kahuna IP are called *spigots*. There are 12 input and 12 output spigots. In the GV Orbit Control Device Library, the Kahuna IP switcher is discovered as two separate IP devices: the first represents the IP inputs (device type: KahunalPI10) and the second represents the IP outputs (device type: KahunalPO10).



See also How to Know if a Spigot is an Input or an Output, on page 353.

There is no offline configuration of the Kahuna IP device. It must first be discovered on the network by GV Orbit Control.

The Kahuna IP device must have been previously configured with GV Orbit Client before being integrated into GV Orbit Control as most configuration parameters shown in GV Orbit Control are for information purposes only (GV Orbit Control reads it from the Kahuna IP device). See the Kahuna IP User Guide for more information.

**PREREQUISITES:** The Domain ID of the Kahuna IP device(s) must be set in the System Controller Group Properties under **Domain Ids**. See Configuring a Controller Group, on page 179. These devices must be on the same subnet that the GV Orbit Server is connected to.

#### To configure a Kahuna IP Device

- 1 Select the required Area. See Selecting an Area, on page 183.
- 2 Select the required topology. See Selecting a Graph, on page 184.
- 3 The topology must be currently:
  - Activated (see Activating a Topology, on page 235).
  - Unlocked (see Unlocking / Relocking a Topology, on page 238).

- A Exposed Streams I IPG-4901 setup

  Device Library
  Topology: IPG-4901 setup

  Decovered

  Iter

  Iter

  KabunaIP120

  KabunaIP210

  <td
- 4 From the Device Library, on the left, select Discovered from the drop-down list.

The Kahuna IP is discovered as two separate IP devices: the first represents the IP inputs (device type: KahunaIPI10) and the second represents the IP outputs (device type: KahunaIPO10).

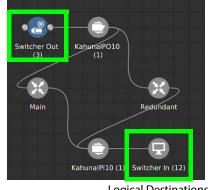
5 From the **Device Library**, **Discovered**, find the Kahuna IP input device that you want to control: select the **KahunaIPI10** device bubble and drag it into position on the Topology and release the mouse button.

The device pulled from the **Device Library**, **Discovered** becomes greyed out and another instance of the same device instance cannot be added again to the Topology.

- 6 From the **Device Library**, **Discovered**, find the matching **KahunalPO10** device bubble and drag it into position on the Topology and release the mouse button.
- 7 For each Kahuna IP device (IP inputs device type: **KahunaIPI10** and IP outputs device type: **KahunaIPO10**) Click on the name of the device underneath the bubble to name the device. See To name a device and set the number of devices in the group, on page 205.
- 8 Configure the Kahuna IP properties. See also Description of Common Device Properties, on page 332. The Kahuna IP device should be first configured with GV Orbit Client before being integrated into GV Orbit Control as most configuration parameters shown in GV Orbit Control are shown for information purposes only.

Parameter	Description
Network Host Name	The hostname is the unique name by which the associated Kahuna IP is known on the network.
Domain ID	Set the same Domain IDs on all Kahuna IP devices that are to communicate with each other on the network. The default value for Grass Valley equipment is <b>101</b> . Valid range: 0 to 232. See also Configuring a Controller Group, on page 179.
Internal wiring	Shows if the internal modeling of the Kahuna IP is complete.

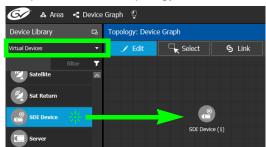
- 9 Create and connect the edge devices (SDI and IP devices) that are connected to the Kahuna IP. See Methods to Link Devices in a Topology, on page 222. An example is shown below.
  - Logical Sources Represent the Switcher's SDI Mosaic Outputs



Logical Destinations Represent the Switcher's SDI Inputs

These logical sources and destinations represent the SDI inputs and outputs of the Kahuna switcher that will be used when making a take.

a From the **Device Library**, **Virtual Devices**, find the **SDI Device** bubble and drag it into position on the Topology and release the mouse button.



- b Click on the name of the device underneath the bubble to name the device or device group. See To name a device and set the number of devices in the group, on page 205. For example, Enter *Switcher-Out* in both the **Name** and **Short Name** fields, then enter 3 for the number of device instances. These parameters can also be set in the **Property Editor**.
- c From the **Device Library**, **Virtual Devices**, find the **Monitor Device** bubble and drag it into position on the Topology and release the mouse button.
- d Click on the name of the device underneath the bubble to name the device or device group. For example, Enter *Switcher-In* in both the **Name** and **Short Name** fields, then enter 12 for the number of device instances.
- e Interconnect the SDI source and destination devices to the proper IQMix spigot SDI inputs and outputs as shown above.

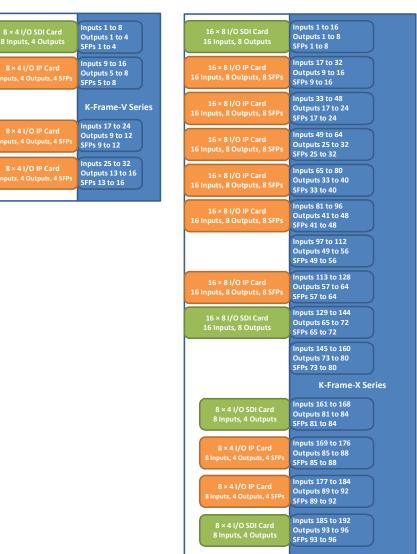
If needed, contact support for more information as how to configure this device. See Grass Valley Technical Support, on page 862.

# **Configuring a K-Frame Production Switcher**

The K-Frame is a series of production switchers, and certain models support IP connectivity. The following frames are supported:

- K-Frame-V Production Switcher has 4 slots each providing 8 inputs and 4 outputs to the switcher, for a total of 32 inputs x 16 outputs.
- K-Frame-X Production Switcher has 14 slots. 10 slots each providing 16 inputs and 8 outputs to the switcher, followed by 4 slots each providing 8 inputs and 4 outputs of the switcher, for a total of 192 inputs x 96 outputs.

The following diagram shows a K-Frame-V / K-Frame-X Production Switchers populated with a typical assortment of I/O cards.



There are two types of modules which can be used in the K-Frame Production Switcher slots:

• SDI only card, equipped with BNC connectors.

• IP only card, equipped with SFP connectors.

Here are some details about IP cards you will need to know to model your K-Frame Production Switcher in GV Orbit Control:

- An SFP can receive two streams and transmit one. A stream is a group of the essence flows (a 2022-6 stream has a single flow, a TR-04 stream has two flows and a SMPTE 2110 stream has three flows)
- Each SFP stream maps directly to a switcher input or output of the slot. For example: the IP card in the second slot of the K-Frame-V Production Switcher has 4 SFP pairs (for redundancy) providing signals to inputs 9-16 of the switcher. The first SFP provides streams for inputs 9-10, the second SFP provides streams for inputs 11-12 and so on.
- IP cards support SMPTE 2022-6, SMPTE 2110, and TICO.
- Redundancy in SMPTE 2022 and SMPTE 2110 is supported.
- For SMPTE 2110-30, the following profiles are supported: L16/48K/125us, L16/48K/1ms, L24/48K/125us, L24/48K/1ms.

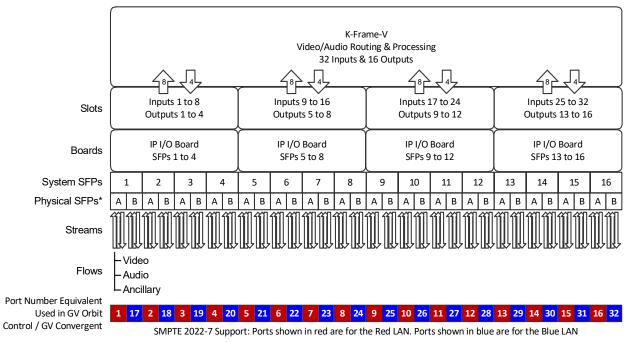
Note that GV Orbit Control only controls the K-Frame Production Switcher's IP receivers and transmitters. In consequence, The K-Frame Production Switcher must have been previously setup and configured before being integrated into GV Orbit Control. See the *K-Frame Installation & Service Manual* for more information.

**PREREQUISITES:** GV Orbit Control must have IP connectivity to the K-Frame Production Switcher:

- to automatically detect the K-Frame Production Switcher's model (K-Frame-V / K-Frame-X) and its current configuration parameters that are needed by GV Orbit Control.
- before making connections to the *Production Switcher* bubble in GV Orbit Control. See To configure a K-Frame Production Switcher, on page 373.

#### K-Frame Production Switcher Nomenclature used in GV Orbit Control

The following diagram shows the nomenclature used in GV Orbit Control for the K-Frame-V Production Switcher signal flow. A K-Frame-X Production Switcher's signal flow uses a similar architecture, with more inputs and outputs.



\* This is shown in the Short Name property for a port. For example, SFP-1A is the first input port.

\* Note that GV Orbit Control's **Short Name** property for a port is composed of a combination of the System SFP number and the Physical SFP letter in the following format: SFP-[System SFP number][Physical SFP letter]

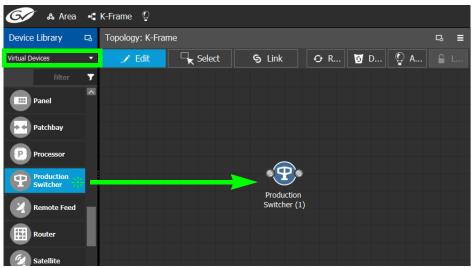
	Menu n	ot in Node L	ist for this frame.			Frame Co	onnected			
			oard nput Stream Format	Redundancy Mode	SFP	Receive IP	UDP Port	IGMPv3 SSM		Input
Video I/O	Bulk Configuration	1	1 ST 2022-6	Enable	1A	1.1.1.1		3.3.3.3		1
Status	Import/Export		31 2022-0		18	2.2.2.2		4.4.4.4		
ing Setup	Config File	2	2 ST 2022-6	Enable	1A	1.1.1.1	2	3.3.3.3		
Node Settings	Inputs Video		51 2022-0		1B	2.2.2.2		4.4.4.4		Restore
Video Settings		3	3 ST 2022-6	Enable	2A	1.1.1.1	3	3.3.3.3		Default
ing Setup	Outputs Audio				28	2.2.2.2		4.4.4.4		Restore
Transform IDPM	Port Config Ancillary	4	4 ST 2022-6	Enable	2A	1.1.1.1	4	3.3.3.3		Apply Settings
Patterns	SFPs Participation				28	2.2.2.2		4.4.4.4		- Second
Wipes			Video I/C	) Board				Mod I/O	Board	
Path EMEM T/L Source	1 2	3	4 5	6 7	<u>،</u> ا	9	10	1 2	3	
Holds EMEM T/L		dia ort	IP I/O Config							1
istory Favorites	Eng Login Vide	5 I/O Sou				lipStore Config Settings		nstall ptions Patterns	Status	Load Acqu Resou
DPM SWR	User	1	E-MEM &	Source	ME			Copy	Image	Enc

For example, **SFP-1A** is the first input port. This port is shown below in the K-Frame Menu for reference.

When *Redundancy Mode* is *Enabled* in the K-Frame Menu, you must use a SMPTE ST 2022-7 network setup; see Configuring Network Switch Redundancy to Support SMPTE ST 2022-7, on page 399.

#### To configure a K-Frame Production Switcher

1 Add the Production Switcher device to the Topology: from the **Device Library**, **Virtual Device**, find the **Production Switcher** device bubble. See Adding a Virtual Device to a topology, on page 204.



2 Click on the name of the device underneath the bubble to enter a meaningful name to identify this device in the **Name** field. See To name a device and set the number of devices in the group, on page 205.

These parameters can also be set in the **Property Editor**.

3 Click New 🔂 next to Control Port at the top of the Property Editor and select K-Frame CPL TCP/IP from the list. See also Defining Device Properties, on page 229 for more information.

Property Editor		G
Device Group Properties Device	Properties	
Production Switcher		
Devices [1] 🛛 🖳 Swr		
Control Ports [1] 🕞 🔂 K-Frame C	PL TCP/IP	
G # Streams Per Output	1	
<b>β</b> Automatic Destinations on Inputs		
S Automatic Sources on Outputs		
G Expose Streams	✓	
SSM Address Enabled		
K-Frame CPL TCP/IP		Delete
G Name	K-Frame CPL TCP/IP	
	K-Frame CPL TCP/IP	
IP Address		
Connection State 1	unknown	

The K-Frame CPL TCP/IP tab appears. To remove the control port, click Delete.

4 Configure the K-Frame Production Switcher properties. See also Description of Common Device Properties, on page 332.

Parameter	Description
Network Host Name	The hostname is the unique name by which the associated K-Frame Production Switcher is known on the network.
IP Address	The IP address of the K-Frame Production Switcher to be controlled. Once connected, GV Orbit Control automatically detects the K-Frame Production Switcher's model (K-Frame-V / K-Frame-X) and K-Frame Production Switcher's configuration parameters that are needed by GV Orbit Control.

Parameter	Description
Connection State 1 Connection State 2	K-Frame Production Switcher Connection State 1 shows the connection status of the K-Frame Production Switcher with the primary server of a server group. K-Frame Production Switcher Connection State 2 shows the connection status of the K-Frame Production Switcher with the secondary server of a server group. See Configuring a Controller Group, on page 179. <b>unknown:</b> The topology is inactive (see Activating a Topology, on page 235) or the K-Frame Production Switcher does not have network connectivity to the GV Orbit Server(s). <b>Reconnecting:</b> The topology has been activated and GV Orbit Control is learning the K-Frame Production Switcher's current configuration. <b>offline:</b> The K-Frame Production Switcher does not have network connectivity to the GV Orbit Server(s). <b>online:</b> The K-Frame Production Switcher is connected to the GV Orbit Server(s).
Frame Model	Once the topology has been activated, this shows the frame model. This is shown for information purposes only.

#### 5 Activate the topology. See Activating a Topology, on page 235.

The current K-Frame Production Switcher input and output ports are read into GV Orbit Control and become available to be connected within GV Orbit Control. According to the type of streams configured in K-Frame Production Switcher, the corresponding logical levels are created in the Logical Device Table. See Logical Device Table Tasks, on page 241 for more information. When a port is selected, see the **Short Name** property to see the K-Frame Production Switcher's internal port reference. For more information, see K-Frame Production Switcher Nomenclature used in GV Orbit Control, on page 372.

and the second second second				and the second second									
Device Group			Device	Propert	ties								
Production Sv	vitche	r		_									
Devices [1]	5		Swr										
Control Ports [1]	G	0	K-Frame	CPL TCP/	/IP								
IN													
Ports [32]	4		2	3	4	5	6	7	8	9	10	11	
Streams [6]	- R		2	3	4	5	6						
оот				<i></i>								-	
Ports [32]	6	1	2	3	4	5	6	7	8	9	10	11	
capacity (a				100									
Bandwidth	Usage (	bps)		6,020	IM.								
Enabled				× .									
S Expose Stre	ams			<ul><li>✓</li></ul>									
IP Address				192.1	68.1.1								
Redundanc	y Port			SFP-1									
G SSM Addres	s Enabl	ed		1.0									
Production Swit	cher In	-1A-V	īd										
S Name				Produ	uction Sv	vitcher In	-1A-Vid						
G Description				Produ	uction Sv	vitcher In	-1A-Vid						
Short Name				Swr-1	In-1A-Vie	di							
Logical Levi	al			video	)								
IP Address				236.1	.1.1								
IP Port				16000									
Flow Type				Video									

Each input port supports two sources. When a stream is selected, see the **Short Name** property to see the stream type currently configured in the K-Frame Production Switcher.

Streams	Description	Short Name
1	This is the video stream for the first source.	Swr-In-1A-Vid
2	This is the audio stream for the first source <sup>a</sup> .	Swr-In-1A-Aud
3	This is the Ancillary stream for the first source <sup>a</sup> .	Swr-In-1A-Anc
4	This is the video stream for the second source.	Swr-In-2A-Vid
5	This is the audio stream for the second source <sup>a</sup> .	Swr-In-1A-Aud
6	This is the Ancillary stream for the second source <sup>a</sup> .	Swr-In-1A-Anc

a. This stream is not shown if the selected port is configured as SMPTE 2022-6.

The K-Frame Production Switcher can now be used to make takes. See Router Control Tasks, on page 470 for more information.

## **Adding NMOS Devices to a Topology**

GV Orbit Control supports Networked Media Open Specifications (NMOS) AMWA IS-04 for device discovery and registration and IS-05 for connection management<sup>1</sup>. Furthermore, it supports AMWA BCP-002-01 for the natural grouping of NMOS resources.

GV Orbit Control has a built-in NMOS registry (see below) that can be used to register NMOS devices. To be able to discover NMOS devices, you have one of the following options:

- Allow GV Orbit Control to automatically discover one or more NMOS registries through DNS-SD. DNS-SD can discover an NMOS registry that is available on the network and registered in your DNS server.
- Point GV Orbit Control to use its internal NMOS registry (when enabled), or to an external NMOS registry.

GV Orbit relies on the NMOS senders / receivers Group Hint Tag property to determine the available audio streams / flows to be used in order to extract the appropriate audio channels used for the creation of the automatic logical sources / destinations. You can still create custom logical sources / destinations using specific streams and specific audio channels.

#### **PREREQUISITES:**

- Entries for your NMOS registries have been added to the network DNS server. This enables automatic DNS-SD discovery. Contact your IT department to do so. Otherwise you can manually specify the registry to connect to.
- Routing between IP sources and IP destinations that have different flow configurations requires an Audio Live in order to convert audio flows into compatible ones. See Configuring a Device that Supports Audio Breakaway/Shuffling such as Audio Live, on page 433.

#### Notes

- GV Orbit Control listens for changes to any of the nodes in the registry. As it receives updates, it automatically updates any device that is dropped onto any topology that is associated with that node.
- If the registry is shut down, or the node is stopped and is removed from the registry, the devices will disappear from the list of discovered devices. The devices you already have dropped will remain on the topology, but will no longer receive updates.
- If the registry is restarted or the node is restarted, GV Orbit Control will continue to update the devices on the topology (assuming the devices have the same UUID).

#### To configure GV Orbit Control for use with NMOS

To use GV Orbit Control with NMOS devices, you first must configure it to use its internal NMOS registry, to use an external NMOS registry, or to automatically search for external NMOS registries.

<sup>1.</sup>GV Orbit Control supports IS-05 v1.1 API when available. This version is used before v1.0 when both versions are available.

- 1 Open the **System Controller Group Properties**. See Configuring a Controller Group, on page 179.
- 2 Set the following parameters.

Property Editor			C
System Controller Group Properties	Pro	perties	
System Controller			
Name		System C	ontroller
# Controllers			
Short Name		System C	ontroller
Advanced			
Description		System C	ontroller
Virtual IP Address		0.0.0.0	
Reference IP		0.0.0.0	
S NMOS Discovery DNS		10.36.14	0.10
S NMOS Discovery Search Domain		gad.local	
NMOS Registry		http://10	0.118.103.135:4041
Domain IDs for IP Routing	暍	101	
Domain IDs for Data Import	G	105	

Parameter	Description
NMOS Discovery DNS	GV Orbit Control can automatically discover an NMOS registry
NMOS Discovery DNS NMOS Discovery Search Domain	GV Orbit Control can automatically discover an NMOS registry through DNS-SD when the NMOS Discovery DNS and NMOS Discovery Search Domain parameters are set. NMOS Discovery DNS: The IP address of the network DNS server that is also used to support networked NMOS devices. NMOS Discovery Search Domain: The network's domain name on which GV Orbit Control will search for NMOS devices and the NMOS registry. The NMOS Discovery DNS and NMOS Discovery Search Domain parameters are automatically retrieved from the GV Orbit's Server operating system when available (refer to IP Configuration, DNS tab in the <i>GV Orbit Admin Guide</i> ; see Related Documentation, on page 7). The operating system values can be overridden by setting the appropriate values here. NOTE: If the DNS information is changed in the admin interface,
	GV Orbit Control must be restarted to retrieve the new values from the OS.

Parameter	Description
NMOS Registry	This shows the current NMOS Registry Query API URL (hostname / IP address and port number).
	Set a static NMOS registry URL when NMOS registry discovery is non- functional or when you want to override it to use a specific NMOS registry.
	If the <i>NMOS Registry</i> service is installed and running on the GV Orbit Server and you want to use GV Orbit Control's built-in NMOS registry, set this URL to the local host IP address for this service:
	http://127.0.0.1:4041. The NMOS registry is available to NMOS devices at the current system controller's IP address <sup>a</sup> , on port 4041. The priority of GV Orbit Control's NMOS registry is 0.
	If redundancy has been configured for GV Orbit Control, use the Virtual IP Address, on port <b>4041</b> to access the NMOS registry.
	Refer to <b>Application Upgrade</b> in the <i>GV Orbit Admin Guide</i> to install the <i>NMOS Registry</i> service and ensure that it is running. See Related Documentation, on page 7.
	To revert to automatic NMOS registry discovery, clear this field, press <enter>, and wait 10 seconds for the above NMOS Discovery DNS and NMOS Discovery Search Domain parameters to take effect.</enter>

a. This is the same IP address as for GV Orbit Control's administration interface. This is shown as IP Address in step 6 on page 181.

- 3 To be able to discover NMOS devices in GV Orbit Control, you have one of the following options:
  - Allow GV Orbit Control to automatically discover one or more NMOS registries through DNS-SD (set the NMOS Discovery DNS and NMOS Discovery Search Domain parameters). This is possible when the NMOS registries have been added to the network DNS server.
  - Manually point GV Orbit Control to use the NMOS Registry service (when enabled), or to an external NMOS registry by setting a fixed URL for the registry (set the NMOS Registry parameter).

#### Update the server's Host file

In order for GV Orbit Control to communicate with the NMOS registry to retrieve a list of all its resources, retrieve update notifications, download SDP files and perform connection management, GV Orbit Control must be able to reach the host where the registry is running by its hostname. In order to do this, an entry for the NMOS host MUST be added to the server's hosts file.

The Host file is found here: /etc/hosts

Sample entry:

10.37.80.177 <registryHostName>

Once the server for the NMOS registry has been added to the hosts file, the GV Orbit Control service needs to be restarted. See *Reboot* found under *Upgrade Task* in the **GV Orbit Admin Guide**. See **Related Documentation**, on page 7.

Note that this applies even if you use the registry's IP address when specifying the URL of the NMOS Discovery Registry. Once the entry in the hosts file is added, the **NMOS Registry** 

parameter can be either http://10.37.80.177:4041 or http://<registryHostName>:4041

To update the server's Host file, contact Grass Valley Technical Support. See Grass Valley Technical Support, on page 862.

#### NMOS Node control port status in GV Orbit Control

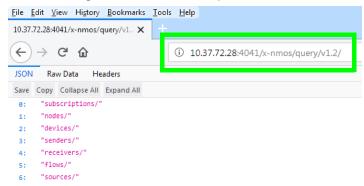
GV Orbit Control pings the NMOS node to keep the connection active using the URL http://XXX.XXX.XXX.XXX:4041/x-nmos/node/v1.2/self.GV Orbit Control uses the success of the ping to determine the node's control port status (Online/Offline).

**Note:** If the NMOS node's status is offline, check if the node's URL contains only a hostname (as opposed to a numeric IP address). If GV Orbit Control cannot resolve the hostname, then you need to add an entry into the server's hosts file and then restart GV Orbit Control. GV Orbit Control must be able to resolve the node's hostname in order to report the control port status as being online, download SDP files, and perform connection management. See Update the server's Host file, on page 379 and *Reboot* found under *Upgrade Task* in the **GV Orbit Admin Guide**. See Related Documentation, on page 7.

#### How to test the NMOS registry

Test the registry as follows: in a web browser, enter the following address into the browser's address bar: http://XXX.XXX.XXX.XXX.4041/x-nmos/query/v1.2/

Where XXX.XXX.XXX is the IP address of GV Orbit's NMOS registry. This can be either GV Orbit's Server IP address (for its internal NMOS registry), or the query API IP address of an external NMOS registry, if available. For external NMOS registries, see the NMOS registry's documentation as it may use a number of different IP addresses; one for the query API and another for the registration API for example.



The following NMOS registry switches show the current NMOS registry's content:

subscriptions nodes devices senders receivers flows sources This is accessible by, for example, entering the following address into the browser's address bar: http://XXX.XXX.XXX.4041/x-nmos/query/v1.2/nodes

As the NMOS registry has just been started, it is normal that it is empty of content. Wait for devices to discover the NMOS registry and to publish their resources to the registry.

**Note:** If nodes are not published to the registry and are not listed under http://XXX.XXX.XXX.XXX:4041/x-nmos/query/v1.2/nodes, they will not be discovered by GV Orbit Control. Further device troubleshooting will be required to identify why a device is not publishing to the NMOS registry.

#### About the grouphint tag

AMWA BCP-002-01 makes use of the *grouphint* tags to identify senders and receivers. When a discovered device publishes grouphint tag information in senders / receivers to the NMOS registry, GV Orbit Control will automatically create the related logical sources and destinations for the device, once the NMOS device has been added to the topology. If a discovered device does not publish grouphint tags to the NMOS registry, then you will have to create the logical sources and destinations for the devices and destinations for the device does not publish grouphint tags to the NMOS registry, then you will have to create the logical sources and destinations for the device manually in GV Orbit Control.

Logical sources / destinations are created using the audio channels from the grouphint tag information, when available. GV Orbit assesses if the audio flows use 1, 2 or 4 audio streams and then the 16 audio channels from the automatic logical sources / destinations are accordingly created using the multi audio streams / flows as required.

Number of Audio Flows as determined by the flow's grouphint tag	Effect in GV Orbit Control
1	<ul> <li>There is 1 audio stream with 16 audio channels which are represented in GV Orbit Control by the AES67-16 logical level. In the NMOS device's Properties, the following streams are available:</li> <li>1: SDI, SMPTE ST 2022. In the Logical Device Table, this is represented by the SDI column.</li> <li>2: Video, SMPTE ST 2110-20. In the Logical Device Table, this is represented by the V column.</li> <li>3: Audio AES67-16, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A1 to A16 columns.</li> <li>7: Ancillary, SMPTE ST 2110-40. In the Logical Device Table, this is represented by the ANC column.</li> </ul>

Number of Audio Flows as determined by the flow's grouphint tag	Effect in GV Orbit Control
2	<ul> <li>There are 2 audio streams; each stream has 8 audio channels which are represented in GV Orbit Control by the AES67-8 logical level. In the NMOS device's Properties, the following streams are available:</li> <li>1: SDI, SMPTE ST 2022. In the Logical Device Table, this is represented by the SDI column.</li> <li>2: Video, SMPTE ST 2110-20. In the Logical Device Table, this is represented by the V column.</li> <li>3: Audio AES67-8, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A1 to A8 columns.</li> <li>4: Audio AES67-8, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A9 to A16 columns.</li> <li>7: Ancillary, SMPTE ST 2110-40. In the Logical Device Table, this is represented by the ANC column.</li> </ul>
4	<ul> <li>There are 4 audio streams; each stream has 4 audio channels which are represented in GV Orbit Control by the AES67-4 logical level. In the NMOS device's Properties, the following streams are available:</li> <li>1: SDI, SMPTE ST 2022. In the Logical Device Table, this is represented by the SDI column.</li> <li>2: Video, SMPTE ST 2110-20. In the Logical Device Table, this is represented by the V column.</li> <li>3: Audio AES67-4, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A1 to A4 columns.</li> <li>4: Audio AES67-4, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A5 to A8 columns.</li> <li>5: Audio AES67-4, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A9 to A12 columns.</li> <li>6: Audio AES67-4, SMPTE ST 2110-30. In the Logical Device Table, this is represented by the A9 to A12 columns.</li> <li>7: Ancillary, SMPTE ST 2110-40. In the Logical Device Table, this is represented by the A13 to A16 columns.</li> </ul>

In the NMOS device Properties, the number, type of streams, and AES67 Logical Level are updated in real time according to the grouphint tag information. For example, this screen shows the Properties for an NMOS device where there is 1 audio stream, and as a consequence, the level for the audio stream is shown as AES67-16.

Device Prope	rties					
Dome1						
Devices [1]	Q.	Dome1				
Ports [2]	R.	ETH1	ETH2			
		601	603	SP3	SP4	
Streams [4]	6.	1 2	3 7			
A: Multic	ast Grou	P	234.30.1.1			
A: Port				50104		
A: IGMP	3 Source					
B: Multic	ast Grou			234.31.1.1		
B: Port				50104		
B: IGMP	3 Source			192.112.13	2	
-	n Logical			AES67-16		

In the Logical Device Table, the NMOS device reflects the automatic.

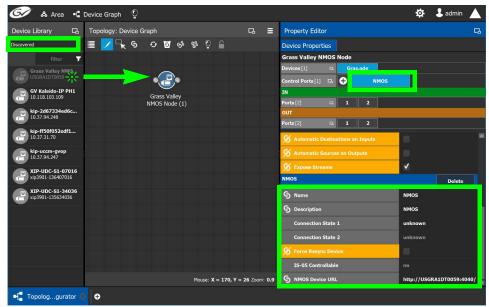
## To Add an NMOS Device to a Topology

#### PREREQUISITES:

- There is an operational NMOS registry on the network.
- GV Orbit Control has been configured to connect to the NMOS registry. See To configure GV Orbit Control for use with NMOS, on page 377.
- NMOS devices must be configured to publish their available resources to the NMOS registry.

Proceed as follows.

1 Add the NMOS device to the Topology: from the **Device Library**, **Discovered**, find an NMOS device bubble that you want to control. See To add a Discovered Device to a Topology, on page 209.



2 Click on the name of the device underneath the bubble to name the device or device group. See To name a device and set the number of devices in the group, on page 205.

- 3 The NMOS Control Port parameters are configured in the device's Property Editor, under the **Device Properties** tab. See Defining Device Properties, on page 229 for more information about this tab.
- 4 Select **NMOS** tab (next to **Control Port** at the top of the **Property Editor**) to configure the Device Properties in the **Property Editor**. See also Description of Common Device Properties, on page 332.

The NMOS control port properties appear.

Parameter	Description
Connection State 1 / 2	This shows the current connection state to the NMOS nodes. When a redundant configuration is used (two GV Orbit Servers form a cluster) Connection State 1 and Connection State 2 shows the connectivity of each server to the NMOS nodes. unknown: The topology is inactive (see Activating a Topology, on page 235) or the NMOS device does not have network connectivity to the GV Orbit Server(s). reconnecting: The GV Orbit Server is in the process of establishing communications with the NMOS device. offline: The NMOS device does not have network connectivity to the GV Orbit Server(s).
Force Resync Device	Set to make GV Orbit Control reload the NMOS device's parameters from the NMOS registry.
IS-05 Controllable	This status shows whether the corresponding node in the NMOS registry has devices that support being controlled through IS-05 (connection management). Yes: Routes to these devices should succeed. No: If you try to route to a device that is not IS-05 controllable, the route will fail. Partial: Some devices are controllable in this node, while others are not.
NMOS Device URL	This is the NMOS device's current URL and port number.

Ports and streams are automatically created using the values found in the registry, and they will automatically be updated whenever GV Orbit Control receives notifications of changes from the NMOS registry.

You can change the following NMOS device properties which will not be overwritten with values from the NMOS registry (the value you set for these properties will persist in GV Orbit Control): Labels, Short labels, Descriptions, Network label, and Logical levels. See Defining Device Properties, on page 229.

# Using SDP Parameters to Take a Stream from a non-NMOS Device to an NMOS Device

In order to use IS-05 connection management, Session Description Protocol (SDP) information is required to be sent as part of the command. GV Orbit Control can create SDP type parameters that a receiving NMOS device requires in order to successfully complete a take made from devices that do not generate and publish their own information.

The SDP information is now generated by GV Orbit Control and is included in the connection management commands to allow discovered AMWA NMOS receivers to join non-discovered senders, or source devices created within the GV Orbit Control client. This SDP information is not currently published to the AMWA NMOS registry.

Within GV Orbit Control, a number of default SDP parameter templates are built-in and are selected according to the stream's **Logical Level** parameter. The SDP parameters can be tweaked if necessary as these SDP parameters must represent the current details and specifications of the source's stream.

The following device bubbles support SDP parameters:

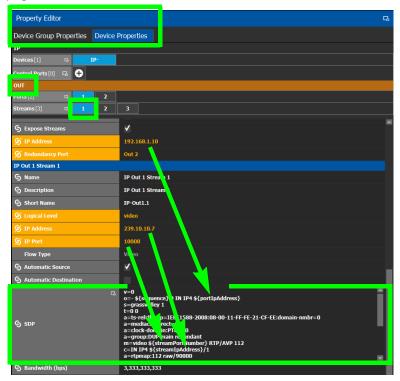
- IP Device
- GV Node
- IQ-family type IP devices, for example, IQMix, IQUCP, UCP-3901, IQAMD, MV-820-IP, Kahuna IP, and so on
- Audio Live

#### **Related Topics**

• The Stream Configurator allows you to configure the SDP template for streams on a large scale. See Stream Configurator Tasks, on page 322.

**PREREQUISITES:** To customize the SDP parameter, you must know how to form a valid SDP. This is beyond the scope of this document. For more information about SDP specific parameters, see RFC 4566. See also SDP.

The SDP parameters are configured in the device's Property Editor, under the **Device Group Properties** tab and in the **Device Properties** tab. See **Defining Device Properties**, on page 229 for more information about these tabs.



Certain SDP parameters have been enhanced with new GV Orbit Control variables which allows for better device control integration within GV Orbit Control. These variables are available for **SDP** parameters configured under the **Device Group Properties** and the **Device Properties** tab, output stream property. Variables always start with a dollar sign (\$) and are enclosed in curly brackets {} as shown in the example below.

Once the topology is activated, the variables set in the SDP are replaced with the actual values GV Orbit Control has resolved for the device's stream. This can be helpful for troubleshooting.

See Defining Device Properties, on page 229 to know more about how parameter values in the Device Properties tab inherit their values from the corresponding parameter values in the Device Group Properties tab.

#### Example of SDP parameters used in GV Orbit Control

The following is a typical example of the SDP parameters used in GV Orbit Control.

```
v=0
o=- ${sequence} 0 IN IP4 ${portIpAddress}
s=grassvalley 1
t=0 0
a=recvonly
a=ts-refclk:ptp=IEEE1588-2008:08-00-11-FF-FE-22-04-00:127
a=mediaclk:direct
m=video ${streamPortNumber} RTP/AVP 98
```

c=IN IP4 \${streamIpAddress}/1

a=rtpmap:98 SMPTE2022-6/27000000

#### Special GV Orbit Control SDP Variables

The following table lists the supported special GV Orbit Control variables for use anywhere within the SDP parameter. These variables reference parameters that are configured elsewhere in GV Orbit Control, thereby automatically keeping stream information up-to-date.

GV Orbit Control SDP Variable	Description
<pre>\${audioBits}</pre>	The audio stream's bit depth.
<pre>\${channelCount}</pre>	The number of (audio) channels.
<pre>\${clockSetting}</pre>	The PTP master clock setting.
<pre>\${sequence}</pre>	This SDP file's ID
<pre>\${packetTime}</pre>	The length of time in milliseconds represented by the (audio) media in a packet.
<pre>\${portIpAddress}</pre>	The sending port's IP address. The source for this variable comes from the Port's <b>IP Address</b> parameter for this stream.
<pre>\${streamIpAddress}</pre>	The transmit (sending) stream's multicast IP address. The source for this variable comes from the stream's <b>IP Address</b> parameter.
<pre>\${streamPortNumber}</pre>	The transmit (sending) stream's IP port number. The source for this variable comes from the stream's <b>IP Port</b> parameter.
<pre>\${redundantIpAddress}</pre>	The transmit (sending) stream's redundant multicast IP address. The source for this variable comes from the stream's <b>IP Address</b> parameter used for the redundancy port. See the <b>Redundancy</b> <b>Port</b> parameter to identify the current redundancy port.
<pre>\${redundantPortNumber}</pre>	<ul> <li>The transmit (sending) stream's redundant IP port number.</li> <li>The source for this variable comes from the stream's IP Port parameter used for the redundancy port. See the Redundancy Port parameter to identify the current redundancy port.</li> </ul>
<pre>\${redundantPortIpAddre ss}</pre>	<ul> <li>The transmit (sending) stream's redundant IP port number.</li> <li>The source for this variable comes from the stream's IP Address parameter used for the redundancy port. See the Redundancy Port parameter to identify the current redundancy port.</li> </ul>
<pre>\${rtpPayloadType}</pre>	The RTP payload type as defined by the SDP specification.
<pre>\${samplingRate}</pre>	The audio stream's sampling rate.

#### **Editing SDP Parameters**

Any of the above variables can be substituted with a fixed equivalent value so that it is hard coded. For example, the variable fortIpAddress represents a multicast IP address and it can be replaced with an IP address such as 230.1.1.1.

When you edit any SDP parameter:

- The SDP becomes fixed and will no longer automatically update when you make a change elsewhere in the Property Editor. For example, changing the logical level parameter will not update the SDP parameters with the logical level change. You will have to further edit the SDP to adapt it to any such change.
- The SDP becomes orange to indicate that its default value has been overridden. See Defining Device Properties, on page 229 to know more about how to reset a parameter to its default value.

## **Configuring Cisco DCNM Network Switch Devices**

Networks that use Cisco Data Center Network Manager (DCNM) to manage LAN fabric can be controlled by GV Orbit Control.

#### **PREREQUISITES:**

- DCNM build 11.0(1) or higher
- Switch's firmware: NXOS 9.2(1) or higher for 9200, 9300-EX, and 9500-R switches.
- Switch's BIOS: version 07.64, compile time: 05/17/2018
- Configure the required DCNM network switch's flow policies. See below.

**Note:** As of DCNM v11.5(1), the DCNM application is now separate from the RabbitMQ application, with each application having its own independent user credential management. Thus, changing DCNM user credentials will not change existing RabbitMQ user credentials. Note that GV Orbit Control uses the user credentials from RabbitMQ and not from DCNM.

## **Configuring the Network Switch's Flow Policies**

If you are using a network switch with DCNM control port, flow policies must be manually set in the DCNM web interface, before you configure GV Orbit Control to use the network switch.

Each flow policy sets the maximum bandwidth that can be allocated to a type of traffic flow. See the table below. Only the flow policies for bandwidths you will use in your network need to be created.

Each flow policy must have a multicast IP address range associated to it, according to your network addressing pattern, as GV Orbit Control uses a different multicast IP range for each type of traffic flow and bandwidth (audio, video 3G, Video HD, ANC / metadata, and so on). Class D IP addresses are multicast addresses. By default, IP address 239.255.0.1 may be reserved for use by certain Grass Valley equipment for DDS discovery and should not be allocated for any other purpose.

Review documentation for all equipment you are going to use on your network for any specific IP addressing and bandwidth requirements.

#### **Establish the Customer Multicast IP Addressing Pattern**

All network IP devices must be assigned an IP address, and each network traffic type is assigned to a IP address range according to its bandwidth requirement.

Traffic Flow		Typical IP a	ddress range	Recommended	
Туре	Flow Policy	ow Policy From To		<b>Bandwidth Allocation</b>	
Video	SMPTE2022-6(3G)	230.1.1.1	230.255.255.255	3.2Gbps	
	SMPTE2022-6(HD)	229.1.1.1	229.255.255.255	1.601Gbps	
	SMPTE2022-6(SD)	228.1.1.1	228.255.255.255	0.27Gbps	
	SMPTE2110-20(3G)	238.1.1.1	238.255.255.255	2.703Gbps	
	SMPTE2110-20(HD)	237.1.1.1	237.255.255.255	1.401Gbps	
	SMPTE2110-20(SD)	236.1.1.1	236.255.255.255	0.23Gbps	
Audio	SMPTE2110-30(AES)	234.1.1.1	234.255.255.255	61Mbps	
ANC (metadata)	SMPTE2110-40(ANC)	235.1.1.1	235.255.255.255	2Mbps	
Default <sup>a</sup>		*		150Kbps	

For example, the following table shows a typical multicast IP addressing pattern and the bandwidth allocation required by traffic flow type.

a. This allows any general network management data to pass through the network while guaranteeing that it will not take up any significant amount of total network bandwidth. When needed, this bandwidth allocation is also used for DDS discovery when such equipment uses a multicast address that is outside of any other pre-existing flow policy you have created (this must be the case).

### **Delete Pre-existing Flow Policies**

If your switch has been previously configured, you may need to remove any pre-existing flow policies. These flow policies have the status **Create** under **Deployment Action**.

₿	ullull:     Data Center Network Manager          Ø admin								
	Media Controller / Flow / Flow Policies								
Flow	Policies						5	Selected 0 / Total 4 🛛 💭	
+	+ X X All ( C Deployment • Show All •						• •		
	Policy Name	Multicast IP Range	Bandwidth	QoS/DSCP	Deployment Action	Deployment Status	In Use	Last Updated	
	Audio	View	61 Mbps	CS1	Create	✓ Success (4/4)	true	Tue Sep 25 2018 22:	
	Default	*	150 Kbps	CS1	Create	✓ Success (4/4)	false	Mon Sep 17 2018 19	
	Metadata	View	2 Mbps	CS1	Create	✓ Success (4/4)	true	Tue Sep 25 2018 22:	
	Video3G	View	3.2 Gbps	CS1	Create	<ul> <li>Success (4/4)</li> </ul>	true	Tue Sep 25 2018 22:	

#### To delete pre-existing current flow policies

1 In the **Deployment** drop menu, select **Undeploy All Custom Policies**.

	• •							
<b>e</b> "	<b>diale</b> Data Cente	er Networ	k Manager				🕜 admin 🗘	
Media Controller / Flow / Flow Policies								
Flow P	olicies					:	Selected 0 / Total 4 🛛 💭	
+		6 6	🔏 Deployment 💌		Show A	.11	• •	
	Policy Name	Multicast IF	Deploy Selected Policies Deploy All Custom Policies	Deployment Action	Deployment Status	In Use	Last Updated	
	Audio	View	Underlow Selected Custom Policies	Create	✓ Success (4/4)	true	Tue Sep 25 2018 22:	
	Default	*	Undeploy All Custom Policies	Create	✓ Success (4/4)	false	Mon Sep 17 2018 19	
	Metadata	View	Neuo Airi alleu Folicies	Create	✓ Success (4/4)	true	Tue Sep 25 2018 22:	
	Video3G	View	Deployment History	Create	✓ Success (4/4)	true	Tue Sep 25 2018 22:	

- 2 The **Deployment Action** column will show **Delete** instead of **Create**.
- 3 Select all flow policies from the list, but exclude the **Default** flow policy: do not remove the **Default** flow policy as it will be needed.
- 4 Use the delete (X) button to delete the selected flow policies.

#### Add New Flow Policies Using Your IP Addressing Pattern

According to the IP addressing pattern shown in the above table, create the new flow policies for each traffic flow type you are going to use.

#### To add new flow policies

1 Click New (+).

Add/Edit Flo	ow Policy					×
* Policy Name * Bandwidth	Video_3G 3.2	◯ Kbps	* Multicast IP Range 2	239.255.0.2	- 239.255.255.255 + Selected 0 / Total 2	g
* QoS/DSCP	CS1 V		×	Show	All 🔹	Y
	Deplo	yCancel	Begin IP Address		End IP Address	
			239.0.0.0		239.255.0.0	
			239.255.0.2	:	239.255.255.255	

- 2 Set the parameters for the flow policy. The setting for QoS/DSCP is CS1.
- 3 Click Deploy.
- 4 Repeat to create all necessary flow policies.
- 5 In the **Deployment** drop menu, select **Deploy All Custom Policies**.

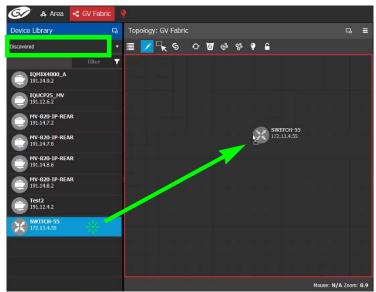
The status under **Deployment Action** becomes **Create** and the **Deployment Status** becomes **Success**.

<b>n</b>   1	A Media Controller / Flow / Flow Policies							
Flow	Policies							
+		🔏 Deployment 🔻						
	Policy Name	Multicast IP Range	Bandwidth	QoS/DSCP	Deployment Action			
	Default	ż	150 Kbps	CS1	Create			
	Audio	View	61 Mbps	CS1	Create			
	Metadata	View	2 Mbps	CS1	Create			
	Video_3G	View	3.2 Gbps	CS1	Create			
	DDS_discovery	View	150 Kbps	CS1	Create			

## **Configuring a DCNM Network Switch Device**

#### To configure a DCNM Network Switch Device

1 Add the Network Switch device to the Topology: from the **Device Library**, **Discovered**, find the Network Switch device bubble. See Adding a Virtual Device to a topology, on page 204.



2 Click on the name of the device underneath the bubble to enter a meaningful name to identify this device in the **Name** field. See To name a device and set the number of devices in the group, on page 205.

These parameters can also be set in the Property Editor.

3 Set the number of physical input and output connectors being used on the network switch in **# Input Connectors** and **# Output Connectors**. See Defining Device Properties, on page 229 for more information.

# Input Connectors			10				
Short Name Network Host Name			Switch				
Ports [10]	G		2		4	5	╧
OUT		1	2	3	-	5	
Ports [10]	G	1	2	3	4	5	
IN							_
Control Ports [0]	品	Ð					
Network Swite	ch						
Device Proper	ties						
Property Editor					G		

The configuration for these ports become available as **Ports** under **IN** and **OUT**.

4 Click New 💽 next to Control Ports at the top of the Property Editor and select Cisco DCNM from the list. Dummy Network Switch should be used when the DCNM network

manager is not being used for the network switch. See Defining Device Properties, on page 229 for more information.

Property Edito	or						暍
Device Propert	ties						
Network Swite	:h						
Control Ports [1]	┖	Ð	Cisco	DCNM			
IN							
Ports [10]	G	1	2	3	4	5	<b>\$</b>
OUT							
Ports [10]	ß	1	2	3	4	5	•
Cisco DCNM				Delete			
S Name			Cisco DCNM				
Virtual IP Ad	dress						
S Exclusive Policy Control				<			
S Username				admin			
G Password							

The **Cisco DCNM** tab appears. To remove the control port, click Delete.

5 Select Cisco DCNM tab (next to Control Port at the top of the Property Editor) to configure the Device Properties in the Property Editor. Only the properties shown below should be used. See also Description of Common Device Properties, on page 332.

Parameter	Description
Network Host Name	This is the unique name by which the Network Switch is identified within GV Orbit Control. This value is used to construct the input/output port labels.
Cisco DCNM Control Po	ort parameters
Virtual IP Address	This is the virtual IP address to communicate with DCNM cluster. This IP is used to address any active member of the two nodes that are operating in High Availability (HA) mode. If DCNM is not operating in HA mode, use the DCNM node IP address.
Exclusive Policy Control	When set, GV Orbit Control operates in exclusive mode: any change to the host aliases, host policies or flow policies (through DCNM web interface for example) will be overwritten and restored by GV Orbit Control. This is the supported mode to be used. Only deselect this parameter under the guidance of Grass Valley Technical Support.
Enabled	When set, GV Orbit Control controls the switch. When deselected, GV Orbit Control no longer controls the switch, thus allowing you to perform maintenance operations on the switch. When re-establishing control (set <b>Enabled</b> ), GV Orbit Control will push the current policies to the switch.
Username	Set the administrator's username to access the DCNM network.
Password	Set the administrator's password to access the DCNM network.

Parameter	Description
Connection State 1 / 2	This shows the current connection state to the switch. When a redundant configuration is used (two GV Orbit Servers form a cluster) <b>Connection State 1</b> and <b>Connection State 2</b> shows the connectivity of each server to the switches. <b>Unknown:</b> The Virtual IP is not configured yet or the topology is inactive. <b>Online:</b> GV Orbit Control is connected to DCNM. <b>Offline:</b> The topology is active and GV Orbit Control is unable to communicate with DCNM. <b>Reconnecting:</b> GV Orbit Control is trying to reach DCNM.
Active Host Name	In a redundant High Availability network architecture, one node (in
Active IP Address	standby mode) provides failover protection to another node (currently active).
Standby Host Name	Host Name: The hostname is the unique name by which the active /
Standby IP Address	standby node is known on the network.
	<b>IP Address</b> : The network IP address for the active / standby node.

6 Do not configure any parameters found under Ports or Streams. These are shown for information purposes only.

7 Add IP devices to the topology and then connect them to the switch: Click Quick Connect to link the devices. See Using Quick Connect to Link all Devices in a Topology, on page 222. See also Methods to Link Devices in a Topology, on page 222.

To support network redundancy for use with SMPTE ST 2022-7 compatible equipment, see Configuring Network Switch Redundancy to Support SMPTE ST 2022-7, on page 399.

Use the Path Manager to view and troubleshoot the flow of streams through the switch fabric. See Path Manager Tasks, on page 450.

# Direct Flow Orchestration: How To Create a Static Flow with a Cisco Network Switch

This topic describes the use case where a destination IP device does not have an API exposed that allows GV Orbit Control to direct the device's receivers to join send streams. Or you want to control what is to be sent to an IP destination. For this, GV Orbit Control can control the egress ports of a network switch to statically stitch flows feeding the IP device. It is also necessary to remove the network interface ports from the available resources for dynamically stitching flows via IGMP joins. Another way of stating this, it is necessary to remove these paths from the available tielines.

To create a static flow with GV Orbit Control you need to set some information on an output port of a network switch with a DCNM control port.

1 For this procedure the following topology will be used. See Adding Devices to a Topology, on page 204.



- 2 In the Network Switch's **Property Editor**, under **Control Ports**, select an output port on your network switch (for example, **Cisco DCNM**). This port should not be connected to anything. See Configuring Cisco DCNM Network Switch Devices, on page 389.
- 3 Set the number of streams you need in **#Output Connectors**.
- 4 With the Cisco DCNM control port selected, set Expose Streams.
- 5 Set the name and IP address of the network switch's control port (**Cisco DCNM**). You find this information through the Inventory page on the DCNM web UI. (*Inventory, Switches, Select a leaf, Interfaces* tab). You have to add 1 to the last number of the IP. For example: 192.102.45.0/31 becomes 192.102.45.1.
- 6 On the port's streams, set the **Logical Level**. See Configuring the Logical Levels for the Devices in a Topology, on page 197.
- 7 On the port's streams, set **Automatic Destination** if you do not want to create a logical destination yourself.
- 8 To create the static flow, you need to do a normal take from the streams (or logical destination if you created one) to the source you want.
- 9 To confirm if the flow is passing, you can check the flow status page on the DCNM UI (*Media Controller, Flow status*). Note: If the static flow was created but the source does not have a signal, there will be no feedback.

To delete a static flow, you need to do a take from the destination to a source with an IP of 0.0.0.0 on the streams.

# **Configuring a GV Fabric Network Switch Device**

GV Fabric is an IP switch enabling format agnostic signal routing for small to enterprisewide installations. GV Orbit Control automatically discovers and configures any GV Fabric switch found by the GV Orbit *Automatic Network Configurator* service. When this service finds a GV Fabric network switch on the network, or when you factory-reset an existing GV Fabric network switch, the service uses Zero Touch Provisioning (ZTP) to automatically configure the GV Fabric network switch to optimize its configuration to forward media traffic. Once the initial configuration of the GV Fabric switch is done, the GV Fabric switch becomes available as a discovered device in the **Device Library**.

GV Orbit Control also monitors the switch and updates the configuration as required. For example, the switch's media Ethernet interfaces are automatically assigned as members of the MEDIA\_VLAN and configured for use.

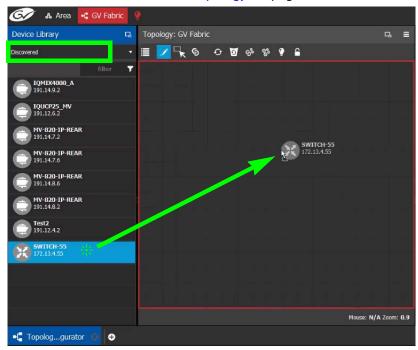
#### **PREREQUISTIES:**

- The Automatic Network Configurator service must be licensed, installed, and running on the GV Orbit Server. See Automatic Network Configurator Service in the GV Orbit Admin Guide; see Related Documentation, on page 7.
- The GV Orbit Server must be configured to use DHCP. See *DHCP Task* and *Connecting the GV Fabric Network Switch* in the **GV Orbit Admin Guide**; see **Related Documentation**, on page 7.

**LIMITATION:** You must manually configure an interface breakout by using the GV Fabric Command Line Interface (CLI).

#### To configure a GV Fabric Network Switch Device

1 Add the GV Fabric Network Switch device to the Topology: from the **Device Library**, **Discovered**, find the GV Fabric Network Switch device bubble that you want to use. See To add a Discovered Device to a Topology, on page 209.



- 2 Select **Device Properties** and select **GV Fabric**. See Defining Device Properties, on page 229 for more information.
- 3 Select **GV Fabric** tab (next to **Control Port** at the top of the **Property Editor**) to configure the Device Properties in the **Property Editor**. Only the properties shown below should be used. See also Description of Common Device Properties, on page 332.

Property Editor					Ę
Device Properties					
Network Switch-A					
Control Ports [1] 🛛 🖓	•	GV	Fabric		
IN					
Ports [10] 🛛 🖙	1	2	3	4	
оит					
Ports [10] 🛛 🖓	1	2	3	4	
Manufacturer Serial Number					
GV Fabric				Delete	•
G Name				GV Fab	ric
Management IP	Address			10.37.	96.184
G Username				gvapi	
S Password					
Connection State	e 1			unknov	wn
Connection State	- 2			unknov	

Parameter	Description
Network Host Name	This is the unique name by which the Network Switch is identified within GV Orbit Control. This value is used to construct the input/output port labels.
GV Fabric Control Port	parameters
Name	Once GV Orbit Control connects to the switch, the switch's name is read from the switch's configuration.
MGT0 / MGT1 IP Address	Once GV Orbit Control connects to the switch, the switch's management IP addresses are read from the switch's configuration.
Username	The Zero-Touch Provisioning (ZTP) process creates a <i>gvapi</i> user account in the switch. By default, GV Orbit Control uses the <i>gvapi</i> user account to access the switch.
	The username field can be customized to use another switch user account. Such a user account's capability must be <i>Monitor</i> or higher. See GV Fabric documentation to create a new user on the switch.

Parameter	Description
Password	Set the administrator's password for GV Orbit Control to access the GV Fabric switch's user account. When the GV Fabric device is added to the topology, the password for the <i>gvapi</i> user account is preset.
Connection State 1 / 2	This shows the current connection state to the switch. When a redundant configuration is used (two GV Orbit Servers form a cluster) <b>Connection State 1</b> and <b>Connection State 2</b> shows the connectivity of each server to the switches. <b>Unknown:</b> The Virtual IP is not configured yet or the topology is inactive. <b>Online:</b> GV Orbit Control is connected to DCNM. <b>Offline:</b> The topology is active and GV Orbit Control is unable to communicate with DCNM. <b>Reconnecting:</b> GV Orbit Control is trying to reach DCNM.

- 4 Do not configure any parameters found under Ports or Streams. These are shown for information purposes only.
- 5 Add IP devices to the topology and then connect them to the GV Fabric switch: Click Quick Connect to link the devices. See Using Quick Connect to Link all Devices in a Topology, on page 222. See also Methods to Link Devices in a Topology, on page 222.

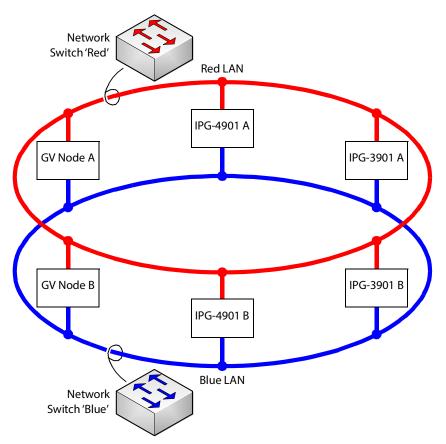
To support network redundancy for use with SMPTE ST 2022-7 compatible equipment, see Configuring Network Switch Redundancy to Support SMPTE ST 2022-7, on page 399.

Use the Path Manager to view and troubleshoot the flow of streams through the switch fabric. See Path Manager Tasks, on page 450.

# Configuring Network Switch Redundancy to Support SMPTE ST 2022-7

This topic describes the theory of how to implement network redundancy, and as such, information is provided as an example that can be used for any SMPTE ST 2022-7 compatible equipment.

To make streaming more reliable over an IP network, the implementation of SMPTE ST 2022-7 seamless protection switching depends on stream redundancy. This protection scheme transmits two identical packet streams over physically separate network routes (shown as Red LAN and Blue LAN in the figure below), so that if packets from one network are lost or delayed, the data can be reconstructed using packets from the second network stream. This process is seamless because switching between the streams is instantaneous and does not impact content.



#### **PREREQUISITES:**

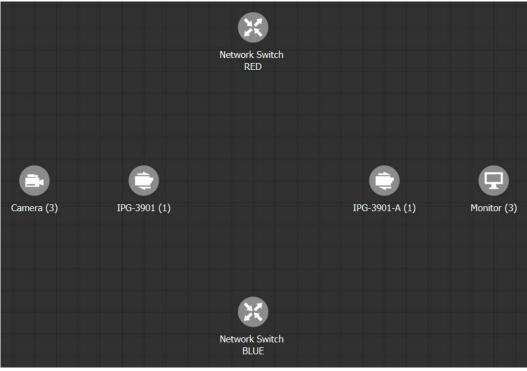
 At least two DCNM-compliant switches must be used for this application. Contact Grass Valley for more information about switch compatibility. See Grass Valley Technical Support, on page 862.

- For any GV Node frame:
  - a In iControl's GV Node Manager, make sure to set **redundancy** to ON. See the GV Node User Manual for more information.
  - b In GV Orbit Control, set **2022-7 Mode** and configure the **Redundancy Port** parameter. See Configuring a GV Node Device, on page 333.
- For any IPG-4901 / IPG-3901 card
  - a In iControl's **Network panel**, **Settings** tab, for the **ETH 2 Port**, make sure to set the Operation Mode to **Redundancy**. See the IPG-4901 Guide to Installation and Operation for more information.
  - b In GV Orbit Control, set the **Operation Mode** to **Redundancy**. See Configuring an IPG-3901 / IPG-4901 Device, on page 343.
- For certain third-party devices you may have to configure port redundancy manually. See Setting Port Redundancy for Many Devices at Once, on page 220.

#### To configure SMPTE ST 2022-7 example

1 Add the following devices to the Topology: from the **Device Library**, **Virtual Device**, add the following device bubbles to the Topology. See Adding a Virtual Device to a topology, on page 204.

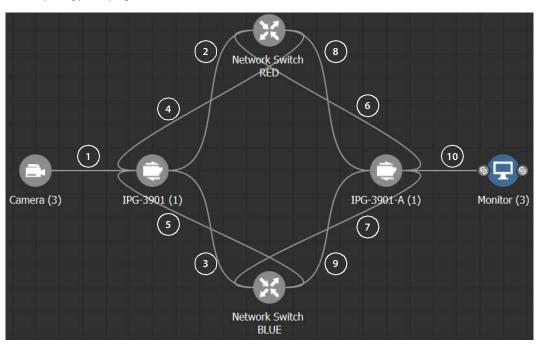
Quantity	Device
2	Network Switch
2	IPG-3901
2 × 3 instances in a group	Camera
2 × 3 instances in a group	Monitor



Arrange the devices on the Topology as shown below.

- 2 Activate the topology. See Activating a Topology, on page 235.
- 3 Configure the devices on the Topology. See Special Devices, on page 331. For any other device, see Adding Devices to a Topology, on page 204.

4 Click Quick Connect to link the devices as shown below. See Using Quick Connect to Link all Devices in a Topology, on page 222. See also Methods to Link Devices in a Topology, on page 222.



Much more elaborate systems can be configured. The objective is to connect all SMPTE ST 2022-7 IP devices (#2 to #9) to both network switches (RED and BLUE).

5 If you are manually making the connections between the devices, select the links between devices, one at a time, to make the connections between devices as shown below. See Manually Setting the Link's Physical Connection Parameters (Sources and Destinations), on page 225. If you use Quick Connect, this is not necessary.

Lin	ik		Make the following connections			
#	From To		To From			
1	Camera	IPG-3901	Cam1	SDI to 1 (Input Port Id: 3)		
			Cam2	SDI to 2 (Input Port Id: 4)		
			Cam3	SDI to 3 (Input Port Id: 5)		
2	IPG-3901	Network Switch RED	ETH1	SwitchIn1		
3	IPG-3901	Network Switch BLUE	ETH2	SwitchIn1		
4	Network Switch RED	IPG-3901	SwitchOut1	ETH1		
5	Network Switch BLUE	IPG-3901	SwitchOut1	ETH2		
6	IPG-3901-A	Network Switch RED	ETH1	SwitchIn2		

Link			Make the following connections				
#	From	То	From	То			
7	IPG-3901-A	Network Switch BLUE	ETH2	SwitchIn2			
8	Network Switch RED	IPG-3901-A	SwitchOut2	ETH1			
9	Network Switch BLUE	IPG-3901-A	SwitchOut2	ETH2			
10	IPG-3901	Camera	SDI to 1 (Output Port Id: 3) SDI to 2 (Output Port Id: 4) SDI to 3 (Output Port Id: 5)	Mon2			

# **Configuring an NVISION Hybrid Series Router**

To control an NVISION Hybrid Series Router, GV Orbit Control uses the NP0016 router control protocol. The following NVISION Hybrid Routers are supported: NV8140, NV8144, NV8280, NV8576, or NV8576 Plus. Once the IP address(es) have been added to the Control Port(s) that connects to the NVISION Hybrid Series Router, the router's configuration is read into GV Orbit Control, and the router's card types and ports are automatically configured within GV Orbit Control.

**PREREQUISITE:** You must have a list of the card type for each slot in the router's frame. This information may be available in the router's MRC configuration software.

#### LIMITATIONS:

- The disembedder / embedder output card is currently not supported.
- The following topology use case is unsupported.



The tieline between two NVISION Hybrid Routers should not be MADI (for example, to link between a MADI source and a MADI destination). Taking a MADI source to a MADI destination will only work if both of them are directly connected to the same NVISION Hybrid Series Router.

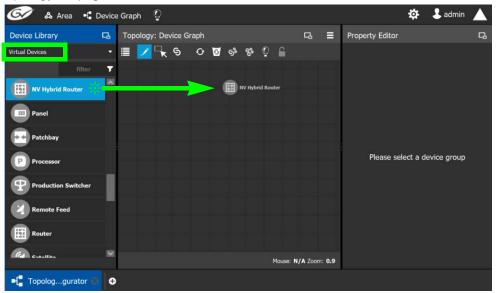
• The following topology use case does not support lock and protect from a third-party control system on the NVISION Hybrid Router for a Logical Destination.



Any output of a NVISION Hybrid Router that is connected to another router cannot be locked in GV Orbit Control. GV Orbit Control will only update the lock/protect status of a destination which is directly connected to the NVISION Hybrid Router (that is, without any other devices in-between).

#### To configure an NVISION Hybrid Series Router Device

1 Add the **NV Hybrid Router** device to the Topology: from the **Device Library**, **Virtual Device**, find the **NV Hybrid Router** device bubble. See Adding a Virtual Device to a topology, on page 204.



2 The control port(s) must be configured to allow communication with the router thereby permitting GV Orbit Control to control the router. NVISION Hybrid Series Routers are controlled through the NP0016 router control protocol.

Select the **NV Hybrid Router** bubble and click **New**  $\bigcirc$  next to **Control Port** at the top of the **Property Editor** and select the router's control protocol from the list. **Dummy** can be used for testing purposes (or pre-deployment) when the actual router model is unknown. See also Defining Device Properties, on page 229 for more information.

#### Control Ports [1] 🗔 🕂

A tab for the selected router model appears. Select this tab to configure the control port.

If the router has a second redundant network connection for controlling it, add a second control port and configure it the same way as the first one except for the IP address which must reflect that of the router's second network connection.

Specifically, you must set the router's control port **IP Address** and **IP Port** number parameters.

Router Control Protocol	See
•	NP0016 Compact Router Control Port Configuration Parameters, on page 427
•	NP0016 Enterprise Router Control Port Configuration Parameters, on page 427

To delete a control port, see To delete a router's control port, on page 426.

3 Activate the topology. See Activating a Topology, on page 235.

The **Connection State 1** / **2** status for the control port(s) becomes **Online** when is has successfully connected to the NVISION Hybrid router.

Once GV Orbit Control has connected to the NVISION Hybrid Router through the Control Port, it reads the router's configuration to then automatically configure the NVISION Hybrid Router device properties in GV Orbit Control accordingly. Should the NVISION Hybrid router's configuration change (for example, changes have been made to the type and slot location of the router's cards), the router's configuration can be reloaded into GV Orbit Control; see To automatically refresh the NVISION Hybrid router's card information in GV Orbit Control, on page 409.

- 4 Deactivate the topology. See Making an Active Topology Inactive, on page 236.
- 5 Configure the NVISION Hybrid Series Router properties. See also Description of Common Device Properties, on page 332.

Parameter	Description
Network Host Name	The hostname is the unique name by which the associated NVISION Hybrid Series Router is known on the network.
Audio Physical Level ID	From the NVISION Hybrid Series Router's configuration, specify the level ID number that has been assigned to the router's audio matrix. Usually this is 2.
Video Physical Level ID	From the NVISION Hybrid Series Router's configuration, specify the level ID number that has been assigned to the router's video matrix. Usually this is 1.
NVision Hybrid Router Type	Shows the router's model type. This is automatically read from the router.
Advanced > Internal Wiring Done	Shows if the internal modeling of the NVISION Hybrid Router is complete.

6 This step is optional; setting the **Card Type** for each slot in the router's frame can automatically be done by GV Orbit Control: To automatically update GV Orbit Control's configuration when the type and slot location of the cards have been changed in the router, see To automatically refresh the NVISION Hybrid router's card information in GV Orbit Control, on page 409.

Manually set the router's card type for any of the router's input and output slots that need to be updated: select an **Input Slot** or **Output Slot** in the router's frame in the

**Property Editor** and then set the card type in the **Card Type** parameter. If the slot has no card installed in it, set the **Card Type** parameter to **NONE**.

Property Edito	r.							暍
Device Properti	ies							
NV Hybrid Rout	ter							
Control Ports [0]	G	Ð						
	다	1	2	3	4	5	6	, i
		7	8	9	10	11	12	
Input Slots [128]		13	14	15	16	17	18	
		19	20	21	22	23	24	
		25	26	27	28	29	30	
	ቤ	1	2	3	4	5	6	
		7	8	9	10	11	12	
Output Slots [128]		13	14	15	16	17	18	
		19	20	21	22	23	24	
		25	26	27	28	29	30	19
IN								
Ports [1152]	5	1	2	3	4	5	6	
OUT								
Ports [1152]	5	1	2	3	4	5	6	0
Automatic D	estina	ations or	1 Inputs					
Automatic Se	ource	s on Out	puts		✓ DIS	EMBEDD	ER	
Expose Strea	Expose Streams MADI							
Internal Wiri	ing D	one			NON	ie		
In Slot 1								
G Description					SDI			
Card Type						DISEM	BEDDER	

7 Select each input or output port to configure them individually. These are the configuration parameters for each of the router's input/output ports. See also Description of Common Device Properties, on page 332.

Property Editor							G
Device Properties							
NV Hybrid Router							
Control Ports [1] 다	•		Compact uter	2			
Input Slots [128]	a 1	2	3	4	5	6	
Output Slots [128]	a <b>1</b>	2	3	4	5	6	]
IN							
Ports [1152] 🛛 🕫	31	2	3	4	5	6	
Streams[1]	a <b>1</b>						
OUT							
<b>Ports</b> [1152] 🛛 🛛	a 1	2	3	4	5	6	
In 1							i i
S Name				In 1			
<b>9</b> Description				NV Hybrid Router Physical Ir			
S Short Name				NV Hybrid RouterIn1			
∯ # Streams				1			
S Port Identifier				1			
Number				1			
Direction				In			
S Logical Level				SDI			
Connector Type				HD/SDI			
S Capacity (bps)				1,485M	Ú.		
Bandwidth Usa	ge (bps)						

Parameter	Description
Port Identifier	This is the generic identifier of the port within GV Orbit Control.
Number	This shows the current status for information purposes.
Direction	
Connector Type	
Capacity (bps)	The stream's data rate.
Bandwidth Usage (bps)	This shows the current status for information purposes.
Embedder bypassed	Shows the current embedder status for the selected output port according to the current path being routed. See also Path Manager Tasks, on page 450. When set, the output embedder is not being used. When deselected, the output embedder is being used.

8 Select each steam found under each input and output port to configure them individually. These are the configuration parameters for the individual streams carried on a network port. See also Description of Common Device Properties, on page 332.

Property Editor								멉
Device Propertie	es							
NV Hybrid Rout	er							
Control Ports [1]	G	Ð		Compact outer				
Input Slots [128]		1	2	3	4	5	6	0
Output Slots [128]	먾	1	2	3	4	5	6	0
IN								
Ports [1152]	G	1	2	3	4	5	6	0
Streams [1]	묘	1						
ουτ								
Ports [1152]	4	1	2	3	4	5	6	0
Streams [1]	ቤ	1						
NV Hybrid Router	In 1							
G Name					NV Hybrid Router In 1			
G Description					NV Hybrid Router In 1			
Short Name					NV Hybrid RouterIn1			
ဌ Logical Level					SDI			
S Automatic So	urce							
S Automatic Destination								
Enabled								
G Expose Strea	m							

- 9 Link the NVISION Hybrid Router to other devices on the topology that the NVISION Hybrid Router is connected to in the real world. See Methods to Link Devices in a Topology, on page 222.
- 10 Test the configuration by making takes that use this router. See Performing a Take in Router Control, on page 471.

# To automatically refresh the NVISION Hybrid router's card information in GV Orbit Control

When the router has been reconfigured with new or different cards, GV Orbit Control can read the router's configuration again to automatically configure the NVISION Hybrid Router device properties in GV Orbit Control accordingly.

- 1 De-activate the topology if activated. See Making an Active Topology Inactive, on page 236.
- 2 Select one of the router's control ports.
- 3 Scroll-down the router's Device Properties list to the control port.

Internal Wiring Done	¥	
NP0016 Compact Router	Update Slotted Cards	Delete
G Name	NP0016 Compact Router	

4 Click Update Slotted Cards and then click OK.

GV Orbit Control reads the router's configuration to then automatically configure the NVISION Hybrid Router device properties in GV Orbit Control accordingly.

5 Activate the topology. See Activating a Topology, on page 235.

# **Configuring a Sirius Series Router**

A Sirius 800 series router device type can be added to the topology for more detailed control, including support for multiple controllers and different types of I/O cards. Note that the router must have been previously configured before adding it to the topology. See the router's documentation for this.

To control a Sirius Series Router, GV Orbit Control uses the SAM SW-P-08 TCP/IP router control protocol. The following Sirius Routers are supported: Sirius Dual S850, Sirius S830, Sirius S840, or Sirius S850. Once the IP address(es) have been added to the Control Port(s) that connects to the Sirius Series Router, the router's current cross-points are read into GV Orbit Control.

**PREREQUISITE:** You must have a list of the card type for each slot in the router's frame. This information may be available in the router's MCM configuration software.

#### LIMITATIONS:

The following topology use case is unsupported.



The tieline between two Sirius Routers must not be MADI or AES (for example, to link between a MADI source and a MADI destination) unless both routers are equipped with AHP cards for this.

• The following topology use case does not support lock and protect from a third-party control system on the Sirius Router for a Logical Destination.



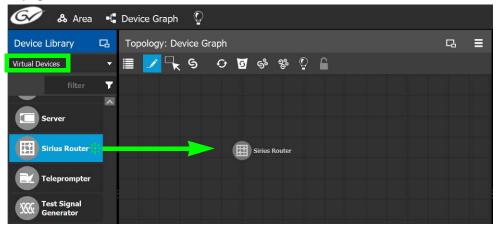
Any output of a Sirius Router that is connected to another router cannot be locked in GV Orbit Control. GV Orbit Control will only update the lock/protect status of a destination which is directly connected to the Sirius Router (that is, without any other devices in-between).

GV Orbit Control only handles lock/protect on destinations. If a router locks an output and GV Orbit Control doesn't have a corresponding Logical Destination, no lock will be seen in GV Orbit Control. Also note that SWP08 does not support the concept of a Protect; only LOCK is supported.

• GV Orbit Control only supports MV83X cards when they have been configured with **Redundancy** set to true with the Workbench router configuration software. The setting for **Main output follow** is ignored.

#### To configure a Sirius Series Router Device

1 Add the **NV Hybrid Router** device to the Topology: from the **Device Library**, **Virtual Device**, find the **Sirius Router** device bubble. See Adding a Virtual Device to a topology, on page 204.



2 The control port(s) must be configured to allow communication with the router thereby permitting GV Orbit Control to control the router. Sirius Series Routers are controlled through the SAM SW-P-08 TCP/IP router control protocol.

Select the **NV Hybrid Router** bubble and click **New**  $\bigcirc$  next to **Control Port** at the top of the **Property Editor** and select the router's control protocol from the list. **Dummy** can be used for testing purposes (or pre-deployment) when the actual router model is unknown. See also Defining Device Properties, on page 229 for more information.

Control Ports [1] 🛛 🔂 🕂

A tab for the selected router model appears. Select this tab to configure the control port.

If the router has a second redundant network connection for controlling it, add a second control port and configure it the same way as the first one except for the IP address which must reflect that of the router's second network connection.

Specifically, you must set the router's control port **IP Address** and **IP Port** number parameters. See SAM SW-P-08 TCP/IP Control Port Configuration Parameters, on page 431 to configure the control port(s) for the router.

To delete a control port, see To delete a router's control port, on page 426.

3 Activate the topology. See Activating a Topology, on page 235.

The **Connection State 1** / **2** status for the control port(s) becomes **Online** when is has successfully connected to the Sirius router.

4 Deactivate the topology. See Making an Active Topology Inactive, on page 236.

5 Configure the Sirius Series Router properties. See also Description of Common Device Properties, on page 332.

Parameter	Description
Network Host Name	The hostname is the unique name by which the associated Sirius Series Router is known on the network.
Audio Matrix ID	Specific to SWP08, it is similar to a level, but each Matrix could have multiple levels, but we only support one. Default is 2.
Audio Physical Level ID	From the Sirius Series Router's configuration, specify the level ID number that has been assigned to the router's audio matrix. Usually this is 1. For example, this is level 1 of matrix 2.
Video Matrix ID	From the Sirius Series Router's configuration, specify the level ID number that has been assigned to the router's video matrix. Usually this is 1.
Video Physical Level ID	From the Sirius Series Router's configuration, specify the level ID number that has been assigned to the router's video matrix. Usually this is 1.
Advanced > Sirius Router Type	Set the router's model type.
Advanced > Internal Wiring Done	Shows if the internal modeling of the Sirius Router is complete.

6 For each of the router's input, output, and multiviewer slots, set the Card Type for each slot in the router's frame in the Property Editor under Input slots, Output slots, and MV slots: Select an Input slot, Output slot, MV slot and then set the card type in the Card Type parameter. Do so for each and every input, output, and multiviewer card slot. If the slot has no card installed in it, set the Card Type parameter to NONE.Link the Sirius Router to other devices on the topology that the Sirius Router is connected to in the real world. See Methods to Link Devices in a Topology, on page 222.

For example, certain cards such as the MV830 use an input and output slot: If such a card is located in slot 1, then set the **Card type** for **Input slots 1** to **MV830** and set the **Card type** for **Output slots 1** to **MV830** also.

Property Edito	r											C
Device Propert	Device Properties											
Sirius Router												
Control ports [1]	┖	•	5AM SW-I	P-08 TCP,	/IP							
	다	1	2	3	4	5	6	7	8	9	10	
		11	12	13	14	15	16	17	18	19	20	
Input slots [48]		21	22	23	24	25	26	27	28	29	30	
		31	32	33	34	35	36	37	38	39	40	
		41	42	43	44	45	46	47	48			
	묘	1	2	3	4	5	6	7	8	9	10	
		11	12	13	14	15	16	17	18	19	20	
Output slots [48]		21	22	23	24	25	26	27	28	29	30	
		31	32	33	34	35	36	37	38	39	40	
		41	42	43	44	45	46	47	48			
MV slots [4]	G	MV	-OB1	MV-	OB2	MV-	OB3	MV	OB4			
IN							-					1
Ports [1152]	G		.1	1.	AES	+ MADI	_	1	.4	1	.5	
OUT Ports [1344]	с,		.1	1.	MAD	ы	-	1	.4	1	.5	1
( ,												
Expose streams					NON	IE						
Internal wiring done					√ SDI							
In Slot 1												
S Description					SDI	АНР						
Card Type											SDI 🔻	

7 Select each input or output port to configure them individually. These are the configuration parameters for each of the router's input/output ports. See also Description of Common Device Properties, on page 332.

Property Editor											다
Device Properties											
Sirius Router											
Control ports [1] 🛛 🖓	•	SAM SW-F	P-08 TCP	/IP							
Input slots [48] 다	1	2	3	4	5	6	7	8	9	10	k
Output slots [48] 🛛 🗔	1	2	3	4	5	6	7	8	9	10	K
MV slots [4] 🛛 🖓	м	V-OB1	MV-	OB2	MV-	OB3	MV-	OB4			
IN											
Ports [1152] 🛛 🗔		1.1	1.	.2	1	.3	1	.4	1	.5	
Streams[1] 🛛 🖪	1										
ουτ											_
Ports [1344] 🛛 🗔		1.1	1	.2	1	.3	1	.4	1	.5	
Short name				1.1							ľ
𝕉 Streams				1							
9 Port identifier				1001							
Direction				In							
S Logical level				SDI							
Connector type				HD/SD							
G Capacity (bps)				1,485M	1						
Bandwidth usage	(bps)										
Enabled											
S Expose streams											

Parameter	Description
Port Identifier	This is the generic identifier of the port within GV Orbit Control.
Direction	This shows the current status for information purposes.
Connector Type	
Capacity (bps)	The stream's data rate.
Bandwidth Usage (bps)	This shows the current status for information purposes.

8 Select each steam found under each input and output port to configure them individually. These are the configuration parameters for the individual streams carried on a network port. See also Description of Common Device Properties, on page 332.

Property Edito	r											G
Device Properti	es											
Sirius Router												
Control ports [1]	G	•	SAM SW-	Р-08 ТСР	/IP							
Input slots [48]		1	2	3	4	5	6	7	8	9	10	0
Output slots [48]		1	2	3	4	5	6	7	8	9	10	\$
MV slots [4]	G	M	/-OB1	MV-	OB2	MV-	OB3	MV-	OB4			
IN												
Ports [1152]	6		1.1	1	.2	1	.3	1	4	1	.5	<b>\$</b>
Streams [1]	Q	1										
ουτ								1				
<b>Ports</b> [1344]	G.		1.1	1	.2	1	.3	1	4	1	.5	<b>\$</b>
Streams [1]	Q	1	<u> </u>									
Sirius Router In 1	.1											
S Name					Sirius	Router Ir	1.1					
G Description					Sirius	Router Ir	1.1					
Short name					Sirius	Router 1.	1					
S Logical level					SDI							
S Automatic so	ource											
S Automatic de	estina	ation										
Enabled												

- 9 Link the Sirius Router to other devices on the topology that the Sirius Router is connected to in the real world. See Methods to Link Devices in a Topology, on page 222.
- 10 Test the configuration by making takes that use this router. See Performing a Take in Router Control, on page 471.

#### **Logical Destinations for Multiviewer Cards**

When the Sirius router is equipped with multiviewer cards, and the matching card configuration is made in GV Orbit Control, Logical Destinations are automatically created for these multiviewer destinations. See Router Control Tasks, on page 470.

This allows you to control the multiviewer inputs.

In Router Control, use *Sirius Router* as a filter to focus on these multiviewer destinations. See Filtering Lists, Table Columns, Sources, and Destinations, on page 266.

Typical Logical Destination naming	Description
Sirius Router MV- PTs.pp	PT: Pass through where s is the slot number and pp is the port number.
Sirius Router MV- OBs.pp	OB: On board where s is the slot number and pp is the port number.

## **Sirius Router Card Type and making Physical Connections**

The Sirius Router has a number of cards that support different physical connection types.

Card Type	For more information, see
AES + MADI	Configuring an AES Source / Destination for use, on page 419
MADI	Configuring a MADI Source / Destination for use, on page 417
MV800	Methods to Link Devices in a Topology, on page 222
MV830	
MV831	
MV840	
MV850	
SDI	
SDI AHP	

•		
Camera-A (1)	// Sirius Router	Monitor-B (1)
MADI Device (1)		
AES (1)		

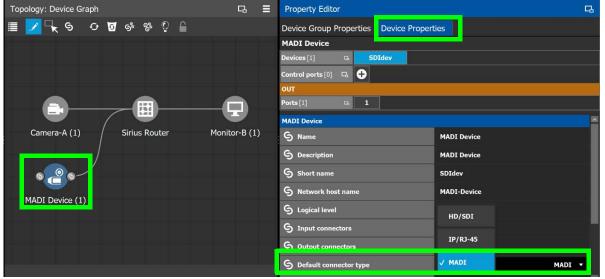
Configuring a MADI Source / Destination for use

For a MADI source, proceed as follows.

- 1 Add a MADI source device to the topology and name it accordingly. Typically this is an **SDI** device. See Adding Devices to a Topology, on page 204.
- 2 Select the device bubble for the MADI source device and if necessary, set the **Default** connector type property in the MADI **Device Properties** to **MADI**. See Defining Device Properties, on page 229.

Under the MADI **Device Properties**, **OUT**, **Ports**, 64 MADI audio Streams become available and these streams also become available in the **Stream Browser** of the **Logical Device Table**.

3 Link the MADI source device to the Sirius Router. For example, in the Physical Connections Table, MADI connectors are identified by the Link symbol. See Manually Linking the Devices in a Topology, on page 224 and Manually Setting the Link's Physical Connection Parameters (Sources and Destinations), on page 225.



Normally, GV Orbit only routes 16 audio channels at a time. A MADI source has 64 audio channels, so a MADI source requires 4 sources to route all the audio channels. You must create these sources in the **Logical Device Table**.

4 Create 4 new sources in the Logical Device Table. See Adding a Source or Destination to the Logical Level Table, on page 248. For example, create the following sources: Madi1, Madi2, Madi3, and Madi4.

Mul	tilevel	Table									品
	a <sup>di</sup> So	ources	<del>ා</del> ව D	estinatio	ons 🛛 🤤	Virtual XPTS					
	•	Base Name:		Madi			1				
	mad	Start Index:	}	1				T	٣	7	
	Nar	Count (Max :	2048):	4			ы				
			ОК		Can	cel					

- 5 From the **Stream Browser**, assign the MADI streams to the audio channels in the sources. For example:
  - Assign MADI.1 to MADI.16 in the Stream Browser to Madi1 A1 to A16 in the Multilevel Table (drop the streams on the A1 column).
  - Assign MADI.17 to MADI.32 in the Stream Browser to Madi2 A1 to A16 in the Multilevel Table.
  - Assign MADI.33 to MADI.48 in the Stream Browser to Madi3 A1 to A16 in the Multilevel Table.
  - Assign MADI.49 to MADI.64 in the Stream Browser to Madi4 A1 to A16 in the Multilevel Table.

Stream Browser		G	Multilevel Table					G
≣ ■ 88 ■ 🚑		madi 🍸	e <sup>cc</sup> Sources	⊖ <sup>∋</sup> Destinations	Virtual XPTS			
MADI.1	MADI.2		≣ <b>⊕ ⊠ ≣</b>	፡፡ 🗎 e <sup>4</sup> 🔭 🏷	s I o			
MADI 1 🕖	MADI 1 🕖		madi 🍸	filter 🍸	filter	filter	T filter T	
MADI.3	MADI.4							
MADI 1 🕖	MADI 1 🕖		Name					
MADI.5	MADI.6		HAD					
MADI 1 🕖	MADI 1 🕖		Madi1 MADI	1 0		The second se		
MADI.7	MADI.8		and same					
MADI 1 📝	MADI 1 🕖		Madi2					
MADI.9	MADI.10		1000					
MADI 1 🕖	MADI 1 🕖	-	Madi3					
MADI.11	MADI.12		Madi4					
MADI 1 🕖	MADI 1 🕖		Madi4					
MADI.13	MADI.14							
MADI 1 🕖	MADI 1 🕖			Select th	e row before dr	opping the stre	eams onto it	
MADI.15	MADI.16							
MADI 1 🕖	MADI 1 🧭							
PINULLI	PIADTITO							
MADI 1 🕖	MADI 1 🕖							

See also Bulk Assigning Logical Levels in the Multilevel Table, on page 253.

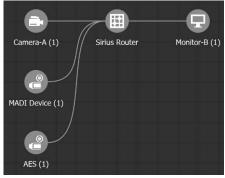
- 6 Create 4 new destinations in the Logical Device Table. See Adding a Source or Destination to the Logical Level Table, on page 248. For example, create the following destinations: Madi1, Madi2, Madi3, and Madi4.
- 7 From the **Stream Browser**, assign the MADI streams to the audio channels in the destinations. For example:
  - Assign MADI.1 to MADI.16 in the Stream Browser to Madi1 A1 to A16 in the Multilevel Table (drop the streams on the A1 column).
  - Assign MADI.17 to MADI.32 in the Stream Browser to Madi2 A1 to A16 in the Multilevel Table.
  - Assign MADI.33 to MADI.48 in the Stream Browser to Madi3 A1 to A16 in the Multilevel Table.
  - Assign MADI.49 to MADI.64 in the Stream Browser to Madi4 A1 to A16 in the Multilevel Table.

**Configuring an AES Source / Destination for use** 

For a AES source, proceed as follows.

1 Add an AES source device to the topology and name it accordingly. Typically this is an **SDI** device. See Adding Devices to a Topology, on page 204.

2 Link the AES source device to the Sirius Router. See Manually Linking the Devices in a Topology, on page 224 and Manually Setting the Link's Physical Connection Parameters (Sources and Destinations), on page 225.



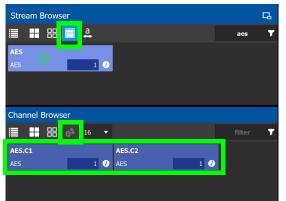
3 Select the device bubble for the AES source device and set the Logical Level property in the AES Device Properties to AES. See Defining Device Properties, on page 229.

Property Editor		G
Device Group Properties	Device Properties	
AES		
OUT		
Ports [1] 🖪 🛛 1		
Name	AES	^
Short name	AES	
Network host name	AES	
Input connectors	0	
Output connectors	1	
Devices	1	
Advanced		
Description	AES	
Logical level	SDI	
Default connector type		

	Logical Level Selector						
				T			
l	audio1uhd4	audio2uhd4	audio3uhd4	<b>^</b>			
	Level ID 247 A1uhd4	Level ID 248 A2uhd4	Level ID 249 A3uhd4				
	audio4uhd4	audio5uhd4	audio6uhd4				
		Level ID 251 A5uhd4					
	audio7uhd4	audio8uhd4	audio9uhd4				
		Level ID 254 A8uhd4					
		audio11uhd4					
		Level ID 257 A11uhd4					
	audio13uhd4	audio14uhd4 Level ID 260 A14uhd4					
	audio16uhd4	ancillaryuhd4					
		Level ID 263 ANCuhd4					
		AES67-4uhd4					
	Level ID 265 MADIuhd4	Level ID 266 AEShd4	Level ID 267 AEShd4				
	AES67-16uhd4	AES67-32uhd4	AES67-64uhd4				
	Level ID 268 AEShd4	Level ID 269 AEShd4	Level ID 270 AEShd4				
	AES	TestAESTest					
	Level ID 271 AES	Level ID 272 TestAESTest	Level ID 273 AES2SIuhdh1				
ľ	AES2SIuhdh2	AES2SIuhdh3	AES2SIuhdh4				
	Level ID 274 AES2SIuhdh2	Level ID 275 AES2SIuhdh3	Level ID 276 AES2SIuhdh4				
	AESuhd1	AESuhd2	AESuhd3				
	Level ID 277 AESuhd1	Level ID 278 AESuhd2	Level ID 279 AESuhd3				
	AESuhd4						
	Level ID 280 AESuhd4						
I			OK Cano	el			

#### 4 In the Logical Level Selector, select AES as the level and click OK.

In the Logical Device Table, two AES channels become available in the **Channel Browser** of AES stream in the **Stream Browser**. See Logical Device Table Tasks, on page 241.



- 5 Select the AES channels in the channel browser.
- 6 Click Automated Sources in the channel browser to create the sources / destinations for the AES channels.
- 7 ???DONE TO HERE???
- 8

# **Configuring Router Devices**

The following procedure configures a router device. Different models of routers use a range of control protocols that GV Orbit Control uses to control the router. Each router control protocol is individually covered in follow up procedures: see also Configuring a Router's Control Port, on page 425.

For more information about how GV Orbit Control manages a router's Lock, Protect, and Release, see also About Lock, Protect, and Release, on page 472.

#### To configure a Router Device

- 1 Add the Router device to the Topology: from the **Device Library**, **Virtual Devices**, find the **Router Device** bubble. See Adding a Virtual Device to a topology, on page 204.
- 2 Add and configure router control port(s) according to the router model you want to control. Control port(s) must be configured to allow communication with the router thereby permitting GV Orbit Control to control the router; see Configuring a Router's Control Port, on page 425.
- 3 Select the router's tab (next to Control Port at the top of the Property Editor) to configure the Device Properties in the Property Editor. See also Description of Common Device Properties, on page 332.

Parameter	Description
Network Host Name	The hostname is the unique name by which the associated router is known on the network.
Physical Level ID	Set the Physical Level ID value that has been configured for the corresponding router to be controlled by this device instance. To obtain this value, use the router's native configuration interface.
Advanced > Default Connector Type	The router's physical interface port connector: HD/SDI, IP/RJ-45, MADI.
Controller Starting Input	The starting input port number from which you want to control the router's physical level.
Controller Starting Output	The starting output port number from which you want to control the router's physical level.

4 Set the number of physical input and output connectors being used on the router in # Input Connectors and # Output Connectors.

Property Editor							다	
Device Properties								
Router								
Control Ports [1]	G	Ð	NV9000	) TCP/IP				
IN								
Ports[10]		1	2	3	4	5	] 🕻	
Ουτ								
Ports[10]		1	2	3	4	5		
Name				Route	er		A	
Short Name				Rtr				
Network Hos	Router							
# Input Con	10							
# Output Co	# Output Connectors							

The configuration for these ports become available as **Ports** under **IN** and **OUT**.

5 Select each input or output port to configure them individually. These are the configuration parameters for each of the router's input/output ports. See also Description of Common Device Properties, on page 332.

Device Properties							
Router							
Control Ports [1] 🛛	- <b>-</b>	NV9000	) TCP/IP				
IN		_					
Ports [10]	1	2	3	4	5		
Streams [10]	a 1	2	3	4	5		
OUT						_	
Ports [10]	1	2	3	4	5		
In 1							
S Name			In 1	In 1			
G Description			Route	Router Physical In Port 1			
Short Name			RtrIn	RtrIn1			
⊖ # Streams			10	10			
G Port Identifier			1	1			
Number			1				
Direction				In			
G Logical Level							
Connector Type			HD/S	HD/SDI			
S Capacity (bps)			1,485	1,485M			
Bandwidth Usage (bps)			1,485	1,485M			
Enabled			<				
S Expose Streams							
G IP Address							
G Redundancy Por							
Co Redundancy Dor	1						

Parameter	Description
Port Identifier	This is the generic identifier of the port within GV Orbit Control.
Number	This shows the current status for information purposes.
Direction	
Connector Type	
Capacity (bps)	The stream's data rate.
Bandwidth Usage (bps)	This shows the current status for information purposes.
IP Address	This is the interface IP address of the selected port. This is currently not used in the router virtual device.
Redundancy Port	Associate this port with another port to create a redundant network traffic flow path for failover protection. The associated port will not be available to carry other traffic.

6 Select each steam found under each input and output port to configure them individually. These are the configuration parameters for the individual streams carried on a network port. See also Description of Common Device Properties, on page 332.

Property Edito	or						ß	
Device Propert	ies							
Router								
Control Ports [1]	Ъ	0	NV900	D TCP/IP				
IN								
Ports[10]	Q	1	2	3	4	5	\$	
Streams [10]	Q	1	2	3	4	5	<b>\$</b>	
OUT								
Ports [10]	G	1	2	3	4	5	¢	
Router In 1 Strea	m 1							
S Name				Route	Router In 1 Stream 1			
G Description				Route	Router In 1 Stream 1			
Short Name				RtrIn1.1				
S Logical Level	l I							
S Automatic So								
S Automatic Destination								
Enabled								
S Expose Strea	m							

- 7 Link the router to other devices on the topology that the router is connected to in the real world. See Methods to Link Devices in a Topology, on page 222.
- 8 Test the configuration by making takes that use this router. See Performing a Take in Router Control, on page 471.

### **Configuring a Router's Control Port**

Control port(s) must be configured to allow communication with the router thereby permitting GV Orbit Control to control the router. There are many types of control ports suited to the router's individual model or control protocol. First, you must add a control port to the router's configuration in GV Orbit Control and then configure it.

PREREQUISITE: Add a router device to the Topology Configurator. See To configure a Router Device, on page 422.

#### To add a router control port

1 Select the Router bubble on the Topology Configurator and then select Device Properties and click New 
next to Control Port at the top of the Property Editor and select the router's model / control protocol from the list. Dummy can be used for testing purposes (or pre-deployment) when the actual router model is unknown. See also Defining Device Properties, on page 229 for more information.

#### Control Ports [1] 🛛 🔂 🛨

A tab for the selected router model appears. Select this tab to configure the control port. The control port(s) must be configured to allow communication with the router thereby permitting GV Orbit Control to control the router.

If the router has a second redundant network connection for controlling it, add a second control port and configure it the same way as the first one except for the IP address which must reflect that of the router's second network connection.

2 Configure the control port. See below.

#### To delete a router's control port

Delete a router's control port as follows.

- 1 De-activate the topology if activated. See Making an Active Topology Inactive, on page 236.
- 2 Select one of the router's control ports.
- 3 Scroll-down the router's **Device Properties** list to the control port

Control Ports [1]	գ	Ð	NP0016 Ro	Compac uter	t.		
Input Slots [128]		1	2	3	4	5	0
Output Slots [128]		1	2	3	4	5	0
IN							
Ports [1152]		1	2	3	4	5	
оит			3 				
Ports [1152]		1	2	3	4	5	
-					Unkno	wn	×
Automatic So	urce	s on Ou	tputs				
Expose Strea	ms						
Internal Wiri	ng D	one			1		
NP0016 Compact	Rout	er				Delete	
S Name	NP001	.6 Compa	ict R				
G Description	NP001	6 Compa	ct R				
S In router Loc							

4 Click **Delete**.

#### **Supported router control protocols**

The following router control protocols are supported.

Router Control Protocol	See
NP0016 Compact Router	NP0016 Compact Router Control Port Configuration Parameters, on page 427
NP0016 Enterprise Router	NP0016 Enterprise Router Control Port Configuration Parameters, on page 427
NS-BUS	NS-BUS Control Port Configuration Parameters, on page 430
NV9000 TCP/IP (NP0017 device-based)	NV9000 TCP/IP Control Port Configuration Parameters, on page 430
SAM SW-P-08 TCP/IP	SAM SW-P-08 TCP/IP Control Port Configuration Parameters, on page 431

#### NP0016 Compact Router Control Port Configuration Parameters

See also Description of Common Device Properties, on page 332.

Parameter	Description			
IP Address	The network IP address for the associated router's management or control port Ethernet address.			
Connection State 1	Connection State 1 shows the connection status of the router with the			
Connection State 2	<ul> <li>primary server of a server group.</li> <li>Connection State 2 shows the connection status of the router with the secondary server of a server group. See Configuring a Controller</li> <li>Group, on page 179.</li> <li>unknown: The topology is inactive (see Activating a Topology, on page 235) or the router does not have network connectivity to the GV Orbit Server(s).</li> <li>offline: The router does not have network connectivity to the GV Orbit</li> </ul>			
	Server(s). online: The router is connected to the GV Orbit Server(s).			
Connections From Multiple Servers	Set this if the router supports multiple concurrent connections to it. When set, this allows GV Orbit Control main and backup servers to connect at the same time to the router, thereby increasing system availability.			
IP Port	Port number for the control port stream used by the router. The default is 5194.			
In router Lock/Protect enabled	Set to transfer the management of Locks/Protects from the GV Orbit Control control system to the Router for destinations that are directly connected to this router. Deselect to manage all Lock/Protect in GV Orbit Control exclusively. See About In router Lock/Protect enabled for a Router using NP0016 router control protocol, on page 429.			

#### NP0016 Enterprise Router Control Port Configuration Parameters

The enterprise router control port supports the protocol's 'Coherent take' command when performing multiple crosspoint changes at the same time. See also Description of Common Device Properties, on page 332.

Parameter	Description
IP Address	The network IP address for the associated router's management or control port Ethernet address.

Parameter	Description				
Connection State 1	Connection State 1 shows the connection status of the router with the				
Connection State 2	primary server of a server group. Connection State 2 shows the connection status of the router with the secondary server of a server group. See Configuring a Controller Group, on page 179.				
	<b>unknown:</b> The topology is inactive (see Activating a Topology, on page 235) or the router does not have network connectivity to the GV Orbit Server(s).				
	<b>offline:</b> The router does not have network connectivity to the GV Orbit Server(s).				
	<b>online:</b> The router is connected to the GV Orbit Server(s).				
Connections From Multiple Servers	Set this if the router supports multiple concurrent connections to it. When set, this allows GV Orbit Control main and backup servers to connect at the same time to the router, thereby increasing system availability.				
IP Port	Port number for the control port stream used by the router. The default is 5194.				
In router Lock/Protect enabled	Set to transfer the management of Locks/Protects from the GV Orbit Control control system to the Router for destinations that are directly connected to this router.				
	Deselect to manage all Lock/Protect in GV Orbit Control exclusively. See About In router Lock/Protect enabled for a Router using NP0016 router control protocol, on page 429.				
Use Coherent Take Message	Set for GV Orbit Control to use the protocol's 'Coherent take' command when performing multiple crosspoint changes at the same time for this router.				

#### About In router Lock/Protect enabled for a Router using NP0016 router control protocol

For a router using the NP0016 router control protocol, Lock, Protect, and Release have different behaviors depending on whether the **In router Lock/Protect enabled** parameter is set in the Router Control Port configuration.

In router Lock/Protect enabled parameter	Description
Set	<ul> <li>For destinations that are directly attached to the router, this setting transfers the management of Locks/Protects from the GV Orbit Control control system to this router, thereby allowing better third-party router control integration with GV Orbit Control. This is called in router lock and protect.</li> <li>This setting keeps the router's Lock/Protect and GV Orbit Control's Lock/Protect in synchronization as follows:</li> <li>If a Lock/Protect is updated in the router, it's also updated in GV Orbit Control.</li> <li>If a Lock/Protect is updated in GV Orbit Control, it's also updated in the router.</li> <li>This option has the following effects and consequences: When locks / protections are created in the router through another control system, the user name used to create the locks / protections will be unknown to GV Orbit Control's user management mechanism. These unknown users are treated as <i>admin</i> users within GV Orbit Control user. This means that any third-party control system will override locks / protections made in GV Orbit Control.</li> </ul>
Deselected	GV Orbit Control stores the locks in its database and they are preserved after a restart/reboot. As such, destinations will remain locked/protected. GV Orbit Control system does not read a lock from a router and does not control a lock in the router. This is called in control system lock and protect. This is how all other types of routers are managed. Locks and protections are made in GV Orbit Control without consideration of any locks and protections that have been made through another control system (locks and protections are not synchronized between GV Orbit Control and the router). This can result in unexpected routing behavior such as a failed path that looks as though it should have been successful.

See also About Lock, Protect, and Release, on page 472.

#### **NS-BUS Control Port Configuration Parameters**

See also Description of Common Device Properties, on page 332.

Parameter	Description
Connection State 1	Connection State 1 shows the connection status of the router with the
Connection State 2	<ul> <li>primary server of a server group.</li> <li>Connection State 2 shows the connection status of the router with the secondary server of a server group. See Configuring a Controller Group, on page 179.</li> <li>unknown: The topology is inactive (see Activating a Topology, on page 235) or the router does not have network connectivity to the GV Orbit Server(s).</li> <li>offline: The router does not have network connectivity to the GV Orbit Server(s).</li> <li>online: The router is connected to the GV Orbit Server(s).</li> </ul>
IP Address	The network IP address for the associated router's management or control port Ethernet address.
IP Port	Port number for the control port stream used by the router. The default is 37800.
Multiple Connections Capable	Set this if the router supports multiple concurrent connections to it. When set, this allows GV Orbit Control main and backup servers to connect at the same time to the router, thereby increasing system availability.

#### NV9000 TCP/IP Control Port Configuration Parameters

This option uses the NP0017 device-based router control protocol to control an NV9000 router through Ethernet network link(s). If the router has two control ports, add a second control port, one for each control port on the router. See also Description of Common Device Properties, on page 332.

Parameter	Description
IP Address	The network IP address for the associated router's management or control port Ethernet address.
Connection State 1	Connection State 1 shows the connection status of the router with the
Connection State 2	<ul> <li>primary server of a server group.</li> <li>Connection State 2 shows the connection status of the router with the secondary server of a server group. See Configuring a Controller</li> <li>Group, on page 179.</li> <li>unknown: The topology is inactive (see Activating a Topology, on page 235) or the router does not have network connectivity to the</li> </ul>
	GV Orbit Server(s). <b>offline:</b> The router does not have network connectivity to the GV Orbit Server(s). <b>online:</b> The router is connected to the GV Orbit Server(s).

Parameter	Description
Connections From Multiple Servers	Set this if the router supports multiple concurrent connections to it. When set, this allows GV Orbit Control main and backup servers to connect at the same time to the router, thereby increasing system availability.
IP Port	Port number for the control port stream used by the router.
Protocol	<ul> <li>The IP connection protocol.</li> <li>TCP: A point-to-point connection protocol.</li> <li>UDP: A stateless connection protocol that can also broadcast data to more than one device.</li> </ul>

#### Lock, Protect, and Release with the NV9000 Control Port

GV Orbit Control stores the locks in its database and they are preserved after a restart/reboot. As such, destinations will remain locked/protected. The GV Orbit Control system does not read a lock from a router and does not control a lock in the router.

See also About Lock, Protect, and Release, on page 472.

#### SAM SW-P-08 TCP/IP Control Port Configuration Parameters

Grass Valley/Pro Bel devices including the Sirius router that use the Pro Bel SW-P-08 switcher protocol can be controlled by GV Orbit Control through an IP network. These routers use two control ports to control them.

LIMITATION: GV Orbit Control control of a Sirius router is limited to a maximum of 1152<sup>2</sup> crosspoints using single-level X-Y control.

#### To connect the GV Orbit Server to the router

- 1 Add two control ports in GV Orbit Control. See To add a router control port, on page 425.
- 2 Configure both control port configuration parameters. See also Description of Common Device Properties, on page 332.

Parameter	Description
IP Address	The network IP address for the associated router's management or control port Ethernet address.
Connection State 1	Connection State 1 shows the connection status of the router with the
Connection State 2	<ul> <li>primary server of a server group.</li> <li>Connection State 2 shows the connection status of the router with the secondary server of a server group. See Configuring a Controller</li> <li>Group, on page 179.</li> <li>unknown: The topology is inactive (see Activating a Topology, on page 235) or the router does not have network connectivity to the GV Orbit Server(s).</li> <li>offline: The router does not have network connectivity to the GV Orbit Server(s).</li> <li>online: The router is connected to the GV Orbit Server(s).</li> </ul>

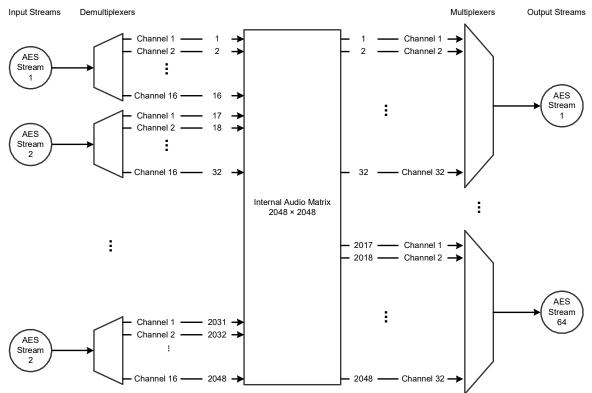
Parameter	Description
Connections From Multiple Servers	Set this if the router supports multiple concurrent connections to it. When set, this allows GV Orbit Control main and backup servers to connect at the same time to the router, thereby increasing system availability.
IP Port	Port number for the control port stream used by the router. The default is 14000.
Matrix ID	A SW-P-08 device can have multiple matrices, each with multiple physical levels. Set the Matrix ID value that has been configured for the corresponding router to be controlled by this device instance. To obtain this value, use the router's native configuration interface. Refer to your router's documentation for more information about this parameter.
Polling	Set this to poll the crosspoint status at regular intervals.
Protocol	The IP connection protocol. <b>TCP:</b> A point-to-point connection protocol. <b>UDP:</b> A stateless connection protocol that can also broadcast data to more than one device.
Use Extended Mode	Set this for GV Orbit Control to try to use the <i>extended</i> command set of the SW-P-08 protocol with the router first. Extended commands allow routers larger than 1023 ×1023 to be controlled. If the router does not support extended commands, the GV Orbit Control will fallback to the standard command set and with it, the associated control limitations.

# Configuring a Device that Supports Audio Breakaway/Shuffling such as Audio Live

Audio breakaway and shuffling can be done by Audio Live and by GV Node. Audio Live is designed specifically for audio processing.

## **About Audio Live**

Audio Live is an IP-only device that manages audio feeds only. It accepts a number of AES67 streams as inputs. Internally, it demultiplexes these inputs to obtain a series of mono PCM audio channels which then go through an audio router. Outputs from the router get multiplexed in accordance with the required output configuration. This allows Audio Live to perform breakaway and/or shuffling of mono channel audio feeds, in addition to audio format conversion.



Example Audio Live configuration with 128 × 16 matrix for the input and 64 × 32 matrix for the output

The inputs and outputs of an Audio Live are called *spigots*. There are a variety of spigot configurations that are available. See also How to Know if a Spigot is an Input or an Output, on page 353.

GV Orbit Control is able to detect the number of channels in the input spigots and will assign one of the AES67 levels to the input stream for each spigot (for example, AES67-4, AES67-8, AES67-16, AES67-32 or AES67-64). This is conditional on having configured the input spigots in GV Orbit Client to not use the **Auto** setting for the number channels. This is shown in the procedure below (Required Audio Live Configuration in the GV Orbit Client Control Panel, on page 434).

GV Orbit Control will detect the number of channels in the output spigots and one of the AES67 logical levels will be automatically assigned to the output stream of each output spigot (for example, AES67-4, AES67-8, AES67-16, AES67-32 or AES67-64).

Audio Live can accept audio packets with any packet time on the input. Audio Live can convert audio packet times as well as the number of channels in the streams. For example, an input spigot accepts an AES67 stream with 8 channels and packet time of 1 millisecond, and route the signals to an output spigot with 16 channels and packet time of 250 microseconds. When using audio streams with different packet times however, extra configuration steps are required: see Required Configuration for Audio Streams with Different Packet Times, on page 437.

## **About the Routing Path of Audio Channels**

If there are multiple devices on the topology that can perform audio shuffling, Audio Live will not necessarily always do the shuffle. For example, if the first device reached along the path (from destination to source) is a GV Node, then the GV Node may do the shuffle. It is GV Orbit Control that determines whether and when Audio Live is required for a given route. To know if an Audio Live or GV Node device is currently in use for a given route, use the Path Manager to see if there are tie-line connections to the Audio Live / GV Node device. See Path Manager Tasks, on page 450.

## **Prerequisites**

Audio Live v1.5 or higher must be connected to the network, licensed, and has been previously configured with GV Orbit Client.

#### Required Audio Live Configuration in the GV Orbit Client Control Panel

In the *Audio Live User Guide*, see the following topics that must be configured according to your needs.

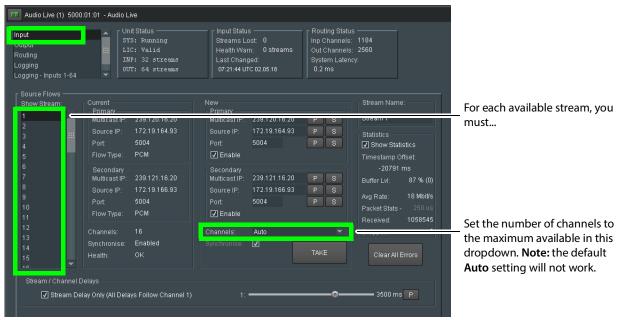
1 In GV Orbit Client, set the size of Audio Live's audio matrix (Maximum Supported Channel Count) and the number of channels per AES input and output streams. This setting is found under Audio Live > Setup> System Configuration > Input Configuration and Output Configuration.



2 Stop the Audio Live server in Agent Configuration; under Available Agents, select Audio Live and click Stop.

		GV Live (xStr
10.37.72.220	Agent Configuration       Unit Status         Agent Configuration       Agents Running : 1         Logging       Agents Disabled: 0         Setup       Agent Configuration         Type:       Audio Live         Licenses       Type:         Type:       Audio Live         EID:       0bf011cce-fca3-40a6-89c3-fe636ca0e6b5         Total:       1	
Connected Units Custom Groups	START STOP	IT ALL

- 3 Once the Status under Selected Agent becomes Stopped, click Start.
- 4 In GV Orbit Client, set the Channels parameter to the maximum number of channels available for *each stream*. This setting is found under Audio Live > Input> Source Flows > Channels.



Setting the maximum number of channels is necessary as GV Orbit Control expects that all channels be available for it to use at any time.

- 5 Click Take.
- 6 In GV Orbit Client under Audio Live > Output> Dest Flows:
  - Set the **Channels** parameter to the maximum number of channels available for *each stream*. This setting is found under **Audio Live** > **Output**> **Dest Flows**.
  - Set the Packet Time parameter according to the number of channels configured for *each stream*. See table below. This setting is found under Audio Live > Output> Dest Flows.

Packet Time	Maximum number of channels that the stream can carry
125us	up to 64 channels
250us	up to 32 channels
500us	up to 16 channels
1ms	up to 8 channels
4 ms	up to 2 channels

7 Click Take.

#### AES Logical Levels that are used for IP Audio Streams

To support a GVOP device's ability to support a range of audio channels per AES stream (for devices such as Audio Live; see GVOP Devices, on page 206), and on GVOP devices that support this feature, the following logical levels are used according to the number of

channels in the AES stream. See also Logical Level Editor Tasks, on page 190 and Setting the Logical Levels to be Displayed in the Multilevel Table, on page 247.

🎯 🖧 Area 📲 3 - 0	64 channels
Logical Level Editor	G.
🏼 🖍 🏚 🗹	filter 🝸
SDI	video
Level ID 1 SDI	Level ID 2 V
SDI audio	audio1
Level ID 3 A	Level ID 4 A1
audio2	audio3
Level ID 5 A2	Level ID 6 A3
audio16	ancillary
Level ID 19 A16	Level ID 20 ANC
video-ancillary	MADI
Level ID 21 V-ANC	Level ID 22 MADI
AES67-4	AES67-8
	Level ID 24 AES67-8
AES67-16	AES67-32
	Level ID 26 AES67-32
AES67-64 Level ID 27 AES67-64	
Lever ID 2/ AES67-64	
⊖ Logicalce Table 🛛	📄 Logical Ll Editor 🛛 🔒

Logical Level	Description
AES67-4	4 mono audio channels
AES67-8	8 mono audio channels
AES67-16	16 mono audio channels This logical level is interchangeable with the <b>SDI audio</b> logical level.
AES67-32	32 mono audio channels
AES67-64	64 mono audio channels

To see the number of audio channels a given logical level supports, see Editing a Logical Level, on page 195.

#### **Required Configuration for Audio Streams with Different Packet Times**

If for a given topology, all audio streams have the same packet time, then the automatically assigned levels to the output spigots will work. If the topology has audio streams with different packet times, you will have to configure the packet times on Audio Live's output spigots. Currently GV Orbit Control is unaware of these settings in GV Orbit Client, so you must proceed as follows: duplicate the SDI audio level as many times as there are different packet times. To duplicate an SDI audio level, see Duplicating a Logical Level, on page 193.

For example, to accommodate a 1 microsecond audio packet time, you duplicate the SDI audio level with the -1 suffix. To accommodate a 250 microseconds audio packet time, you again duplicate the SDI audio level with the -250 suffix.

You also need to set the proper AES67 levels on the Audio Live output streams in GV Orbit Control. For example:

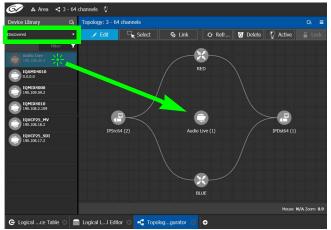
- If output spigot 1 has been configured with 16 channels at 250 microseconds, then the streams for output spigot 1 should be assigned the **AES67-16-250** level.
- If the output spigot has been configured with 8 channels at 1 ms, then the streams for that spigot should be assigned the **AES67-8-1** level.

**Note:** You will need to set the level on all output streams of the Audio Live configuration in GV Orbit Control if your topology uses more than one packet time value.

## Configuring an Audio Live device in GV Orbit Control

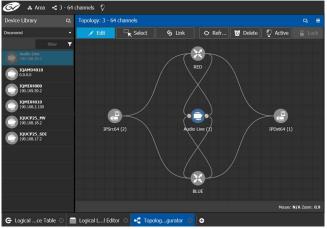
#### To add an Audio Live device to a topology

1 Add the Audio Live device to the Topology: from the **Device Library**, **Discovered**, find an Audio Live device bubble that you want to control. See To add a Discovered Device to a Topology, on page 209.



2 Click on the name of the device underneath the bubble to name the device or device group. See To name a device and set the number of devices in the group, on page 205.

3 On the topology, connect the Audio Live device to the network switches. See Methods to Link Devices in a Topology, on page 222.



By default, the Audio Live device is created according to the configuration defined in GV Orbit Client. The streams are assigned the appropriate AES67 levels, based on the number of channels. The Audio Live can be used as is, without a need to modify the device properties in the Property Editor, unless you need to modify the streams to use custom levels.

4 Select the **Audio Live** bubble and configure the Device Properties in the **Property Editor**. See Defining Device Properties, on page 229 for more information.

Property Edit							q				
Device Proper	ties										
AL-220											
Devices [1]	6		220								
Matrices [1]	-1	Mat	rix 1								
Ports [2]	4	ET	H1	ETH2							
Spigots [272]	Q,	Spig	ot 1	Spigot 2	Spigot 3	Spigot 4	Spigot 5				
Nodes [2]	Q,										
AL-220 ( *Device	e is con	figurabl	le via GV	Orbit / Configura	tion / IP Configu	ration )	Delete				
Name *				AL-220							
Description				AL-220							
Short name				AL-220							
Network hos	it name			AL-220							
Device type				Audio Live							
Software				1.5.3.32							
Firmware				n/a							
Primary IP a	ddress			191.184.10.22							
Secondary I	P addre	55		192.187.110.2							
Connection 1	to contr	roller 1		unknown							
Connection 1	to contr	roller 2	4	online							
Primary spig	ot rout	ing cou	nt	272							
Primary mat	rix rout	ting cou	int	2048							
G Automatics	ources	on outp	uts	1							
G Automatic d	estinati	ions on	inputs	10							
🕤 Domain ID				101							
ら Expose strea	ms										
Internal wiri	ing don	e		<b>v</b>							
Redundancy	mode			Redundant							

Parameter	Description
Name (of device bubble)	The name of the Audio Live device set in GV Orbit Client. When two Audio Live devices have been configured to be redundant, the name comes from the pricloudmary device.
Name (found under Node)	The name of the individual Audio Live device set in GV Orbit Client.
Nodes	<ul> <li>When two Audio Live devices have been configured to be redundant:</li> <li>Node 1: The Audio Live that has been configured as <i>Redundant -</i> <i>Primary</i> in RollCall.</li> <li>Node 2: The Audio Live that has been configured as <i>Redundant -</i> <i>Secondary</i> in RollCall.</li> <li>See Audio Live Redundancy Support, on page 441.</li> </ul>
Software	The firmware version running on the Audio Live device.
Primary IP Address Secondary IP Address	<ul> <li>When two Audio Live devices have been configured to be redundant:</li> <li>Primary IP Address: The IP Address of the Audio Live that has been configured as <i>Redundant - Primary</i>.</li> <li>Secondary IP Address: The IP Address of the Audio Live that has been configured as <i>Redundant - Secondary</i>.</li> <li>See Audio Live Redundancy Support, on page 441.</li> </ul>
Connection to Controller 1	Connection to Controller 1 shows the connection status of the Audio Live device with the primary server of a server group.
Connection to controller 2	Connection to Controller 2 shows the connection status of the Audio Live device with the secondary server of a server group. See Configuring a Controller Group, on page 179. unknown: The topology is inactive (see Activating a Topology, on page 235) or the Audio Live device does not have network connectivity to the GV Orbit Server(s). offline: The Audio Live device does not have network connectivity to the GV Orbit Server(s). online: The Audio Live device is connected to the GV Orbit Server(s).
Primary spigot routing count	These paramters come from the Audio Live's configuration made in RollCall.
Primary matrix routing count	
Redundancy Mode	Shows the Audio Live's current configuration. Independent: This Audio Live bubble represents a single Audio Live device. Redundant: This Audio Live bubble represents a pair of Audio Live devices operating in a cluster for improved availability. See Audio Live Redundancy Support, on page 441.

## See also Description of Common Device Properties, on page 332.

5 Create the sources and destinations. See Automatically Creating AES67 Audio Channels for Sources and Destinations, on page 447.

6 Test the configuration by making takes between a logical source and destination that use the AES67 audio levels. See Performing a Take in Router Control, on page 471.

## **Known Audio Live limitations**

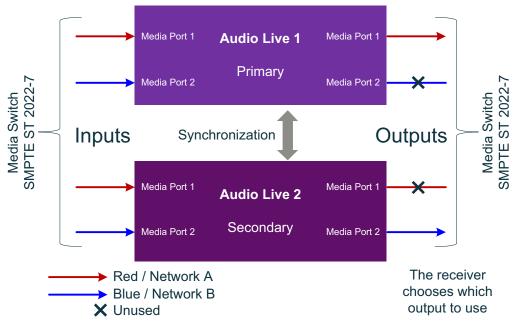
- When choosing an Audio Live spigot to use for the take, GV Orbit Control will only use an output spigot that has the same number of channels as the destination, and only use an input spigot that has the same number of channels as the source. If no such spigot is available, the take will fail. It will not try to use multiple spigots (for example, if the source/destination is 16 channels, it will not try to use 2 spigots, each with 8 channels), and it will not try to use part of a spigot (for example, if the source/destination is 8 channels, it would not try to use the first 8 channels of a 16 channel spigot).
- In the Audio Live configuration, the channel count of an **Input Configuration** and **Output Configuration** cannot be set to **Auto** as GV Orbit Control does not support this setting. See Required Audio Live Configuration in the GV Orbit Client Control Panel, on page 434.
- The number of channels on the input stream must match the number of channels on the source stream, and the number of channels on the output stream must match the number of channels on the destination stream.
- For streams that have an AES67-X level, the logical source/destination that is automatically created is not usable. Instead, you must create custom logical sources and destinations, and place the streams in the SDI Audio or audio1 to audio16 level columns instead. See Required Configuration for Audio Streams with Different Packet Times, on page 437.

## **Audio Live Redundancy Support**

Audio Live redundancy is supported in GV Orbit Control systems with Audio Live v1.5.3 firmware version or higher. With this Audio Live firmware, each Audio Live unit can be configured as *Independent*, *Redundant - Primary*, or *Redundant - Secondary*. These configuration parameters are available through the RollCall Unit Redundancy page, for each unit. When two Audio Live units are configured as follows, the units form a cluster for increased availability: Audio Live 1 is configured as *Redundant - Primary* and Audio Live 2 is configured as *Redundant - Secondary*.

#### **Audio Live Network Connections**

The Audio Live Primary and Secondary input and output ports from both units must be connected to RED and BLUE network switches and the corresponding spigots/streams must be properly configured.



For more information about network connections, refer to **GV Orbit Server Cabling** chapter of the *GV Orbit Admin Guide*. See Related Documentation, on page 19.

Redundancy on Audio Live was designed to prevent signal loss or signal glitching in case of a hardware failure of one of the two units. In order to achieve this, the Audio Live cluster is using, on the sender side, the primary port from the Primary unit as the cluster primary output, whereas the secondary port of the secondary unit is used as the cluster secondary output.

The secondary output from the primary unit and the primary output from the secondary unit are not used by the GV Orbit Control systems.

On the receiver side, input ports from both Primary and Secondary units are used and join the same flows; primary input from the primary unit and the primary input from the secondary unit, as well as the secondary input from the primary unit and the secondary input from the secondary unit. The input and output ports currently being used are displayed through the Path Manager. See Path Manager Tasks, on page 450.

**Required Audio Live Configuration in RollCall** 

Access the Audio Lives units, one at a time through RollCall and configure them as follows in their **Unit Redundancy** page. For redundancy support, both Audio Live units must be

configured in redundancy mode, one unit as *Redundant - Primary* and the other one as *Redundant - Secondary*.

put autor in a state and a sta	Unit Status SYS: Running LIC: Valid INF: Waiting OUT: 136 streams	Input Status Streams Lost 7 Health Warn: 0 streams Last Changed: 14:08:47 UTC 18:06.21	Routing Status Inp Channels: 0 Out Channels: 2018 System Latency: 0	
lient Control Mode:	Normal: Full Control			
Redundant Unit Status Unit State	Partner State			
Unit State	- Panner State	, reo	lundancy Status	
Redundant Unit Configuration			ungancy status	
4		O Redundant - Secondary	lungancy status	
Redundant Unit Configuratio	on		undancy status	

Parameter	Description
Unit State	Shows this unit's state. -: Unknown status. Initializing: Unit is in the process of connecting and synchronizing with the partnered unit. Running: Unit has successfully paired with the partnered unit.
Partner State	Shows the partnered unit's state, when available. -: Unknown status. Running: Unit has successfully paired with this unit.
Redundancy Status	Shows the status of the paired Audio Live units. <b>Matched:</b> The two Audio Live units are operating with redundancy. <b>Error:</b> Configuration or communication issue.
Unit assignment	Set this unit's role. Independent: This unit is not associated with another Audio Live unit; there is no Audio Live redundancy currently enabled. Redundant - Primary: This unit is the primary unit to be associated to another Audio Live unit (the secondary unit) for redundancy through the Partner IP Address parameter. Redundant - Secondary: This unit is the secondary unit to be associated to another Audio Live unit (the primary unit) for redundancy through the Partner IP Address parameter.
Network interface	Set the Ethernet interface on which this Audio Live is to communicate with the other Audio Live. With redundancy, this must be set on both units such that both Audio Live units have network connectivity with each other.
Partner IP Address	With redundancy, set the IP Address of the other Audio Live device. If this is the primary unit, set the secondary unit's IP address. If this is the secondary unit, set the primary unit's IP address.

Both units must be identically configured with respect to any parameter that can affect the output audio. This is done in each Audio Live's RollCall configuration. This includes:

• Spigot routing (destinations and sources).

- · Internal channel matrix routing.
- Input and output configurations. In GV Orbit Client, set the size of Audio Live's audio matrix (Maximum Supported Channel Count) and the number of channels per AES input and output streams. This setting is found under Audio Live > Setup> System Configuration > Input Configuration and Output Configuration.



- · Input and output delays.
- Timestamp alignment settings.
- Input 2110-31/AES3 selections.
- Input synchronizer selections.
- Output channel counts and packet times.

Once the Audio Live configuration is complete, both units are synchronized in order to exchange flow data in order to handle redundancy.

#### **Redundant Audio Live Configuration in GV Orbit Control**

It is important to have both units up-and-running while configuring the Audio Live cluster in GV Orbit Control. Once the Audio Live cluster configuration is completed, the cluster will be discovered in GV Orbit Control systems, as a GVOP discovered device. If there is any configuration issue between the two Audio Live units, causing the cluster to be in a bad state (not synchronizing properly), then the discovered entity will not be discovered under the GV Orbit Control system and if the device is already on the topology, its status will change to offline.

A new icon is used to distinguish between Audio Live units using v1.5.3 firmware and units using an older firmware, regardless of the redundancy mode (Independent or Redundant).

Audio Live Icon	Audio Live Firmware Version	Description
	v1.5.2 or lower	Audio Live redundancy is unsupported.
	v1.5.3 or higher	Audio Live redundancy is supported.

The name of the discovered cluster and its related spigots will be using the ones from the primary Audio Live unit.

Once the cluster is added to the topology, the cluster group device will be listing two nodes corresponding to the two Audio Live units. Each node will provide the Audio Live unit properties (Unit name, hostname, Control IP address, GUID. and so on) and also the specific unit ports and spigots. See Configuring an Audio Live device in GV Orbit Control, on page 438.

The cluster device group lists the ports and the spigots from those units; the primary port is the one from the primary unit where the secondary port is the one from the secondary unit.

The cluster **Redundancy mode** property will reflect the current cluster status (Independent or Redundant).

The control port status (Online / Offline / Reconnecting) for the cluster is available on the cluster device group and also through the System Status page where the status for both units is also available. See System Status Task, on page 457.

#### **Further notes:**

- When replacing a failed unit, it's important to apply the same IP configuration to the new unit as was applied to the previous faulty unit, otherwise tally issues may occur.
- Independent Audio Live units from existing topologies, using an older Audio Live firmware, cannot be used for redundancy. Those units must be deleted from the topology, upgraded to v1.5.3 firmware (or higher), configured in a cluster mode and then they will be discovered by GV Orbit Control systems.
- No changes will be noticed if an independent Audio Live unit, using v1.5.3 Audio Live firmware (or higher) is added to the topology, except the new icon and the new unit Redundancy Mode, shown as **Independent**.
- Cisco DCNM host policies are only created for the streams corresponding to the ports that are actually used by GV Orbit Control systems.

# **Configuring an IQAMD40 Device**

## **About IQAMD40**

The IQAMD40 provides multichannel MADI-to-IP interfacing, and has been developed to allow high-density audio integration into Ethernet IP networks. Using industry standard AES67 encapsulation and an IP interface enables the IQAMD40 to interface directly with many common audio desks and systems.

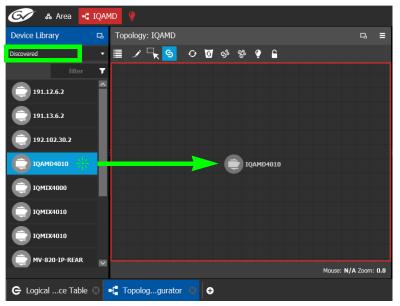
**PREREQUISITES:** IQAMD40 must be connected to the network, licensed, and has been previously configured with GV Orbit Client.

## **IQAMD40 Integration in GV Orbit Control**

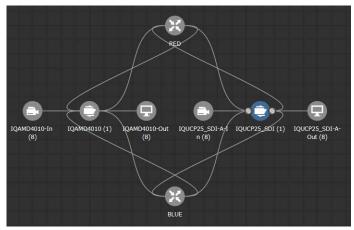
GV Orbit Control supports the routing of audio signals through an IQAMD40 card.

#### To add an IQAMD device to a topology

1 Add the IQAMD device to the Topology: from the **Device Library**, **Discovered**, find an IQAMD device bubble that you want to control. See To add a Discovered Device to a Topology, on page 209.



2 On the topology, connect the IQAMD device to the network switches. See Methods to Link Devices in a Topology, on page 222.



## Automatically Creating AES67 Audio Channels for Sources and Destinations

GV Orbit Control routes multiples of 16 audio channels by default. As a result, if you want to send 64 audio channels to a destination, you create four destinations with 16 audio channels each.

An automation shown in the procedure below allows you to add the all the Stream's AES67 audio channels to the Multilevel Table in the Logical Device Table at once for AES67 sources and destinations.

#### To automatically create the AES67 audio channels for sources and destinations

- 1 In the Logical Device Table, Multilevel Table, select the **Sources** tab.
- 2 Select one or more streams in the Stream Browser (using <Ctrl> + click) for which you want to create all the source / destination audio channels.

🐼 🛦 Area < IQ/	AMD 🥊							۵	🕹 admin  📐
Stream Browser		Multilevel Table							
🗉 👪 8 🔳	filter 🍸	e <sup>©</sup> Sources	e <sup>●</sup> Destinations		irtual XPTS				
IQAMD40 10117     IQAIn7     4	IQAMD4010In8     IOAIn8     IOA	≣ ⊕ ₪ ∎	88 🚍 🚰 🏹	ъ 🗈	% O				
IQAIN7 1 V	IQAIN8 I U	filter 🍸	filter 🔻	filter 🔻	filter	filter	T		T
	IQUIn2 1 0	Name	Description						
IQUCP25_SDI-AOut3	IQUCP25_SDI-AOut4								
IQUut3 1 🕖	IQUut4 1 🕖								
IQUCP25_SDI-AIn5	IQUCP25_SDI-AIn6								
	IQUIn6 1 🕖								
IQUCP25_SDI-AOut7  IOUut7      1	© IQUCP25_SDI-AOut8 IQUut8 1 € ✓								
	100								
Channel Browser									
II II 8 °	filter 🔻				urce Table Empty.				
IQAMD4010In7.C1	IQAMD4010In7.C2 △			(Fr	om Filtering or no Source	s in Topology)			
IQAIn7 1 🕖	IQAIn7 1 🕖								
◎ IQAMD4010In7.C3	◎ IQAMD4010In7.C4								
IQAIn7 1 🕖	IQAIn7 1 🕖								
<ul> <li>IQAMD4010In7.C5</li> <li>IQAIn7</li> <li>1</li> </ul>	© IQAMD4010In7.C6 IQAIn7 1								
IQAMD4010In7.C7	© IQAMD4010In7.C8								
IQAIn7 1									
© T04MB4010To7 C9	● TOAMD4010To7 C10	Total Sources: 16 Filte	red: 0 Selected: 0 Tot:	il levels: 27	Filtered: 6				
🕒 Logicalce Table 🧿	📲 Topologgurator 💿 🕀								

- 3 Click 🔄 to show the Channel Browser in the Stream Browser of the Logical Device Table. See Stream Browser / Channel Browser, on page 242.
- 4 Click I to select all in the Channel Browser.

5 Click 🛃 automated sources / destinations in the Channel Browser to create the selected streams in the multilevel Table.

G 🖌 🕹 Area 尾 IQ	AMD 🥊	_									\$		
Stream Browser		5	Multilevel Table										
= = = =		· • •	e <sup>c</sup> Sources		P Destinatio	ons	Virtual XPTS						
IQAMD4010In7	IQAMD4010In8		≣ ⊕ छ	88	📄 💽	T <sub>x</sub> T <sub>o</sub>	13 S O						
IQAIn7 1 📝	IQAIn8 1	0		T	filter		▼ filter	Ŧ		Ŧ		T	
IQUCP25_SDI-AIn1	IQUCP25_SDI-AIn2		miter		niter		, mer		niter		Inter		
IQUIn1 1 🥖	IQUIn2 1	0											
IQUCP25_SDI-AOut3	IQUCP25_SDI-AOut4						IQAMD4010In7.C1	×	IQAMD4010In7.C2	x	IQAMD4010In7.C3	×	O IQAM
IQUut3 1 🕖	IQUut4 1		IQAMD4010In7.1				IQAIn7	1	IQAIn7	1	IQAIn7	1	
IQUCP25_SDI-AIn5	IQUCP25_SDI-AIn6						IQAMD4010In7.C17		IQAMD4010In7.C18		IQAMD4010In7.C19		) IQAM
IQUIn5 1 🥖	-	0	IQAMD4010In7.3				IQAIn7						
IQUCP25_SDI-AOut7	IQUCP25_SDI-AOut8						IQAMD4010In7.C33		IQAMD4010In7.C34		IQAMD4010In7.C35		IQAM
IQUut7 1 🕖	IQUut8 1	0 🗸	IQAMD4010In7.3				IQAIn7						
Channel Browser			IOAMD4010In7.4				IQAMD4010In7.C49		IQAMD4010In7.C50		IQAMD4010In7.C51		IQAM
≣ <b>≣</b> 8 🚳	filte	T					IQAIn7	1	IQAIn7	1	IQAIn7	1	IQAIn7
⊙ IQAMD4010In7.C1	◎ IQAMD4010In7.C2	<u> </u>											
IQAIn7 1 🥖	-												
© IQAMD4010In7.C3	◎ IQAMD4010In7.C4												
	IQAIn7 1	0											
© IQAMD4010In7.C5	© IQAMD4010In7.C6												
	IQAIn7 1												
IQAMD4010In7.C7     IQAIn7     IQA	IQAMD4010In7.C8      IOAIn7     IOA		-	_			_						
© 10AMD40101p7 C9	0 104MD40101p7 C10		< Total Sources: 20 F	iltored: 4	Selected: 0	Total law	ale: 27 Filtered: 6						>
rei Irnaansiirmin7 C9	Ter maianam101n7.C10		Total Sources, 20 1	mercu. T	beneticu, u	Total ICs	ca. 27 Thereu. u						

The 64 audio streams are created as four sources / destinations with 16 audio channels each.

- 6 Select the **Destinations** tab and repeat from step 2.
- 7 Test the configuration by making takes between a logical source and destination that use AES67 levels. See Performing a Take in Router Control, on page 471.

# **Monitoring Tasks**

## **Overview**

The Monitoring tasks in GV Orbit Control are used to view information about tie line use and the source to destination path of the streams and to monitor the health of the GV Orbit Servers and the devices in the selected topology.

G	/	& Area 📲 Device Graph	Ö					🏟 🕹 admin	
		- Configuration		Γ.	ار Monitoring		- Control	-Administration	
	ఉ	Area Configurator		ġ,	Path Manager	2	Alias Editor	User Management	
		Logical Level Editor		∿	System Status	E	Router Control		
	•4	Topology Configurator		lılın +⊞+	Audio Live Usage				
	e	Logical Device Table							
		Category Configurator							
		Panel Configurator							
	1	GPIO Configurator							
	00	Stream Configurator							
Â	Stag	je 🙆 🕈							

The GV Orbit Control Monitoring Tasks include:

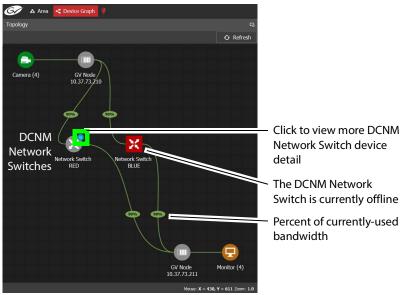
- Path Manager Tasks, on page 450
- System Status Task, on page 457
- Audio Live Usage, on page 463

## Path Manager Tasks

Use the Path Manager task to view information about the tie-line use and the source to destination path of the streams. Tie-lines also show the current percentage of bandwidth used.

When a topology includes a DCNM Network Switch, the Path Manager shows:

- Technical information that can be used to help diagnose network connectivity and path issues (no signal or wrong signal at the destination).
- The overall health status of each Network Switch device.



Network Switch devices have a blue bubble that when clicked provides more information about the internal status of the DCNM Network Switch that is shown in the Status tab.

🚱 🔈 Area 📭 Devic	e Graph 🥊					\$	💄 admin 🔺
Expanded Topology <network< th=""><th>&lt; Switch&gt;</th><th></th><th>Path Management</th><th></th><th>_</th><th></th><th>Q</th></network<>	< Switch>		Path Management		_		Q
≣ 0 6 ·			🗲 Tie-lines	🍫 Streams	ə <sup>●</sup> Destinations	-∿-	Status
			RED_Leaf-1_9236C: 94% Managed by: Network Swi				
	RED_Spine_9508-		Errors	N	o errors		
					bled ports ernet1/33		
					met1/26/4		_
					rnet1/33/1		
		RED_Leaf-1_9236 C			met1/33/2 met1/33/3		_
					rnet1/33/4		
	RED_Leaf-3_9272			Ethe	rnet1/34/1		
0XY	Q			Ethe	rnet1/34/2		
				Ethe	rnet1/34/3		
			<	r		_	• • • • • • • • • • • • • • • • • • •
	Мо	use: X = 305, Y = 451 Zoom: 1.0	Total ports: 114 Disabled	1: 15			
ିକ୍ Path Manager 🛛 🛛	Ð						

## Interpreting DCNM Network Switch Symbols

The following DCNM network switch symbols are used to represent the Network Switch device's health.

Symbol	Description
	The DCNM network switch device is healthy.
	Connection to the DCNM network switch device is offline.



To diagnose: Select this device and select the **Status** tab to view more technical information that can be used to troubleshoot the issue in the DCNM Web interface (by looking at the host policy / flow policy / flow status).

For a system-level health status, see System Status Task, on page 457.

## **Accessing the Path Manager**

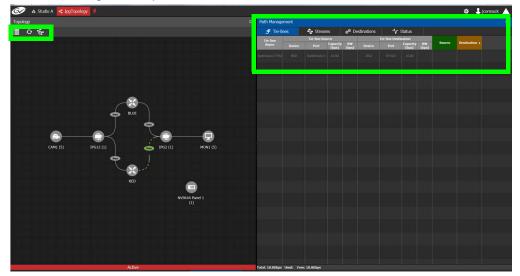
### To access the Path Manager Task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select the required Area. See Selecting an Area, on page 183.
- 3 Select the required topology. See Selecting a Graph, on page 184.
- 4 Make the topology active. See Activating a Topology, on page 235.

## 5 Select Monitoring > Path Manager.



#### The Path Manager task opens:



Under Path Management, click any of the following tabs for more information:

- Tie-lines
- Streams
- Destinations
- Status

#### Path Manager Topology Menu

The Path Manager Topology menu has the following menu options.

lcon	Description			
O Refresh	Reloads the Topology's contents. See Refreshing the Topology, on page 202.			
• Overview	Shows the top level of the topology.			
Refresh Tielines	Allows you to recompute the tielines usage based on the current crosspoints in each device, in case the tieline status in the control system has become out-of-sync with what is actually routed. During tieline refresh, all tielines are locked and you can not perform any takes. Only use this feature during off hours as this can take up to 30 seconds to complete.			

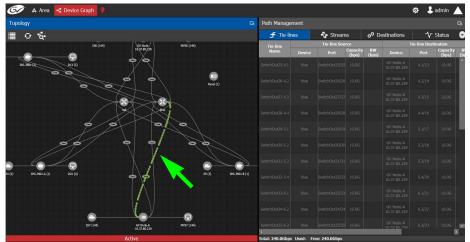
## Viewing Information about the Tie-lines

#### To view information about the tie-lines

- 1 Open the Path Manager for the selected topology. See Accessing the Path Manager, on page 451.
- 2 Click Overview 📑 if available.

The tie-lines show their currently-used capacity in percent.

3 Select a tie line in the Topology.



In the **Tie-lines** tab, the source and destination information is displayed under the following headings:

- Tie line Name
- Tie line Source: Device, Port, Capacity (bps), BW (bps)
- Tie line Destination: Device, Port, Capacity (bps), BW (bps)
- Source
- Destination

## **Viewing Information about the Streams**

#### To view information about the streams

- 1 Open the Path Manager for the selected topology. See Accessing the Path Manager, on page 451.
- 2 Click Overview 📑 if available.
- 3 Select a tie line in the Topology.
- 4 Select the **Streams** tab.
- 5 In Tie-lines, select a tie-line that you want more information on its streams.

The stream information is displayed under the following headings:

- Stream
- IP address
- BW (bps)
- Source
- Destination

## **Viewing Information about the Destinations**

This tab shows the path for a signal to a destination. If a destination is showing the wrong signal, use this tab to trace the destination signal back to the source or to start fault-finding.

When a topology includes a GV Fabric / DCNM Network Switch, this tab shows operational status information about the path used by a signal to a destination through the GV Fabric / DCNM Network Switches, GV Node senders and receivers for example. When you select a Network Switch device that is in alarm, more information about the internal status of the GV Fabric / DCNM Network Switch is shown in the Status tab.

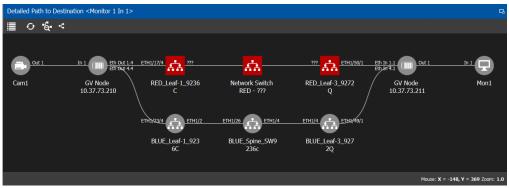
#### To view information about the destinations

- 1 Open the Path Manager for the selected topology. See Accessing the Path Manager, on page 451.
- 2 Select the **Destinations** tab.

All the destinations are listed on the right.

3 Select a destination. The path details to that destination are shown.

If the topology includes a DCNM Network Switch, the path details will include the spine and leaf connections within the DCNM network. This can be used to diagnose issues with the DCNM network switch or any other signal path issue. For example, the figure below shows that the RED network is in alarm and as such no signal is passing through this part of the switch's fabric.



To know more about the DCNM Network switch symbols that are used for health monitoring, see Interpreting DCNM Network Switch Symbols, on page 451

4 If a DCNM network switch is in alarm, select it and more specific diagnostic information for the related flow shown under the **Path Management**, **Status** tab.

			🌣 🕹 admir	י 🔺			
Path Management				Ъ			
🗲 Tie-lines	Normal Streams	ອ <sup>ອ</sup> Destinations	-∕∕r Status				
	Network Switch RED - ??? 📩 Managed by: Network Switch RED (10.37.72.135)						
Errors Failed to establish flow [sender Ip:192.107.17.7; multicast:239.107.17.11; receiver Ip:192.109.50.1]							

Use this information to diagnose path issues, for example, through the switch's or GV Node's native configuration interface.

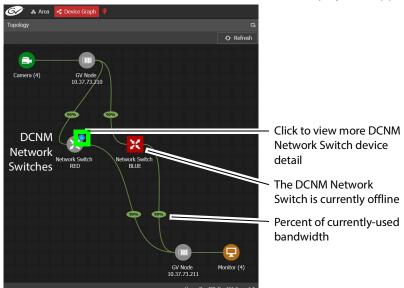
5 Click **Overview** to view a highlighted path between the source, shown in green, and the destination, shown in brown.

## **Viewing Information about the Status**

When a topology includes a DCNM Network Switch, this tab shows more technical information about the DCNM Network Switches such as the Network Switch device's operational status that can be used to diagnose the issue in the path issue, for example, through the switch's or GV Node's native configuration interface.

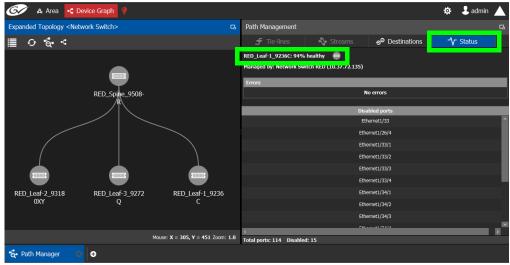
#### To view information about the status

- 1 Open the Path Manager for the selected topology. See Accessing the Path Manager, on page 451.
- 2 Select the Status tab.



#### The flow status of the DCNM Network Switches are displayed, if applicable.

Network Switch devices have a link switch shows the exploded network switch showing more information about spine and leaves, and the bandwidth capacity for each specific link.



Click each switch to see its health of the switch (as report by the switch itself).

**Disabled Ports** shows a list of all the switch's disconnected or unused ports that are currently disabled by the switch.

# **System Status Task**

Use the System Status Task to monitor the health of the GV Orbit Servers and the devices in the selected topology. You can also perform a manual failover from this task.

## **Accessing the System Status Task**

#### To access the System Status Task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select the required Area. See Selecting an Area, on page 183.
- 3 Select the required topology. See Selecting a Graph, on page 184.
- 4 Select Monitoring > System Status.

	🔄 Monitoring
à	Path Manager
∿	System Status
hi.h +@+	Audio Live Usage
	3

The System Status task opens:

67 🔈 🐼 Area	📲 Device Graph				🌣 🕹 admin 🔺
Controllers			Devices		G
	Controller 1	Controller 2	Name	Controller 1	Controller 2
	10.37.72.107	10.37.72.111	BLUE	Active	Standby
Status	Active	Inactive Force Active	GV Node 10.37.73.210 IFM-2T Gateway	Active	Standby
Health			GV Node 10.37.73.210 Router	Active	
			GV Node 10.37.73.211 IFM-2T Gateway	Active	Standby
CPU	0%	0%	GV Node 10.37.73.211 Router	Active	Standby
Actual Memory	42%	42%	Network Switch-B		
Reserved Memory Fan			RED	Active : 10.37.72.133 Standby : 10.37.72.134 HA Status : OK	Standby
Network Interface	eth0 👥 eth1 👥	eth0 🔜 eth1 🔜			
Faults					
-∕∕ System Statu	IS 🔘 🔂				

In this configuration, Controller 1 is the active controller and Controller 2 is not present. The System Status task displays the following information for both GV Orbit Control controllers: **Controller 1** and **Controller 2**. Depending on the server hardware model and the software applications that are currently installed, certain status parameters shown in the table below will not be displayed.

Parameter	Description
IP	The current controller's IP address.
Status	The current status of GV Orbit Control <b>Controller 1</b> and <b>Controller 2</b> (if equipped): <b>Active:</b> All GV Orbit Control task are being processed by this controller. <b>Inactive:</b> This controller is in hot standby. It is ready to take over from the active controller. <b>Force Active:</b> Make this controller the active controller. See Forcing the Inactive Controller to be the Active Controller, on page 459.
Health	The current controller's health metric: <b>Green bar:</b> Indicates that the controller's overall health is good. <b>Red Bar:</b> Indicates an issue requires attention / maintenance actions.
ID	Identifies the members of a cluster: <b>1:</b> The server that the administrator logged in to when creating the cluster. This is the <i>first</i> server of the cluster. <b>2:</b> The <i>second</i> server that was added by an administrator who was logged in to the first server when creating the cluster.
CPU and Memory	The current GV Orbit Server's CPU and memory usage show the current level of activity.
Orbit Control Memory	The current GV Orbit Server's memory usage for the local GV Orbit applications.
Densité Memory	The current GV Orbit Server's memory usage for the local Densité application. The percentage reflects the memory used out of its allocated heap size of 8 GB.
Fans	The current controller's cooling fan health: A <b>green</b> box indicates that the controller's fans are operating correctly.
PSU	Green: the PSU is plugged and detects power. Red: the PSU doesn't detect power. Possibly the power cable is unplugged. Gray or no status: the server doesn't detect correctly the PSU unit because the unit is physically removed or the initialization isn't done. In this second case, shutdown the server, disconnect both power cables, physically remove both power supply units, re-insert them both and apply power to both. Then start the server.
Network Interface	The current controller's Ethernet interface names and health: A <b>green</b> box indicates that the controller's Ethernet interfaces are operating correctly.
Panels Communications Status	Shows the network connection status between the GV Orbit Server and the panel that have been configured in GV Orbit Control.

Parameter	Description
Devices	The current status of the devices: <b>Active:</b> This device is in active operation. <b>Standby:</b> This device is in hot standby. It is ready to take over from the active device. <b>Primary / Secondary:</b> When a cluster of Audio Live devices are configured for redundancy, this shows the IP addresses and the health of those devices. See also Audio Live Redundancy Support, on page 441.
Faults	A list of any current faults.

For more information about the health status of a DCNM Network Switch device, see Path Manager Tasks, on page 450.

## Forcing the Inactive Controller to be the Active Controller

If two controllers are configured in a redundant configuration, then during the normal course of operations, one controller is active and the other is inactive at all times.

If a problem occurs, such as network loss or connectivity issues, the inactive controller (Controller 2) becomes the active controller. The controller that was formerly active (Controller 1) reboots. This is an automatic failover. You can perform a manual failover if you have administrator rights in the selected Area. See Viewing Permissions by Role, on page 484.

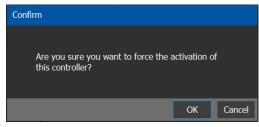
#### To perform a manual failover

1 Open the System Status task for the required topology. See Accessing the System Status Task, on page 457.

ontrollers				R.	Devices		
		Controller 1		Controller 2	Name	Controller 1	Controller 2
IP		10.37.72.107		10.37.72.111	BLUE	Active	Standby
Status		Active		Inactive Force Active	GV Node 10.37.73.210 IFM-2T Gateway	Active	Standby
Health					GV Node 10.37.73.210 Router	Active	
					GV Node 10.37.73.211 IFM-2T Gateway	Active	Standby
CPU			0%		GV Node 10.37.73.211 Router	Active	Standby
Actual Memory	42%	_	42%	_	Network Switch-B		
Reserved Memory Fan					RED	Active Active : 10.37.72.133 Standby : 10.37.72.134 HA Status : OK	Standby
Network Interface		eth0 📕 eth1 📕		eth0 🔜 eth1 🔜			
Faults							

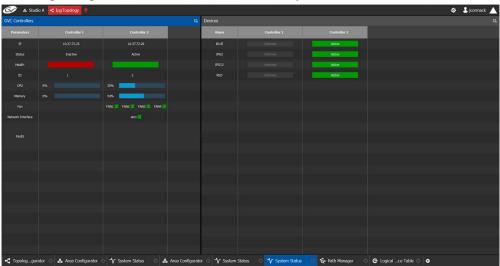
2 Click the Force Active button for the Inactive Controller.

A confirmation message appears.



3 Click **OK** to continue.

The controllers switch states. The formerly inactive controller (Controller 2) becomes active. The formerly active controller (Controller 1) reboots. As it shuts down, the following changes occur and are reflected on the System Status task.



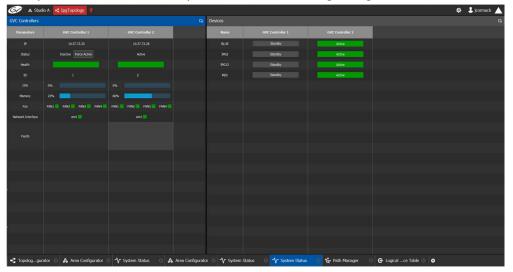
- The Status of the Controller 1 is now Inactive.
- A red bar is displayed for the Health of Controller 1, indicating it is not good.
- The CPU and Memory are at 0%.
- The Fans and Network Interface are blank.
- The Status of the Controller 2 is now Active.
- A green bar is displayed for the Health of Controller 2, indicating it is good.
- The CPU and Memory fields show their level of activity.
- The **Fans** are green, indicating health.
- The **Network Interface** displays the Management Interface port name (em1).
- The status of all **devices** controlled by **Controller 1** is **unknown**.
- The status of all **devices** controlled by **Controller 2** is **active**.

 Subs/
 Image: Subs/
 Image:

When Controller 1 comes back, the following changes occur and are reflected in the interface.

- The status of Controller 1 is now Inactive.
- The health field for Controller 1 displays a green bar indicating it is good.
- The CPU and Memory fields for both controllers show the current level of activity.
- The **fans** for both controllers show **green** boxes indicating health.
- The **Network Interface** port of both controllers is displayed, **em1**.
- The status of the devices on Controller 1 is unknown.
- The status of the devices on Controller 2 is active.

Finally, when Controller 1 is fully rebooted, the following changes occur:



67 🔺 Stud	lo A < IpgTopology 🥊						🌣 💄 jcormack 🖌
GVC Controllers			Devices				
		Controller 2	Name		Controller 2		
	10.37.72.25	10.37.72.26	BLUE	Standby	Active		
Status	Inactive Force Active		1962	Standby	Active		
Health			1PG12	Standby	Active		
			RED	Standby	Active		
Memory	23%	60%					
Network Interface		em1 🔜					
Faults							
🕻 Topologgur	ator 💿 🖧 Area Configurator (	ා ්∕r System Status ා යි. Area (	Configurator 💿 🎷 System S	itatus 🛛 🗘 System Status	👩 🖧 Path Manager 🔅	G Logicalce Table 💿 💿	

• The status of the devices on Controller 1 is standby.

## Permissions

Only users who are assigned to Administrators role in the selected area have View, Edit, and Delete permissions in the System Status task. Users who are assigned to Engineers, Operators, and Maintenance roles have view rights only. See Viewing Permissions by Role, on page 484.

# **Audio Live Usage**

Use the Audio Live Usage Task to have more information about the loading and use of an Audio Live's capacity. This is a debugging tool to help you to better understand what the Audio Live's routing capacity.

**PREREQUISITES:** One of more Audio Live devices must have been configured on the current topology. See Configuring an IQAMD40 Device, on page 446.

## Accessing the Audio Live Usage Task

#### To access the Audio Live Usage Task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select the required Area. See Selecting an Area, on page 183.
- 3 Select the required topology. See Selecting a Graph, on page 184.
- 4 In the Topology Configurator, activate the topology. See Activating a Topology, on page 235.
- 5 Select Monitoring > System Status.



The Audio Live Usage task opens:

All table columns can be filtered. See Filtering Lists, Table Columns, Sources, and Destinations, on page 266.

lcon	Description
🕑 Refresh	Reloads the Audio Live Usage task contents. If you make a Take for audio streams through an Audio Live device, then you must click <b>Refresh</b> to see the results.
Audio Live Name	The device name configured for the Audio Live device, in the device's properties.
64ch Input Usage	The number of AES67-64 input levels currently being used out of the available number of AES67-64 input levels, expressed as a fraction.
16ch Input Usage	The number of AES67-16 input levels currently being used out of the available number of AES67-16 input levels, expressed as a fraction.
8ch Input Usage	The number of AES67-8 input levels currently being used out of the available number of AES67-8 input levels, expressed as a fraction.
4ch Input Usage	The number of AES67-4 input levels currently being used out of the available number of AES67-4 input levels, expressed as a fraction.

lcon	Description
64ch Output Usage	The number of AES67-64 output levels currently being used out of the available number of AES67-64 output levels, expressed as a fraction.
16ch Output Usage	The number of AES67-16 output levels currently being used out of the available number of AES67-16 output levels, expressed as a fraction.
8ch Output Usage	The number of AES67-8 output levels currently being used out of the available number of AES67-8 output levels, expressed as a fraction.
4ch Output Usage	The number of AES67-4 output levels currently being used out of the available number of AES67-4 output levels, expressed as a fraction.

6 Select an Audio Live device from the list. Detailed spigot information is shown under **Spigot Information**.

lcon	Description
Spigot Name	The name configured for this spigot, in the device's properties.
Channel Capacity	The number of AES-67 channels supported by the spigot.
Direction	Shows the signal direction for this spigot. Input: The spigot is a destination from another device. Output: The spigot is a source to another device.
Tieline Status	Shows this spigot's current connection status. Free: There is no device connection for this spigot. Busy: The tieline is connected to another device. Exposed: Indicates that the spigot's stream is exposed.
Multicast IP	Shows the current multicast IP address that is joined to this spigot. For an Input, this is the source multicast IP address that the Audio Live is connected to. For an Output, this is the Audio Live source multicast IP address that a destination device connects to.
Sources	Shows the current name of the source(s) connected to the input.
Destinations	Shows the current name of the destination(s) connected to the output.

Columns in the **Spigot Information** table can be multi-sorted, the same way the Stream Configurator List can be sorted. See Sorting the Stream Configurator List, on page 326.

# **Control Tasks**

## **Overview**

G	/	🖧 Area 📲 Device Graph	Ŷ				🏘 💄 admin 🔺
		-森 Configuration		ିତ୍ର୍ Monitoring		- Control	🗾 Administration
	ቆ	Area Configurator	-6	Path Manager		Alias Editor	🔥 User Management
		Logical Level Editor	٦	<b>F</b> System Status	E	Router Control	
	-6	Topology Configurator	li ≠	Audio Live Usage			
	e	Logical Device Table					
		Category Configurator					
		Panel Configurator					
	₩	GPIO Configurator					
	80	Stream Configurator					
â	Stag	e 🔞 🕀					

- The GV Orbit Control Tasks include:
  - Alias Editor Tasks, on page 466GV Orbit Client
  - Router Control Tasks, on page 470

# **Alias Editor Tasks**

Use the Alias Editor to assign aliases to sources and destinations. More than one set of aliases can be created to allow the source / destination naming conventions to be changed on the fly, for example, to change the interface for different programs or production staff, or to support another language(s).

## **Accessing Alias Editor Tasks**

#### To access the Alias Editor

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select the required Area. See Selecting an Area, on page 183.
- 3 Select the required topology. See Selecting a Graph, on page 184.
- 4 Select **Control** > **Alias Editor**.



The Alias Editor task opens.

🧭 🔺 Test	2 📲 Device Gra	aph 😳		¢ 4
as Editor: Sourc	es for Topology "	'Device Graph"		
ources Des	tinations			
- ~ ~ <del>-</del>		0		
00 / 100		w External ID Columns	🗘 Re-Index Ext. IDs	
Name	External ID	External Label	PanelSourceStudioA	
Cam1	1	Cam1	StudioA-Camera1	
Cam2		Cam2	StudioA-Camera2	
Cam3		Cam3	StudioA-Camera3	
Cam4		Cam4	StudioA-Camera4	
Cam5		Cam5	StudioA-Camera5	
Cam6		Cam6	StudioA-Camera6	
Cam7		Cam7	StudioA-Camera7	
Cam8		Cam8	StudioA-Camera8	
Cam9		Cam9	StudioA-Camera9	
Cam10		Cam10	StudioA-Camera10	
Cam11		Cam11	StudioA-Camera11	
Cam12		Cam12	StudioA-Camera12	
Cam13		Cam13	StudioA-Camera13	
Cam14		Cam14	StudioA-Camera14	
Cam15	16	Cam15	StudioA-Camera15	

The Alias Editor has tabs for Source and Destination IDs.

### **Alias Editor Menu**

The Alias Editor menu has the following menu options.

lcon	Description
• Refresh	Reloads the Alias Editor's contents.
Ж Cut	Cuts the selected contents from an alias column.
<b>Г</b> Сору	Copies the selected contents from an alias column.
📋 Paste	Pastes the clipboard contents to the alias column.

lcon	Description
S Restore default label	When a selected alias has been renamed, this resets the name to its original label.
New	Adds an alias column. See Adding Aliases, on page 467.
0 Delete	Removes the selected alias column.

## **About External IDs and Northbound Control Interfaces**

External IDs are shown by setting **Show External ID Columns**. External IDs are used for Northbound control interfaces that use ID-based protocols.

Certain control protocols require that the numbering of external IDs must be contiguous. In this case, if they are not sequential, click **Re-Index Ext. IDs**. In order to protect against an erroneous click, a captcha-style dialog requires that you confirm this action which can have a large impact on router tables.

GV Orbit Client can use the GV Orbit Control External ID's when **Show External IDs** is set to **True**; see Step 7.3.1: Project Variables (Project -> Edit Variables), on page 70. If **Show External IDs** is set to **False**, and you click **Re-Index Ext. IDs**, then you will need to make sure that any external system that relies on this updated index will still have the correct associations for their external IDs, including GV Orbit Client.

External IDs that are larger than the total number of sources or destinations will not status northbound.

GV Orbit Control must have status for all destinations within GV Orbit Control or they will not report northbound for that external ID. For example, if a take has never been made to a destination, that destination will not have its status set. This behavior is different from a physical router where all destinations have a status set by default.

## **Adding Aliases**

These aliases can be used in router control to change the name of sources and destinations from short labels to the labels of the corresponding alias. The alias can be composed of up to 24 characters to create a more descriptive name than its equivalent short label. Aliases can also be used with panels; see Creating a New Panel, on page 277. See also Using Source and Destination Aliases with a Panel, on page 291.

Once an alias column has been added, you can also copy/paste a list of values from an Microsoft Excel spreadsheet column into the alias column to bulk name the sources and destinations.

Aliases created here can be selected in GV Orbit Control's user interface where sources and destinations are used with the **Select Alias** option. For example, in the Category Configurator; see Category Configurator Tasks, on page 268.

#### **To Add Aliases**

1 Open the Alias Editor. See Accessing Alias Editor Tasks, on page 466. The Alias Editor task opens.

🧭 🔒 Test2	•C Device Gra	aph 😳	
as Editor: Sources	for Topology "	Device Graph"	
Sources Destin	ations		
I ↔ X 幅	i 🗴 🕈	0	
100 / 100	🗸 Shov	w External ID Column	s 🖸 Re-Index Ext. IDs
Name	External ID	External Label	PanelSourceStudioA
Cam1	1	Cam1	StudioA-Camera1
Cam2		Cam2	StudioA-Camera2
Cam3		Cam3	StudioA-Camera3
Cam4		Cam4	StudioA-Camera4
Cam5		Cam5	StudioA-Camera5
Cam6		Cam6	StudioA-Camera6
Cam7		Cam7	StudioA-Camera7
Cam8		Cam8	StudioA-Camera8
Cam9		Cam9	StudioA-Camera9
Cam10		Cam10	StudioA-Camera10
Cam11		Cam11	StudioA-Camera11
Cam12		Cam12	StudioA-Camera12
Cam13		Cam13	StudioA-Camera13
Cam14		Cam14	StudioA-Camera14
Cam15	16	Cam15	StudioA-Camera15

The Alias Editor has tabs for Source and Destination IDs.

2 Select Show External ID Columns columns if necessary.

The aliases are now available to be used with router control and panels. If aliases are used with a panel and they are longer than 8 characters, consider setting the **Display 24 characters** option for the panel in the Panel's **Property Editor**. See Creating a New Panel, on page 277. The alias to be used in the Category Configurator can be selected; see Sources & Destinations Menu, on page 269.

## **Renaming Source and Destination Labels**

Source and destination labels can be renamed. You can also copy/paste a list of values from an Microsoft Excel spreadsheet column into the **Name** or Alias columns to bulk rename the sources and destinations. Or you can copy the content of one column and paste it into another column.

#### To rename Source and Destination Labels

1 Open the Alias Editor. See Accessing Alias Editor Tasks, on page 466.

The Alias Editor task opens.

The Alias Editor has tabs for Source and Destination IDs.

2 Rename the source or destination by slow clicking it twice. Or paste a list of names from an Microsoft Excel spreadsheet column into the **Name** or Alias column to bulk rename them.

Source and Destination labels in the Alias Editor may be shown as grayed out and they cannot be edited. These devices' configuration properties come from GV Orbit Client. See Synchronization of Discovered GVOP Devices, Source, Destination, and Spigot Names made in GV Orbit Client, on page 211.

# **Router Control Tasks**

Use the Router Control task to control the sources and destination in an active topology.

### **Accessing the Router Control Task**

#### To access the Router Control task

- 1 Open GV Orbit Control Stage. See Navigating Back to Stage, on page 170.
- 2 Select the required Area. See Selecting an Area, on page 183.
- 3 Select the required topology. See Selecting a Graph, on page 184.
- 4 Select Control > Router Control.



The Router Control task opens

<i>G</i> &	Area 📑	Device Graph	Q.												¢	💄 admi	n 🔺
Logical Rout	er								a Ro	outer C	ontrol						
III 88	<u>+</u> ⊉ +⊼ ≞	. 📑 Select	t Alias 🔻	filter 🍸	III 88	1 사 르	🐴 Selec	t Alias 🔻	T Co	ntrol	Salvo E	ditor					
Cam1	Cam2	Cam3	Cam4						Sa	vos							
Call11	Collic	Camb			EBG 4 XPT	ENG 3 XPT	Mon1	Mon2		Ð	5	6					
EBG 4 XPT	ENG 3 XPT	Feed1	Feed2		Man3	Mon4					filter	1	•		filter		T
Feed3	Feed4	IPDevOut1.1	IPDevOut1.2		Feed1	Feed1											
					Sat3	Sat4			Salv	02							
IPDevOut1.3	MyIp																
									Sa	vo 2							
										#	A (		0 =	$\Xi i$			r <b>T</b>
									10000	ase EBG							î
										ase ENC							_
										ase Sat	to EBG 4 )	ior.					
									18.00		to ENG 3						_
											to Mon1						
									Tak	e Feed1	to Mon2						
									Tak	e Feed1	to Sat3						
									Rek	iase Mor							
									Rek	ase Mor	12						
G Logical	ce Table 🤅	B 🖽 Rout	er Control	💿 📲 To	pologgurato	r ©   O			8								

The sources are listed on the left under Logical Router. The destinations are listed in the center. The right hand column displays the actions you can perform.

#### **Router Control Menu**

The Router Control menu has the following menu options.

lcon	Description
Select All	Selects all source or destination items.
Clear All	Deselects all source or destination items.
Sort Ascending	Sort the source or destination items in alphabetical order from A to Z.

lcon	Description
Sort Descending	Sort the source or destination items in alphabetical order from Z to A.
2 Use Wide Widgets	Doubles the source or destination display width to accommodate longer labels. This option setting is remembered for the currently logged in user on the current client PC.
Select Alias	Select the Alias you want to use to identify Source and Destination streams in GV Orbit Control's interface.

### Performing a Take in Router Control

You can perform a take in Router Control as follows.

- 1 Under Logical Router, select a source, shown in green.
- 2 Select a destination, shown in brown.
- 3 Under Router Control, Control tab, click Take.

gical Route										Router Control	
	↓ <u>2</u> ↓ <u>⊼</u> ≞	Select Alia	as 🔻	filter 🕤	1 📰 📰 8	8 🔢 + 주 🖧	Select Ali	as 🔻	filter 🍸	Control Salvo Editor	
Cam1	Cam2				EBG 4 XPT					💽 Take 🛛 Auto-Take	Salvos
EBG 4 XPT	ENG 3 XPT	Feed1	Feed2		Mon3	S: - P: Cam1 D: Mon4	MyIp Sat1	Feed1 Sat2		Take Cancel Lock	Protect Release
Feed3	Feed4	IPDevOut1.1	IPDevOut1.2		Feed1 Sat3	Sat4					
PDevOut1.3	MyIp									Virtual XPT	
PDevOur1.3										🔳 🔜 🔍 🖸	filter 🍸

Parameter	Description
Take / Auto-Take / Salvos radio buttons	<ul> <li>Sets the router control mode:</li> <li>Take: Once the source and destination has been selected, you then click Take to make the take.</li> <li>Auto-Take: Once the source and destination has been selected, the take is automatically made.</li> <li>Salvos: Trigger previously-configured salvos. See also Creating Salvos, on page 474.</li> </ul>
Take button	Makes the connection between the currently selected source and destination. In salvo mode, it triggers the selected salvo.
Cancel button	Cancels the current selection.
Lock button	Will lock the current destination to not allow the source to be changed by any user. High Tally when enabled on selected destination. See also About Lock, Protect, and Release, on page 472.
Protect button	Will protect the current destination to not allow the source to be changed by a user other than the current user. High Tally when enabled on selected destination.
Release button	Releases lock or protect on the selected destination.
Virtual XPT > Minimize Virtual XPT <sup>a</sup>	To minimize the destinations within the selected virtual XPT <sup>b</sup> .
Virtual XPT > Expand Virtual XPT <sup>a</sup>	To show all the destinations within the selected virtual XPT, including the nested destinations of all other virtual XPTs <sup>b</sup> .
Virtual XPT > Reset XPT <sup>a</sup>	Initialize the selected virtual XPT. This will route the appropriate virtual source to the logical destinations that were configured for the virtual XPT in the logical device table.

a. This becomes available when virtual XPTs have been previously configured (see Configuring Virtual Crosspoints (XPTs), on page 257). You must select a destination that is part of a virtual destination in the router control grid or select a virtual destination in the router control grid.

b.See Minimize and Expand Virtual XPT Destinations, on page 264 for more information.

#### About Lock, Protect, and Release

The following topics provide a detailed look at how GV Orbit Control manages Lock, Protect, and Release.

#### LIMITATIONS:

• iControl matrices do not support protect.

• Lock and protect currently affects all levels of the destination and does not consider individual levels. Locking one level locks all destination levels and the control system does not currently support specific lock levels.

#### Ability to Override a Lock or Protect according to User Rights

When logged in to GV Orbit Control, the permissions assigned to your user profile determine whether you can override a Lock or Protect made by other users. For example, when a user has *admin* or *Operator* rights, the user can override any lock or protection made by:

- Any other user. See Viewing Permissions by Role, on page 484.
- A third-party control system that uses NP0017 to control GV Orbit Control.
- A third-party control system that placed a lock on a device which is also controlled by GV Orbit Control and for which *in router lock and protect* is enabled. See About In router Lock/Protect enabled for a Router using NP0016 router control protocol, on page 429.
- A panel used to set a lock.

Otherwise, without *admin* or *Operator* rights, you will not be able to override a Lock or Protect set by other users.

See Administration Tasks, on page 477 for more information about how to create users and how to set a user's permissions to allow or deny them from overriding a Lock or Protect set by another user. The following user permissions control the ability to override a Lock or Protect.

- Force Unlock
- Force Unprotect

For example, the admin user has the user permissions for both Force Unlock and Force Unprotect. Therefore, an admin user can override any other user who has set a Lock or Protect on a destination.

#### Using a Panel to Override a Lock or Protect

If a configured panel in GV Orbit Control is used, a user must be assigned to it. Assign a user to a panel through the **Panel User** parameter (see Adding the New Panel to the Topology, on page 299). It is the user rights that are associated to the user selected in the **Panel User** parameter that determines the panel's priority to override a lock or protect made by another panel user. This can be used to prevent other users from being able to remove a lock. When the **Panel User** parameter is set to a user that has *admin* or *Operator* rights, the panel can be used to override any lock or protection made by:

- Any other user. See Viewing Permissions by Role, on page 484.
- A third-party control system that uses NP0017 to control GV Orbit Control.
- A third-party control system that placed a lock on a device which is also controlled by GV Orbit Control and for which *in router lock and protect* is enabled. See About In router Lock/Protect enabled for a Router using NP0016 router control protocol, on page 429.
- Another panel used to set a lock.

Identifying the User who has Locked a Destination

To see who has locked a destination, try to make a take to the destination in the *Router Control* task. See <u>Router Control Tasks</u>, on page 470. The user locking / protecting the destination is then shown in the lower left corner. If the user is *admin*, then this could be the result of a third-party control system having locked or protected a destination in the router.

Destination is locked by: SusanP

How is Lock, Protect, and Release Implemented?

The router protocol and the GV Orbit Control's router control port configuration can affect how the Lock, Protect, and Release are implemented. For a further explanation, refer to the router protocol you are using.

Router Control Protocol	See
NP0016 Compact Router	About In router Lock/Protect enabled for a Router using NP0016
NP0016 Enterprise Router	router control protocol, on page 429
NV9000 TCP/IP (NP0017 southbound)	Lock, Protect, and Release with the NV9000 Control Port, on page 431
NP0016 Enterprise Router	
NS-BUS	08 Control Ports, on page 474
SAM SW-P-08 TCP/IP	

#### Lock, Protect, and Release with the NP0016 / NS-Bus / SAM SW-P-08 Control Ports

GV Orbit Control stores the locks in its database and they are preserved after a restart/reboot. As such, destinations will remain locked/protected. GV Orbit Control system does not read a lock from a router and does not control a lock in the router.

### **Creating Salvos**

When a salvo is triggered, it executes a list of pre-configured actions. You can create a salvo as follows.

- 1 Under Router Control, Salvo Editor tab, click New 🔂
- 2 Enter a name and description for the salvo in the Salvos list.

<b>G</b> (* 1	Area 尾	evice Graph	9												¢	¥ 1	, admin	
Logical Route										G,	Router	Control						
III 88	₩ <u>₹</u> + <u>₹</u> ≞	A Select	: Alias 👻	filter 👕	III 88	<u>₩</u> ₩	A Select	Alias 🔻		Ŧ	Control	Salvo Ec	litor					
Cam1	Cam2	Cam3	Cam4								Salvos							
Comr	Collic	Callo	Callin		EBG 4 XPT	ENG 3 XPT	Mon1	Mon2	_		<b>e</b>	5 B	3					
EBG 4 XPT	ENG 3 XPT		Feed2			Mon4						filter	Ŧ					Ţ
		IPDevOut1.1	IPDevOut1.2		Feed1	Feed1	Juca	CALLE :				Name			De	scription		
Feed3	Feed4	IPDevOut1.1	IPDevOut1.2		Sat3	Sat4			Salvo	s	Salvo 2							
IPDevOut1.3	MyIp								00110									
										3								
											Salvo 2							
											■ #	A 🗊	<b>1</b>	) 📃				
											Release EB							
											Release EN Release Sat							
							Sa	alvo ,	Actio	n		to EBG 4 XF	ग					
									Lis			to ENG 3 X						
									LIS	Ľ	Take Feed1	to Mon1						
											Take Feed1	to Mon2						
											Take Feed1							
											Release Mo Release Mo							
											Receive Mo						-	
G Logical .	ce Table 🗧	Rout	er Control	💿 📲 то	pologgurato	r 😔 🖨												

Icon	Description
New	Create a new salvo and associated salvo action list.
Duplicate	Make a copy of the currently-selected salvo.
0 Delete	Remove the currently-selected salvo / take.
Take	Add the currently-selected source and destination as a take action to the salvo list. The following functional behaviors are by design:
	<ul> <li>If multiple destinations are selected, then there will be multiple take actions added to the salvo list.</li> </ul>
	<ul> <li>If there is only one source and multiple destinations selected, then that source is routed to all destinations.</li> </ul>
	<ul> <li>If multiple sources are selected (for example, Source1, Source2, Source3) and multiple destinations are selected (for example, Destination1, Destination2, Destination3, and Destination4), then the takes added to the salvo list are Source1 to Destination1, Source2 to Destination2, Source3 to Destination3.</li> </ul>
Lock	Lock the currently selected destination. See also About Lock, Protect, and Release, on page 472.
Protect	Protect the currently selected destination.
Release	Release the currently selected destination.
Pause	The wait time in milliseconds that can be added to the list of operations.
Append	In this mode, any new salvo operation will be added to the end of the salvo action list.
<b>Insert</b>	In this mode, any new salvo operation will be inserted at the currently selected spot in the salvo action list.

lcon	Description
Replace	In this mode, any new salvo operation will replace the currently- selected salvo action from the salvo action list.
📤 Move Up	Move the selected salvo action up in the salvo action list.
🕎 Move Down	Move the selected salvo action down in the salvo action list.

- 3 Under Logical Router, select a source, shown in green.
- 4 Select a destination, shown in brown.
- 5 Under the salvo action list, click **Take**.

### **Selecting the Name of Sources and Destinations**

When a source or destination has been assigned an alias, you can select the alias to be shown through the Alias drop-down menu. To create aliases, see Alias Editor Tasks, on page 466.

- 1 Select a source or destination under Logical Router.
- 2 Click the alias drop-down menu and select an alias option.



The label for the selected source or destination changes to the selected option.

# **Administration Tasks**

User Management is the only Administration task. Only administrators have access to it.

GI	& Area 📲 Device Graph	Ç				🏟 🕹 admin 🔺
	- Configuration		اھ Monitoring		- Control	- Administration
ఉ	Area Configurator		e Path Manager	<u> </u>	Alias Editor	🔥 User Management
	Logical Level Editor		V System Status		Router Control	
-4	Topology Configurator		Audio Live Usage			
e	Logical Device Table					
	Category Configurator					
	Panel Configurator					
	GPIO Configurator					
000	Stream Configurator					
↑ Stage	je 🔯 🗲					

# **User Management Task**

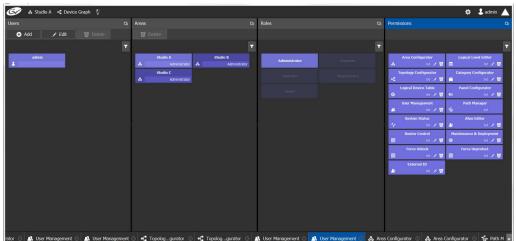
As an administrator, you have access to the User Management Task. This is used for:

- Creating, editing, and deleting user profiles. See Creating User Profiles, on page 479.
- Managing access rights to the areas in your system. See Granting Access Permissions to an Area, on page 481.
- Viewing and assigning permissions according to predefined user roles. See Viewing Permissions by Role, on page 484.

# **The User Management Task Overview**

**Note:** Before you assign access permissions, you must create areas in your system. For details, see Area Configurator Tasks, on page 177.

When you first log in to the User Management Task, the admin tile appears in the Users section.



The User Management Task UI has four columns:

- Users: The column displays a tile for each user who has access to your system. See Creating User Profiles, on page 479.
- Areas: The column displays a tile for each area defined in your system. See Granting Access Permissions to an Area, on page 481.
- Roles: The column displays a tile for each of the predefined roles: Administrator, Engineer, Operator, Maintenance, and Guest.
   Permissions to view, edit, and delete within each client task vary by role. These permissions can be seen when you select the role in the Roles column; for example, Administrator is selected in the screen shot above. The permissions granted to the administrator role are shown in the Permissions column. (Members of the administrator role have full access permissions to all areas in the system). See Viewing Permissions by Role, on page 484 for a list of the permissions available to each role.
- **Permissions**: The column displays a tile for the tasks that users can perform within the areas in your system according to the selected User, Area, and Role. View, edit and delete icons show the current user's rights for the task.

# **Creating User Profiles**

The first step is to create your user profiles.

**Note**: To access the user profiles, you must belong to the administrator role. Otherwise, Administration tasks are not visible in GV Orbit Control Stage.

#### To create a new user account:

- 1 Launch GV Orbit Control.
- 2 Log in as an administrator.
- 3 Select Administration > User Management.

The User Management window appears.

🐼 🛦 Area 🦪 Device Grapi	h ©						🗱 🕹 admin	$\mathbf{A}$
Users	G.	Areas	с С	Roles		Permissions		
🕒 Add 🏒 Edit	🗹 Delete							
	T							
admini.	•	Aras Administrat		Administrator Engineer Operator Handenseet Coast		Ansa Configurator A S S Configurator Conjcal Level Editor Tepology Configurator S S S S S S S S S S S S S S S S S S S		
						Force Unprotect		
🖧 Area Configurator 🖸 🧥 Use	er Management 💮	🗥 User Management 🕀	📲 Topologgurator 😔	📲 Topologgurator \ominus	🗥 User Management 💿	🗥 User Management 🖂 🕀		-

4 Click the **Add** button • Add in the top left corner.

The user configuration window appears.

User ID	jcormack						
First Name	Jane						
Last Name	Cormack						
Password	•••••						
Confirm Password	•••••						
External Id	1227						
Ok	Cancel						

- 5 Enter the required information in the User ID, First Name, Last Name, Password, and Confirm Password fields.
- 6 If this user is to represent an external northbound routing device for Lock, Protect, and Release with the NP0016 / NP0017 router control protocol, set the **External ID** that this

device uses in its NP0017 router protocol communications with GV Orbit Control. This value is an unsigned integer. See Setting a User ID for Lock, Protect, and Release with NDAC NP0016 / NP0017 Northbound Interfaces, on page 487 for more information.

Note: User databases are not synchronized between the GV Orbit Client and GV Orbit Control. You must assign the same ID to the same user in both the GV Orbit Client and GV Orbit Control.

In all cases, you must ensure that user IDs are coherent between GV Orbit Client and GV Orbit Control.

Equivalent Parameter in GV Orbit Client	Equivalent Parameter in GV Orbit Control
User name	User ID
Control External Id	External Id

See How to Add a User, on page 159 for how to set these parameters in GV Orbit Client. 7 Click **OK**.

A new tile representing the new user account appears in the **Users** section.

G 🖌 🖧 Area 🔩 [	Device Graph  👰
Users	G.
🕈 Add 🏒	Edit 🔯 Delete
	<b>T</b>
admin	
jcormack	
Jane Corm	ack
🖧 Area Configurator 🗧	3 孩 User Management

In addition, you can perform the following procedures in the Users section:

- Edit: Select the icon for the user and click Edit to modify the user's credentials.
- **Delete:** Select the icon for the user and click **Delete** to remove the user account. There is no confirmation when you click **Delete**. The user profile is immediately removed.

#### See also

• Switching User Profiles, on page 171

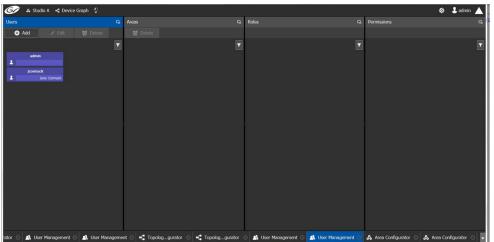
### **Granting Access Permissions to an Area**

Users are granted access to each area via a predefined role. The procedure is as follows:

#### To grant access to an area

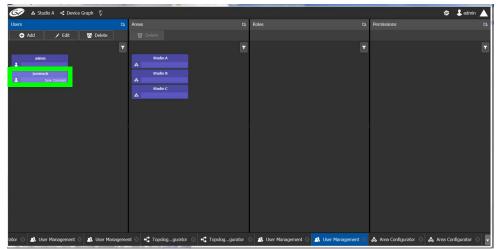
- 1 Launch GV Orbit Control.
- 2 Log in as an administrator.
- 3 Select Administration > User Management.

The User Management task appears.



The Users column displays tiles for all the users who have access to the system.

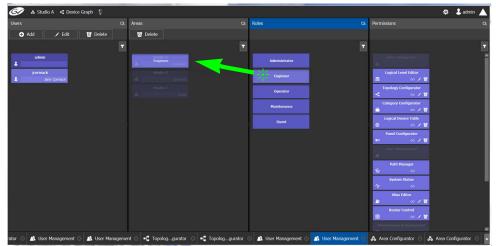
4 Select the applicable user tile in the Users section.



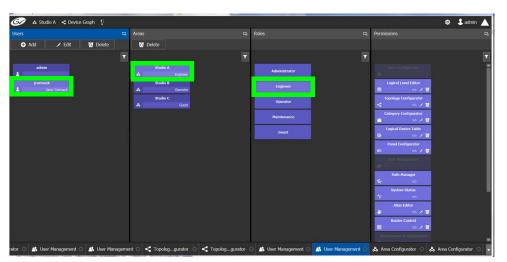
The Areas column displays tiles for all the areas defined in your system.

🚱 🔺 Studio A 🤹 Device Graph 🖞					🌣 💄 admin 🔺
Users	5	Areas 🕫	Roles	5	Permissions 5
🕂 Add 🥜 Edit 🔯 Delete					
	T			T	
ədmin L		Studio A &	Administrator		
joormack Jane Cormack		Studio B	Engineer		
		Studio C	Operator		
			Maintenance		
			Guest		
rator 💿 🤱 User Management 💿 🏦 User Mana	igeme	nt 🛞 📲 Topologgurator 🕲 📲 Topologgurator (	🗿 🛝 User Management 🕲 🔺 User Management 🕯	0	🖧 Area Configurator 😳 🖧 Area Configurator 😳 🚽

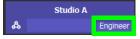
- 5 Select an area tile in the Areas section while keeping the user tile selected.
   The Roles column displays tiles for all the roles when both the user tile and the area tile are selected, at the same time.
- 6 Select a role tile and drag it on top of the area tile.



This action gives the user all the permissions defined for the role in the selected area.



When you select the user tile in the Users section, the user's role in the area is displayed at the bottom right of the Area tile.



The permissions granted to the selected role; for example, view, edit, delete, are displayed on the Permissions tile in the **Permissions** column.



These are listed in the next section.

# **Viewing Permissions by Role**

Users are granted access to the areas in the system via their assigned roles. The following rules apply:

- Users can be assigned to different roles in different areas.
- Users cannot be granted permissions as individuals, only according to role.
- The roles are predefined, as follows: Administrator, Engineer, Operator, Maintenance, and Guest. The roles cannot be modified.
- Administrators have full access to all tasks in all areas. Guests have the least permissions. The Engineer, Operator, and Maintenance roles have various permissions, as listed in the following table:

The permissions granted to each role can be viewed on the tiles in the Permissions list book of the User Management task. These can be viewed when the user, the area, and the role are all selected at the same time.

Task	Role	Permissions		
Area configurator	Administrator	View, Edit, Delete		
Area Configurator	Engineer	No access		
🔥 68 🖌 🖸	Operator	No access		
	Maintenance	No access		
	Guest	No access		
Logical Level Editor	Administrator	View, Edit, Delete		
Logical Level Editor	Engineer	View, Edit, Delete		
60 🖍 🔟	Operator	No access		
	Maintenance	No access		
	Guest	No access		
Topology Configurator	Administrator	View, Edit, Delete		
Topology Configurator	Engineer	View, Edit, Delete		
- 60 🖍 😈	Operator	View		
	Maintenance	No access		
	Guest	No access		
Category Configurator	Administrator	View, Edit, Delete		
Category Configurator	Engineer	View, Edit, Delete		
60 🖍 🔽	Operator	No access		
	Maintenance	No access		
	Guest	No access		

Task	Role	Permissions
Logical Device Table	Administrator	View, Edit, Delete
Logical Device Table	Engineer	View, Edit, Delete
G 66 🖍 🗹	Operator	No access
	Maintenance	No access
	Guest	No access
Panel Configurator	Administrator	View, Edit, Delete
Panel Configurator	Engineer	View, Edit, Delete
💷 68 🖍 🔽	Operator	No access
	Maintenance	No access
	Guest	No access
User Management	Administrator	View, Edit, Delete
User Management	Engineer	No access
🔺 6d 🖍 🚺	Operator	No access
	Maintenance	No access
	Guest	No access
Path Manager	Administrator	View
Path Manager	Engineer	View
ି <b>ର୍-</b> 6୪	Operator	View
	Maintenance	No access
	Guest	No access
System Status	Administrator	View, Edit, Delete
System Status	Engineer	View
1 60 🖍 🖸	Operator	View
	Maintenance	View
	Guest	No access
Alias Editor	Administrator	View, Edit, Delete
Alias Editor	Engineer	View, Edit, Delete
🔺 6ð 🖍 🔽	Operator	View, Edit, Delete
	Maintenance	No access
	Guest	No access
Router Control	Administrator	View, Edit, Delete
Router Control	Engineer	View, Edit, Delete
E 60 🖌 🔽	Operator	View
	Maintenance	No access
	Guest	No access

Task	Role	Permissions
Maintenance & Deployment	Administrator	View, Edit, Delete
Maintenance & Deployment	Engineer	No access
🌣 68 🖍 🔽	Operator	No access
	Maintenance	View
	Guest	No access
Router Force Unlock	Administrator	View, Edit, Delete
Force Unlock	Engineer	No access
🖽 60 🖍 🔽	Operator	View, Edit, Delete
See also About Lock, Protect, and Release, on page 472 and	Maintenance	No access
Setting a User ID for Lock, Protect, and Release with NDAC NP0016 / NP0017 Northbound Interfaces, on page 487.	Guest	No access
Router Force Unprotect	Administrator	View, Edit, Delete
Force Unprotect	Engineer	No access
III 60 🖍 🔽	Operator	View, Edit, Delete
See also About Lock, Protect, and Release, on page 472 and	Maintenance	No access
Setting a User ID for Lock, Protect, and Release with NDAC NP0016 / NP0017 Northbound Interfaces, on page 487.	Guest	No access
External ID	Administrator	View, Edit, Delete
External ID	Engineer	View, Edit, Delete
🔺 66 🖌 🔽	Operator	No access
	Maintenance	No access
	Guest	No access

# Setting a User ID for Lock, Protect, and Release with NDAC NP0016 / NP0017 Northbound Interfaces

With the NP0016 and NP0017 router control protocols, Lock/Protect commands require a User ID. So that users with different User IDs cannot release a destination locked by another user or panel user; in GV Orbit Control and GV Orbit Client, each user can be assigned a different **External ID / Control External Id** parameter value. Users with a different **External ID / Control External Id** cannot release a destination locked by another user with a different **External ID / Control External Id**, unless they have *admin* or *Operator* rights.

The NP0016 and NP0017 router control protocol User ID should be set in:

- GV Orbit Control: as of GV Orbit version 1.7.0 and above, the User ID provided in northbound commands is taken into account as follows:
  - You map this User ID to the **External Id** parameter of a GV Orbit Control user set in **User Management**.
  - If this GV Orbit Control user has its **External Id** parameter value configured to the same value as the User ID in a command, the operation will be performed internally using the alias of the matching user with the user's associated privileges with respect to Lock, Protect, and Release.
  - If this GV Orbit Control user does not have *admin* or *Operator* rights, the third-party control system that uses NP0016 / NP0017 to control GV Orbit Control cannot override the lock or Protect set by other GV Orbit Control users. See Viewing Permissions by Role, on page 484..
  - If no GV Orbit Control user has an **External Id** parameter value matching the command's user ID, the operation is performed internally as the GV Orbit Control *admin* user.
- GV Orbit Client: as of GV Orbit version 2.0.0 and above, the User ID provided in northbound commands from the GV Orbit Control Routing service is taken into account as follows:
  - You map this User ID to the **Control External Id** parameter of a GV Orbit Client user set in the **User** tab.
  - This user then issues NP0017 router control protocol communications with the User ID from the user's **Control External Id** value.
  - The admin user or a user with an **Control External Id** set to 0 can override locks set by any other user.

Note: User databases are not synchronized between the GV Orbit Client and GV Orbit Control. You must assign the same ID to the same user in both the GV Orbit Client and GV Orbit Control separately.

The User ID / External ID / Control External Id parameter is an unsigned integer.

#### To create a User to represent external northbound routing device in GV Orbit Control

Proceed as follows.

1 In GV Orbit Control, create a new user to represent the third-party control system. See Creating User Profiles, on page 479.

2 In GV Orbit Control, set the **External Id** parameter to that of the user ID used by the third-party control system in its NP0016 / NP0017 router control protocol.

User ID	Orbit Clien			
First Name	Orbit			
Last Name	Client			
Password				
Confirm Password				
External Id	1227			
Ok		Cancel		

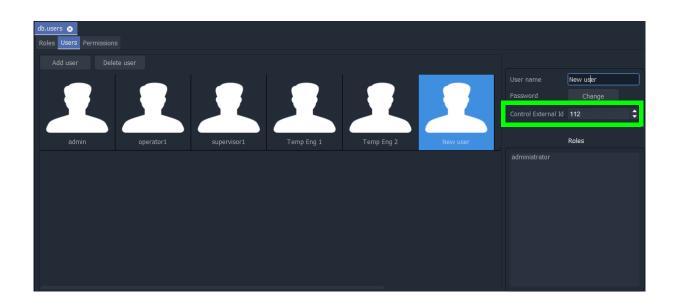
- 3 In GV Orbit Control, assign the privileges to this new user. See Granting Access Permissions to an Area, on page 481:
  - Assign *Engineer* or *Maintenance* rights to this new user to prevent the third-party control system from overriding the lock or Protect set by other GV Orbit Control users.
  - Assign *admin* or *Operator* rights to this new user to allow the third-party control system to override the lock or Protect set by other GV Orbit Control users.

If the third-party control system's NP0016 / NP0017 router control protocol, Lock/Protect commands use a user ID that GV Orbit Control cannot match to the **External Id** value of any GV Orbit Control user, the Lock/Protect commands will be carried out as an Admin user (which has the **Router Force Unlock** and **Router Force Unprotect** privileges), thereby allowing the external control system to overrride the locks of other GV Orbit Control users.

See also About Lock, Protect, and Release, on page 472 to better understand how Lock, Protect, and Release works with other users and other GV Orbit Control components such as panels.

GV Orbit Control stores the locks in its database and they are preserved after a restart/reboot. As such, destinations will remain locked/protected. GV Orbit Control system does not read a lock from a router and does not control a lock in the router.

- 4 In GV Orbit Client, create a new user to represent the same user name you created in GV Orbit Control above. See How to Add a User, on page 159.
- 5 In GV Orbit Client, set the **Control External Id** parameter to the same User ID value you set above in the **External Id** parameter above.



# **Channel Manager**

The Channel Manager abstracts physical cards to make their processing channels available without having to know where the card is physically located in the system.

You can logically associate one or more processing channels by assigning them to a group. A group can represent the Channels used for ingest for example.

You can set and save card processing channel configuration parameters, and apply saved settings to other channels that may be on other cards of the same type.

#### **PREREQUISITES:**

- The Channel Manager is available by default in projects created in GV Orbit Control version 2.2.0 and above. To add it to projects created before this, see Adding Channel Manager to Projects Created before GV Orbit Control Version 2.2.0, on page 503.
- The Channel Manager is supported by the Channel Manager Service. The Channel Manager Service must be installed and running on the GV Orbit Server. Refer to **Channel Manager Service** in the *GV Orbit Admin Guide*. See Related Documentation, on page 7.
- One or more supported devices. Supported devices are listed in the GV Orbit Release Notes under *Channel Manager Card Support*. See Related Documentation, on page 19.
- Channels are auto populated from suitable devices found / discovered in the Network Tree. See *Network Tree* in Network Window, on page 84.

The channel Manager has the following panels.

GV Orbit: Channel Manag	jer 😣								
Channels					Groups				
Channel name kjk	<b>⊕</b> ∰								Group name
	Albert	Channel_lpha 1 Alpha Channels	Channel_lpha 2 Alpha Channels	demo group	group5000 1 here is_iption	group5000 2	group5000 3	group5000 4	group5000 5
			moregroups 2	moregroups 3	test_group 2 test group	test_group 3	test_group 4		TOI group demo group
					Albert				
	莭					Name Albert			exit
	UDC150_9-1 TOI demo	UDC150_9-2 channel							
					UDC150_9				
									TOI demo
		Video r	esolution	HDR processin		Detail enhancer	video p	rocessing	Color correction
				Inputs	2 x 1 Mixe	er 👘 👘	Upmixer	Downmixer	Outputs

Icon / Parameter	Description
Channels	Shows all the processing channels, channel groups, and the configuration of channel parameters. See Channel Screen, on page 493.
Snapshots Configuration	Shows all the currently available snapshots and some of the configuration parameters used to create the snapshot. See Snapshots Configuration, on page 499.
💽 Snapshots Logs	Shows a history of snapshot activity. See Snapshots Logs, on page 501.

# **Channel Screen**

In the Channel screen, you can:

- Logically associate one or more processing channels by assigning them to a group. A group can represent the Channels used for ingest for example.
- Set and save card processing channel configuration parameters, and apply saved settings to other channels that may be on other cards of the same type.

GV Orbit: Channel Manag	er 😣								
Channels					Groups				
Channel name kjk	<b>⊕</b> <u>†</u>							G	roup name
	Albert exit	Channel_lpha 1 Alpha Channels	Channel_lpha 2 Alpha Channels	demo group	group5000 1 here isiption	group5000 2	group5000 3	group5000 4	group5000.5
			moregroups 2	moregroups 3	test_group 2 test group	test_group 3	test_group 4		TOI group demo group
					Albert				
	<u>ل</u>					Name Albert			exit
	UDC150_9-1 TOI demo	UDC150_9-2 channel							
									- h
					UDC150_9-				
	<b>1</b>								TOI demo
		Video r	esolution	HDR processin	ıg C	Detail enhancer	Video pro	cessing	Color correction
			Audi	o processing	2 x 1 Mixe	r U	lpmixer	Downmixer	Outputs

Icon / Parameter	Description				
Select All	Selects all items in the Channels Browser.				
Clear All	Deselects all items in the Channels Browser.				
Channel Name Group Name	ilters the Channels / Groups list according to the text you type in the ilter field and according to the filter option set by clicking ; see below. Clear the filter text and press <enter> to remove the filter.</enter>				
T	Click to set the scope for the filtering to the text contained in the <b>Channel Name</b> , <b>Group Name</b> , or <b>Description</b> of the channel's properties.				
	UDC150.9-1 UDC15 TOI demo UDC150 UDC				
Add	Creates a new Channel Group. See Creating a New Channel Group, on page 494.				
Delete	Removes the currently-selected Channel Group. This does not delete any of the channels in the group.				

Icon / Parameter	Description
Save Settings	Saves the configuration parameters to a configuration snapshot. A configuration snapshot can be later recalled to quickly recreate the configuration settings needed for a given system deployment. See Configuring the Channel and Saving the Channel Settings to a Snapshot, on page 495.
Recall Settings	Applies the saved configuration setting from a previously-created Channel snapshot, to the current channel. Configuration snapshots created from the settings of one channel can be applied to another compatible channel, that is, the channel's origin is of the same card bundle / SDC combination. See Recalling a Channel Snapshot, on page 496.
Name	Add / edit a unique Channel Group name.
Description	Add / edit an optional description for the Channel / Channel Group to make its role easier for you and others to distinguish.

### **Creating a New Channel Group**

A Channel Group organizes a number of associated channels together.

- 1 In the Channel Manager, click Add 😱 .
- 2 Configure the creation parameters.

	Add Groups		×				
Number of groups							
Name*	Channel Group Alpha						
Description	Alpha Channels						
(	OK	Cancel					

Parameter	Description
Number of groups	The number of Channel Groups to add. When this is set to 2 or more, the Channel Groups are suffixed with a number.
Name	A unique Channel Group name.
Description	An optional description for the Channel Group / Channel to make its role easier for you and others to distinguish.

3 Click OK.

The Channel Group(s) are added to the Groups section of the Channel Manager.

### **Adding Channels to a Channel Group**

A Channel Group collects associated streams, for example a 4K UHD stream and an HD stream of the same content. A Channel can be added to more than one Channel Group.

**PREREQUISITE:** You must have created one or more Channel Groups. See Creating a New Channel Group, on page 494.

1 Select one or more Channels that you want to add to a Channel Group.

You can multi-select using the <Shift> / <Ctrl> key:

- By holding the <Shift> key and selecting the first and the last Channel, all Channels in between are selected.
- By holding the <Ctrl> key, you can toggle the selection by clicking individual Channels.
- 2 Drag and drop the Channels into the Channel Group. The mouse cursor shows the channels that are to be added. Or if a Channel Group is currently selected, you can drop the Channels into the Channel Group.

E	
Channels	Groups
	✿ 前
UDC1	Channel_lpha 2 Alpha Channels DR UDC1
UDC2	UDC2 Channel Group Alpha 1
	Name Channel Group Alpha 1 Description Alpha Channels
	This group contains no channels. Drag and drop channels from the list at the left onto here, or onto a group button, to add channels to a group.
	Selected Channel

Parameter	Description				
Name	Add / edit a unique Channel Group name.				
Description	Add / edit an optional description for the Channel / Channel Group to make its role easier for you and others to distinguish.				

### Configuring the Channel and Saving the Channel Settings to a Snapshot

When a Channel is selected in a Channel Group, you can set and save card processing channel configuration parameters, to create a snapshot. All current operational parameters for that channel are saved in the snapshot. A configuration snapshot can be later recalled to quickly recreate the configuration settings needed for a given system deployment.

- 1 Select a Channel in the Channel Group.
- 2 Set the Channel's processing parameters. Refer to the card's documentation for configuration information.

GV Orbi	t: Channel Manag	jer 😣									
	Channels					Groups					
<b></b> 88	Channel name kjik	<b>⊖</b> ∰									T
		Albert exit	Channel_lpha 1 Alpha Channels	Channel_lpha 2 Alpha Channels		group5000 1 here is_iption					
						test_group 2 test group				TOI group demo group	6
						Albert					
		۲ Ш					Name Albert			exit	
		UDC150_9-1 TOI demo	UDC150_9-2 channel								
						UDC150_9-	1				
									Description	TOI demo	
		SDI	Video r	esolution	HDR processir	15 — C	Detail enhancer	Video pr	rocessing	Color correction	_
		ST 2110 - 30 & ST2110 - 31		Aud	io processing	2 x 1 Mixe	r	Upmixer	Downmixer	Outputs	

Parameter	Description
Description	An optional description for the Channel to make its role easier for you and others to distinguish.
Card parameter configuration screens	Configure the device/module/card parameters for this channel. These parameters are device-specific. For more information, see the documentation for the individual device/card/module type.

#### 3 Click Save Settings 🔚 to save the configuration parameters to a configuration snapshot.

	Save Configuration Snapshot	×
Name *	Alpha Channel Settings	
Comments	Saturday Night Alpha PGM	
	OK Cancel	

Parameter	Description
Name	A unique Channel name.
Comments	An optional comment for the Channel to make its role easier for you and others to distinguish.

All current operational parameters for that channel are saved in the snapshot. During snapshot generation, all users looking at this same channel will be blocked with a spinning icon to indicate that card configuration is temporarily suspended.

4 Click OK.

Once you have saved the Channel setting to a snapshot, you can apply the settings to other channels that may be on other cards of the same type. See Recalling a Channel Snapshot, on page 496.

### **Recalling a Channel Snapshot**

Recalling a Channel Snapshot overwrites and applies the saved configuration settings and operational parameters from a previously-created Channel Snapshot, to the currently-

selected channel. Configuration Snapshots created from the settings of one channel can be applied to another compatible Channel, that is, the channel's origin is of the same card bundle / SDC combination.

**PREREQUISITE:** You must have created one or more Channel Snapshot(s). See Configuring the Channel and Saving the Channel Settings to a Snapshot, on page 495.

- 1 Select a Channel in the Channel Group.
- 2 Click Recall Settings 1

	Configuration Snapshots	×
Name	Comments	Created
		May 11, 2021, 2:20
	snapshot for udc1 d	May 11, 2021, 2:51
	output 1080p 5994	May 11, 2021, 2:56
		May 11, 2021, 2:59
		May 11, 2021, 3:19
		May 14, 2021, 9:57
and an end		May 14, 2021, 9:57
		May 14, 2021, 9:58
service sparts		May 14, 2021, 9:59
		May 14, 2021, 9:59
		May 18, 2021, 3:38
o	K Delete	Cancel

- 3 Select a Channel Snapshot to apply to the Channel.
- 4 Click OK.

All operational channel parameters and settings for the selected channel are overwritten by the parameters contained in the snapshot. During snapshot recall, all users looking at this same channel will be blocked with a spinning icon to indicate that card configuration is temporarily suspended.

### **Deleting a Channel Snapshot**

A Channel Snapshot that is no longer needed can be removed.

- 1 Select a Channel in the Channel Group.
- 2 Click Recall Settings ่ .
- 3 Select a Channel Snapshot to delete.

	Configuration Snapshots	×
Name	Comments	Created
		May 11, 2021, 2:20
	snapshot for udc1 d	May 11, 2021, 2:51
	output 1080p 5994	May 11, 2021, 2:56
		May 11, 2021, 2:59
		May 11, 2021, 3:19
		May 14, 2021, 9:57
Million of Control of		May 14, 2021, 9:57
		May 14, 2021, 9:58
		May 14, 2021, 9:59
		May 14, 2021, 9:59
		May 18, 2021, 3:38
OK	Delete	Cancel

4 Click Delete.

5 Click **OK** to confirm the deletion.

# **Snapshots Configuration**

This screen shows all the currently available snapshots and some of the configuration parameters used to create the snapshot such as the channel's application type, the card's name, and so on. The contents of this screen can be copied or exported to Microsoft Office applications.

GV Orbit: Channel Manager ⊗									
				Sn	apshots Configuration				
T	T	<b>T</b>	<b>T</b>	<b>T</b>	<b>T</b>	<b>T</b>	T	<b>T</b>	
UDC 1080p									
snapshot_240-1									testing new 2.4 snapshot
720test									a comment
1080p demo									demo
new snap									
football uhd									
TOI 1080									
UHD test									
1080p									1080p 59.94Hz
720p									config for 720p 59.94
baseball_0518									
UHD1									
sunday sports									
saturday sports									
snap2									
Total snapshots=19									

Parameter / Table Header	Description				
曲	Removes the currently-selected snapshot(s).				
Y	Click to filter the content to allow you to focus on the snapshot of interest. See Filtering Table Columns, on page 504.				
Snapshot Name	The name given to the snapshot. See Add or Modify a Snapshot's Comments or Name, on page 500.				
Channel Name	The name given to a channel.				
Channel Type	The channel application type.				
Flow Type	The channel's video resolution.				
Application Type	The card model.				
Card Name	The NMOS name given to the card.				
Frame	The name given to the frame in which the card is located.				
Version	The card's application version.				
Date	The date the snapshot was created.				
Comments	The comment given to the snapshot. This optional comment makes its role easier for you and others to distinguish. See Add or Modify a Snapshot's Comments or Name, on page 500.				

This screen allows you to:

• Find the right snapshot for your application as every column has a filter that allows you to narrow the list of snapshots down. See Filtering Table Columns, on page 504.

- Delete a snapshot when it is no longer needed. See Deleting a Channel Snapshot, on page 500.
- Copy or export the contents to Microsoft Office applications. See Copying or Exporting Details from the Snapshots Configuration or Snapshot Logs Screens, on page 502.

### Add or Modify a Snapshot's Comments or Name

You can add or modify a snapshot's comments or name to make it easier to identify, use, and maintain the snapshots. Click on the field and type the new name or comment.

### **Deleting a Channel Snapshot**

A Channel Snapshot that is no longer needed can be removed.

- 1 Select one or more Channels in the Snapshots Configuration list. More than one row can be selected at a time; to add to a selection, use Shift or Ctrl to select a range of rows or to add another row to the selection.
- 2 Click 🟦.
- 3 Click **OK** to confirm the deletion.

# **Snapshots Logs**

GV Ottit: Channel Manager 🔕									
	Supplieds Logi								
Y Date								Comments	
<b>T</b>	T	<b>T</b>	<b>T</b>	T	<b>T</b>	<b>T</b>	<b>T</b>	Ţ	
August 11, 2021, 11:21 AM								1	
August 11, 2021, 11:03 AM									
August 11, 2021, 11:03 AM									
August 11, 2021, 10:58 AM								testing new 2.4 snapshot	
July 6, 2021, 4:40 PM								a comment	
July 6, 2021, 4:38 PM									
June 2, 2021, 4:37 PM								demo	
May 31, 2021, 5:43 PM									
May 27, 2021, 5:17 PM									
May 20, 2021, 9:37 AM									
May 19, 2021, 9:37 AM									
May 18, 2021, 3:47 PM								1080p 59.94Hz	
May 18, 2021, 3:45 PM								config for 720p 59.94	
Total log entries=22									

Shows a history of the events that have occurred with each of the snapshots.

Icon / Parameter	Description			
Y	Click to filter the content to allow you to focus on the snapshot logs of interest. See Filtering Table Columns, on page 504.			
Date	The date the snapshot event was logged.			
Operation Type	Shows the operation that was logged. Delete: The snapshot was deleted. Recall: The snapshot was applied to a channel. Save: The snapshot was created.			
Snapshot Name	The snapshot's name associated to this event.			
Channel Name	The snapshot channel's name: For snapshot save: shows the name of the channel that snapshot was saved from. For snapshot recall: shows the name of the channel that snapshot was recalled to.			
Card Name	The snapshot card's name: For snapshot save: shows the name of the card that snapshot was saved from. For snapshot recall: shows the name of the card that snapshot was recalled to.			
Frame	The name of the frame associated to this event.			
Version	The application version associated to this event.			
Status	Shows the status of the logged operation. Complete: The operation completed without failure. Incomplete: The operation did not complete (it failed).			
Comments	The comment given to the snapshot associated to this event.			

The contents of this screen can be copied or exported to Microsoft Office applications. See Copying or Exporting Details from the Snapshots Configuration or Snapshot Logs Screens, on page 502.

# Copying or Exporting Details from the Snapshots Configuration or Snapshot Logs Screens

The details of one or more rows from the Snapshots Configuration or Snapshot Logs screen can be copied or exported to Microsoft Office applications.

- 1 Select one or more Channels / Logs in the Snapshots Configuration / Snapshots Logs list. More than one row can be selected at a time; to add to a selection, use Shift or Ctrl to select a range of rows or to add another row to the selection.
- e 😑 🖻 ŵ Snapshot Name Application Type T T T UDC 1080p 720test Сору 1080p demo Copy with Headers new snap football uhd TOI 1080 Excel Export (.xlsx) UHD test Excel Export (.xml) 1080p

<b>Right-click Option</b>	Description
Сору	Copies the contents of the selected rows for pasting into a Microsoft Office application.
Copy with Headers	Copies the contents of the selected rows including the headers for pasting into a Microsoft Office application. Headers are the labels at the top of each column.
CSV Export	Saves the contents of the selected rows as a comma-separated values (CSV) file.
Excel Export (.xlsx)	Saves the contents of the selected rows as an XLSX Microsoft Excel file.
Excel Export (.xml)	Saves the contents of the selected rows as an XML Microsoft Excel file.

# Adding Channel Manager to Projects Created before GV Orbit Control Version 2.2.0

To add Channel Manager to an existing project that was created before GV Orbit Control version 2.2.0, proceed as follows.

- 1 Upgrade the GV Orbit Client to version 5.2.x or higher. Refer the *GV Orbit Release Notes* and *GV Orbit Admin Guide* for more information. See Related Documentation, on page 19.
- 2 Ensure the project is not open in GV Orbit Client.
- 3 Copy the file C:\Program Files\Grass Valley\GV Orbit\workflows\workflow.wfl into the workflows folder of your project. For example: C:\My-Project-Folder\My-Project-Name\workflows
- 4 Open the project in GV Orbit Client.

# **Filtering Table Columns**

TOI 1080

Filters are available at the top of each column for you to filter on the criteria of that column to narrow the results show in the snapshot list below.

sports AND 1080 sunday sports saturday sports And Or Does Not Contain 1080 Clear Snapshot Name Channel Name	Click to open filter tool Click to select a filter logical operator Set the filter criteria Optional: Set a logical operator for use with second filter criteria Optional: Set the second filter criteria Click to clear the filter
saturday sports And Or Does Not Contain 1080 Clear	Set the filter criteria Optional: Set a logical operator for use with second filter criteria Optional: Set the second filter criteria
And Or Does Not Contain V 1080 Clear	Optional: Set a logical operator for use with second filter criteria Optional: Set the second filter criteria
Snapshot Name Channel Name	
T	
	Click to open filter tool
UDC 1080p Contains V	<ul> <li>Click to select a filter logical operator</li> </ul>
snapshot_240-1 Contains	
720test Does Not Contain	
1080p demo Equal	
new snap	<ul> <li>Select a logical operator</li> </ul>
football uhd	

Ends With

Filter Parameter	Description
And	When a second filter criteria is used, both filter criteria must be met for the item to be shown in the snapshot list below.
Or	When a second filter criteria is used, either filter criteria must be met for the item to be shown in the snapshot list below.
Contains	The items in the snapshot list below must have the same text as the search criterion.
Does Not Contain	The items in the snapshot list below must not have any of the same text as the search criterion.
Equal	The items in the snapshot list below must be an exact match to the search criterion.
Not Equal	The items in the snapshot list below must not match at all to the search criterion.
Starts With	The items in the snapshot list below must start with the search criterion.
Ends With	The items in the snapshot list below must end with the search criterion.

# **Routing Control - Bulk Routing Panel**

# Introduction

GV Orbit Client has user router control functionality and offers the following routing control panels:

- Routing Control Bulk Routing Panel (see this chapter) a simple, non-editable soft panel for fast control of all router cross-points.
- Routing Control XY Routing Panel an editable and customizable soft panel, typically used for small custom panels for specific routing needs.

This chapter describes the Bulk Routing Panel.

### **GV Orbit System**

Routing control panels (soft or hard) connect to a GV Orbit Routing service running on a GV Orbit Server.

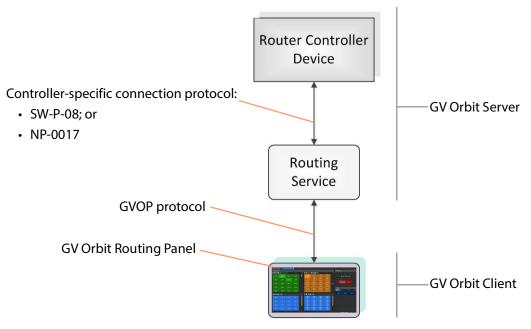
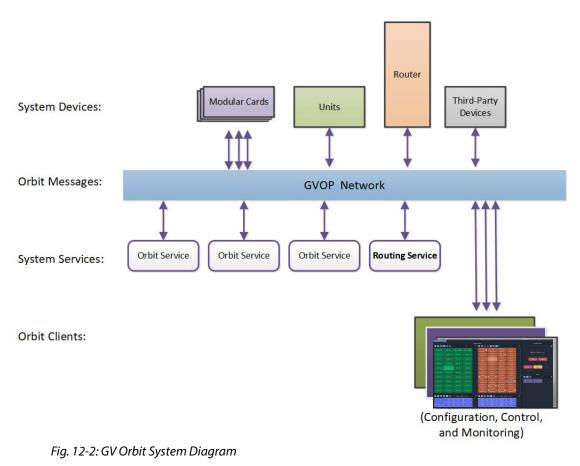


Fig. 12-1: GV Orbit Routing Panel, Routing Service and Router Controller

A GV Orbit system has one or more GV Orbit Servers which run GV Orbit services. Routing panels in a GV Orbit Client connect to a router controller device via the GV Orbit Routing service. Router controllers include GV Orbit itself, a Grass Valley Router Controller device, or



GV Convergent. The Routing service provides source/destination information to the client and acts on routing commands from the client. See Figure 12-2.

# **Prerequisites**

A GV Orbit Server is required, running:

- A GV Orbit Control application.
- A GV Orbit Routing service configured for connection to a Router Controller using either NP0017 or SW-P-08 protocol.

# What is a Bulk Routing Panel?

The GV Orbit Bulk Routing panel is accessible from the GV Orbit Client application. This is a simple, quick, non-editable panel which has been designed to allow fast control of router cross-points and facilitate both keyboard and mouse navigation.

				Logical	Router					Router Control
II III 88 🛯	<b>2</b> +⊼  ↔			T		io 📰 🖽 🛂	2 4		Ŧ	
S10-143	S10-144	S10-4BCDEF	S10-1BCDEF		S11-2 MV10-1	S11-2 MV10-2	S11-2 MV10-3	S11-1 MV10-4		
S11-1		S11-3			S11-2 MV10-5	S11-3 MV10-6	S11-2 MV10-7	S11-1 MV10-8		⊙ Take O Auto-Take
S11-5		S11-7	S11-8		S11-1 MV10-9	S11-1 S11-14 MV10-10	S11-1 MV10-11	S11-1 MV10-12		Take Cancel
S11-9	S11-10	S11-11			S11-2 MV10-13	S11-2 MV10-14	S11-2 MV10-15	S11-1 MV10-16		
S11-13	S11-14	S11-15			S11-1 MV10-17	S11-1 MV10-18	S11-1 MV10-19	S11-1 MV10-20		Lock Protect Release
S11-17	S11-18	S11-19	S11-20		S11-1 MV10-21	S11-1 MV10-22	S11-1 MV10-23	S11-1 MV10-24		
S11-21	S11-22	S11-23	S11-24		L S10-5 X	۲ <sub>MV10-26</sub>	S11-1 MV10-27	S11-1 MV10-28		∷ Salvos III ↓2 ↓X filter 1
S11-25	511-26	511-27	511-28		S11-1 MV10-29	S11-1 MV10-30	S11-1 MV10-31	℃ <sup>510-5</sup> ℃		S10-1 to MV11 S11-1 to MV10
511-29	S11-30	511-31	S11-32		S11-1 MV10-33	۲ <sup>510-142</sup> ۲	L <sup>S10-140</sup> MV10-35	S11-1 MV10-36		
S11-33	S11-34	S11-35	S11-36		S11-1 MV10-37	℃ <sup>S11-70</sup> MV10-38	τ <sup>511-40</sup> <sub>MV10-39</sub> χ	S11-132		
	品 15 + 2	Video, Audie	o 1 to 16	Ŧ		8 ₽2 ₽%	Video, Audio	o 1 to 16	<b>,</b>	
v	A1	A2	A3		S11-1 S11-14 V	S11-1 S11-14 A1	S11-1 S11-14 A2	S11-1 S11-14 A3		
A4	A5	A6	A7		S11-1 S11-14	S11-1 S11-14	S11-1 S11-14	S11-1 S11-14		

*Fig. 12-3: Bulk Routing Panel Example* 

# **Key Features**

- Keyboard navigation.
- Single source to single destination.
- Single source to multiple destinations.
- Multiple sources to multiple destinations.
- Copy Paste
- Take and Auto Take.
- Lock and Protect.
- Salvos.
- List View mode for level-focused routing.

- Shuffles and Breakaways.
- Filter Sources, Destinations, Levels and Salvos.
- Custom filtering.
- Filter destinations by routed source.
- Sort (ascending and descending).
- Source and Source-Level Dial-up.

# **Open a Bulk Routing Panel**

The GV Orbit Bulk Routing Panel is accessible from the GV Orbit Client application:

- From the Workflow Window
- From the Network Window

Note: The Bulk Routing Panel is best viewed in full-screen on a 1080P 16:9 monitor screen with GV Orbit Client.

### From the Workflow Window

To open the Bulk Routing Panel from the **Workflow** window:

1 Open a GV Orbit C&M project in GV Orbit Client and adjust the window size to be fullscreen.

Full-size is the recommended window size for operation; all controls are visible.

- 2 Ensure the GVOP client domain is set to be the same as that being used by the GV Orbit Routing service on the GV Orbit Server. (Main menu: 'Connections > GVOP'.)
- 3 In the Workflow window, click on the Bulk Routing icon. (See Figure 12-4.)



Click on **Bulk Routing** icon.

Fig. 12-4: Open a Bulk Routing Panel

The Bulk Routing Panel is opened. See Figure 12-6 for a sample Bulk Routing Panel.

### **From the Network Window**

To open the Bulk Routing Panel from the **Network** window:

- 1 Open a GV Orbit C&M project in GV Orbit Client and set the window size to be fullscreen.
- 2 Ensure the GVOP client domain is set to be the same as that being used by the GV Orbit Routing service on the GV Orbit Server. (Main menu: 'Connections > GVOP'.)
- 3 Locate the **Routing** service item in the **Network** window of GV Orbit Client. And rightclick on the item and select 'Open Panel'. See Figure 12-5.

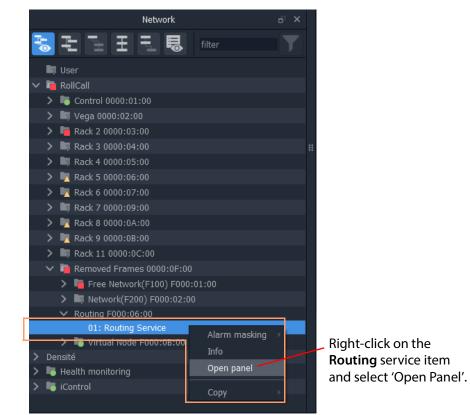


Fig. 12-5: Open a Bulk Routing Panel

Note: A 'Routing service' item in the **Network** window is formed when a **Routing** service is running on the GV Orbit Server and is configured to talk to a router controller.

An example Bulk Routing Panel is shown in Figure 12-6.

Routing Service	Control 😣												
Logical Router										Router Control			
III III III III II	⁺Ă	Cam1		7	🗏 🖥 Ŭ Ŭ	₩ 88 <mark>+2</mark> +3	Mon1		T				
Cam1	Cam10	Cam11	Cam12		Cam1 Cam17	Cam1	Cam2	Cam3			⊙ Take ○ A	uto-Take	
					Mon1	Mon10	Mon11	Mon12			0.000		
Cam13	Cam14	Cam15	Cam16		Cam4	Cam5	Cam6	Cam7					
					Mon13 Cam8	Mon14 Cam9	Mon15 Cam10	Mon16 Cam144			Take	Cancel	
Cam17	Cam18	Cam19	Cam100		Mon17	Mon18	Mon19	Mon100					
					Cam144	Cam144	Cam144	Cam144					
Cam101	Cam102	Cam103	Cam104		Mon101	Mon102	Mon103	Mon104		Salvos			
					Cam144	Cam144	Cam144	Cam144		₩ <u>+</u> 4 + <u>₹</u>		filter	7
Cam105	Cam106	Cam107	Cam108		Mon105	Mon106	Mon107	Mon108					
					Cam144	Cam144	Cam144	Cam144		Salvo 1	Salvo 2	Salvo 3	
Cam109	Cam110	Cam111	Cam112				and the second						
-					Mon109	Mon110	Mon111	Mon112					
Cam113	Cam114	Cam115	Cam116		Cam144 Mon113	Cam144 Mon114	Cam144 Mon115	Cam144 Mon116					
-					Cam144	Cam144	Cam144	Cam144					
Cam117	Cam118	Cam119	Cam120						1				
				1.00	Mon117 Cam144	Mon118 Cam144	Mon119 Cam144	Mon120 Cam144					
Cam121	Cam122	Cam123	Cam124		Mon121	Mon122	Mon123	Mon124					
1					Cam144	Cam144	Cam144	Cam144					
Cam125	Cam126	Cam127	Cam128		Mon125	Mon126	Mon127	Mon128					
Cam129	Cam130	Cam131	Cam132		Cam144	Cam144	Cam144	Cam144					
i≣ <b>II</b> 88 <mark>+</mark> ≙	+7 <b>8</b> 8					<b>↓</b> ズ <b>8</b> 8							
		-	-	1 1 1	The second se								
SDI		A	A1		Cam1 Cam17	Cam1 Cam17	Cam1 Cam17	Cam1 Cam17					
501		A	AL		SDI	V Camir	A Cami 7	A1					
					Cam1	Cam1	Cam1	Cam1					
A2		A4	A5		Cam17	Cam17	Cam17	Cam17					
					A2	A3	A4	A5					
16		40	40		Cam1	Cam1	Cam1	Cam1					
A6		A8	A9		Cam17 A6	Cam17 A7	Cam17 A8	Cam17 A9					
					Cam1	Cam1	Cam1	Cam1					
A10	A11	A12	A13		Cam17	Cam17	Cam17	Cam17					
					A10	A11	A12	A13					

Fig. 12-6: Example Bulk Routing Panel

**Keyboard Shortcuts icon** 

Routing Service	Control 😣										
Logical Router											Router Control
📃 🔡 88 🛂	+ <sup>Z</sup> A	Cam1		ŝ	T	🗏 🔓 🗎 🗒	👬 🔠 🛃 + ;	Mon1		T	
						Cam1	Cam1	Cam2	Cam3		
Cam1	Cam10	Cam11	Cam12			Cam17 Mon1	Mon10	Mon11	Mon12		Take O Auto-Take
0	Cam14	Cam15	Cam16			Cam4	Cam5	Cam6	Cam7		
Cam13	Cam14	Cam15	Cam16			Mon13	Mon14	Mon15	Mon16		
Cam17	Cam18	Cam19	Cam100			Cam8	Cam9	Cam10	Cam144		Take Cancel
	1000 C	A CONTRACTOR OF	Camiluo			Mon17	Mon18	Mon19	Mon100		
Cam101	) Sourc	e Grid Cam103	Cam104			Cam144	Cam144	Cam144	Cam144		
Camitur	Camiroz	Camilos	Call104			Mon101	Mon102	Mon103	Mon104		Salvos
Cam105	Cam106	Cam107	Cam108			Cam144	(3) <b>Desti</b>	nation	Grid <sup>1144</sup>		🗮 🛃 👬 filter 🔻 🔻
Calling	Camiloo	Camilor	Califico			Mon105	Mon106	Mon107	Mon108		
Cam109	Cam110	Cam111	Cam112			Cam144	Cam144	Cam144	Cam144		Salvo 1 (5) Router Control
Callios	Comilio	Comili	Comme			Mon109	Mon110	Mon111	Mon112		
Cam113	Cam114	Cam115	Cam116			Cam144	Cam144	Cam144	Cam144		
Cumris			CONTRO			Mon113	Mon114	Mon115	Mon116		
Cam117	Cam118	Cam119	Cam120		:	Cam144	Cam144	Cam144	Cam144		
						Mon117	Mon118	Mon119	Mon120		
Cam121	Cam122	Cam123	Cam124			Cam144	Cam144	Cam144	Cam144		
						Mon121	Mon122	Mon123	Mon124		(6) Salvos
Cam125	Cam126	Cam127	Cam128			Cam144	Cam144	Cam144	Cam144		
						Mon125	Mon126	Mon127	Mon128		
Cam129	Cam130	Cam131	Cam132			Cam144	Cam144	Cam144	Cam144		Splitter handles
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	*A 00	-	_	1		and the second division of the second divisio	W			(1-221)	
SDI (*		e Levels	Grid			Cam1 Cam17	Cam1 Cam17	Cam1 Cam17	Cam1 Cam17		
(2	2) <b>3001</b> 0	e Levels	Gild	4		SDI	V Cam1	A Cam1	Al		
A2		A4	A5			Cam1 Cam17			levels Gri	d	
						A2 Cam1	4.100	Cam1			
A6		A8	A9			Cam1 Cam17	Cam1 Cam17	Cam17	Cam1 Cam17		
			-			A6 Cam1	A7 Cam1	A8 Cam1	A9 Cam1		
A10		A12	A13			Cam17	Cam17	Cam17	Cam17		
						A10	A11	A12	A13		

# **Bulk Routing Panel Layout and Controls**

Fig. 12-7: Bulk Routing Panel Layout

The panel is laid out as six grids/panes (see Figure 12-7):

- (1) Source Grid Scrollable list of all available sources.
- (2) Source Levels Grid Scrollable list of available levels for selected source(s).
- (3) **Destination Grid** Scrollable list of all available destinations.
- (4) **Destination Levels Grid** Scrollable list of available levels for selected destination(s).
- (5) Router Control Pane Take, Lock, and Protect functionality.
- (6) Salvos Pane List of available Salvos when connected over the NP0017 protocol.

Vertical sizing of the Source and Destination grids can be altered by dragging a splitter handle up/down the screen. Horizontal sizing and sizing of the Router Control and Salvos panes can be altered by dragging a splitter handle left/right. Other sizing is handled automatically. See Figure 12-7.

# What are the Operational Keyboard Shortcuts?

Keyboard shortcuts are available when navigating and operating the Bulk Routing Panel, in addition to using a mouse. You can freely mix 'mouse' and 'keyboard' methods.

A list of keyboard shortcuts may be displayed in a movable window which can remain on display while using the Bulk Routing Panel.

To see a list of keyboard shortcuts:

1 Click on the 'Keyboard Shortcuts' icon in the tool bar of the **Router Control** pane.

The Bulk Routing Keyboard Shortcuts



window is shown, see Figure 12-8. This window lists the keyboard shortcuts. It remains on display and may be moved.

Bulk Routing Keyboard	Shortcuts	×
Shortcut key	Description	
Cursor keys	Navigate between source/destinations/levels of the the active panel	
Ctrl + cursor keys	Navigate between source, destination, level and salvo panels	
Space bar	Select	
Enter	Take	
Shift + cursor keys	From a previously selected source/destination/level select a series of sources/destinations/levels	
Ctrl + space bar	Select multiple distinct sources/destinations/levels	
Escape	Cancel, deselects all sources/destinations/levels	
Tab	On a text filter, will show the filter drop down menu	
Tab	On a source level selector, will toggle between source and level selection	
Text input	On a destination shows a source selector, arrow up/down to select, enter to take	
Text input	On a destination level shows a level selector, arrow up/down to select, enter to take	
Home	Select first source/destination/level on the active panel	
End	Select last source/destination/level on the active panel	
Page up	Scroll up sources/destinations/levels on the active panel	
Page down	Scroll down sources/destinations/levels on the active panel	
Ctrl + A	Select all sources/destinations/levels on the active panel	
Ctrl + D	De-select all sources/destinations/levels on the active panel	
Ctrl + C	Copy the routed source for the selected destination	
Ctrl + V	Paste the copied source to the selected destination(s)	
Ctrl + Alt + V	Paste a series of sources incrementing from the copied source to the selected destinations	
Ctrl + Alt + R	Paste a range of levels to the selected destination levels	
Ctrl + F	Go to the filter box of the active panel	
Ctrl + L	Lock the selected destinations	
Ctrl + P	Protect the selected destinations	
Ctrl + R	Release the selected destinations	
Backspace	Clear the filter box of the active panel	
	Close	

Fig. 12-8: Bulk Routing Keyboard Shortcuts Movable Window

Equivalent mouse clicks for some keyboard shortcuts are listed in Table 12-1.

Operation	Keyboard	Mouse
Toggle Selection	Space bar	Mouse click
Take	Enter	Click Take
Panel Button Focus	Cursor Arrow Keys	Mouse movement/click
Panel/Grid Focus	CTRL + Arrow Keys	Mouse movement/click
Add a series of items to/remove from a multiple selection	SHIFT + Cursor keys	SHIFT + Mouse click
Add distinct items to/remove from a multiple selection	CTRL + Space bar	CTRL + Mouse click
Select Range	Space bar on first item then	Mouse click on first item then
(Select a contiguous range)	SHIFT + space bar on last item.	SHIFT click on last item.
Paste Series	Alt-CTRL + V when a range of destinations are selected.	Click 'Paste Series' icon in panel.
	See What is Copy-and-Paste Series	Routing?, on page 534.
Take	Return / Enter	Double-click
Dial Source	Begin to type the name of a Source when a destination is selected.	N/A
	See Dial Source Dialog, on page 526.	
Dial Source-Level	Press any single alpha-numeric key when a destination <i>and</i> (one or more) levels are selected.	N/A
	See Dial Source-Level Dialog, on page 527.	
Cancel	Escape	Click 'Cancel' button in the Router Control pane.
Select All in the focused panel	CTRL + A	Click 'Select All' icon in panel.
Select None in focused panel	CTRL + D	Click 'Select None' icon in panel.
Copy a Destination	CTRL + C when a destination is selected	Click 'Copy' icon in panel
Paste a Destination	CTRL + V when target destination, or destinations, are selected	Click on 'Paste' icon in panel

Table 12-1: Bulk Routing Panel Operational Keys / Mouse operations

# Select/Focus in a Bulk Routing Panel

#### **Current Button-Focus**

When the mouse cursor is moved over a button, or control item, the button/item is highlighted indicating the current item is in focus.

Colorated Destination	S11-2	S11-3	S11-2	S11-1	
Selected Destination	MV10-5	MV10-6	MV10-7	MV10-8	_Current Button- Focus
	S11-1 S11-5	S11-1	S11-1	S11-1	Navigate with:
	MV10-9	MV10-10	MV10-11	MV10-12	Cursor Keys,
	S11-2	S11-2	S11-2	S11-1	Cursor Reys,
	MV10-13	MV10-14	MV10-15	MV10-16	
	S11-1	S11-1	S11-1	S11-1	
	MV10-17	MV10-18	MV10-19	MV10-20	or use the mouse

Fig. 12-9: Current Button-Focus Item

#### **Select a Button**

To select a button:

- click on a button; or
- press the space-bar key when a button is the current focus item.

#### **De-select Buttons**

To deselect all buttons:

- click Cancel in the Router Control pane; or
- press the ESC key.

Move Focus Between Grids/Panels of the Bulk Routing Panel

To move the focus between a grid/panel of the Bulk Routing panel:

Use the CTRL key and one of the cursor arrow keys.

Focus is indicated by a border around the focused grid.

	🔳 💵 🖽 🛃	A t∡ ⊨		filter	T	
	S11-109	S11-110	S11-111	S11-112		
Pre-selected Source Currently-routed	511-113	S11-114	511-115	S11-116		
Source	S11-117	S11-118	S11-119	S11-120		
Current Button-Focus	511-121	511-122	S11-123	S11-124		
	511-125	511-126	S11-127	S11-128		Current Panel/Grid Focus
	511-129	S11-130	S11-131	S11-132		Navigate with: Control-Cursor Keys,
	S11-133	S11-134	S11-135	S11-136		↓ ↓
	511-137	S11-138	S11-139	S11-140		or use the mouse

Fig. 12-10: Current Panel/Grid Focus Item

# **Selecting Multiple Items**

#### Select Multiple Items (CTRL select)

Select multiple items (such as destinations, or sources, etc.) by selecting the first item and CTRL-selecting the others. For example, to select multiple destinations:

- 1 Select the first destination by clicking on the destination selection button.
- 2 CTRL-click on the next destination to add that to the selection.
- 3 Add other destinations.

#### **Select Multiple - Alternative Method**

Multiple items can be selected using the Control key, the Cursor Arrow keys and the Enter key.

- 1 With the cursor over the first item to be selected, press enter to select it.
- 2 Use the cursor arrow keys to move to the next item.
- 3 Select it with CTRL-Enter. This adds to the selection.
- 4 Add other items similarly.

#### Select a Range of Items (SHIFT select)

When selecting multiple items (such as destinations, or sources etc.), a range may be selected by selecting:

- 1 The first destination in the range by clicking on the destination selection button.
- 2 Selecting the last destination by SHIFT + clicking on its destination button.

Source ranges can be selected similarly.

Select a Range - Alternative Method

A range of consecutive sources or destinations can be selected using the Shift key, Cursor Arrow keys, and Enter key.

- 1 With the cursor over the *first* item to be selected, press Enter to select it.
- 2 Move to the *last* item in the range with the cursor keys.
- 3 Hold down the SHIFT key and press Enter to select it.

The last item and all the items from the first to the last are added to the selection.

# **Source/Destination Grid Buttons**

The source/destination selection grid buttons and level-selection buttons are annotated to reflect the source/destination name or the level name. Additionally, the destination buttons may show the currently-routed source and currently-selected source for the selected destination. Buttons also change shape and are highlighted to show if they are selected or if sources are currently-routed or currently-selected. See Figure 12-11.

```
Note:
```

See Breakaway and Levels and Shuffle and Levels for examples of selecting levels.

Routing Service	8	Sour	e Name	Destir	nation	Nan	ne			
				Logical R	Router					
	¥≩ ¥⊼ ⊨		filter	T		1	i 🔡 🔠 🛂	↓Z	filter	Ŧ
-	-	a construction of						Curre	ntly-Routed	d Source Name
S11-109	S11-110	S11-111	S11-112		MV11-:	121	MV11-122	MV11-123	MV11-124	
			WALTER		S11-1	18	S11-118	ST Pre-S	elected Sou	irce Name
S11-113	S11-114	Current	y-Routed	Source	MV11-:	126	S11-126 MV11-127	MV11-128	MV11-129	
	<b></b>				S11-1	18	S11-118	Selec	ted Destina	tion
S11-117	S11-118	S11-119	S11-120		MV11-:	130	MV11-131	MV11-133	MV11-135	
S11-121	S11-122	S11-123	S11-124						<sup>S11-2</sup> x	
511-121	511-122		ected Sour	ce	MV11-:	138	MV11-139	MV11-141	MV10-1	
511-125	S11-126	S11-127	S11-128		S10-1	29	S11-2	S11-1	S11-2	
511 125	511 120	511 127	511 120		MV10	-2	MV10-3	MV10-4	MV10-5	
S11-129	S11-130	S11-131	S11-132		S11-	3	S11-2	S11-1	S11-5	
511 115	511 100	511 151	011102		MV10	-6	MV10-7	MV10-8	MV10-9	
S11-133	S11-134	S11-135	S11-136		S10-1	26	S11-1	S11-1	S11-2	
					MV10-	-	MV10-11	MV10-12	MV10-13	
S11-137	S11-138	S11-139	S11-140		S11-	2	S11-2	S11-1	$r^{S11-1}x$	
					MV10-	3.2	MV10-15	MV10-16	MV10-17	
					C11	•	C11_1	C11.1	C11_1	
	⊞ <mark>+8</mark> +X	Video, Aud	io 1 to 16	7			日 🛃 +茶	Video, Aud	dio 1 to 16	Ŧ
v	A1	A2	A3		S11-1	26	S11-126 A3	S11-126 A4	S11-118	
	01	nc.	~		v		A1	A2	A3	
A4	A5	A6	A7		S11-1	18	S11-118	S11-118	Destination	n Level Name
					AA		A5	A6	A7	
A8	ource Leve	l Name	A11				-Selected		vei Name	
							ed Source		A11	
A12	A13	A14	A15		S11-1	18	S11-118	S11-118	S11-118	
2113a					A12	l .	A13	A14	A15	4

Fig. 12-11: Selection Buttons

**Note:** Select a Destination or a Source to see the corresponding Level selection buttons.

# **Level Selection**

When a source or a destination is selected, the associated levels are shown in the corresponding 'Levels' grid. If *multiple* sources or destinations are selected, then only their *common levels* are shown.

All levels are selected by default. If you select one or more levels, then all other levels are deselected.

### **Keep Last Level Selection After Take**

When a different source or destination is selected after a 'Take', the level selection is normally cleared. To keep the selected levels, select the **Keep Last Selection** button in the 'Levels Grid' pane tool bar (see Figure 12-12).

I III 88 [	₩ + <u>₽</u> +⊼	Video, Au	dio 1 to 16	T		⊞ 🛂 +⊼	Video, Auc	lio 1 to 16
A1	A2	A3	A4		S11-120 V	S11-122 A10 A1	S11-122 A5 A2	S11-120 A3
A5	A6	A7	A8		S11-120 A4	S11-120 A5	S11-120 A6	S11-120 A7
A9	A10	A11	A12		S11-120 A8	S11-120 A9	S11-120 A10	S11-120 A11
A13	A14	A15	A16		S11-120 A12	S11-120 A13	S11-120 A14	S11-120 A15
v					S11-120 A16			

#### Keep Last Selection toggle buttons

Source Levels Grid

Destination Levels Grid

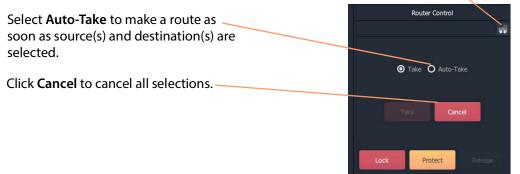
Fig. 12-12: Keep Last Selection Buttons

a) No Selections Made

# **Router Control Pane**

The **Router Control** pane in the Bulk Routing Panel contains the **Take**, **Lock** and **Protect** functions.

Click icon to see a list of keyboard shortcuts.



With a destination selected, Lock and Protect buttons are active.

Logical	Router					Router Control
T		) 📰 🖽 🛂	τ¥	Gilter	T	
	S10-4BCDEF	S10-126	S11-1	S11-1		
	MV10-9	MV10-10	MV10-11	MV10-12		<b>A</b> -1 <b>A</b> 1 <b>A</b>
	S11-2	S11-2	S11-2	S11-1		• Take • Auto-Take
	MV10-13	MV10-14	MV10-15	MV10-16		
	\$11-1	S11-1	S11-1	S11-1		
	MV10-17	MV10-18	MV10-19	MV10-20		Take Cancel
	S11-1	S11-1	S11-1	S11-1		$\mathbf{X}$
	MV10-21	MV10-22	MV10-23	MV10-24		
) Dest	tination S	elected	S11-1	S11-1		Lock Protect Release
	MV10-25	MV10-26	MV10-27	MV10-28		

After destination(s) and source(s) are selected, the Take button goes active (red).

	- 24			Logical	Router				Router Control
	A t <sup>Z</sup> ₩			7		• 🔡 🔠 🛂	τ <mark>γ</mark>		<b>*</b>
S10-127	S10-128	S10-129	S10-130		S10-4BCDEF	S10-126	S11-1	\$11-1	
510-127	510-120	510-129	510-150		MV10-9	MV10-10	MV10-11	MV10-12	Take O Auto-Take
					S11-2	S11-2	S11-2	S11-1	U Take U Auto-Take
S10-131	S10-132	S10-133	S10-134		MV10-13	MV10-14	MV10-15	MV10-16	
					S11-1	S11-1	S11-1	S11-1	
S10-135	S10-136	S10-137	S10-138		L X MV10-17	MV10-18	S10-142 MV10-19	MV10-20	Take Cancel
					S11-1	S11-1	S11-1	S11-1	
S10-139	S10-140	S10-141	S10-142		MV10-21	MV10-22	MV10-23	MV10-24	
c) After D	estinatio	on and So	ource Sel	ectio	n \$10-5	\$10-5	S11-1	S11-1	Lock Protect Release
					MV10-25	MV10-26	MV10-27	MV10-28	

*Fig. 12-13: Router Control Pane:* 

- a) No Selections Made;
  - b) Destination Selected;
- c) Destination and Source Selected.

# **Tool Bars in a Bulk Routing Panel**

There is a small tool bar at the top of each grid/pane containing controls for selection/de-selection, sorting and filtering.

#### **Source Selection Grid Tool Bar**

Click to see drop-down menu of tool bar items.

Click to Select all sources. Click to Deselect all sources. Click to Sort sources A-Z. Click to Sort sources Z-A. Click to toggle the optional display of Wide Source and Destination Selection Buttons.

III III III III I	<b>2</b> ↓ <del>2</del> ₩		filter	7	
S10-138	S10-139	S10-140	S10-141	S10-142	F
S10-143	S10-144	S10-4BCDEF	S10-1BCDEF	S11-1	F
S11-2	S11-3	S11-4	S11-5	S11-6	
S11-7	S11-8	S11-9	S11-10	S11-11	

Filter control, see What is Bulk Routing Panel Filtering?, on page 547.

Fig. 12-14: Source Selection Grid - Tool Bar

#### **Source Levels Grid Tool Bar**

Click to see drop-down menu of tool bar items.

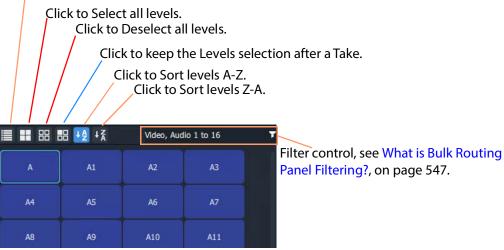


Fig. 12-15: Source Level Selection Grid - Tool Bar

### **Destination Grid Tool Bar**

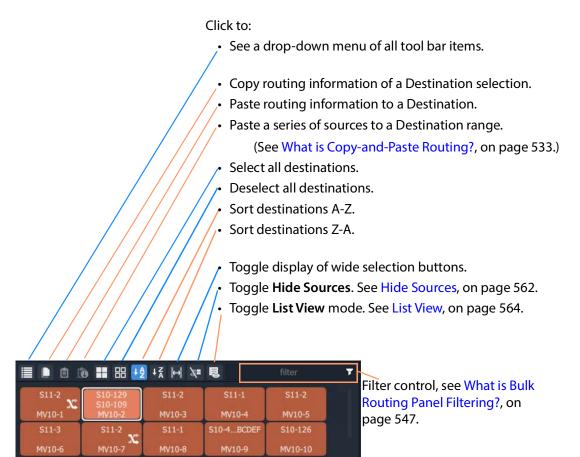
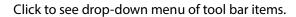


Fig. 12-16: Destination Selection Grid - Tool Bar

#### **Destination Levels Grid Tool Bar**



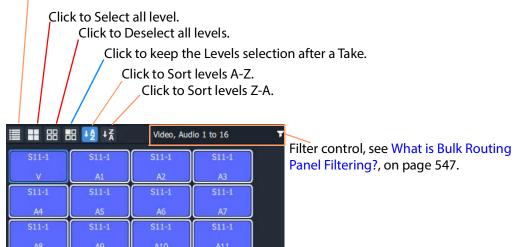
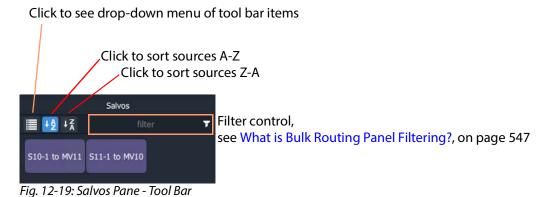


Fig. 12-17: Destination Level Selection Grid - Tool Bar

### **Router Control Pane Tool Bar**



#### Salvos Pane Tool Bar



# **Wide Source and Destination Selection Buttons**

To facilitate the display of longer source or destination names on selection buttons, there is a 'wide button' display option. This is selectable in the **Source Grid** and, independently, in the **Destination Grid**. The option is selected with a toggle button in the tool bar of each grid. See Figure 12-20.

The display option persists between sessions with the Bulk Routing Panel.

🗮 🎛 🖽 👥 +ž 🔛		filter 🔻
S10-126	S10-127	S10-128
S10-129	S10-130	S10-131
S10-132	S10-133	510-134
S10-135	S10-136	510-137
S10-138	S10-139	510-140
S10-141	S10-142	S10-143

Click to toggle display of normal and wide buttons.

Fig. 12-20: Wide Buttons (Source Grid Shown)

# **Panel Pop-Up Items**

# **Right-Click in a Bulk Routing Panel**

Right-click on the Bulk Routing Panel to display a pop-up context menu. See Figure 12-21.

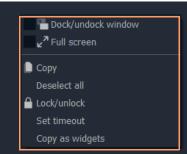


Fig. 12-21: Right-Click Context Menu

ltem	Keyboard
Dock/Undock Window	Undock or dock the Bulk Routing Panel window from/to the GV Orbit Client window.
Full Screen	The Bulk Routing Panel window is shown full-screen. The control toggles full screen mode on/off.
Сору	Same as: <ul> <li>clicking on Copy icon in grid/pane tool bar; or</li> <li>pressing Ctrl-C.</li> </ul>
Deselect All	Deselects all items.
Lock/Unlock	Click to lock panel. When panel is locked, controls are grayed-out and user operation is disabled. The control toggles lock on/off
Set Timeout	Click to set a timeout (in seconds) for confirmation from the router controller of routing actions (that is setting the router's crosspoints).
	If the timeout is exceeded, a timeout notification is shown on screen. See Pop-up Notification Messages.
Copy As Widgets	Click to copy a selection of one or more buttons to the GV Orbit Client's copy-buffer. (This is used when designing an XY Routing Panel. See Chapter 13, Routing Control - XY Routing Panel, Quick Port-per-Button Assignment, on page 625.)

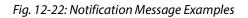
# **Pop-up Notification Messages**

During Bulk Routing Panel operation, notification messages may pop up at the foot of the GV Orbit Client application window to provide information and advice, for example, on the setting up of a route, or of a broken/re-made Routing service connection. See Figure 12-22 for some example messages.

Click OK to clear a message.

							MENAN		
Cam29	Cam30	Cam31	Cam32		Cam1		Cam1		
				 Mon45	Mon46	Mon47	Mon48		
iii 🔡 🔡 🔡	₽ +₹ 🔡	Video, Aud	dio 1 to 16	🔳 💵 🔠 🚦	¥₹ ⊞	Video, Au	Video, Audio 1 to 16		
v	A1	A2	A3	v	A1	A2	A3		
A4	A5	A6	A7	A4	A5	A6	A7		
A8	A9	A10	A11	AB	A9	A10	A11		
A12	A13	A14	A15	A12	A13	A14	A15		
A16				A16					
Select 4 more	source(s).				ОК				
 The routing se	ervice connectio	n has been lost.			ОК				
 A16 The routing se	ervice connection	n has been estal	blished.	A16	ОК				
 A16 Timed out set	ting the request	ed crosspoint.		A16	ОК				

Click OK to clear the message.



# **Dial Source and Dial Source-Level Dialogs**

To help with source and source level selection when making a route, a 'dial-up' dialog allows you to begin to type in a source name and see a filtered list of sources and source levels.

There are two 'dial-up' dialogs

- Dial Source Dialog for Source selection.
- Dial Source-Level Dialog for Source and Level selection.

These dialogs enable a user to select a source and/or level and route it to a destination.

**Note:** To clear a 'dial-up' dialog before making a route, click the ESC key.

#### **Dial Source Dialog**

Dial Source is a quick way of selecting a Source for a destination and routing it.

With a **Destination** selected, a **Source** may then be found by typing a part of a source name with the keyboard's alpha-numeric keys. A **Dial Source** dialog is displayed and, as characters are entered:

- Sources matching the entered characters are displayed in a drop down list; and the
- Source Grid is correspondingly filtered.

After a valid Source has been selected, a route can be made by pressing the Enter key.

#### Example

To see and use the **Dial Source** dialog:

- 1 Select a **Destination**.
- 2 Begin to type in a Source name.

A Dial Source dialog pops up. (See Figure 12-23.)

3 Continue typing in a valid source name and press Enter; and/or select a source from the (scrollable) filtered list in the dialog.

A route is made from the selected **Source** to the selected **Destination**. No 'Take' is required.

**Note:** Enter will execute the route if a valid source has been selected. A mouse click on a source will also execute the route.

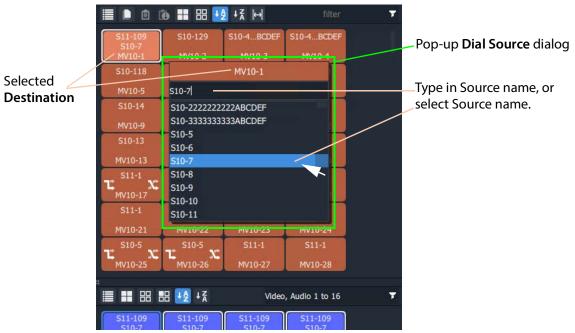


Fig. 12-23: Dial Source Dialog

Further routing examples can be found at:

• Route with Dial Source, on page 530.

#### **Dial Source-Level Dialog**

**Dial Source-Level** is a quick way of selecting a Source and a Level for a destination and routing it. By default, the **Dial Source-Level** dialog shows the currently-routed Source and Source-Level.

With a **Destination** and a **Destination Level** selected, type a single alpha-numeric character to display the default **Dial Source-Level** dialog.

A **Source** may then be found by starting to type a source name. As the Source name is typed, the Sources listed in the dialog are filtered.

After a valid Source has been highlighted, press Tab to select a valid Source Level and a route can be made by pressing the Enter key.

Routing a level from a different source to a destination forms a breakaway (see Breakaway and Levels). Routing a different level from the same source forms a shuffle (see Shuffle and Levels).

#### Example

To see and use the **Dial Source-Level** dialog:

- 1 Select a **Destination**.
- 2 Select one or more Destination Levels.
- 3 Type a single alpha-numeric character.

A default **Dial Source-Level** dialog pops up and shows the currently-routed Source name and Level. (See Figure 12-24.)

(Note: It is assumed that level-based routing is required.)

		ò 🗄 🗄 🛂	¥Ă ₩	filter	7						
	S10-115	S10-116	S10-39	S10-40							
	MV10-5	MV10-6	MV10-7	MV10-8							
	S10-41	S10-42	S10-43	S10-44							
	MV10-9	MV10-10	MV10-11	MV10-12							
Selected	S10-45	S10-46	S10-47	10-47 S10-48		Pop-up Dial Source-Level					
Destination	MV10-13	MV10-14	MV10-15	MV10-16		dialog					
	\$10-49	S10-50	S10-51	S10-52		dialog					
Selected	MV10-17	MV10-18	MV10-19	MV10-20							
Destination		MV10-5		S10-56		Type in a valid Source name;					
Levels		A5 + 3		MV10-24		and press Tab key to					
	S11-2		[	S10-60	toggle focus to Levels.						
	A2		·	MV10-28							
	V			<b>x</b> S10-5 <b>x</b>		Type in Level name; and/or					
	A1 A2			MV10-32	2	select Level name.					
	A3										
	A4			, Audio 1 to 16	7						
	A5 A6			S10-115							
	A7			A3							
	A8			S10-115							
	A9			A7							
	S10-115	S11-2	S11-2	S10-115							
	A8	A2 A9	A2 A10	A11							
	S10-115	S10-115	S10-115	S10-115							

Fig. 12-24: Dial Source-Level Dialog

4 If a different Source Name is required, begin to enter the required Source name.

The list of Source names is filtered on the typed text.

- 5 Either:
  - continue typing in a valid Source name (but do not press the Enter key); or
  - highlight a Source name in the list (do not select it).
- 6 When the required (and valid) Source name is in the upper text box of the dialog, press the Tab key. (See Figure 12-24.)

This toggles focus from 'Sources' to 'Levels'; the filtered list changes to listing Levels.

**Note:** To clear a 'dial-up' dialog *before* making a route, click the ESC key.

7 Type in the Level name required and press Enter; and/or select the Level from the filtered list in the dialog.

A route is made from the (one) selected **Source Level** to the selected **Destination Level(s)**. No 'Take' is required.

**Note:** Enter will execute the route if a valid source and level has been selected. A mouse click on a source or source level will also execute the route.

Further routing examples can be found at:

- Quick Breakaway with Dial Source-Level, on page 540.
- Quick One-Level Shuffle with Dial Source-Level, on page 546.

# **Bulk Routing Panel Operation**

# **Make a Simple Route**

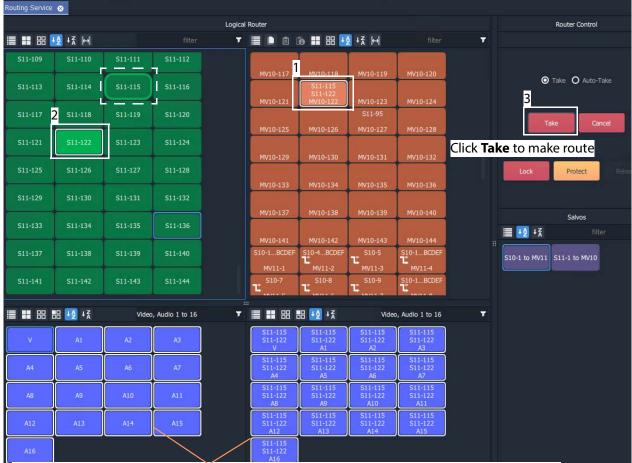
To make a simple route:

1 Select a **Destination**.

The source currently routed to the selected destination is automatically highlighted in the Source Grid.

2 Select a **Source** to be routed to the selected destination.

See Figure 12-25.



Before a Take, the Levels Grids show level information for the selected source and destination.

Fig. 12-25: Make a Route Example - Before TAKE.

3 Click Take. (Click Cancel, to deselect the source/destination.)

Routing Service	8									
				Logica	Router					Router Control
III III 88 🛛				Ţ		io III 88 🖳	2 +⊼ ⊷		7	
S11-109	S11-110	S11-111	S11-112							
S11-113	S11-114	S11-115	S11-116		MV10-117	MV10-118 7 S11-122	MV10-119	MV10-120		⊙ Take O Auto-Ta
S11-117	S11-118	S11-119	S11-120		MV10-121	MV10-122	MV10-123 S11-95	MV10-124		
					MV10-125	MV10-126	MV10-127	MV10-128		Take Can
S11-121	S11-122	S11-123	S11-124		MV10-129	MV10-130	MV10-131	MV10-132		
S11-125	S11-126	S11-127	S11-128							Lock Protect
S11-129	S11-130	S11-131	511-132		MV10-133	MV10-134	MV10-135	MV10-136		
S11-133	S11-134	S11-135	S11-136		W10-137	MV10-138	MV10-139	MV10-140		Salvos
					MV10-141	MV10-142	MV10-143	MV10-144		III III IIII IIII IIII IIII IIII IIII
S11-137	S11-138	S11-139	S11-140		S10-1BCDEF	S10-4BCDEF	<sup>510-5</sup>	S10-1BCDEF		S10-1 to MV11 S11-1 to MV10
S11-141	S11-142	S11-143	S11-144		MV11-1 \$10-7	MV11-2 \$10-8	MV11-3 \$10-9	MV11-4 S10-1BCDEF		
	8 ₽2 ₽%	Vide	o, Audio 1 to 16	/,			Vide	o, Audio 1 to 16	Ť	
	and the second second	ne new s	ource of	/	S11-122	S11-122	S11-122	S11-122		
	ination a			$\square$	V	A1	A2	A3		
			n Grid and		S11-122	S11-122	S11-122	S11-122		
	tion Lev				A4	A5	A6	A7		
Destina		cis ena	·		S11-122	S11-122	S11-122	S11-122		
					A8	A9 S11-122	A10 S11-122	A11 S11-122		
					A12	A13	A14	A15		
					S11-122					
					A16					

The selected source (all of its levels) is routed to the selected destination. See Figure 12-26.

Fig. 12-26: Make a Route Example - After TAKE.

Simple Route - Alternative Method

Also, to make a route, the source may be selected first:

- 1 Select a Source.
- 2 Select a Destination.
- 3 Click Take.

# **Route with Dial Source**

See Dial Source Dialog, on page 526, for more information. To make a simple route:

- 1 Select a Destination.
- 2 Begin to type in a Source name.
  - A Dial Source dialog pops up.
- 3 Continue typing in a source name and press Enter; and/or select a source from the (scrollable) filtered list in the dialog.

A route is made from the selected **Source** to the selected **Destination**. No 'Take' is required.

### **Route One Source to Multiple Destinations**

One to many.

**Note:** The Bulk Routing Panel may be operated with a mouse, or using keyboard shortcuts, or by using a mixture of both.

To route a single source to multiple destinations:

- 1 Select a **Destination** by clicking on the destination selection button. (Equivalent keyboard shortcuts = cursor arrow keys and space-bar.)
- 2 Select a second **Destination** by CTRL + clicking on a destination button. (Equivalent keyboard shortcuts = cursor arrow keys and CTRL-Space-Bar.)
- 3 Select further destinations with CTRL + click.

A selection of destinations has been made.

Note: Alternatively, a range selection may be made by:

- · Selecting the first destination; and then
- SHIFT-selecting the last one.

This selects a sequential range of destinations, from first to last.

When all destinations have been selected:

4 Select a Source.

(Equivalent keyboard shortcuts: Change to Source grid = CTRL-Cursor arrow keys. Select Source = cursor arrow keys and space bar.)

5 Click Take.

(Equivalent keyboard shortcuts = Enter.)

The selected source is routed to all selected destinations.

**One Source to Multiple Destinations - Alternative Method** 

Alternatively, the source may be selected first:

- 1 Select a Source.
- 2 Make a selection of Destinations (by CTRL-clicking, or SHIFT-clicking, or a combination).
- 3 Click Take.

# **Route Multiple Sources to Multiple Destinations**

Many to many.

To route multiple sources to multiple destinations:

- 1 Select a **Destination** by clicking on the destination selection button.
- 2 Select a second **Destination** by CTRL + clicking on a destination button.

3 Select further destinations with CTRL + click.

**Note:** Alternatively, a range selection may be made by:

- Selecting the first Destination; and then
- SHIFT-selecting the last one.
- This selects a range, from first to last.

When all destinations have been selected:

- 4 Select a **Source** by clicking on the source selection button.
- 5 Select a second **Source** by CTRL + clicking on a source button.
- 6 Select further sources with CTRL + click.

**Note:** Alternatively, a range selection may be made by selecting the first Source and then SHIFT-selecting the last one. This selects a range, from first to last.

**Note:** Select the *same* number of sources as there are selected destinations. A reminding, pop-up notification message will appear.

7 Click Take.

The source is routed to all selected destinations.

**Multiple Sources to Multiple Destinations - Alternative Method** 

Alternatively, the source may be selected first:

- 1 Select multiple sources.
- 2 Select multiple destinations.
- 3 Click Take.

# **Multiple Selection Type and Routing Order**

Routing multiple Sources and/or multiple Destinations requires a selection of Sources and of Destinations to be made. This can be done as:

- a selection of multiple items (see Select Multiple Items (CTRL select), on page 515); or as
- a range selection of multiple items (see Select a Range of Items (SHIFT select), on page 515).

The selection order is different in each case and affects routing order.

#### **CTRL-Selection Type Order**

When routing multiple sources to multiple destinations and selecting multiple items with CTRL-clicks (that is, not by using a range selection), then the *order* of selection is significant and affects the order in which routing is done.

For example, to route sources 1 to 8 to destinations 8 to 1:

- Select sources 1 to 8 by CTRL-clicking on each source button in the order 1 to 8.
- Select destinations 8 to 1 in that order by CTRL+clicking on each destination button in the order 8 to 1.
- Click Take.

#### SHIFT-Selection (Range) Type Order

When routing multiple sources to multiple destinations and using a selection range (a selection made with 'SHIFT'), then selection order is from the first to the last item of the range, in the order that the items (Source or Destination buttons) are shown. This is the routing order used.

What is Copy-and-Paste Routing?

Copy and paste allow routing information from one destination to be copied onto another destination. The **Copy** and **Paste** controls are in the **Destination Grid** tool bar.

	Copy Paste			
	io 🎛 🖽 🛃	⊉ +⊼  ↔		
MV10-117	MV10-118	MV10-119	MV10-120	
MV10-121	S11-122 MV10-122	MV10-123	MV10-124	
		S11-95		

Fig. 12-27: Destination Grid Copy and Paste Controls

#### **To Perform Copy-and-Paste Routing**

- 1 Select a **Destination**.
- 2 Click the Copy icon in the tool bar of the Destination Grid, or press 'CTRL +C'.

The copy-selected Destination is shown highlighted with a 'crawling', dashed outline. See Figure 12-28.

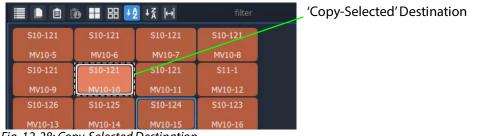


Fig. 12-28: Copy-Selected Destination

#### Then:

- 3 Select a different **Destination** (the one to copy to).
- 4 Click the Paste icon, or press 'CTRL + V'.

The routing of the first destination is applied to the second destination and a route is made automatically. The routing done is 'all-levels'.

The copy-selection is still selected (the dashed outline indicates this), so further pastes can be made. To paste the same to further Destination(s):

- 5 Select a Destination (or select multiple destinations) and click on the Paste icon (or press 'CTRL-V'.)
- 6 Repeat for any further Destinations.

Finally:

7 To clear the copy selection, press ESC. (This can be done at any time.)

### What is Copy-and-Paste Series Routing?

Paste Series fills a range of Destinations with a consecutive series of Sources.

**To Perform Copy-and-Paste Series Routing** 

- 1 Select a **Destination**.
- 2 Click the **Copy** icon, or press 'CTRL +C'.

The routing information of the selected destination is copied.

- 3 Select a range of **Destinations**.
- 4 Click the Paste Series icon, or press 'SHIFT + V'.

	o 🔡 🖽 🛃	≱ t≚  ↔	
S11-100	S10-11	S10-13	S11-91
MV10-129	MV10-130	MV10-131	MV10-132
S10-7	S10-27	S10-27	S10-27
MV10-133	MV10-134	MV10-135	MV10-136
S10-27	S10-27	S10-27	S10-27
MV10-137	MV10-138	MV10-139	MV10-140
	2		S11-104

Paste Series icon

Fig. 12-29: Paste Series Icon

The routing of the first, 'copy-selected' destination is applied to the first destination in the selected range.

The *next sequential source* is routed to the next destination in the range and so on.

Routing is done automatically (no Take required).

#### **Paste Series Example**

- 1 Select destination 1 and click Copy.
- 2 Select destination range 11 up to 19. (Select first and Shift-select last.)
- 3 Click Paste Series.

The following routing is done: Source 1 to destination 11, source 2 to 12, 3 to 13, 4 to 14, ..., 9 to 19. **Note:** The rules of selection type and order apply. See Multiple Selection Type and Routing Order, on page 532.

# What is Quick 1-to-1 Routing?

Quick 1-to-1 routing can be used to make 1-to-1 routes quickly. This can be useful at system set up. For example, for the first 100 sources routed to the first 100 destinations.

**To Perform Quick 1-to-1 Routing** 

To make a set of quick 1-to-1 routes:

1 Select destination 1, select Source 1, and click Take.

This routes the first destination.

2 Click Copy.

Destination 1's routing information is copied.

- 3 Select destination range 1 to 100. (Select first and Shift-select last.)
- 4 Click Paste Series.

The following routing is done: Source 1 to 1, source 2 to 2, 3 to 3, ... , 99 to 99, and 100 to 100.

This has quickly copied Sources to all selected Destinations.

# **Destination Protect**

### What is Destination Protect?

When a destination is protected by a user, users of other types of routing control panel cannot route to it.

This means that users of Bulk Routing Panels in GV Orbit Clients *would* be able to route to a destination protected by another such Bulk Routing Panel. But hardware panel users *would not* be able to route to a destination protected by a Bulk Routing Panel. (And vice versa.)

#### **To Protect a Destination**

- 1 Select a Destination.
- 2 Click the **Protect** button in the Router Control pane. The destination is protected.

535

						Protect button
						Router Control
Protected		o 🎛 🎛 🛂	¥⊼ ⊨		T	j.
Destination,	S10-113	S10-113	S10-113	S10-113		
selected	MV10-49	MV10-50	MV10-51	MV10-52		
	S10-113	S10-113	S10-113	S10-113		Take O Auto-Take
	MV10-53	MV10-54	MV10-55	MV10-56		$\backslash$
	S10-113	S10-113	S10-113	S10-113		
	MV10-57	MV10-58	MV10-59	MV10-60		Cancel
	S10-113		S11-120			
	MV10-61	MV10-62	MV10-63	MV10-64		
A Protected			S10-133			Lock Protect Release
Destination,	MV10-65	MV10-66	MV10-67	MV10-68		
not selected	S10-122					
	MV10-69	MV10-70	MV10-71	MV10-72		Salvos
						🗮 🛂 🛃 🕴 filter 🔻
	MV10-73	MV10-74	MV10-75	MV10-76 S11-5		
	MV10-77	MV10-78	MV10-79	MV10-80		S10-1 to MV11 S11-1 to MV10
Selected	MV10-77	MIVIU-70	MAT0-13	MA10-90		
Destination's levels		8 ↓2 ↓₹	Video	, Audio 1 to 16	Ţ	
are also shown as	S10-113	S10-113	S10-113	S10-113		
protected	V			A3		
protected	S10-113	A1 S10-113	A2 S10-113	A3 S10-113		
	12.20.0	010110				

Fig. 12-30: Protected Destination

# **To Un-Protect a Destination**

- 1 Select the protected destination.
- 2 Click the Release button in the Router Control pane.

The destination protection is removed from the selected destination.

Lock button

# **Destination Lock**

# What is Destination Lock?

When a destination is locked, it cannot be routed to by any user. When a destination is locked by another user, click on a destination to see which user locked it.

# **To Lock a Destination**

- 1 Select a destination.
- 2 Click **Lock** in the Router Control pane.

The destination is locked.

						Router Control
Selected		b 🔡 🔡 🛂	t¥ ₩		Ŧ	ផ
Destination, Locked	S10-113	S10-113	S10-113	S10-113		
	MV10-49	MV10-50	MV10-51	MV10-52		
	S10-113	S10-113	S10-113	S10-113		Take O Auto-Take
	MV10-53	MV10-54	MV10-55	MV10-56		
	S10-113	S10-113	S10-113	S10-113		
	MV10-57	MV10-58	MV10-59	MV10-60		Take Cancel
	S10-113		S11-120			
	MV10-61	MV10-62	MV10-63	MV10-64		
			S10-133			Lock Protect Release
	MV10-65	MV10-66	MV10-67	MV10-68		
	S10-122					
	MV10-69	MV10-70	MV10-71	MV10-72		Salvos
						III III IIII IIII IIII IIII IIII IIII
	MV10-73	MV10-74	MV10-75	MV10-76	i	Construction and Constr
Locked				<sup>S11-5</sup> X		S10-1 to MV11 S11-1 to MV10
Destination's levels	MV10-77	MV10-78	MV10-79	MV10-80		
are also shown as						
locked		8 ₽₹ ₽₹	Video	, Audio 1 to 16	7	
IUCIACU	S10-113	S10-113	S10-113	S10-113		
	v	A1 )	A2	A3		
	S10-113	S10-113	S10-113	S10-113		
			102			

Fig. 12-31: Locked Destination

# **To Unlock a Destination**

- 1 Select the locked destination.
- 2 Click the Release button in the Router Control pane.

The destination lock is removed from the selected destination.

# **Breakaway and Levels**

### What is a Breakaway?

A 'breakaway' occurs when all levels of a destinations do not come from the same source. This is also referred to as the destination being 'unmarried'.

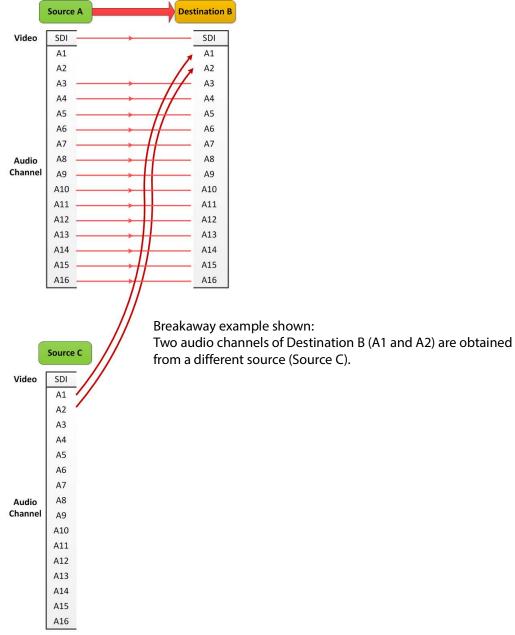


Fig. 12-32: Breakaway

Destinations which are 'unmarried' are indicated with a breakaway icon (Figure 12-33c) on the destination button.

# **Perform a Breakaway**

To perform a breakaway:

- 1 Select a **Destination**.
- 2 Select the **Destination Levels** to make a route to (for example, audio channels A1 and A2). (See Figure 12-33a.)
- 3 Select a new Source.
- 4 Click Take.

The corresponding levels of the selected source are routed to the selected destination levels and a breakaway is formed. Figure 12-33b shows the breakaway result.

Routing Service	8									17.								
				Logical							Rou	uter Control						
	<b>2</b> ↓			7		1		filter	7				<b>1</b>					
S10-2BCDEF	S10-3BCDEF	S10-5	S10-6		S10-9 S10-18 MV10-9	510-10 MV10-10 S10-14	S10-11 MV10-11 S10-15	S10-12 MV10-12 S10-16			🗿 Take	O Auto-Take						
S10-7	S10-8	S10-9	S10-10		MV10-13	MV10-14	S10-15 MV10-15 S11-1	S10-16 MV10-16 S11-1				4						
S10-11	510-12	S10-13	510-14	3	<b>u</b> <sup>S11-1</sup> MV10-17 <b>x</b>	S11-1 MV10-18	MV10-19	MV10-20			Take	Cancel						
S10-15	S10-16	S10-17	510-18	5	S11-1 MV10-21 S10-5	S11-1 MV10-22 S10-5	S11-1 MV10-23 S11-1	S11-1 MV10-24 S11-1			Lock	Protect	Dalaasia					
	8 ₽₽ ₽₹	Vide	o, Audio 1 to 16	7		⊞ <mark>∔⊉</mark> ∔⊼	Vide	eo, / 1 to 16	Ŧ			House	Wednesdes.					
SDI	v	A	A1		S10-9 V	S10-9 S10-18 A1	S10-9 S10-18 A2	2 <sub>510-9</sub> A3	Routing	Service	0				10100			
A2	A3	A4	A5		S10-9 A4	510-9 A5	S10-9 A6	S10-9 A7		88 💶	§ +≩ ⊨			Logical	I Router	è 🏭 🖽 🛂	↓ <u>₹</u>  ↔	
AG	A7	AS	A9		S10-9	S10-9	S10-9	S10-9							<b>1</b> S10-9	S10-10	S10-11	
					A8 S10-9	A9 S10-9	A10 S10-9	A11 S10-9	S1	0-7	510-8	S10-9	S10-10		MV10-9 S10-13	MV10-10 S10-14	MV10-11 \$10-15	M
A10	A11	A12	A13		A12 S10-9				\$10	0-11	S10-12	S10-13	S10-14		MV10-13	MV10-14 S11-1	MV10-15 S11-1	M
	A15	A16	ANC						S10	0-15	S10-16	S10-17	S10-18		MV10-17 S11-1	MV10-18 S11-1	MV10-19 S11-1	Ň
a) Befo			AES67-8				1.6			)-19			S10-22		MV10-21	MV10-22 \$10-5	MV10-23	
			V10-91	s curr	ently a	Il route	ed fror	n sourc	e	88 8	18 💶 + X	Video	o, Audio 1 to 16	<b>,</b>		8 ₽₽ ₽%	Vid	leo, Aud
	0-9	:					• -I\								S10-9	S10-18	S10-18	T
•			ne <b>Dest</b>												V 510-9	A1 510-9	A2 510-9	
• De	estinat	ions le	evels A1	l and	A2 are	select	ted.								A4	A5	A6	4
• S1	<b>0-18</b> i	s the c	urrent	y-sele	ected s	ource.									S10-9 A8	S10-9 A9	\$10-9 A10	
															S10-9 A12	S10-9 A13	S10-9 A14	T
			b) Af	ter TA	K E1										S10-9			
			,			A) / 4 A	•	4				- 610	0					
								uted pa levels A				e 510-	9					
								is indica				akawa	av					
					n the d					vici		ununu	-y					
					urce of <b>ation</b>			nation le	evel is	sho	own in	the						
			-					•						-+	S10-9			
															MV10-9			
												C)	) Break	away	icon or	n butto	on	
			Fig. 12		reakaw tton.	ay Exa	mple:	a) Befo	ore TAk	ΚE;	b) Afte	er TAKE	; c) Br	eakav	vay Icor	on		

#### **Breakaway - Alternative Method**

Also, to perform a breakaway, the source may be selected first:

- 1 Select a **Source**.
- 2 Select a **Destination**.
- 3 Select the **Destination Levels** to route.
- 4 Click Take.

#### Note:

A 'breakaway' occurs when not all of a destination's levels are selected for routing.

This can also happen if a source with *fewer* levels than the selected destination is routed, this will result in a 'breakaway' (without selecting destination levels).

### **Quick Breakaway with Dial Source-Level**

A quick single-level breakaway method uses the Dial Source-Level Dialog.

To perform a quick video-level breakaway:

- 1 Select a **Destination**.
- 2 Select a Destination Level. (See Figure 12-34.)



Fig. 12-34: Selected A Destination and a Level

3 Type a single alpha-numeric character.

A default **Dial Source-Level** dialog box appears showing the currently-routed Source and Level.

4 Begin to type a (new) Source name at the keyboard. (For example, type "s" or "S" if source names begin with "S" - "S10-10", "S10-11", etc.)

S10-13	510-14	S10-15	S10-16	
MV10-13	MV10-14	MV10-15	MV10-16	Type Source name
	MV10-1		<del>\$11-1</del>	
·	۷		MV10-20	
sl			<u>511-1</u>	Source name text entry box
	Level filter	_		Source name text entry bo
	22222ABCDEF 33333ABCDEF		Audio 1 to 16	Level text entry box
S10-5			S10-10	
S10-6			A3	
S10-7 S10-8			S10-10	
S10-8 S10-9			A7	
S10-10			S10-10	
S10-11			A11	
S10-12			AII	

A **Dial Source-Level** dialog box appears. See Figure 12-35.

Fig. 12-35: Dial Source-Level Dialog

- 5 Type the new Source name into the dialog box. But *do not press* the Enter key yet.
- 6 When the Source name is typed, press the Tab key.

This toggles focus from 'Sources' to 'Levels' and to the lower dialog text entry box.



Fig. 12-36: Source and Level are Dialed-up

7 Type in the Level name, for example "V" and press the Enter key when done. Or select a level from the filtered list. The route is made, connecting the dialed-up Source Level to the selected Destination Level and forming a breakaway. See Figure 12-37.

I 🗋 🗈 🗈	ò 🔡 🔠 🛂	¥X ₩	filter
\$10-111	S10-129	S10-4BCDEF	S10-4BCDEF
MV10-1	MV10-2	MV10-3	MV10-4
S10-118	S10-121	S10-121	S10-121
MV10-5	MV10-6	MV10-7	MV10-8
S10-14	S10-10	S10-11	S10-12
MV10-9	MV10-10	MV10-11	MV10-12
S10-13	S10-14	S10-15	S10-16
MV10-13	MV10-14	MV10-15	MV10-16
<b>t</b> <sup>S11-1</sup> <b>x</b>	S11-1	S11-1	S11-1
MV10-17	MV10-18	MV10-19	MV10-20
S11-1	S11-1	S11-1	S11-1
		in the second	
	⊞ <mark>↓2</mark> ↓X	Video	, Audio 1 to 16
S10-111	S10-10	S10-10	S10-10
v	A1	A2	A3
S10-10	S10-10	S10-10	S10-10
A4	A5	A6	A7
S10-10	S10-10	S10-10	S10-10
A8	A9	A10	A11

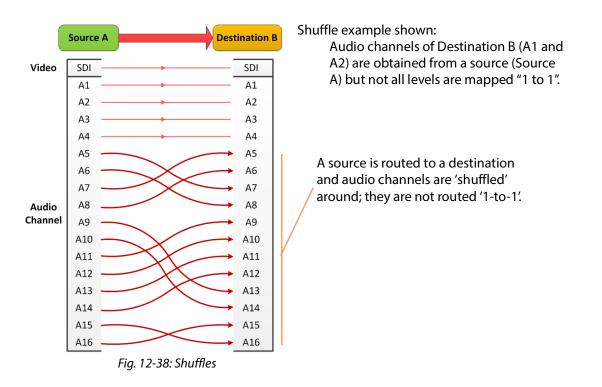
Fig. 12-37: Resulting Video Level Breakaway

Use this method to set up any breakaways (or shuffles, see Quick One-Level Shuffle with Dial Source-Level, on page 546) required.

# **Shuffle and Levels**

## What is a Shuffle?

A destination is said to be 'shuffled' when one of its levels is routed from another level of the same source. For example, destination audio channel 5 from source audio channel 4. When this occurs, the Bulk Routing Panel indicates a 'shuffled' destination with a Shuffle icon on the destination button.



# **To Perform a Shuffle**

- 1 Select a **Destination**.
- 2 Select the **Destination Levels**. For example, in Figure 12-40a, levels A1, A2, A3 and A4 are selected *in that order*.
- 3 Select a Source.
- 4 Now select the **Source Levels** in the *order* in which they shall apply to the destination Levels.

For example, in Figure 12-40a, levels A4, A3, A2 and A1 are selected in that order.

Note:	Selecting just one source level will route this to <i>all</i> selected
	destination levels.
	Otherwise select the same number of source levels as destination
	levels. A notification prompt appears at the bottom of the GV
	Orbit Client window, reminding you to select source levels (see
	Figure 12-39).

				Logica	Router				
III III 88 🛛	12 +X H			7		o 🎛 88 🛯	2 + <u>₹</u>  ⊷		
S10-2BCDEF	S10-3BCDEF				MV10-1 S10-118	MV10-2 S10-121	MV10-3 S10-121	MV10-4 S10-121	
	_				MV10-5			MV10-8	
	S10-8		S10-10		S10-9	S10-10	S10-11	S10-12	
		$ \frown $			S10-9 MV10-9		MV10-11	MV10-12	
					S10-13		S10-15	S10-16	
					MV10-13	MV10-14	MV10-15	MV10-16	
					τ <sup>S11-1</sup> χ			S11-1	
					MV10-17	MV10-18	MV10-19	MV10-20	
III 88 III	8 €2 +%	Vide	xo, Audio 1 to 16			8 💶 +ž	Video	, Audio 1 to 16	
SDI						S10-9	S10-9	S10-9	
						A1	A2	A3	N
	A3	A4	AS		S10-9			S10-9	Notification prompt
					A4		AG	A7	
					S10-9	S10.9	S10-9		
					A8				

Fig. 12-39: Select Levels Notification

5 Click Take.

The selected source levels are routed to the selected destination levels and a shuffle is formed. Figure 12-40 shows a shuffle example reversing the order of the four audio channels (A1 to A4).

Routing Service	8										
				Logical	Router					Router Cont	rol
iii iii 88 🚦	12 1X 14			7		ið 🎛 🖽 🛂	₽₹ ₩		T		
					MV10-1	MV10-2	MV10-3	MV10-4			
S10-2BCDEF	S10-3BCDEF	S10-5	S10-6		S10-118	S10-121	S10-121	S10-121			
and the second	A		3 <sub>510-10</sub>	ſ	MV10-5	MV10-6	MV10-7	MV10-8		O Take O Au	to-Take
S10-7	S10-8	S10-9	S10-10		S10-9 S10-9	S10-10		S10-12			
			-		MV10-9	MV10-10	MV10-11	MV10-12			
S10-11	\$10-12	S10-13	\$10-14		S10-13	S10-14		S10-16		Take 5	Cancel
					MV10-13	MV10-14	MV10-15	MV10-16			
S10-15	S10-16	S10-17	S10-18		<b>L</b> S11-1 <b>X</b>	S11-1	S11-1	S11-1			
			1		MV10-17	MV10-18	MV10-19	MV10-20		Lock Protect	Rel
	H 😼 +X	Ŋ	Video, Audio 1 to 16	7		⊞ 🙀 +⊼	Video	o, Audio 1 to 16	7	1	-
					S10-9	S10-9	S10-9	S10-9			
SDI	V	A	A1		v	A4 A1	A3 A2	A2 A3		Salvos	
			4 45		S10-9	2 <sup>510-9</sup>	510-9	510-9			filter
A2	A3	A4	A5		A1 A4	A5	A6			CONCERNMENT MORE AND	
A6	A7	A8	A9		S10-9	S10-9	S10-9	S10-9		S10-1 to MV11 S11-1 to MV	10
АЬ	A/	A8	Ag		A8	A9	A10	A11			
A10	A11	A12	A13		S10-9	S10-9	S10-9	S10-9			

a) Before TAKE:

 Destination MV10-9 is currently all routed from source \$10-9

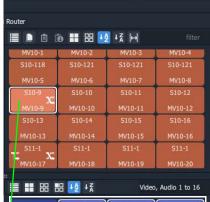
(as shown in the **Destination Levels Grid**).

- Destinations levels A1, A2, A3 and A4 are selected.
- Source **S10-9** is selected.
- Source Levels A4, A3, A2 and A1 have been selected (in that reversed order).

b) After TAKE:

- Destination **MV10-9** is still all routed from source **S10-9**.
- This 'shuffled' situation is indicated with a **Shuffle** icon on the destination button.
- The source of each destination level is shown in the **Destination Levels Grid**.

In particular, the destination's A1, A2, A3 and A4 are now routed from A4, A3, A2, and A1 respectively.



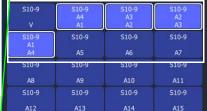




Fig. 12-40: Shuffle Example: a) Before TAKE; b) After TAKE; c) Shuffle Icon on Dest. Button.

# **Quick One-Level Shuffle with Dial Source-Level**

To shuffle (route) one level using the Dial Source-Level Dialog:

- 1 Select a **Destination**.
- 2 Select a Destination Level.

A Destination and one Level are now selected.

3 Type a single alpha-numeric character.

A default **Dial Source-Level** dialog appears and showing a filtered list of source names. The currently-routed Source and Level are shown.

Do not click; do not press Enter at this time.

Note: The currently-routed Source name is shown in the default dialog.

4 Press the 'Tab' key.

Focus then moves (toggles) from Source to Levels in the dialog.

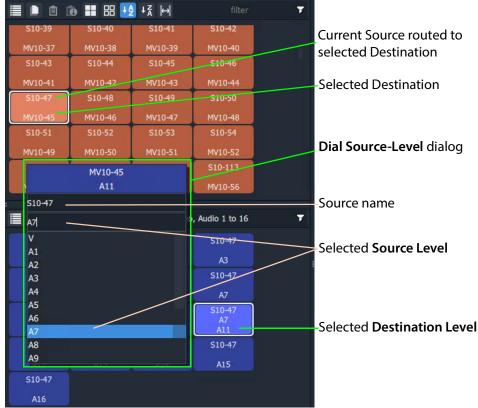


Fig. 12-41: Dial Source-Level Dialog

5 Type in a new Level name and press Enter, or select a new Level item in the filtered list, click to select.

A route is performed, connecting the selected Source Level to the selected Destination Level. A shuffle is made, see Figure 12-42.

	0 🔠 🖽 🛂	A MI					
S10-39	S10-40	S10-41	S10-42				
MV10-37	MV10-38	MV10-39	MV10-40				
S10-43	S10-44	S10-45	S10-46				
MV10-41	MV10-42	MV10-43	MV10-44				
S10-47	S10-48	S10-49	S10-50				
MV10-45	MV10-46	MV10-47	MV10-48				
S10-51	S10-52	S10-53	S10-54				
MV10-49	MV10-50	MV10-51	MV10-52				
S10-55	S10-56	S10-57	S10-113				
MV10-53	MV10-54	MV10-55 Video	MV10-56		Ŧ		
	MV10-54		MV10-56 o, Audio 1 to 16		Ŧ		
					Ŧ		
	⊞ <mark>+2</mark> +X	Video	o, Audio 1 to 16				
S10-47	<b>₩ ₩ ₩ ₩ ₩ ₩ ₩ ₩ ₩ ₩</b>	Video S10-47	o, Audio 1 to 16 S10-47	,			
S10-47	H ↓2 ↓X S10-47 A1	Video S10-47 A2	o, Audio 1 to 16 S10-47 A3	,		buffle po	w made aud
S10-47 V S10-47	S10-47 A1 S10-47	Video S10-47 A2 S10-47	o, Audio 1 to 16 S10-47 A3 S10-47 A7 S10-47		SI		w made, aud t destination
S10-47 V S10-47 A4	■ ↓2 ↓ ★ S10-47 A1 S10-47 A5	Video S10-47 A2 S10-47 A6	, Audio 1 to 16 S10-47 A3 S10-47 A7		SI le	vel A11 a	t destination
S10-47 V S10-47 A4 S10-47	S10-47 A1 S10-47 A5 S10-47	Video S10-47 A2 S10-47 A6 S10-47	o, Audio 1 to 16 S10-47 A3 S10-47 A7 S10-47 A7		SI le	vel A11 a	
S10-47 V S10-47 A4 S10-47 A8	S10-47 A1 S10-47 A5 S10-47 A5 S10-47 A9	Video S10-47 A2 S10-47 A6 S10-47 A10	o, Audio 1 to 16 S10-47 A3 S10-47 A7 S10-47 A7 A11		SI le	vel A11 a	t destination
S10-47 V S10-47 A4 S10-47 A8 S10-47	<ul> <li>■ ■ ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●</li></ul>	Video S10-47 A2 S10-47 A6 S10-47 A10 S10-47	, Audio 1 to 16 S10-47 A3 S10-47 A7 A7 A11 S10-47 S10-47		SI le	vel A11 a	t destination

Fig. 12-42: Shuffle Routed

**Note:** Using this method, one Source Level can be routed to one or more Destination Levels.

Use this method to set up any shuffles (or breakaways, see Quick Breakaway with Dial Source-Level, on page 540) required.

# Filtering

# What is Bulk Routing Panel Filtering?

Most grids/panes of the Bulk Routing Panel have a filter control on their tool bar. The filters control what items are shown in the grid/pane. Filters can be applied to the Source/Destination grids, the Level Selection grids and the Salvos pane. Custom filters can be created and applied. For destinations, filtering can also be by (routed) source. By default, level filtering is set up to show the usual video and audio levels.

#### Note: Filtered Lists:

When a filter is applied, a filtered (reduced) set of items is shown in a grid/pane.

Subsequent actions, such as 'select all items' or 'selecting a range', then all operate on the *filtered* items shown and not on the full list of items.

What are the Filter Controls in a Bulk Routing Panel?

Each grid/pane contains a similar filter text box and icon. These access a filter items list (also accessed by typing Ctrl-F when in a grid/pane), and filter options menu respectively.

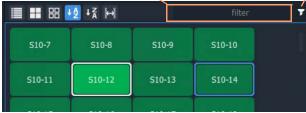
S10-39

S10-43

Filter search text box

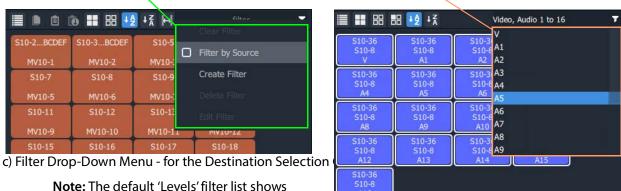
Click the Filter icon to show the Filter options menu.

🔳 🔡 🔠 🛂 👫 🖂



a) Filter Controls - Text Entry Box

### Destination Grid's Filter options menu



one video level and 16 audio channels.

Fig. 12-43: Filter Controls:

a) Filter Text Entry Box; b) Filter Drop-Down Options Menu; c) Drop-Down Menu for Destination Grid; d) Level Grid Filter Items List (Default).

# **Filtering Actions**

**Simple Filtering by Name** 

To simply filter items in a grid or pane by name:

- 1 Select the Filter text entry box.
- 2 Enter a filter search term into the **Filter** text box. For example, type 'S11' to only show source names starting with 'S11'.

Filter items list

d) Levels Grid Filter Default

b) Filter Drop-Down Menu

S10-40

S10-44

S10-4

S10-4

Create Filter

As the filter search term is typed, the number of displayed items in the Grid/Pane is reduced (filtered). The reduced number of items gives a *preview* of the filter's action.

- 3 To abort the filter set up, press the ESC key.
- 4 When the required filtering is reached, press the Return/Enter key to *apply* the filter.

The filter has been applied to the grid. Then only filtered items are shown in the grid/pane, with names which contain the search term.

	8 🛂	t¥ ↔	S11		7	
S1	1-1	S11-2	S11-3	S11-4		
S1	1-5	S11-6	S11-7	S11-8		
51	1-9	S11-10	S11-11	511-12		
S11	1-13	S11-14	S11-15	S11-16		
511	1-17	S11-18	S11-19	S11-20		
511	1-21	S11-22	S11-23	S11-24		
S11	1-25	S11-26	S11-27	S11-28		

Filter search term

Fig. 12-44: Example of Simple Filtering Applied to a Grid/Pane (Search Term = "S11")

### **Clear Applied Filtering in a Grid/Pane**

To clear filtering that has been applied in a grid or pane:

1 Either:

- click on the Filter icon ( ) in the grid/pane's tool bar; or
- in the Filter text entry box, press the Tab key.

And then select 'Clear Filter'.

The filtering is removed and all grid/pane items are shown. The filter search term is also cleared and the Filter items drop-down list is shown.

2 At this point, a new search term may be entered. Or the filter clearing action can be aborted by pressing the ESC key.

If no further filter set up is required:

3 Press the Enter/Return key to remove the Filtering and the Filter items drop-down list.

### Set Level Filtering in a Grid/Pane

To set any applied Level filtering back to its 'default':

1 Either:

- click on the Filter icon ( 🔽 ) in the Level grid/pane's tool bar; or
- in the Filter text entry box, press the Tab key,

And select 'Video, Audio 1 to 16'.

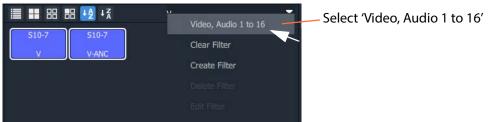


Fig. 12-45: Set Level Filtering to Default

Any filtering is replaced by the default 'Video, Audio 1 to 16' filtering and the filter search term reflects this.

	# 🛃 +≩	Video, Audio 1 to 16	7
S10-7	S10-7	S10-7 A1	
v	A1	A2 A2	
S10-7	S10-7	S10-7 A3	
A4	A5	A4 A6 A5	
S10-7	S10-7	S10-7 A6	
A8	A9	A10 A7	
S10-7	S10-7	S10-7 A8 A9	
A12	A13	A14 A15	
\$10.7			

Fig. 12-46: Level Filtering Default

2 Press Enter to apply this change (or press ESC to cancel this filter change).

	↓ <b>⋛</b> ↓Ă	Video, Audio 1 to 16				
S10-7	S10-7	S10-7	S10-7			
v	A1	A2	A3			
S10-7	S10-7	S10-7	S10-7			
A4	A5	A6	A7			
S10-7	S10-7	S10-7	S10-7			
A8	A9	A10	A11			
S10-7	S10-7	S10-7	S10-7			
A12	A13	A14	A15			
\$10.7						

Fig. 12-47: Level Filtering Default Applied

## **Dynamic Filtering By Name**

	List			
iii 🔡 🔡 🔡	₽ ₽ ₽ ₽ ₽	S11		<b></b>
S11-9	S11-10	S11-1 S11-11S11-1 S11-1 S11-1	2	
S11-13	S11-14	S11-1 S11-1 S11-1	4 5	
S11-17	S11-18	S11-6 S11-19S11-7 S11-6	7	
S11-21	S11-22	S11-2: S11-2: S11-3	9 10	
S11-25	S11-26	S11-27	S11-28	
S11-29	S11-30	S11-31	S11-32	

a) Enter Search Term and Select

List of names containing the search term (scrollable).

III III III II	₽ +X  +	S11-:	3
S11-3	S11-30	S11-31	S11-32
S11-33	S11-34	S11-35	S11-36
S11-37	S11-38	S11-39	
	() = (		

b) Selected Item(s) Displayed

Fig. 12-48: Dynamic Filtering (Source Names Example): a) Enter Search Term and Select. b) Selected Item Displayed

To dynamically filter items by their name:

1 Enter the filter search term into the Filter text box.

GV Orbit looks for names which contain the filter search term. A drop-down, scrollable filtered list of names is presented. The list dynamically changes with the search term.

- 2 Find a name in the list by scrolling through the items. (Use a mouse wheel, the scroll-bars, or up/down arrow keys to scroll through the list.)
- 3 Select an item.

(Click on it, or press the Return/Enter key when item is highlighted.)

The result of the selected filter item is shown in the grid.

## **Filtering Destinations by Source**

Filtering of items by their names has been described so far. The filtering is extended for Destinations to enable Destination names to be filtered by the names of the *sources* that are routed to them. The filter drop-down menu of the Destination Grid contains an extra item, for this, 'Filter by Source'.

1 In the Destination Grid, click on the Filter icon ( 🔽 ) and select Filter by Source.

	ò 🔡 🔠 🛂	t <sup>X</sup> ⊨	Filter Clear Filter	~	- 'Filter by Source' is selected
S10-2BCDEF	S10-3BCDEF	S10-5			,
MV10-1	MV10-2	MV10-:	Filter by Source		
S10-7	S10-8	S10-9	Create Filter	* `	
MV10-5	MV10-6	MV10-			
S10-11	S10-12	S10-13			
MV10-9	MV10-10	MV10-11	PIV10-12		
S10-15	S10-16	S10-17	S10-18		
MV10-13	MV10-14	MV10-15	MV10-16		
\$10-19	S10-20	S10-21	S10-22		
MV10-17	MV10-18	MV10-19	MV10-20		
S10-23	S10-24	S10-25	S10-26		
MV/10-21	MV10-22	MV/10-23	MV/10-24		

Fig. 12-49: Filtering of Destinations by Source is Enabled

2 Enter a search term in the Filter text box.

S11-120	S11-5	S10-222222222ABCDEF S11-9! S10-33333333333ABCDEF	ter search ter
MV10-63	MV10-80	MV10-9S10-5	
S11-116	S11-100	S11-10 S10-6	
MV10-97	MV10-101	MV10-11 S10-8	
S11-104	S11-73	S11-11 S10-9	
MV10-144	MV11-73	MV11-1;S10-10	
S11-118	S11-118	S11-11 S10-11 S10-12	
MV11-128	MV11-129	MV11-130 MV11-131	

Fig. 12-50: Filter Destinations by Source

3 Press the Enter/Return key to apply the filtering.

With the **Filter by Source** option selected, the **Destination Grid** will show only destinations which have a filter-matching source routed to them.

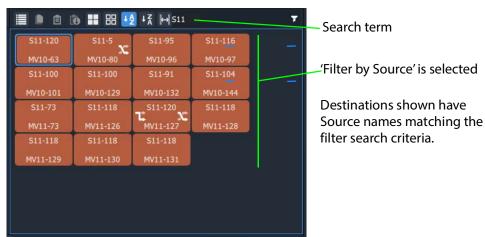


Fig. 12-51: Example Destination 'Filter by Source'

# **Preset Level Filters**

The **Source Level** and **Destination Level** grids offer some preset filters to filter audio/video levels. For example, 'Video, Audio 1 to 16' which is for video and 16 audio channels. This preset filter is listed in the drop-down Filter items list, along with the names of the items (levels).

## **Custom Filters**

What is a Custom Filter in a Bulk Routing Panel?

GV Orbit allows more complex and custom filters to be created. This can be done for any of the filterable grids/panes.

A custom filter can be:

- Created, given a name and saved.
- Edited or deleted.
- Re-named.

A custom filter is applied by entering the start of the custom filter name into the filter text box. The custom filter name will appear in the Filter items drop-down list for selection. Select the custom filter name to apply it.

Custom filters are stored in the GV Orbit Routing service for the currently-logged-in GV Orbit user. In this way, the filter will be available to the same user on other machines.

**Note:** Custom filters will not be seen by other users on other machines.

What is a Custom Filter Rule?

Filter expressions can be defined and combined together to form complex filter conditions, filter rules. The filter rule of a custom filter is designed in a Filter dialog.

Expressions can be combined to make rules by ANDing and ORing them together:

- AND filter condition is met if both filter expressions are satisfied.
- **OR** filter condition is met if *either* filter expression is satisfied.

## **Custom Filtering**

### **Creating a Custom Filter**

In a grid/pane:

1 Click on the Filter tool bar icon and select 'Create Filter'.

An empty Filter dialog is shown. See Figure 12-52.

		7	
S10-2BCDEF S10-3BCDEF S10-5	S10-6		
MV10 S10-	- 0	×	
MV10. Filter Name: New Filter			Custom filter rule to
S10-1 OR ▼ ♣ È;			be defined here.
MV10- S10-1 Contains	•	T I	
MV10-1			
510-1		to	
F <sub>MV10-</sub>			
S10-2			
MV10-1			
S10-2		1	
MV10-2			
		S10-1 to	
	Grand	<b>•</b>	
Apply Save	e Cancel		

Fig. 12-52: Filter Dialog

2 Enter a Filter name for the filter.

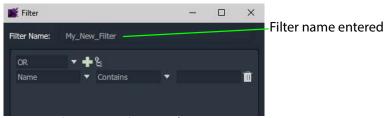


Fig. 12-53: Saving New Custom Filter

3 Click Save.

A new Custom Filter has been created.

### Selecting a Custom Filter

A **Custom Filter** is listed in the drop-down Filter items list:

In the Filter text box, start to type the name of a Custom Filter.
 The Filter items drop-down list contains the Custom Filter name.

	o 🔡 🔠 🛂	¥ <sup>Z</sup> ↔ Μ		7	
510-222222222	S10-3BCDEF	S10-5 My_1	New_Filter		-Select a <b>Custom Filter</b> name
MV10-1	MV10-2	MV10-MV1	0-2		
S10-7	S10-8	S10-9 MV1	0-3		
MV10-5	MV10-6	MV10- MV10-			
S10-11	S10-12	S10-1: MV1			
MV10-9	MV10-10	MV10-1 MV1	0-7		
S10-15	S10-16	S10-17 MV1			
MV10-13	MV10-14	MV10-15	MV10-16		
S10-19	S10-20	S10-21	S10-22		

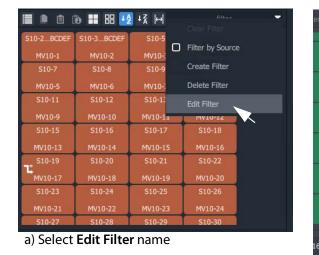
Fig. 12-54: Custom Filter in Filter Items List

### **Constructing the Rules for a Custom Filter**

See Filter Dialog and Custom Filter Rules, on page 556, for adding filter rules with the dialog to construct the filter.

### **To Edit an Existing Custom Filter**

1 Click on the Filter tool bar icon and select Edit Filter.



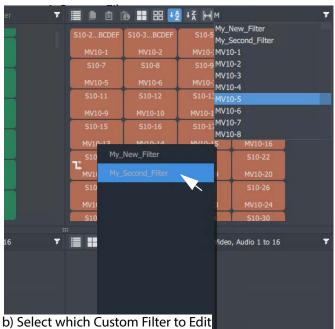


Fig. 12-55: Select Custom Filter to Edit

2 Select the filter to edit from the list shown. (See Figure 12-55b.) The **Filter** dialog is shown for the selected custom filter.

### **To Delete a Custom Filter**

- 1 Click on the Filter tool bar icon and select Delete Filter.
- 2 Select the filter to delete from the list shown.

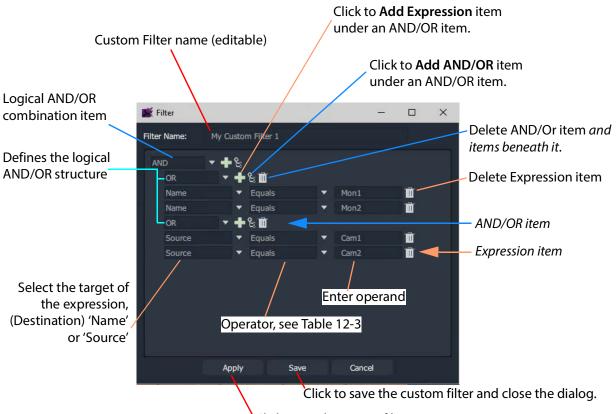
The filter is deleted when the selection is made.

## **Filter Dialog and Custom Filter Rules**

The filter rule of a custom filter is designed in the **Filter** dialog (see Figure 12-56). A rule is formed from the logical combination of filter expressions. Expressions can be ANDed or ORed together and complex AND/OR configurations can be defined for a custom filter:

- AND filter condition is met if both filter expressions are satisfied.
- OR filter condition is met if either filter expression is satisfied.

A worked example is given (Example Custom Filter, on page 557) which shows how to construct Filter rules with the Filter dialog.



Click to apply custom filter.

Fig. 12-56: Filter Dialog - Custom Filter Example

### Logical AND / OR Combining

The **Custom Filter** being designed must be expressible in the form of a logical expression so that it can be captured in the **Filter** dialog.

A rule might be designed to filter:

- destination names that both start with a 'C' and contain a '6'.
- destination names that either end with a '4' or end with a '5'.
- · destinations whose source names start with 'Cam'.

• destinations whose names end with a 'X' and whose source names are 'Cam12'.

**Filter Expressions** 

An expression tests a Destination Name or Source Name with an operator and an operand.

#### **Filter Expression Operators**

The operators include:

Table 12-3: Operators - Name/Source and Operand

Operation	True when
Equals	Name matches.
Not Equals	No match.
StartsWith	Starts with the operand.
EndsWith	Ends with the operand.
Contains	Contains the operand.
NotContains	Does not contain the operand.
Greater Than	Numerical part of name is greater than the operand.
Less Than	Numerical part of name is less than the operand.
GreaterThanEqual	Numerical part of name is greater than or equal to the operand.
LessThanEqual	Numerical part of name is less than or equal to the operand.

## **Example Custom Filter**

This section explains What the Filter Should Do and Defining the Custom Filter Example via the Filter dialog.

#### What the Filter Should Do

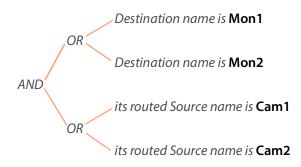
"Display two destinations only if they have certain sources currently routed to them."

(Destinations Mon1 and Mon2 and sources Cam1 and Cam2 are used in this example.)

#### The filter for this example may be written:

"Show a destination if the destination name is **Mon1** or **Mon2**, and its routed source name is **Cam1** or **Cam2**."

This may be written out to show its logical expression structure. Show a destination if the following is true:



**Defining the Custom Filter Example** 

This example **Custom Filter** filter may be entered into the **Filter** dialog as follows:

1 Click on the Destination Grid's Filter tool bar icon and select **Create Filter**.

An empty Filter dialog is shown. See Figure 12-52 on page 554.

- 2 Enter a Filter Name for the filter.
- 3 Select AND as the first (top-level) logical combination item with the drop-down menu button. See Figure 12-57.

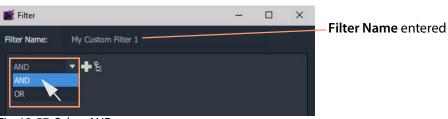


Fig. 12-57: Select AND

4 Click the Add AND/OR icon.

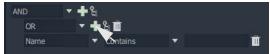
An indented AND/OR item appears.

- An expression item also appears below the OR. See Figure 12-58.
- 5 Select OR as the new, indented logical combination item.



6 Click the new **Add Expression** icon. A second expression item appears

under the OR. See Figure 12-59.



Filter				-		×	
Filter Name:	My Custo	m Filter 1					
AND	<b>▼ ∳</b> %					2	
OR	- +	દે 🔟					
Name	<b>~</b>	Contains	T T		Ū		
Name	<b>.</b>	Contains					Second expression item

Fig. 12-59: Added a Second Expression Item

7 Click the first Add AND/OR icon again.

AND 
Contains

Name
Contains

Contains

This add a second OR logical combination item indented under the AND. See Figure 12-60.



Fig. 12-60: Second OR Logical Combination Item Added

8 Add a second expression item under the new OR item. See Figure 12-61.



Fig. 12-61: Second Expression Item Added

The basic 'AND-OR-OR' logical combination structure for the example has now been entered for the Filter rule.

The next step completes the expression item and saves the filter:

9 Set up the expressions as shown in Figure 12-62.

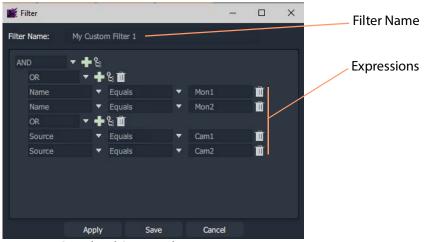


Fig. 12-62: Completed Custom Filter

10 Click Save in the Filter dialog to save the custom filter and close the dialog.

Custom filter rules have been entered; the **Custom Filter** has been created, ready to use. See Using a Custom Filter.

### **Using a Custom Filter**

To use the custom filter 'My Custom Filter 1':

Start entering the custom filter name into the Filter text box.
 ('My' in this example.) A list of possible matching custom filters is presented.

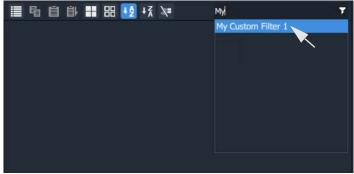


Fig. 12-63: Select Custom Filter

2 Select the 'My Custom Filter 1' item.

The filter is applied.

In this example, only destinations 'Mon1' or 'Mon2' are shown if they have sources 'Cam1' or 'Cam2' routed to them. See Figure 12-64.

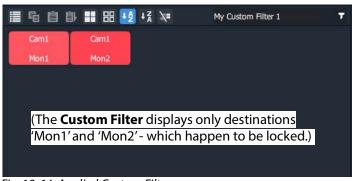


Fig. 12-64: Applied Custom Filter

To clear the filtering:

3 Click on the Filter tool bar icon and select Clear Filter.

# Salvos

## What is a Salvo?

Salvos are created and defined in Grass Valley's GV Orbit product and are available to the Bulk Routing Panel through the GV Orbit **Routing** service that the Bulk Routing Panel is connected to.

Salvos are shown in the **Salvos** pane of the Bulk Routing Panel. The list of Salvo names can be filtered using the tool bar controls. Filters can be set up in a similar way to the other grids/panes of the Bulk Routing Panel.



Fig. 12-65: Salvos Pane with Salvo Buttons

# **Executing Salvos**

**To Execute a Salvo** 

Either:

• double-click on the Salvo button;

or,

• select the Salvo button (single-click) and click Take.

**To Execute multiple Salvos** 

- 1 Select the first **Salvo**.
- 2 Select other **Salvos** with CTRL-click.
- 3 Press Take.

# **Hide Sources**

## What is the Hide Sources Mode?

In **Hide Sources** mode, the **Source Selection** and **Source Level Selection** grids may be hidden from view. Thus more destinations are displayed.

The Hide Sources icon in the Destination Grid's tool bar enables this mode.

	i 📰 🖽 🛂	t <sup>X</sup> ↔ ⁄=		filter	Ţ
S10-2BCDEF	\$10-333333333	S10-5	510-6	S10-7	
MV10-1	MV10-2	MV10-3	MV10-4	MV10-5	
S10-8	S10-9	S10-10	S10-11	S10-12	
MV10-6	MV10-7	MV10-8	MV10-9	MV10-10	
S10-13	S10-14	S10-15	S10-16	S10-17	
	Construction of the second second	111110000000000000			

Fig. 12-66: Hide Sources Icon in Destination Grid Tool Bar

# **Enter Hide Sources Mode**

Toggle Hide Sources on/off by:

• Click the Hide Sources icon in the Destination Selection grid tool bar.

The Bulk Routing Panel hides the Sources and more Destinations are shown. See Figure 12-67b on page 563.

# **Routing in Hide Sources Mode**

Use the **Dial Source** or **Dial Source-Level** facility to route source signals and/or levels to destinations. See Dial Source Dialog, on page 526 and Dial Source-Level Dialog, on page 527.

					Logical	Router							Router Control	
📰 📰 88 🛽	<b>4</b> + <u>7</u> ₩				Ţ		io III III 🔢	↓ <sup>Z</sup> ↔ X=	-		Ŧ			
S10-2BCDEF	S10-3BCDEF	S10-5	S10-6	S10-7		S10-2BCDEF	S10-3BCDEF MV10-2	S10-5 MV10-3	S10-6 MV10-4	S10-7 MV10-5				
S10-8	S10-9	S10-10	S10-11	S10-12		S10-8	S10-9 MV10-7	S10-10	S10-11 MV10-9	S10-12		0	Take O Auto-Take	
S10-13	S10-14	S10-15	S10-16	S10-17		MV10-6 S10-13 S10-16	S10-14	MV10-8 S10-15	S10-16	MV10-10 S10-17		Т	ake Cance	1
S10-18	S10-19	S10-20	\$10-21	S10-22		MV10-11 S10-18	MV10-12 S10-19	MV10-13 S10-20	MV10-14 S10-21	MV10-15 S10-22				
S10-23	S10-24	S10-25	S10-26	S10-27		MV10-16 S10-23	MV10-17 S10-24	MV10-18 S10-25	MV10-19 S10-26	MV10-20 S10-27		Lock	Protect	
S10-28	S10-29	S10-30	S10-31	S10-32		MV10-21 S10-28	MV10-22 \$10-29	MV10-23 S10-30	MV10-24 S10-31	MV10-25 \$10-32				
Chi Lo	010 25	010.00				MV10-26 \$10-33	MV10-27 S10-34	MV10-28 S10-53	MV10-29 S10-20	MV10-30 S10-37		🔳 🛃 + K	Salvos	
	॑ ॑₽ ₽ ₽ ₽		Video, Audio	1 to 16			🗄 📢 +ž		Video, Audio	to 16	<b>,</b> .			
SDI	v	A	A1	A2		510-13 510-16 V	S10-13 S10-16 A1	S10-13 S10-16 A2	S10-13 S10-16 A3	S10-13 S10-16 A4		S10-1 to MV11	S11-1 to MV10	
A3	A4	A5	A6	A7		S10-13 S10-16 A5	S10-13 S10-16 A6	510-13 510-16 A7	S10-13 S10-16 A8	S10-13 S10-16 A9				
A8	A9	A10	A11	A12		S10-13 S10-16 A10	S10-13 S10-16 A11	S10-13 S10-16 A12	S10-13 510-16 A13	S10-13 S10-16 A14				
A13	A14	A15	A16	ANC		S10-13 S10-16 A15	S10-13 S10-16 A16							
	es Show	AES67-4	AES67-8	AES67-16										

Routing Service	8										
					ogical Router						Router Control
	ю 🔣 🖽 🛂	🕴 🕂 ki 🙀 🐹								7	
S10-2BCDEF	S10-3BCDEF	S10-5	S10-6	S10-7	S10-8	S10-9	S10-10	S10-11	S10-12		
MV10-1	MV10-2	MV10-3	MV10-4	MV10-5	MV10-6	MV10-7	MV10-8	MV10-9	MV10-10		vite and a
510-13	S10-14	S10-15	510-16	S10-17	510-18	S10-19	S10-20	S10-21	S10-22		O Take O Auto-Take
MV10-11	MV10-12	MV10-13	MV10-14	MV10-15	MV10-16	L MV10-17	MV10-18	MV10-19	MV10-20		
S10-23	510-24	S10-25	510-26	S10-27	510-28	S10-29	S10-30	S10-31	510-32		
MV10-21	MV10-22	MV10-23	MV10-24	MV10-25	MV10-26	MV10-27	MV10-28	MV10-29	MV10-30		Take Cancel
S10-33	510-34	S10-53	510-20	S10-37	510-38	S10-39	S10-40	S10-41	S10-42		
MV10-31	MV10-32	MV10-33	MV10-34	MV10-35	MV10-36	MV10-37	MV10-38	MV10-39	MV10-40		
S10-43	510-44	S10-45	S10-46	S10-47	510-48	S10-49	S10-50	S10-51	S10-52		Lock Protect Release
MV10-41	MV10-42	MV10-43	MV10-44	MV10-45	MV10-46	MV10-47	MV10-48	MV10-49	MV10-50		T DELLE
\$10-53	S10-54	S10-55	\$10-56	S10-57	S10-113	S10-4BCDEF	S10-113	S10-138	S10-113		
MV10-51	MV10-52	MV10-53	MV10-54	MV10-55	MV10-56	MV10-57	MV10-58	MV10-59	MV10-60		
510-113		S11-120		101035	1010-20	S10-133	11110-20	S10-122			Salvos
											III III IIII IIIIIIIIIIIIIIIIIIIIIIII
	⊞ ¥2 ¥X							Video,	Audio 1 to 16	<b>T</b>	S10-1 to MV11 S11-1 to MV10
S10-13	S10-13	S10-13	S10-13	S10-13	S10-13	S10-13	S10-13	S10-13	S10-13		S10-1 to MV11 S11-1 to MV10
V	Al	A2	A3	A4	A5	A6	A7	A8	A9		
S10-13	S10-13	S10-13	S10-13	S10-13	S10-13	S10-13					
A10	A11	A12	A13	A14	A15	A16					
b) Hide S	Sources										
		<b>-</b> • •	12 67 5		· · · · · ·	. 1					

Fig. 12-67: Bulk Routing Panel: a) Sources and Destinations Shown; b) Hide Sources.

# **List View**

## What is List View Mode?

**List View** is a level-centric view of a Bulk Routing Panel, allowing a user to focus on routing to Destination Levels. **List View** hides Sources and Source Levels and presents all of the destinations in a 'list' format; each list item is a Destination with all of its Levels.

Figure 12-68a shows a normal Bulk Routing Panel view and Figure 12-68b shows a List View.

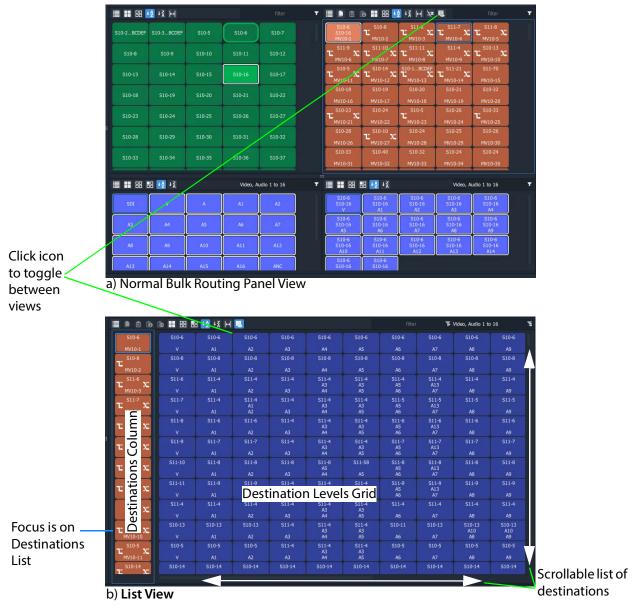


Fig. 12-68: Bulk Routing Panel: a) Normal View; b) List View

Focus between the Destination and Destination Levels sections can be moved with the CTRL-Cursor-arrow-keys, as usual. Focus is shown with a thin blue bounding box.

### **List View Tool Bar**

The **List View** tool bar is an amalgamation of the tool bars of the normal Destination pane and Destination Level grid of a Bulk Routing Panel. Icons may be grayed-out according to panel focus. See Figure 12-69.

Icons, some may be grayed-out depending on panel focus.

Two filter boxes, for **Destination** filtering and **Destination** Level filtering

					Logical Router					
	i	8 🛂 +X 🖂					filte	· 7	Video, Audio 1 te	o 16 🛛 🚡
S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6
MV10-1		A1	A2	A3	A4	A5	A6	A7	A8	A9
S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-8	S10-8

Fig. 12-69: List View Tool Bar

### **Destination Filtering**

There are two filter boxes and these are for: **Destination** filter and **Destination Level** filter. See Figure 12-69. **List View** presents all of the destinations in a scrollable list. To aid selection of destinations and levels, and navigation of the list, the filter facility can be used to limit what is listed:

- Destination filtering may be done by name or by their routed Source.
- Destination Level filtering may be done by Level name.

See Filtering, on page 547, for more information about using the filter facility.

A filter may be invoked by pressing CTRL-F according to where your panel focus is. In **List View**, with panel focus on:

- the Destination column, then CTRL-F invokes Destination filter; or on
- the Level grid, then CTRL-F invokes Destination Level filter.

## **Selection in List View**

### **Select a Destination**

- 1 Click on a Destination.
  - (Or move focus to the level with the cursor keys and press Space-Bar.)
  - All of the destination's levels are automatically selected.

S10-21

S10-21

		/									
	to 🖬 🖽 🗄	8 12 13 14						- <b>5</b>	Video, Audio 1 t	o 16	1
S10-18	S10-18	510-18	S10-18	S10-18	S10-18	510-18	S10-18	510-18	S10-18	510-18	
MV10-16	v				A4				A8		
S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	
MV10-17	v				A4					A9	
S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	
and the second se			10000								1

S10-2

S10-21

S10-21

S10-2

### Select a Destination, then all Levels are selected

\$10-21 Fig. 12-70: Select a Destination

\$10-2

### **Select Multiple Destinations**

- 1 Click on a Destination to select it. (Or move focus onto the Destination with the cursor arrow keys and press the Space-Bar key.)
- 2 CTRL-click to add other Destinations. (Or focus on another Destination and press CTRL-Space-Bar.)

\$10-2

Alternatively or additionally, SHIFT-select can be used when selecting a range.

\$10-2

### **Select a Destination Level**

1 Click on a Destination Level.

The Level is selected and the Destination is selected automatically. No other Levels are selected.

Colocto	Loval them	the Dectin	ation is	coloctod
Select a	Level, ther	n the Destir	hation is	selected.

S10-18	S10-18	S10-18	S10-18	S10-18	S10-18	S10-18	S10-18	S10-18	S10-18	S10-18
MV10-16			A2		A4	A5			A8	A9
S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19
MV10-17			A2	A3	A4	A5	A6		A8	A9
S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20

Fig. 12-71: Select a Destination Level

**Select Multiple Destination Levels** 

**CTRL-Selecting** 

e

- 1 Select a Destination Level.
- 2 CTRL-Select other Levels to add further Levels to the selection.

1 1 10	🖻 🔣 👪 🖥	8 🔢 🗚 🖂					filt	er 🍞	Video, Audio 1 b	o 16
S10-18	S10-18	S10-18	S10-18	S10-18	S10-18	S10-18	S10-18	<u>510-18</u>	S10-18	S10-18
MV10-16			A2		A4	A5	A6	A7	AB	A9
S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19
MV10-17			A2	A3	A4	A5	A6	A7	A8	A9
S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	\$10-20	S10-20	<b>S10-20</b>
MV10-18		A1	A2	A3	A4	A5	A6	A7	AB	A9

### Select a Level, then CTRL-Select others.

Fig. 12-72: Select Multiple Destination Levels

#### **SHIFT-Selecting a Range of Destination Levels**

To select a range of Levels:

- 1 Select the first Level in the range. (Move button focus onto a Level and click on it, or press Space-Bar.)
- 2 SHIFT-Select the last Level in the range.

(To move focus from the first Level to the last, use the mouse or use SHIFT-cursor-left/right arrow keys. To select, click or press Space-Bar.)

Levels from the first to the last are selected.

Select the first Level, then SHIFT-Select the last.

	🕲 📰 🔡 🖥							50 50	Video, Audio 1 to	5 16
S10-18	S10-18	S10-18	S10-18	S10-18	S10-18	\$10-18	S10-18	S10-18	S10-18	S10-18
MV10-16			A2		A4	A5	A6		A8	A9
S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19	S10-19
MV10-17			A2	A3	A4	A5	A6		A8	A9
S10-20	<b>S10-20</b>	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20	S10-20
MV10-18					A4		A6	A7	AB	A9
S10-21	S10-21	S10-21	S10-21	S10-21	S10-21	S10-21	S10-21	S10-21	S10-21	S10-21
10000										

Fig. 12-73: Select a Range of Destination Levels

**SHIFT-Selecting a Block of Destination Levels** 

A block of Levels may be selected. This is similar to selecting a range, but it goes across more than one destination. To select a block of Levels:

- 1 Select the first, 'top-left' Level in the block.
- 2 SHIFT-Select the last, 'bottom-right' Level in the block.

Levels from the first selection to the last in a block are selected.

4V10-6		A1	A2	A3	A4	A5	AG	A7	A8	A9
10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10
V10-7			A2		A4		A6		A8	
610-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5
V10-8			A2	A3	A4	A5	A6		A8	
10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10
V10-9			A2	A3	A4	A5	A6		A8	A9
\$10-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5	S10-5
S10-5 1V10-10	S10-5 V	S10-5 A1	S10-5 A2	S10-5 A3	S10-5 A4	S10-5 A5	S10-5 A6	S10-5 A7	S10-5 A8	
		AI	AZ ,	L A2	R4	C Ap	AO	AZ	AD	A9

#### Select the first, 'top-left' Level, then SHIFT-Select the last, 'bottom-right'.

Fig. 12-74: Select a Block of Destination Levels

### Selecting Source and/or Source Level

Source and Source Level selection is done via the **Dial Source** and **Dial Source-Level** dialup dialog facility. After the required Destination(s) or Destination Level(s) are selected type in an alpha-numeric character to open one of the dial-up dialogs. (See Dial Source and Dial Source-Level Dialogs, on page 525.)

For normal routing operation in **List View** mode, only a single Source or a Single Source Level can be selected.

## **Routing in List View**

Routing in **List View** is done by selecting a Destination (and Levels) and then selecting a Source and Source Levels via the **Dial Source** and **Dial Source-Level** facility. (See Dial Source and Dial Source-Level Dialogs, on page 525.)

Some Routing examples are provided, see:

- Routing Examples 'All Levels', on page 568.
- List View Routing Examples One-Level, on page 570.
- List View Routing Examples Destination Copy-Paste, on page 575.
- List View Routing Examples Copy-Paste Levels, on page 577.

A brief summary of these examples is found at List View Routing Summary, on page 581.

## **Routing Examples - 'All Levels'**

Several routing examples are presented:

- Simple Route, One Source to One Destination ('All-Levels').
- One Source to Multiple Destinations ('All-Levels').

Routing utilizes the Dial Source and Dial Source-Level Dialogs.

### Simple Route, One Source to One Destination ('All-Levels')

To make a simple 'all-levels' route in List View:

1 Select a Destination.

S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
MV11-1	v	A1	A2	A3	A4	A5	A6	A7	A8
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
MV11-2	v	A1	A2	A3	A4	A5	A6	A7	A8
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
MV11-3	ν	A1	A2	A3	A4	A5	A6	A7	A8

Fig. 12-75: Destination Selected

2 Begin to type a Source name, for example, 'S10-'.

A **Dial Source** dialog appears. Source names are listed in the dialog and are filtered on the typed text. See Figure 12-76.

MV11-1	V	A1	A2	A3	A4	A5	A6	A7	A8
S11-1 S10-22 MV11-2	S11-1 S10-22 V	S11-1 S10-22 A1	S11-1 S10-22 A2	S11-1 S10-22 A3	S11-1 S10-22 A4	S11-1 S10-22 A5	S11-1 S10-22 A6	S11-1 S10-22 A7	\$11-1 \$10-22 A8
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
MV11-3	V	A1	A2	A3	A4	A5	A6	A7	A8
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
MV11-4	v	A1	A2	A3	A4	A5	A6	A7	A8
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	C11.1	C111	C++ 1
MV11-5	v	A1.	A2	A3	A4	A5		MV11-2	
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S10-22		
MV11-6	v	A1	A2	A3	A4	A5	S10-222222222	22ABCDEF	
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	010-22		
MV11-7	v	A1	A2	A3	Ag	A5	1		
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1			
MV11-8	v	A1	A2	A3	A4	A5			
S11-1	S11-1	S11-1	S11-1	\$11-1	S11-1	S11-1			
MV11-9	v	A1.	A2	A3	A4	A5			
S11-11	S11-11	S11-11	S11 11	S11-11	S11-11	S11-11	S11-11	S11-11	S11-11
		тур	ed in text		Fille	red Source	ELISU		

Fig. 12-76: Dial Source Dialog

3 Continue to type in ('dial-up') a Source Name and press Return; and/or select the required Source name from the filtered Source list in the **Dial Source** dialog. For example, 'S10-22'.

An 'all-levels' route is made to the selected Destination.

New source is routed to the destination, all levels.

	+2 +X  ↔							
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
v/	11	A2	A3	A4	A5	A6	A7	A8
S10-22	S10-22	S10-22	S10-22	S10-22	S10-22	S10-22	S10-22	S10-22
v	A1	A2	A3	A4	A5	A6	A7	A8
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
	S11-1 V S10-22 V	S11-1         S11-1           V         A1           S10-22         A1	S11-1         S11-1         S11-1           V         A1         A2           S10-22         S10-22         S10-22           V         A1         A2	S11-1         S11-1         S11-1         S11-1           V         A1         A2         A3           S10-22         S10-22         S10-22         S10-22           V         A1         A2         A3	S11-1         S11-1         S11-1         S11-1         S11-1           V         A1         A2         A3         A4           S10-22         S10-22         S10-22         S10-22         S10-22           V         A1         A2         A3         A4	S11-1         S11-1         S11-1         S11-1         S11-1         S11-1           V         A1         A2         A3         A4         A5           S10-22         S10-22         S10-22         S10-22         S10-22         S10-22           V         A1         A2         A3         A4         A5           S10-22         S10-22         S10-22         S10-22         S10-22           V         A1         A2         A3         A4         A5	S11-1     S11-1     S11-1     S11-1     S11-1     S11-1       V     A1     A2     A3     A4     A5     A6       S10-22     S10-22     S10-22     S10-22     S10-22     S10-22       V     A1     A2     A3     A4     A5     A6	S11-1     S11-1     S11-1     S11-1     S11-1     S11-1     S11-1       V     A1     A2     A3     A4     A5     A6     A7       S10-22     S10-22     S10-22     S10-22     S10-22     S10-22     S10-22       V     A1     A2     A3     A4     A5     A6     A7

Fig. 12-77: Routed All-Levels

An 'all-levels' route has been made.

**One Source to Multiple Destinations ('All-Levels')** 

To make a simple 'all-levels' route from one Source to multiple Destinations:

- 1 Select the first Destination.
- 2 CTRL-Select and/or SHIFT-Select other Destinations.

When all Destinations have been selected:

3 Begin to type a Source name, for example, 'S10'.

A **Dial Source** dialog appears. Source names are listed in the dialog and are filtered on the typed text.

- 4 Proceed to 'dial up' a Source name, as described in Simple Route, One Source to One Destination ('All-Levels').
- 5 Select a Source to make the route.

An 'all-levels' route is made to multiple Destinations.

## **List View Routing Examples - One-Level**

Several routing level-based examples are presented:

- Simple One-Level Route (Breakaway).
- One-Level Shuffle.
- One Level to Multiple Levels.

Simple One-Level Route (Breakaway)

To make a 'one-level' route in **List View**:

1 Select a Destination Level.

MV10-28		A1	A2	A3	A4	A5	A6	A7	A8
S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25
MV10-29		A1	A2	A3	A4	A5	A6	A7	A8
S10-26	S10-26	S10-26	S10-26	S10-26	S10-26	S10-26	S10-26	S10-26	S10-26

Fig. 12-78: Destination Level Selected

The corresponding Destination is also selected.

2 Type a single alpha-numeric character.

A default **Dial Source-Level** dialog appears. User focus is in the (upper, Source-name) text entry box. The dialog shows the currently-routed Source name and Level.

3 Begin to enter a new Source name into the upper text entry box, for example, 'S11-'. Source names are listed, filtered on the typed text. See Figure 12-79.

S10-25	S10-25	S10-25	S11-100	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25
MV10-29	v	A1	A2 A2	A3	A4	AS	A6	A7	A8
S10-26	S10-26	S10-26	S10-26	S10-26	S10-26	S10-26	S10-26	S10-26	S10-26
MV10-30		A1	A2	A3	A4	A5	A6	A7	A8
S10-33	S10-33	S10-33	S10-33	S10-33	S10-33		MV10-29	13	S10-33
MV10-31		A1	A2	A3	A4		A2		A8
S10-40	S10-40	S10-40	S10-40	S10-40	S10-40	S11-100		10	S10-40
MV10-32	v	A1	A2	A3	A4	A2			A8
S10-32	S10-32	S10-32	S10-32	S10-32	S10-32	S11-99	$\backslash$	12	S10-32
MV10-33		A1	A2	A3	A4	S11-100			A8
S10-24	S10-24	S10-24	S10-24	S10-24	S10-24	S11-101		:4	S10-24
MV10-34		A1	A2	A3	A4	S11-102 S11-103	$\setminus$		A8
S10-24	S10-24	S10-24	S10-24	S10-24	S10-24	S11-104	$\setminus$	:4	S10-24
MV10-35		A1	A2	A3	A4	S11-105			A8
S10-24	S10-24	S10-24	S10-24	S10-24	S10-24	S11-106 S11-107		:4	S10-24
MV10-36		A1	A2	A3	A4	S11-107 S11-108	$\sim$		A8

Select a Source, or type in the name fully and press Enter.

Fig. 12-79: Select a Source Name

- 4 Either:
  - select the required Source name in the filtered list; or
  - finish entering the Source name into the dialog and press Enter.

A 'one-level' route is made to the selected Destination Level from the selected Source, on the same Level. This forms a Breakaway.

MV10-27		A1	A2	A5 A3	A4	A5	A6	A7	A8
S10-24	S10-24	S10-24	S10-24	S10-24	S10-24	S10-24	S10-24	S10-24	S10-24
MV10-28		A1	<u>A2</u>	A3	A4	A5	A6	A7	A8
\$10-25	S10-25	S10-25	S11-100	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25
MV10-29	v	A1	A2	A3	A4	A5	A6	A7	A8
S10-26	S10-26	S10-26	<del>510-26</del>	S10-26	S10-26	S10-26	S10-26	S10-26	S10-26
MV10-30		A1	A2	A3	A4	A5	A6	A7	A8
S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33

Fig. 12-80: One Level Routed from a Different Source, Breakaway

A one-level, breakaway, route has been made.

### **One-Level Shuffle**

A shuffle is similar to a breakaway and, in **List View** mode, is routed is a similar way to Simple One-Level Route (Breakaway).

**Note:** When a **Dial Source-Level** dialog first appears, it shows the currently-routed Source and Level. For a Shuffle, the Source name simply needs to remain the currently-routed Source.

(Refer to What is a Breakaway?, on page 538, and What is a Shuffle?, on page 542, for general information.)

To do a one-level route:

1 Select a Destination Level.

The corresponding Destination is also selected.

2 Type a single alpha-numeric character.

A default **Dial Source-Level** dialog appears. User focus is in the (upper, Source-name) text entry box. The dialog shows the currently-routed Source and Level.

**Note:** The default dialog already shows the currently-routed Source name and Level name, regardless of the single alpha-numeric character typed.

3 Press the Tab key.

In the dialog, user focus changes from the (upper Source name) text entry box to the (lower, Source-Level-name) text entry box.

- 4 Either:
  - begin to type in a (new) Source Level name and then *select* the required Source Level in the list (by clicking on it, or by highlighting the Level and pressing the Enter key); or
  - fully type in the Source Level name (for example, 'A2') and press the Enter key.

A 'one-level' route is made from the selected |Source Level to the selected Destination Level, which forms a one-level Shuffle in this case.

A one-level shuffle route has been made.

### **Channel-Swap Shuffle**

To do a channel-swap in List View, carry out two One-Level Shuffle routes. See Figure 12-81.

11010-27	- <b>1</b>	<b>1</b> 1	<u>n</u> 2	$\sim$	A1	$\sim$	<b>N</b> 0	PM.	70
S10-24	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33
MV/10-28	v	<u>A1</u>	A2	A3	.04	45	A6	A7	48
S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25
MV10-29	v	A1	A2	A3	A4	A5	A6	A7	A8
S10-26	S10-10	S10-6	S10-6	510-6	S10-6	510-6	S10-6	510-6	S10-6
MV10-30		A1	A2	A5 A3	A4	A5	A6	A7	A8
510-33	\$10-40	S10-40	\$10-40	S10-40	\$10-40	\$10-40	\$10-40	\$10-40	\$10-40

a) Before one-Level routing

PIATO FI		0ti	<u>n-</u>	~	<b>A</b>	~	nu	~	
S10-24	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33
MV10-28	v	<u>A1</u>	<u>^2</u>	<u>^3</u>	<u>14</u>	45	<u>^6</u>	47	48
S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25
MV10-29	v	A1	A3 🔨	A3	A4	A5	A6	A7	A8
510-26	S10-10	510-6	S10-6	510-6	S10-6	510-6	510-6	510-6	S10-6
MV10-30	v	A1	A2	A5 A3	A4	A5	A6	A7	A8
Sales and a	2201229-221				100804900				

b) After first one-Level route

Routed-Source's channel A3 is routed to Destination's Channel A2

TIVES ES		0th	<b>n</b> -	$\sim$	<u>e</u> ,	$\sim$	nv.	N	~~
S10-24	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33	S10-33
MV10 20	Ý	A1	A2	A3	A1	A5	AG	A7	A0
S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25	S10-25
MV10-29		A1	A3 A2	A2 A3	A4	A5	A6	A7	A8
S10-26	S10-10	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6	S10-6
MV10-30		A1	A2	A5 A3	A4	A5	A6	A7	A8
\$10-33	S10-40	\$10-40	S10-40	\$10-40	S10-40	\$10-40	S10-40	\$10-40	\$10-40

### c) After second one-Level route

Routed-Source's channel A2 is routed to Destination's Channel A3, and vice versa

*Fig. 12-81: Forming a Channel-Swap Shuffle:* 

- a) Before any one-Level routing;
- b) After first one-Level route;
- c) After second one-Level route.

**One Level to Multiple Levels** 

To route one Source Level to multiple Destination Levels:

- 1 Select a Destination Level.
- 2 CTRL-Select and/or SHIFT-Select other Destination Levels. (Note: These Levels do not have to belong to the same Destination.)

Figure 12-82a gives an example of multiple selected Destination Levels.

This has selected the Destination Levels required. Then:

3 Type a single alpha-numeric character.

A default **Dial Source-Level** dialog appears. User focus is in the (upper, Source-name) text entry box. The dialog shows the currently-routed Source and Level.

**Note:** The default dialog already shows the currently-routed Source name and Level name, regardless of the single alpha-numeric character typed.

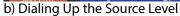
4 Dial-up a Source Level with the **Dial Source-Level** dialog, see Simple One-Level Route (Breakaway) and make a one-Level route to all selected Destination Levels.

Figure 12-82b shows an example with Figure 12-82c showing the resulting route made.

MV11-4	v	A1	A2	A10 A3	A10 A4	A5	A6	A7
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
MV11-5		A1	A2	A3	A4	A5	A6	A7
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
MV11-6		A1	A2	A3	A4	A5	A6	A7
S11-2	S11-2	S11-2	S11-2	S11-2	S11-2	S11-2	S11-2	S11-2
MV11-7		A1	A2	A3	A4	A5	A6	A7
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
MV11-8		A1	A2	A3	A4	A5	A6	A7
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1

a) Multiple Selected Destination Levels

MV11-4	v	A1	A2	A10 A3	A10 A4	MV11-5 + 2
S11-1	S11-1	S11-1	S11-117 A11	S11-117 A11	S11-117 A11	A3 + 5 1
MV11-5		A1	A11 A2	A3	A11 A4	S11-117
S11-1	S11-1	S11-1	S11-1	S11-117 A11	S11-1	A11 -1
MV11-6		A1	A2	A11 A3	A4	A11
S11-2	S11-2	S11-2	S11-2	S11-2	S11-2	-2
MV11-7		A1	A2	A3	A4	
S11-1	S11-1	S11-1	S11-1	S11-117	S11-1	-1
MV11-8		A1	A2	A11 A3	A4	
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	-1
MV11-9		A1	A2	A3	A4	
S11-11	S11-11	S11-11	S11-11	S11-11	S11-11	1
MV11-10	Ý	A1	A2	AB	A4	A5 A6 A7



MV11-4	v	A1	A2	A10 A3	A10 A4	A5	A6	A7
<b>z</b> <sup>S11-1</sup> <b>x</b>	S11-1	S11-1	S11-117 A11	S11-117 A11	S11-117 A11	S11-117 A11	S11-1	S11-1
MV11-5		A1	A2	A3	A4	A5	A6	A7
<b>r</b> <sup>S11-1</sup> <b>x</b>	S11-1	S11-1	S11-1	S11-117 A11	S11-1	S11-1	S11-1	S11-1
MV11-6		A1	A2	A3	A4	A5	A6	A7
S11-2	S11-2	S11-2	S11-2	S11-2	S11-2	\$11-2	S11-2	S11-2
MV11-7		A1	A2	A3	A4	A5	A6	A7
T* S11-1 X*	S11-1	S11-1	S11-1	S11-117 A11	S11-1	S11-1	S11-1	S11-1
MV11-8		A1	A2	A3	A4	A5	A6	A7
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1

c) Routed Levels

*Fig. 12-82: One Level to Multiple Levels:* 

a) Multiple Selected Destination Levels; b) Dialing Up the Source Level; c) Routed Levels.

# **List View Routing Examples - Destination Copy-Paste**

With Copy-Paste routing, the Source assignments of a Destination (that is, the current routing to all the Levels of a Destination) can be copied to other Destinations. Alternatively, the routing to just one or more Destination Levels can be copy-pasted to other Destination Levels.

Several routing Copy-Paste examples are presented:

- Destination Copy-Paste.
- Destination Paste-Series.

### **Destination Copy-Paste**

The routing to a Destination can be copied to one or more other Destinations. This operates on all levels and allows a routing to be quickly copied to other Destinations:

- 1 Select a Destination. (See Figure 12-83a.)
- 2 Copy the Destination by, either:
  - CTRL-C; or
  - right-click and select 'Copy'; or
  - click on the 'Copy' icon in the List View tool bar.

The selected Destination (with its Levels) is outlined with a 'crawling' dashed line. (See Figure 12-83b.)

	te 📰 🔡 🚟	3 🔢 +X 🙌					
S10-114 MV10-9	S10-114 A1	S10-114 A2	S10-114 A3	S10-114 A4	S10-114 A5	S10-114 A6	S10-114 A7
S10-102		S10-102	S10-102	S10-102	S10-102	\$10-102	S10-102
MV10-10 S11-1	A1 S11-1	A2 \$11-1	A3 \$11-1	A4 \$11-1	A5 \$11-1	A6 \$11-1	A7 \$11-1
MV10-11	A1	A2	A3	A4	A5	A6	A7

a) Selected Destination

| S10-114 |
|---------|---------|---------|---------|---------|---------|---------|---------|
| MV10-9  | A2      | A3      | A4      | A5      | A6      | A7      | A8      |
| S10-102 |
| MV10-10 | A2      | A3      | A4      | A5      | A6      | A7      | A8      |
| S11-1   |

b) Destination Copied

Fig. 12-83: Destination Copy-Paste: a) Selected Destination; b) Destination Copied.

3 Select a Destination to 'copy to'. (See Figure 12-84.)

MV10-9	A2	A3	A4	A5	A6	A7	A8
S10-102							
MV10-10	A2	A3	A4	A5	A6	A7	A8
S11-1							
MV10-11	A2	A3	A4	A5	A6	A7	A8
S11-1							
MV10-12	A2	A3	A4	A5	A6	A7	A8
S11-1							

Fig. 12-84: 'Copy'To' Destination Selected

4 If required,

further 'copy-to' Destinations can be added to the selection with CTRL-Select and/or SHIFT-Select.

When all 'copy to' Destinations are selected, to paste the 'copied' Destination's routing to the selection:

- 5 Paste the 'copied' Destination's routing to the selection by either:
  - pressing CTRL-V; or
  - right-click and select 'Paste'; or
  - click the 'Paste' icon in the List View tool bar.

The routes are made (all levels) and the original copied Destination's routing is applied (pasted) onto all the selected Destination(s). (See Figure 12-85.)

	۵ 🔡 🔡 🕯	8 🛂 +Z 🙌					
S10-114	S10-114	S10-114	S10-114	S10-114	S10-114	S10-114	S10-114
MV10-9	A2	A3	A4	A5	A6	A7	A8
S10-102	S10-102	S10-102	S10-102	S10-102	S10-102	S10-102	S10-102
MV10-10	A2	A3	A4	A5	A6	A7	A8
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
MV10-11	A2	A3	A4	A5	A6	A7	A8
S10-102	S10-102	S10-102	S10-102	S10-102	S10-102	S10-102	S10-102
MV10-12	A2	A3	A4	A5	AG	A7	A8
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1

Fig. 12-85: Routing Pasted onto a Destination

### **Destination Paste-Series**

Destination Copy-Paste applies the copied Destination into all of the selected 'Copy to' Destinations. Alternatively, a *series* of sources can be applied to several selected 'Copy to' Destinations. The series starts from the 'Copied' Destination's currently-routed Source and the Source increments.

The operation is similar to Destination Copy-Paste. To paste a series onto a selection of 'Copy to' Destinations:

- 1 Select a Destination and copy it.
- 2 Select a first 'Copy to' Destination and select a range of these by SHIFT-Selecting the last 'Copy to' Destination.

This has selected the 'Copy to' range.

At this point (with a Destination copied and several 'Copy to' destinations selected) a normal 'paste' would result in the copied routing being applied to all 'Copy to' Destinations. But, instead, to **Paste Series**:

3 Press Alt-CTRL-V, or click the Paste Series icon in the List View tool bar.

The currently-routed Source of the copied Destination is applied to the first 'Copy to' Destination in our 'Copy to' range. The next Source is applied to the next 'Copy to' Destination in the range, etc. See Figure 12-86 for an example.

Currently-routed		1						
Source of the	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10
copied Destination	MV10-1	v	A1	A2	A3	A4	A5	A6
Currently-routed —	S10-10	S10-10	510-10	S10-10	S10-10	S10-10	510-10	S10-10
Source applied to	MV10-2	v	A1	A2	A3	A4	A5	A6
first 'Copy to'	S10-11	S10-11	S10-11	\$10-11	S10-11	S10-11	S10-11	S10-11
Destination.	MV10-3	v	A1	A2	A3	A4	A5	A6
Next Source	S10-12	S10-12	S10-12	S10-12	S10-12	S10-12	S10-12	S10-12
applied to next	MV10-4	V	A1	A2	A3	A4	A5	A6
Destination.	<b>S10-13</b>	S10-13	S10-13	S10-13	S10-13	S10-13	S10-13	S10-13
Androon	MV10-5	v	A1	A2	A3	A4	A5	A6
And so on.	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1
	MV10-6		A1	A2	A3	A4	A5	A6
	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10	S10-10

Fig. 12-86: Result of Destination Paste-Series

# **List View Routing Examples - Copy-Paste Levels**

The routing to one or more selected Destination Levels can be copied and pasted onto other Destination Levels. This allows a user to set up levels quickly on one or more Destinations.

The copy-paste is a two-step process:

- 1 **Copy** Destination Levels are selected and copied.
- 2 Paste A paste 'starting Level' is selected and pasting is done from this 'starting Level'.

With more than one Destination Level copied, the pasting of routing onto 'Copy to' Destination Levels can be done in two ways:

- Paste Levels with CTRL-V pastes with no gaps.
- Paste Levels with Alt-CTRL-R pastes preserving gaps.

Both paste types are done in the Levels grid from the 'starting Level'. When pasting to more than one 'starting Level', a warning is given if there are any pasting conflicts. See Levels Copy-Paste Footprint and Levels Paste Warning.

#### **Paste Levels with CTRL-V**

1 Select Destination Levels and copy them. For example, A3, A4, A6 and A8, see Figure 12-87.

This has copied the routing of these selected Destination Levels.

2 Select *one* 'Copy to' Destination Level. This is the 'starting Level'. And click the **Paste** icon, or press CTRL-V, or select right-click 'Paste'.

Routes are made to consecutive Destination Levels and the copied routing is applied to the 'Copy to' Destination Level and to subsequent, consecutive Destination Levels. See Figure 12-87 for the result of CTRL-V paste from the copied Destination Levels.

One selected 'starting Leve	•••	Level,			Sele	ected Desti	nation Lev	vels		
MV10-10	v	A1	A2	A3	A	A5	A6	A7	A8	
S10-111	S10-111	\$10-111	S10-111	S10-111	S10-111	S10-111	S10-111	S10-111	S10-111	s
MV10-11		A1	A2	A3	A4	A5	A6	A7	A8	
S11-1	S11-1	S11-1	S11-1	\$11-i	\$11 <mark>-</mark> 1	S11-1	S11-1	\$11-1	S11-1	
MV10-12		A1	A2	A3	A	A5 🗡	A6	A7	A8	
S11-1	S11-1	S11-1	S11-1	S10-111	S10-111	S10-111	S10-111	S11-1	S11-1	
MV10-13		A1	A2	A3	A4	A6 A5	A8 A6	A7	A8	
S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	S11-1	
MV10-14		A1	A2	A3	A4	95	A6	A7	A8	

Routes made to consecutive Levels

Fig. 12-87: Result of CTRL-V Paste

#### Paste Levels with Alt-CTRL-R

The CTRL-V pasting pastes into *consecutive* Destination Levels and ignores any gaps there might be in the original copied Levels. Whereas, pasting with **Alt-CTRL-R** retains the original copied Levels pattern, preserving any gaps in the original pattern. Pasting is still done from a 'starting Level'.

To paste and preserve gaps:

- 1 Select Destination Levels and copy them. For example, A3, A4, A6 and A8, see Figure 12-88.
- 2 Select *one* 'Copy to' Destination Level. This is the 'starting Level'. And press Alt-CTRL-R.

Routes are made and the routing of the copied Levels is applied to the 'Copy to' Destination Level ('starting Level') and to subsequent Levels with any gaps preserved. See Figure 12-88 for the result of an ALT-CTRL-R paste from the two copied Destination Levels.

One selected 'Copy to' Level, 'starting Level'				Selected Destination Levels						
MV10-10	v	A1	A2	A3	A4	A5	AG	A7	A8	_
S10-111	S10-111	S18-111	S10-111	S10-111	S10-111	S10-111	S10-111	S10-111	S10-111	S
MV10-11		A1	A2	A3	A4	A5	Ali	A7	АВ	
S11-1	S11-1	S11-1	S11-1	S11-	S11 1	S11-1	S11-1	S11-1	<b>S11-1</b>	
MV10-12		A1	A2	A3	A4	A5	A	A7	<mark></mark>	
\$11-1	S11-1	S11-1	S11-1	S10-111	S10-111	S11-1	S10-111	S11-1	S10-111	
MV10-13		A1	A2	A3	A4	A5	A6	A7	A8	
S11-1	S11-1	S11-1	S11-1	S11 1	\$1 <mark>1-1</mark>	S11-1	S11-1	S11-1	\$11-1	
MV10-14		A1	A2	A3	<b>–</b> 4	A5	A6	A7	A8	
	~~~	~~~	~	~~~				A14.1	~~~~	

Routes made to Levels and the original copied pattern is retained, gaps are preserved.

Fig. 12-88: Result of Alt-CTRL-V Paste

#### **Levels Copy-Paste Footprint**

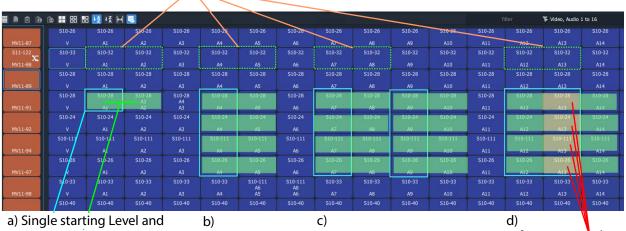
The copied Levels pattern and the pasting type determine a pasting 'footprint' in the List View Levels grid. The pasting footprint pattern

- retains or ignores any gaps in the copied Levels pattern, depending on pasting type (CTRL-V or Alt-CTRL-R);
- is applied in the List View Levels grid and is based at each 'starting Level' in turn, starting with the first 'starting Level'.
   (Note: It is possible to select more than one 'starting Level'.)

Figure 12-89 shows 2x1 copied Levels pasted with various 'Copy to' starting Levels. In Figure 12-89d, the pasting footprints overlap.

- Figure 12-89a Single starting Level and a resulting 2x1 pasting.
- Figure 12-89b One column of four starting Levels which result in four 2x1 pasting footprints.
- Figure 12-89c Two columns of four starting Levels which result in two columns of four 2x1 pasting footprints, which do not overlap.
- Figure 12-89d Two *adjacent* columns of four starting Levels which results in two columns of four 2x1 pasting footprints <u>which do overlap</u>. The overlap is warned with a pop-up Levels Paste message, see Levels Paste Warning.

Copied Levels, a '2x1' shape.



resulting '2x1' pasting.

Fig. 12-89: Example Level Pasting

Paste footprint overlaps

Levels Paste Warning

For a **Levels Copy-Paste** operation which has more than one 'starting Level', if the operation will result in overlapping paste footprints (see Figure 12-89d), a **Levels Paste** warning pops up. See Figure 12-90.



Fig. 12-90: Level Paste Warning

You can choose to not paste, or to paste anyway, in which case the paste footprints are applied sequentially, starting with the first 'starting Level' in the selection. If there is overlap, then some of the **Levels Copy-Paste** routing may be overwritten. The later routing wins.

# **List View Routing Summary**

	One Source to One Destinations	One Source to Multiple Destination			
To make:	An 'all-levels' route to a destination:	An 'all-levels' route to multiple destinations:			
1	Select a single <b>Destination</b> .	Select a <b>Destination</b> .			
2	-	Select further with CTRL-Select and/or SHIFT-Select.)			
3	Begin to type a <b>Source</b> name.				
	A <b>Dial Source</b> dialog	g appears.			
4	Proceed to 'dial up' a	a <b>Source</b> name.			
5	Then either:				
	<ul> <li>select the type</li> </ul>	ed-in <b>Source</b> by pressing Enter/Return;			
	and/or:				
	<ul> <li>select a Source</li> </ul>	e from the <b>Dial Source</b> filtered source list.			
Result:	An 'all-levels' route is made to the destination.	An 'all-levels' route is made to the destinations.			

# List View Routing Summary - All-Levels

# List View Routing Summary - One-Level

	Simple One-Level (Breakaway)	Simple One-level (Shuffle)			
To route:	One level from another source:	One level from same destination.			
1	Select a single <b>Dest</b>	ination Level.			
2	Type a single alpha-	numeric character.			
	A default <b>Dial Source-Level</b> dialog appears showing currently- routed <b>Source</b> and <b>Level</b> .				
3	Begin to enter a new <b>Source</b> name into the dialog's upper text entry box.	Press the <b>Tab</b> key.			
		User focus changes to the lower text entry box in the dialog, for <b>Source Level</b> entry.			

## List View Routing Summary - One-Level (continued)

	Simple One-Level (Breakaway)	Simple One-level (Shuffle)
4	<ul> <li>Then in the dialog, either:</li> <li>select the required Source name; or</li> <li>finish entering the Source name and press Enter/Return.</li> </ul>	<ul> <li>Then in the dialog, either:</li> <li>begin to type in a (new) Source Level name and then select the required Source Level in the list; or</li> <li>fully type in the (new) Source Level name (for example, 'A2') and press the Enter/Return key.</li> </ul>
Result:	A one-level, breakaway route has been made. (For a channel-swap, do 2x Simple One-level (Shuffle) ).	A one-level, shuffle route has been made.

**One Level to Multiple Levels** 

To route: One level to multiple destination levels:

- 1 Select a **Destination Level**.
- 2 And select further with CTRL-Select and/or SHIFT-Select.
- 3 Type any single alpha-numeric character.

A Dial Source-Level dialog appears showing currently-routed Source and Level.

4 Press the Tab key.

User focus changes to the lower text entry box in the dialog.

- 5 Then, either:
  - begin to type in a (new) Source Level name and then select the required Source Level in the list; or
  - fully type in the (new) **Source Level** name (for example, 'A2') and press the Enter/Return key.

Result: A one-level route is made to all selected **Destination Levels**.

# **List View Routing Summary - Destination Copy**

	Destination Copy-Paste	Destination Paste-Series				
To:	Copy a Destination's Source-assignments to another Destination:	'Copy-Paste' a series of Destinations:				
1	Select a single <b>Destination</b> .					

	Destination Copy-Paste	<b>Destination Paste-Series</b>		
2	Either:			
	<ul> <li>type CTRL-C; c</li> </ul>	pr		
	<ul> <li>right-click 'Coj</li> </ul>	<b>py</b> ′; or		
	click on the 'Co	<b>opy</b> ' icon in the <b>List View</b> tool bar.		
	The <b>Destination</b> 's routing (all levels) is 'copied' and is outlined with a 'crawling' dashed line.	The <b>Destination</b> is copied.		
3	Select a <b>Destination</b> to 'copy to'.	Select the first <b>Destination</b> in the range to 'copy to'.		
4	(Optionally, select further 'copy-to' <b>Destinations</b> with CTRL-Select and/or SHIFT-Select.)	SHIFT-Select the last <b>Destination</b> in the range to 'copy to'. This has selected the 'Copy to' range.		
		This has selected the 'Copy to' range.		
5	Either:	Then either:		
	<ul> <li>press CTRL-V; or</li> </ul>	<ul> <li>press Alt-CTRL-V; or</li> </ul>		
	<ul> <li>right-click 'Paste'; or</li> </ul>	• click the <b>Paste Series</b> icon in the		
	<ul> <li>click the 'Paste' icon in the List View tool bar.</li> </ul>	List View tool bar.		
Result:	The 'copied' routing (all levels) is pasted to the selected <b>Destination</b> (s).	The currently-routed <b>Source</b> of the copied <b>Destination</b> is applied to the first Destination in our 'Copy to' range. The next <b>Source</b> is applied to the next Destination ir the 'Copy to' range, etc.		

# List View Routing Summary - Destination Copy (continued)

# List View Routing Summary - Paste Levels

	Paste Levels with CTRL-V	Paste Levels with Alt-CTRL-R				
To:	Copy multiple <b>Destination Level</b> s' routing and to consecutive <b>Destination Levels</b> with no gaps	Copy multiple <b>Destination Level</b> s' routing and to <b>Destination Levels</b> .with gaps.				
1	Select a Destination Level.					
2	Select further with CTRL-Select and/or SHIFT-Select.					
3	Then either:					
	<ul> <li>press CTRL-C;</li> </ul>	or				
	<ul> <li>right-click 'Coj</li> </ul>	<b>py</b> '; or				
	<ul> <li>click on the 'Control</li> </ul>	<ul> <li>click on the 'Copy' icon in the List View tool bar.</li> </ul>				
	The routing of the <b>Destination Levels</b> is copied along with the <i>pattern</i> of levels.					

### List View Routing Summary - Paste Levels (continued)

	Paste Levels with CTRL-V	Paste Levels with Alt-CTRL-R		
4	Select one 'Copy to'	<b>Destination Level</b> (the 'starting level').		
5	And then either:	And press Alt-CTRL-R		
	<ul> <li>click the Paste icon; or</li> </ul>			
	<ul> <li>press CTRL-V; or</li> </ul>			
	<ul> <li>select right-click 'Paste'.</li> </ul>			
Result:	The copied routing is applied to the 'Copy to' <b>Destination Level</b> ('starting level') and to subsequent, consecutive <b>Destination</b> <b>Levels</b> . Any gaps in the copied pattern are not preserved.	The copied routing is applied to the 'Copy to' <b>Destination Level</b> ('starting Level') and to subsequent Levels with any pattern gaps preserved.		

# **GV Orbit Custom User Panels**

# Can a Bulk Routing Panel be Opened from a Custom User Panel?

The Bulk Routing Panel may be opened from a GV Orbit custom user panel (created as part of a GV Orbit control and monitoring, C&M, project).

When the custom user panel is designed, a 'Load Panel' GV Orbit Routing Behaviour is used to invoke the Bulk Routing Panel when the custom user panel is run.

Typically, this GV Orbit 'Behaviour' would be invoked upon the press of a button on an GV Orbit C&M project custom user panel.

See:

- Amend an Existing GV Orbit C&M Project
- Exercise the C&M Custom Screen

# Amend an Existing GV Orbit C&M Project

To prepare a GV Orbit C&M project to be able to open a Bulk Routing Panel:

- 1 Open/create a GV Orbit C&M project.
- 2 In the main menu, click on **Control and Monitoring > Connections > GVOP** and set the **Client Domain** to a domain with an GV Orbit Routing Service running.
- 3 Create a **New Screen**. For example, in the **Project** window: expand the project item, right-click on 'screens', and select 'New Screen', enter a name, and click OK.

A new blank C&M project screen opens as a tabbed screen.

- 4 In the new C&M project screen, add a **Button** widget. For example, drag on a **Button** widget from the widget icons along the bottom edge of the GV Orbit Client application window.
- 5 Edit the Button widget's Caption property. See Figure 12-91.

			Button widg	jet on so	creen		
Project item expanded	in <b>Project</b> window	,			Edit Be	<b>haviours</b> bเ	itton
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Project 🔗 🗙	My_Open-Bulk_Eg.schx (*) ⊗	/				Properties	
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<ul> <li>panels</li> <li>resources</li> </ul>					Height Aspect Ratio	46.00 Custom	
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#### Button widget icon

Set **Button** widget's **Caption** property

Fig. 12-91: C&M Project Screen with Button Widget

- 6 Select the **Button** widget on screen.
- 7 Click on the Edit Behaviours button.

The 'Behaviour and Bindings' graphical editor is shown. See Figure 12-92.

In the 'Behaviour and Binding' graphical editor:

8 Select to show 'Routing' Behaviours and click on the 'Load Panel' item.

A **Load Panel** Behaviour and a configured **Click Handler** Binding is automatically placed into the graphical editor. See Figure 12-92. 'Behaviour and Binding graphical editor'

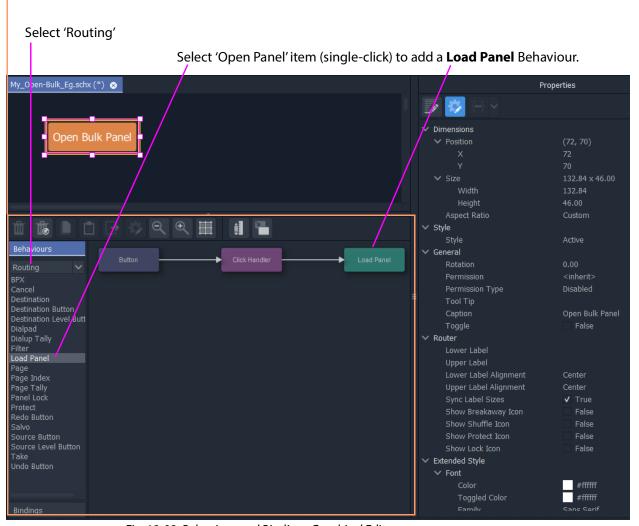


Fig. 12-92: Behaviour and Bindings Graphical Editor

9 Double-click on the added Load Panel Behaviour.

The Behaviour's configuration screen is shown in the graphical editor.

In the Network window:

- 10 Expand and locate the Routing service of the GV Orbit Server being used.
- 11 Right-click on the **Routing** service item and select 'Copy > Address'.This copies the RollCall address of the **Routing** service.

In the graphical editor:

12 Paste the copied address into the 'Address' property of the **Load Panel** configuration. See Figure 12-93.

	Proj	ect	ъх	My_Open-Bulk_Eg.schx (*) 🛛
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	🐻 My_Bulk-Routing-P	anel_RCPLUSSERVE		<u> </u>
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	🖿 components			
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Right-click on a 'Routing Service' item in the **Network** window.

Select 'Copy > Address'.

Paste the address into the 'Address' property of the Load Panel configuration screen.

Click Close in the Load Panel configuration screen.

Fig. 12-93: Setting Load Panel Behaviour's RollCall Address

13 Click **Close** in the configuration screen.

To save this project change:

14 Click Project > Save File in the main menu

15 Click **Project** > **Save Project**.

This has designed (a simple) C&M custom screen which contains a button which will open the Bulk Routing Panel.

### **Exercise the C&M Custom Screen**

With the designed C&M custom screen open in GV Orbit Client:

1 Click the **Design/Run Mode** button in the main tool bar of the GV Orbit Client application window. See Figure 12-96a.



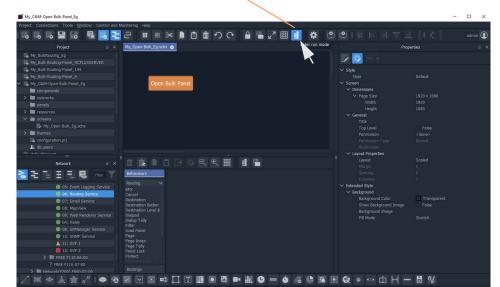
Click to enter Run mode.



Click to enter **Design** mode.

Fig. 12-94: Design/Run Mode Icon (in Main Tool Bar)

The GV Orbit Client enters **Run** mode and the custom screen is run. See Figure 12-96b.



**Design/Run Mode** icon indicates GV Orbit is in **Design** mode.

a) Click to Enter Run Mode

Design/Run Mode icon indicates GV Orbit is in Run mode.

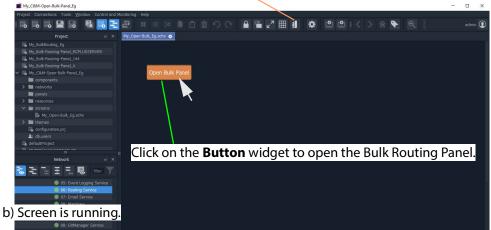


Fig. 12-95: Running the Custom Screen

2 Click on the **Button** widget to open a new tab containing an Bulk Routing Panel. See Figure 12-96.

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													3

 Tab running C&M Custom Panel
 Tab running the opened Bulk Routing Panel

Fig. 12-96: Bulk Routing Panel Opened in a Tab

# **Routing Control - XY Routing Panel**

# Introduction

GV Orbit Client has user router control functionality and offers the following routing control panels:

- Routing Control Bulk Routing Panel a simple, non-editable soft panel for fast control of all router cross-points.
- Routing Control XY Routing Panel (this chapter) an editable and customizable soft panel, typically used for small custom panels for specific routing needs.

This chapter describes the XY Routing Panel.

### **GV Orbit System**

Routing control panels connect to a GV Orbit Routing service running on a GV Orbit Server.

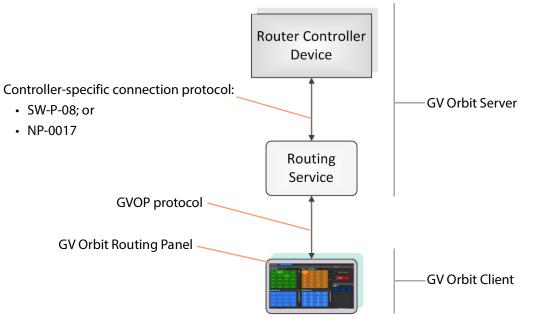


Fig. 13-1: GV Orbit Routing Panel, Routing Service and Router Controller

A GV Orbit system has one or more GV Orbit Servers which run GV Orbit services. Routing panels in a GV Orbit Client connect to a router controller device via the GV Orbit Routing service. Router controllers include GV Orbit itself, a Grass Valley Router Controller device, or GV Convergent. The Routing service provides source/destination information to the client and acts on routing commands from the client. See Figure 13-2.

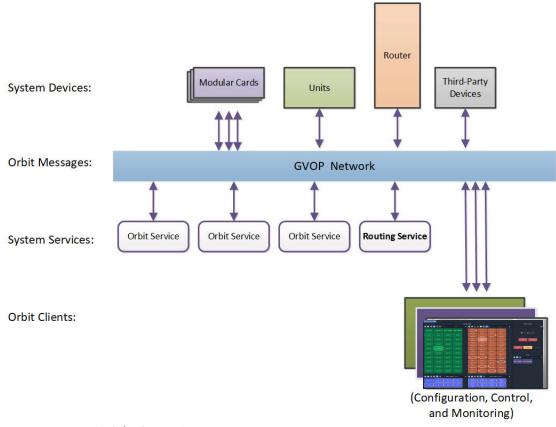


Fig. 13-2: GV Orbit System Diagram

### **Prerequisites**

A GV Orbit Server is required, running:

- A GV Orbit Control application.
- A GV Orbit Routing service configured for connection to a Router Controller using either NP0017 or SW-P-08 protocol.

# What is an XY Routing Panel?

An XY Routing Panel runs in the GV Orbit Client application. It is editable and customizable and is typically used for small, purpose-built routing panels for specific routing needs. It can be part of a custom soft user/operator panel in GV Orbit Client.

It can be created with a wizard and tailored to most needs. It is a flexible soft routing control panel which may be:

- Created with a wizard and used.
- Created and then edited for customized use.
- Created from scratch with the GV Orbit Client, in a similar way to a GV Orbit Client C&M project user/operator soft control panel.

XY panels can also be embedded in GV Orbit soft custom operator/user panels.

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	Sources									Destinatio	ns					
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a) Example XY Routing Panel from the Wizard

Cam S9 Cam S10	Cam S15	Cam S26 Mon1	Cam S1
Cam S20 Cam S25	Cam S26	Cam S1	Mon2 Cam S1
Cam S21 Cam S16	Cam S33	Mon3 Cam S1	Mon4 Cam S1
Cam S32 Cam S37	Cam S38	Mon5	Mon6

b) Example Customized XY Routing Panel Fig. 13-3: XY Routing Panel Examples

# **Key Features**

- X/Y panel wizard.
- Source and Destination filtering.
- Take, Auto-take, Cancel.
- Shuffles and Breakaways.
- Panel Lock.



c) Example with Customized Layout

- Customizable, editable.
- Source and Destination selection:
  - paged access to all ports; or
  - definable port-per-button.
  - Levels

# This Chapter

This chapter describes:

- How to Create a New XY Panel, on page 594.
- Customizing with the XY Wizard, on page 597.
- XY Panel Layout, on page 602.
- Getting XY Routing Panel Running, on page 610.
- XY Panel Operation, on page 614.
- Assigning Ports to a Port-per-Button XY Panel, on page 621, including:
  - Assigning Port-per-Button, on page 621.
  - Assign Ports to Individual Buttons, on page 621.
  - Quick Port-per-Button Assignment, on page 625.
- Customizing an XY Panel, on page 628, including:
  - Further Editing an XY Panel, on page 628.
  - Creating a Custom XY Panel from Scratch, on page 629.
  - Creating a Custom BPX Panel, on page 637.
  - Enhancing the Appearance of a Panel, on page 643.
- How to Embed an XY Panel into a Custom User Panel, on page 650.

# How to Create a New XY Panel

One or more XY Routing Panels can be created in a GV Orbit C&M project.

XY Routing Panels are created in GV Orbit Client and stored in a 'panels' folder in the **Project** window. (If your project does not contain a 'panels' folder, see Creating a 'panels' Folder for Early GV Orbit Client Projects, on page 594 for instructions on creating one.)

For instructions on creating a new XY Panel, see Create a New XY Routing Panel, on page 595.

# Creating a 'panels' Folder for Early GV Orbit Client Projects

Some early GV Orbit C&M projects *do not* contain a 'panels' folder in the **Project** window. If this is the case, then one may be created. See below.

If your project *does* have a 'panels' folder in the Project window, go on to Create a New XY Routing Panel, on page 595.

To create a missing 'panels' folder:

- 1 Open a C&M project in the GV Orbit Client application.
- 2 Right-click on the project name item in the **Project** window and select 'New Folder'.

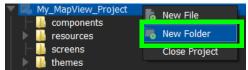


Fig. 13-4: Creating a New 'panels' Folder'

3 Enter 'panels' as the folder name, and click **OK**.

A new folder called 'panels' is added into the **Project** window.

R	My_New_C&M_1
~ 闘	My Test Project
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	components
>	🖿 networks
>	in resources
>	Screens
>	🖿 workflows

Fig. 13-5: New 'panels' Folder'

#### 4 Click Save File. Click Save Project.

This has created a default new 'panels' folder in the project. Now go on to Create a New XY Routing Panel, on page 595.

**Note:** A project folder named 'panels':

- allows only files of type 'panel';
- displays a 'New Panel' right-click menu item.

The folder name is case-sensitive.

### **Create a New XY Routing Panel**

To create an XY panel in a C&M project in the GV Orbit Client application:

- 1 Expand the project name in the **Project** window and look for the 'panels' sub-folder.
- 2 Right-click on the 'panels' folder and select 'New Panel'.

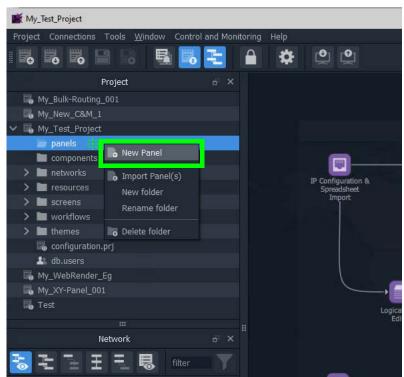


Fig. 13-6: Create a New XY Routing Panel

The New X/Y Panel dialog is shown.

- 3 Enter a name for the new XY Panel in the **New X/Y Panel** dialog.
- 4 And click OK.

A new panel item is then added into the 'panels' folder and a new generic XY Panel is shown in a tab.

Figure 13-7 shows an example with GV Orbit shown in 'Design Mode' (not 'Run Mode').

5 Click Save File. Click Save Project.

This has created a default new, generic XY Panel (see example in Figure 13-7) which is editable and customizable, see Customizing with the XY Wizard, on page 597. Various button types can be shown/hidden on the panel with the wizard.

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GV Orbit Client shown in 'Design Mode'

Fig. 13-7: Example New Generic XY Routing Panel

# **Customizing with the XY Wizard**

A default new, generic XY Panel can be created which is editable and customizable. See How to Create a New XY Panel, on page 594. When an XY Panel is open in GV Orbit Client, the panel is editable with the client in 'Design Mode' (rather than in 'Run' mode).

Customizing may be done with the **XY Wizard** and editable items include the:

- panel size
- number of and arrangement of Sources/Destinations
- number of and arrangement of Levels
- enabling/disabling of other controls

Use the XY Wizard on new, generic XY Panels.

### To Open the XY Wizard

To open the **XY Wizard** for an XY Panel:

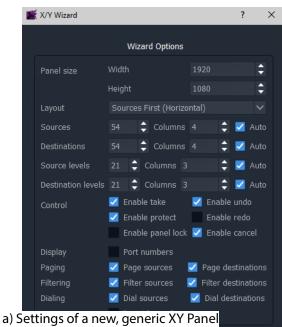
- 1 Open the XY Panel and go to 'Design' mode in GV Orbit Client.
- 2 Click XY Wizard button. See Figure 13-8.

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Project 5 ×	My_N	ew_XY_Pane	I.panel 😣															Proper	
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panels	-											Destination	2 Destinat	don 3 De	stination 4	Destination S	Destination 6	✓ Style	
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tack 5 0000:06:00		Levelo			LEWO 11	1090 12						LEVEL 9	LENG 10			Lava 13			
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'Design' mode indicated

#### Click XY Wizard to open the XY Wizard dialog.

Fig. 13-8: XY Wizard Button



The **XY Wizard** dialog is displayed for editing the XY panel. For a new XY Panel, it is generic XY panel settings that are shown selected. See Figure 13-9.



b) Corresponding XY Panel

Fig. 13-9: XY Wizard Dialog (a) and Panel (b, New, Generic Panel Settings Shown)

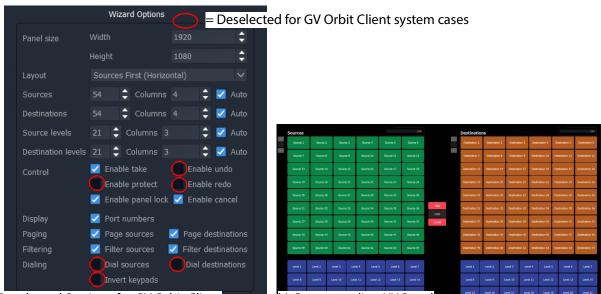
#### Note:

Some settings are *not* currently applicable to a GV Orbit Client system, these include:

Undo, Re-do, Protect and Dial.

#### **Recommendation:**

Deselect these settings for GV Orbit Client systems. See Figure 13-10.



a) Deselected Settings for GV Orbit Client b) Corresponding XY Panel

Fig. 13-10: XY Wizard Dialog and Panel (Deselected Settings Shown for a GV Orbit Client System)

3 Deselect the wizard options that are not applicable to GV Orbit Client. See Figure 13-10a.

The panel appearance changes in response to the settings changes as they are made. See Figure 13-10b.

For the remaining settings, these may be selected/deselected and configured as required:

Change the XY panel setting as required.
 (See XY Wizard Settings and Table 13-1 for descriptions of each XY Wizard setting.)

The panel appearance changes in response to the settings changes as they are made.

- 5 Close the **XY Wizard** dialog when finished changing settings. (This dialog can always be re-opened if required.)
- 6 Click Save File. Click Save Project.

The modified XY Panel has been saved.

# XY Wizard Settings

	3-1: XY Wizard L	
Item	For GV Orbit Client	Description
Panel Size:		Sets the overall size of the XY Panel (in pixels).
		Normally, set this to be the size of the monitor used to display the panel.
Width	✓	Text box. Enter the panel screen width (pixels). Default = 1920.
Height	✓	Text box. Enter the panel screen height (lines). Default = 1080.
Layout	<b>✓</b>	Select the left-right/top-bottom layout arrangement of the Source/Source-level and Destination/Destination-level grids: Layout Sources First (Horizontal) Destinations First (Vertical) Destinations First (Vertical)
Sources		For selection buttons on the XY panel:
Destinations		
Source Levels		
<b>Destination Levels</b>		
	✓	Text box. Select the number of items to control. (Sources, Destinations, etc.)
Columns	✓	Text box. Select the number of columns used to display items.
Auto	✓	Check box.
		<ul> <li>Select to automatically arrange the items in columns.</li> </ul>
Control:		Enable various 'Routing Control' controls.
		<b>Note:</b> Some items do not apply to GV Orbit Client systems and should be deselected.
Enable Take	✓	Check box.
		• Select to enable a <b>Take</b> button.
Enable Undo	ઝર	This does not apply to GV Orbit Client systems.
		Check box.
		<ul> <li>Select to enable an Undo button.</li> </ul>
		<ul> <li>Deselect for GV Orbit Client systems.</li> </ul>

Table 13-1: XY Wizard Dialog Settings

Item	For GV Orbit Client	Description
<b>Enable Protect</b>	સ	This does not apply to GV Orbit Client systems.
		Check box.
		Select to enable a Protect button.
Evolute De de	60	Deselect for GV Orbit Client systems.
Enable Redo	3č	This does not apply to GV Orbit Client systems. Check box.
		<ul> <li>Select to enable a Redo button.</li> </ul>
		Deselect for GV Orbit Client systems.
Enable Panel Lock	✓	Check box.
		Select to enable a <b>Panel Lock</b> button.
<b>Enable Cancel</b>	✓	Check box.
		Select to enable a <b>Cancel</b> button.
Display:		
Port Numbers	✓	Check box.
		<ul> <li>Select to show router port numbers on Source/Destination selection buttons.</li> </ul>
Paging:		The Source selection and Destination selection button-grids can be independently configured for either:
		<ul> <li>paging through all of the respective router sources/destination ports; or for</li> </ul>
		<ul> <li>accessing a specific router source/destination port per button.</li> </ul>
Page Sources	✓	Check box.
		Control Source button-grid configuration:
		Select for 'Paged':
		Paged Source port selection. Button-grid gives paged access to all router Sources, indexed. See Paged Ports, on page 605.
		Deselect for 'Port-per-Button':
		A 'fixed' specific Source port is assignable per button. Each
		button accesses a specific Source port, non-indexed. See Port-per-Button, on page 605.

Table 13-1: XY Wizard Dialog Settings (continued)

ltem	For GV Orbit Client	Description
Page Destinations	✓	Check box.
		Control Destination button-grid configuration:
		Select for 'Paged':
		Paged Destination port selection. Button-grid gives paged access to all router Destinations, indexed. See Paged Ports, on page 605.
		Deselect for 'Port-per-Button':
		A 'fixed, specific Destination port is assignable per button. Each button accesses a specific Destination port, non-indexed. See Port-per-Button, on page 605.
Filtering:		
<b>Filter Sources</b>	✓	Check box.
		Select to show Sources filter control.
<b>Filter Destinations</b>	✓	Check box.
		<ul> <li>Select to show Destinations filter control.</li> </ul>
Dialing:		For dial-up selection of a Source or a Destination via its router port number. <b>Note:</b> Dialing does not apply to GV Orbit Client systems and these controls should be deselected.
<b>Dial Sources</b>	sc	This does not apply to GV Orbit Client systems.
		Check box.
		<ul> <li>Select to show Sources dial-up controls.</li> </ul>
		<ul> <li>Deselect for GV Orbit Client systems.</li> </ul>
<b>Dial Destinations</b>	3C	This does not apply to GV Orbit Client systems.
		Check box.
		<ul> <li>Select to show Destinations dial-up controls.</li> </ul>
		Deselect for GV Orbit Client systems.
Invert Keypads	3C	This does not apply to GV Orbit Client systems.
		Check box.
		<ul> <li>Select to show Dial-up numeric keypads with 7,8,9 on top row.</li> </ul>
		<ul> <li>Deselect to show 1,2,3 on top row.</li> </ul>

Table 13-1: XY Wizard Dialog Settings (continued)

# **XY Panel Layout**

The layout and controls of a newly-created XY Panel are shown in Figure 13-11.

s	ources											Destination	ns					in the second se	
	Source 1	Source 3	2	Source	:3	Source 4		Source 5	Source 6			Destination 1	Destination 2	Des	dination 3	Destin	ation 4	Destination 5	Destinatio
	Source 7	Source	3	Source	9	Source 10		Source 11	Source 12		r. Del	Destination 7	Destination 6	e De	dination 9	Destina	tion 10	Destination 11	Destinatio
	Source 13	Source 1	41	Source	15	Source 16		Source 17	Source 18			Destination 13	Destination 1	4 Des	tination 15	Destina	tton 16	Destination 17	Destinatio
	Source 19	Source 2	0	Source	21	Source 22		Source 23	Source 24			Destination 19	Destination 2	0 Des	tination 21	Destina	tton 22	Destination 23	Destinatio
	Source 25	Source 2	6	Source	27	Source 28		Source 29	Source 30	Undo		Destination 25	Destination 2	6 Des	tination 27	Destina	tion 28	Destination 29	Destinatio
	Source 31	Source 3	2	1	2	3		Source 35	Source 36	Protect		Destination 31	Destination 3	2 De	1	2 3	34	Destination 35	Destinatio
	Source 37	Source 3	8	4				Source 41	Source 42	Take Cancel		Destination 37	Destination 3	8 De		5 6 8 9	40	Destination 41	Destinatio
	Source 43	Source 4		Del	0	Cir .		Source 47	Source 48			Destination 43	Destination 4	4 D6	Del 1	0 Ci	46	Destination 47	Destinatio
	Source 49	Source S	0	Source	51	Source 52		Source 53	Source 54			Destination 49	Destination 5	0 Des	tination 51	Destina	tion 52	Destination S3	Destinatio
	Level 1	Level 2	Le	evel 3	Level	4 Le	vel 5	Level 6	Level 7			Level 1	Level 2	Level 3	Lev	vel 4	Level !	5 Level 6	Leve
	Level 8	Level 9	Le	vel 10	Level	11 Le	rel 12	Level 13	Level 14			Level 8	Level 9	Level 10	) Levi	el 11	Level 1	2 Level 13	Level
	Level 15	Level 16	Le	wel 17	Level	18 Le	rel 19	Level 20	Level 21			Level 15	Level 16	Level 1	7 Levi	el 18	Level 1	9 Level 20	Level

Fig. 13-11: Example New XY Panel Layout

An XY Routing Panel is designed in and run from the Client application. Figure 13-11 shows a view of the XY Panel in 'Design Mode' and Figure 13-12 shows an annotated view in 'Run' mode.

The panel is laid out with the following main grids/areas (see Figure 13-12):

- **Source Grid** Sources are presented here, configurable in the XY Wizard to be a:
  - Paged list of all available sources.
  - Sub-set of defined sources.
- Source Levels Grid List of available levels for selected source(s).
- **Destination Grid** Destinations are presented here, configurable in the XY Wizard to be a:
  - Paged list of all available destinations.
  - Sub-set of defined destinations.
- Destination Levels Grid List of available levels for selected destination(s).
- Routing Controls Buttons are configured as shown/hidden in the XY Wizard, and include: 'Undo', 'Redo', 'Protect', 'Take', 'Panel Lock' and 'Cancel'.

Source grid paging control	Sources filter box	Destination grid paging control Destinations filter box
	$\backslash$	
My_New_XY_Panel.panel ⊗		
Sources Source G	rid	Destinations Destination Grid
Cam S1     Cam S2     Cam S3	Cam S4 Cam S5 Cam S6	Cam 59 0 diana di
Cam S7 Cam S8 Cam S9	Cam S10 Cam S12 Cam S1	Cam S1 Cam S1 Cam S8 Cam S1 Cam S3 Cam S1
Cam S14 Cam S15 Cam S16	(3) Cam S17 Cam S18 Cam S1	Mon7         Mon8         Mon9         Mon10         Mon11         Mon12           Cam S1         Cam S1         Cam S2         Cam S1         Cam S1
Cam 520 Cam 521 Cam 522	Cam 523 Cam 524 Cam 52	Non13         Mon14         Mon15         Mon16         Mon17         Mon18           Cam S1         Cam S1         Cam S1         Cam S1         Cam S8         Cam S1
		Mon19         Mon20         Mon21         Mon22         Mon23         Mon24           Cam S1         Cam S1         Cam S1         Cam S1         Cam S1         Cam S1
Cam S26 Cam S27 Cam S28	Cam S29 Cam S30 Cam S3	Mon25 Mon26 Mon27 Mon28 Mon29 Mon30 Cam 51 Cam 51 Gam 51 Cam 51 Cam 51
Cam 532 Cam 533	Cam S36 Cam S3	Mon31         Mon32         1         2         3         Mon35         Mon36
Cam S38 Cam S39	5 6 Cam S42 Cam S4 8 9	13 (4) Capel Mon37 Mon38 7 8 9 Mon41 Mon42
Cam S44 Cam S45	0 Clr Cam S48 Red	Cam 51         Cam 51         Def         0         Cam 51         Cam 51           Routing         Mor43         Mor44         Mor45         Mor46         Mor47         Mor48
		Controls
		Cam 58
SDI V A A	A1 A2 A3 A4	Cam S18         Cam S18 <t< td=""></t<>
A5 A6 A7 A Source Level	as a9 a10 a11 <mark>s</mark> Grid	Cam S18
	15 A16 ANC V-AN	Carriso C
Shown when	a Source is selected	Shown when a Destination is selected
	d source is selected	
55	Click to toggle	Button face legend:
	<b>Destination Port</b> <b>Dial</b> Grid on/off.	(1) Destination selected.
Note: Dial Grids are not app	licable to GV Orbit	(2) Currently-routed <b>Source</b> shown.
Client syster	ms.	(3) New Source pre-selected.
		(4) Click <b>Take</b> to make route.
		Buttons show names and router port numbers., see Figure 13-15.

Fig. 13-12: New XY Panel Layout and Controls (Annotated, 'Run' Mode)

**Note:** The following controls on a newly-created XY Panel are *not* applicable to GV Orbit Client systems:

- Undo, Re-do, and Protect buttons; and
- Source and Destination Dial Grids.

# **Source and Destination Selection Button-Grids**

The Source and Destination button-grids can be independently configured with the XY Wizard Settings for either:

- Paged Ports operation; or for
- Port-per-Button operation.

When an XY Panel is running, buttons are annotated to reflect the source/destination names, see Source/Destination Button Annotations.

#### **Paged Ports**

A Source or Destination button-grid can be configured for paging through all of the respective router sources/destination ports. (Configuration is done in the XY Wizard Settings.)

Figure 13-13 shows a running example XY Panel with 12-button button-grids configured for 'paged ports' operation. Each paged button grid has paging controls to access all router ports (source or destinations accordingly). Page 1 starts at port 1 and shows consecutive ports on the button grid buttons.

Sc	ources			Usr	Destinations		ŝ
	1: 510-1	3: 510-2	4: 510-3	2: 510-4	270: 511-126 20: 5 6 T	10-14 20: S10-14	20: 510-14
-				-	67: MV10-69 68: M	/10-70 71: MV10-71	72: MV10-7
	5: S10-5	6: S10-6	7: S10-7	10: S10-8	73: MV10-73 74: M	/10-74 77: MV10-75	76: MV10-7
	11: S10-9	9: 510-10	8: S10-11	12: S10-12	Lock		
					Cancel 79: MV10-77 75: MV	/10-78 80: MV10-79	78: MV10-8

Fig. 13-13: Example Paged Ports Button Grid

#### **Port-per-Button**

A Source or Destination button-grid can be configured for accessing a 'fixed', specific router source/destination port per button. (Configuration is done in the XY Wizard Settings, on page 600.)

Figure 13-14 shows an example XY Panel with 12-button button-grids configured for 'port per button' operation. There is no paging here.

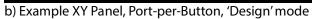
The example XY Panel is shown both in 'Design' mode and in 'Run' mode. This example has an initial, default assignment (from the XY Wizard) of ports-to-buttons, where buttons in each grid access ports starting from 1 onwards.

Each button can be further configured to access a specific port, as required. See Assigning Port-per-Button, on page 621.

K/Y Wizard				
	Wizz	rd Options		
Panel size	Width			\$
	Height			\$
	12	Columns	4	
Destinations	12	Columns	4	
Source levels	21 🗘	Columns 3	ŧ	
Destination levels	21		ŧ	
Control	🗾 Enabl	e take		
	🗾 Enabl	e panel lock	🗾 Enabl	
Display	🗾 Port r	umbers		
Paging			Page c	lestinations
Filtering				
Dialing				

a) Wizard settings used in the example here

My_XY_Port-p	er-Button.pane	⊨⊗ By	/ default,	buttons are assig	ned port	s starting	g from 1 o	nwards.
Sources					Destinations			
Source 1	Source 2	Source 3	Source 4		Destination 1	Destination 2	Destination 3	Destination 4
Source 5	Source 6	Source 7	Source 8	Take Lock Cancel	Destination 5	Destination 6	Destination 7	Destination 8
Source 9	Source 10	Source 11	Source 12		Destination 9	Destination 10	Destination 11	Destination 12



Sources					Destinations	3		
1: 510-1	2: 510-4	3: S10-2	4: \$10-3		22: 510-23	2: S10-4	6: S10-6	3; S10-2
				Sector 1	1: MV10-1	2: MV10-4	3: MV10-6	4: MV10-7
				TAL	37: 510-36	30: 510-30	4: S10-3	23: 510-24
5: S10-5	6: S10-6	7: S10-7	8: S10-11	Lock				
				Cancel	5: MV10-8	6: MV10-3	7: MV10-5	8: MV10-2
9: 510-10	10: 510-8	11: 510-9	12: 510-12	Cance	5: S10-5	1: 510-1	1: S10-1	35: \$10-34
1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.					9: MV10-10	10: MV10-12	11: MV10-14	12: MV10-1

c) Example XY Panel, Port-per-Button, 'Run' mode Fig. 13-14: Example Port-per-Button

# **Source/Destination Button Annotations**

The source/destination selection and source/destination level selection buttons in 'Run' mode are annotated to reflect the source/destination name or level name etc. when the panel is running.

Additionally, when making a route, the selected destination button shows the currentlyrouted source and the current (pre-)selected source for that destination.

Buttons can be configured to show router port numbers and port names, see XY Wizard Settings, on page 600.

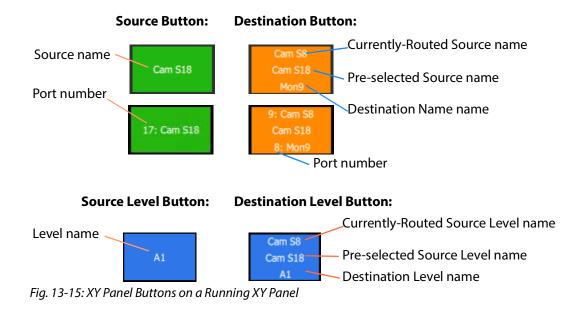


Figure 13-15 shows button-face annotations.

# **Routing Control Buttons**

**Note: Undo**, **Redo**, **Protect** functions are not currently available in an XY Panel for GV Orbit systems. (Use the Bulk Routing Panel for these functions.)

Depending on the settings in the XY Wizard, the Routing Control section of the panel contains:

• Take button.

Click to make a route to the selected Destination from a pre-selected Source.

Cancel button.

Click to deselect all Destinations and Sources.

• Lock button.

Click to lock the XY panel controls. Click again to unlock.

# **XY Routing Panel- Operational Keys**

Table 13-2: XY Panel Operationa	ıl Keys
---------------------------------	---------

Operation	Mouse			
Select	Mouse click on a Source or Destination.			
Select a Range	Mouse click on first item then SHIFT click on last item.			
Add to/remove from a multiple selection	CTRL + Mouse click			
Paste Series	Click 'Paste Series' icon in panel.			
Take	Double-click on pre-selected Source; or click Take button.			
Cancel	Click 'Cancel' button.			

### **XY Panel Level Selection**

When a source or a destination is selected, the associated levels are shown in the corresponding 'Levels Grid' panel. If multiple sources or destinations are selected, then only their *common* levels are shown.

All levels are selected by default. If you select one or more levels, then all other levels are deselected.

# **XY Panel Right-Click Menus**

Right-click on background of a XY Routing Panel to show a drop-down context menu. See Figure 13-16.

Sources					Sources			
1: Cam S1	4: Cam S2	5: Cam 53	3: Cam S4	+	Source 1	Source 2	Source 3	Source 4
7: Cam S7	10: Cam S8	8: Cam S9	9: Cam S1	Dtal	Source 7	Source 8	Source 9	Source 10
Back		15: Cam S16	13: Cam S:		Back Forward		(1)	Source 16
Forward Dock/undock v	vindow	20: Cam S22	22: Cam S	-	Dock/undoc	k window	(2). 	Source 22
Full screen Exit run mode	8 <b>T</b>	27: Cam S28	28: Cam S	10	Full screen Enter run m		(2 <sup>7</sup>	Source 28
Scale to fit	1	34: Cam S34	35: Cam 53		Scale to fit Select all			2 3
Variables		39: Cam S40	42: Cam S4		Deselect all Lock/unlock			8 9 0 Cir
43: Cam 544	45: Cam 545	44: Cam 546	48: Cam 54		Resize to w			Source 52
					Reset panel	l styles to def	ault	
				$\langle \cdots \rangle$	Variables		Le	vel 4 Leve
				°	Connection	mode		vel 11 Leve

a) In 'Run' mode'

b) In 'Design' mode



Item Shown in		wn in	Description
	' <b>Run</b> ' Mode	' <b>Design</b> ' Mode	
Dock/Undock Window	~	1	Undock or dock the XY Routing Panel window from the GV Orbit Client window.
Full Screen	~	✓	Show the XY Routing Panel window full-screen.
			When full-screen, right-click > <b>Exit Full Screen</b> .
Exit Run Mode	~		Click to exit 'Run' mode and enter GV Orbit 'Design' mode.
Enter Run Mode		~	Click to enter GV Orbit 'Run' mode.
Scale to Fit	~	~	Click to fit the panel to the window.
Select All		~	Selects all items.
Deselect All		1	Deselects all items.

Table 13-3: XY Panel Right-Click Menu Items

ltem	Show	wn in	Description				
	' <b>Run</b> ' Mode	' <b>Design</b> ' Mode					
Lock/unlock	1	✓	Click to toggle locking/unlocking the panel. When the panel is locked, user operation is disabled.				
			<b>Note:</b> Clicking the 'Lock' icon in the GV Orbit Client main tool bar also toggles panel lock.				
Resize to Widgets		✓	Click to resize the XY panel background to fit to its constituen widgets.				
Reset Panel Styles to Default		~	Click to set widget styles all to 'default'.				
Variables	~	1	Click to show the <b>Variables</b> dialog.				
			Note: The Variables dialog is not editable in 'Run Mode'.				
Connection Mode		~	<b>Note:</b> This item is a generic widget feature, not routing-specific.				
			Widget feature:				
			When designing C&M project screens or XY Panels, the graphical widgets used may be shown to be visually connected together by a curved line. Click <b>Connection Mode</b> to show connection points on the widgets.				
			Source: 2 Source: 3				
Edit Behaviours		✓	Click to toggle showing the Behaviours and Bindings graphical editor.				

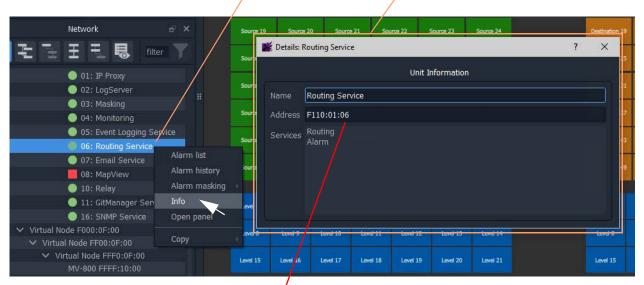
Table 13-3: XY Panel Right-Click Menu Items (continued)

# **Getting XY Routing Panel Running**

When an XY Panel runs on the GV Orbit Client in a C&M project, it controls signal routing via the **Routing** service running on a GV Orbit Server.

# What is a Routing Service?

As part of setting up a GV Orbit Client system, a **Routing** service must be configured with a RollCall address and a GVOP domain, and started up to run on a GV Orbit Server. The **Routing** service uses its RollCall address and is visible in the **Network** window of a GV Orbit Client and see Figure 13-17.



Right-click and select 'Info' to see details of the Routing service item

Routing service RollCall address'. To copy this address, right-click in **Network** window and select 'Copy > Address'.

Fig. 13-17: Routing Service in Network Window

**Note:** The GVOP domain of the GV Orbit C&M project and the GVOP domain of the Routing service must be the same.

# How to Connect an XY Panel to a Routing Service

#### **Automatic Setup**

To run in GV Orbit Client, an XY Panel must point at a **Routing** service on a GV Orbit Server. This is usually automatically set up for you, including:

• GV Orbit Client C&M project GVOP domain the same as the Routing service. This should be set automatically.

(To see the project's GVOP domain number, go to the main menu item 'Connections > GV Orbit Server', and look at the 'Client domain' setting. Edit the domain number here if required.)  XY Panel set with a RollCall address of the Routing service. This should be set automatically.
 To do this, the XX Panel's 'Address' variable must be set to be the PollCall address of the

To do this, the XY Panel's 'Address' variable must be set to be the RollCall address of the target **Routing** service.

#### **Manual Setup**

To manually set up the XY Panel to point at a **Routing** service:

1 In the **Network** window, right-click on the **Routing** service item, and select 'Copy > Address'.

This copies the RollCall address of the service into your copy buffer.

2 Go to the XY Panel and right-click on the XY Panel background and select 'Variables...'. The **Variables** dialog is shown. See Figure 13-18.

My_New_XY_Pa	anel.panel Variables	;		?	×
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Address	Address	F110:01:06			
Options 🚽	New	New(N)		Delete	
	ок (	Cancel	Apply		

Paste copied address into 'Address' value field

Fig. 13-18: Setting Routing Service RollCall Address for XY Panel

3 In the Variables dialog,

paste in the copied RollCall address into the value of the 'Address' variable. See Figure 13-18. (Alternatively, simply enter the address manually.)

- 4 Click OK.
- 5 Click Save File. Click Save Project.

This has manually pointed an XY Panel at a **Routing** service.

#### To Run an XY Panel

When an XY Panel runs, it connects to the **Routing** service and collects routing information and data (Source names/port numbers, Destination names/port numbers, routed source names etc.) and populates the panel buttons with names and router port numbers etc.

#### To run an XY panel:

1 Open the panel in GV Orbit Client and click on the 'Run' mode/'Design' mode main tool bar icon to enter 'Run' mode. See Figure 13-20.

Buttons show actual source and Click to enter 'Run' mode (from 'Design' mode)' destinations name s etc. [**0**] 0 20 • Enter run mode Destinations Destinations Source 5 Cam S4 2: Cam 55 6: Cam Se 1 Source 11 Source 12 am 510 11: Cam 512 12: Cam 513

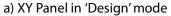


Fig. 13-19: Enter Run Mode

b) XY Panel in 'Run' mode

The XY Panel run and connects to the **Routing** service and gets source and Destination names etc. See Figure 13-20.

1: Cam1       2: Cam2       3: Cam3       4: Cam4       5: Cam5       6: Cam6         7: Cam7       8: Cam8       9: Cam9       10: Cam10       11: Cam11       12: Cam12       1: Cam1														
1: Cam1       2: Cam2       3: Cam3       4: Cam4       5: Cam5       6: Cam6         7: Cam7       8: Cam8       9: Cam9       10: Cam10       11: Cam11       12: Cam12         13: Cam13       14: Cam44       15: Cam15       16: Cam6       11       10: Cam10       11: Cam1       12: Cam12         13: Cam13       14: Cam14       15: Cam15       16: Cam6       17: Cam17       18: Cam18       10: Cam14       15: Cam15       16: Cam16       17: Cam17         19: Cam19       20: Cam20       21: Cam21       22: Cam22       23: Cam23       24: Cam24       11: Cam1       12: Cam1 <th>So</th> <th>urces</th> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th> <th>Destina</th> <th>ations</th> <th></th> <th></th> <th></th> <th></th>	So	urces							Destina	ations				
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**Note:** Routing Control buttons can be shown/hidden with the XY Wizard tool. (See Customizing with the XY Wizard, on page 597.)

Fig. 13-20: Running XY Panel Example

# **XY Panel Operation**

# Make a Simple Route with an XY Routing Panel

### **Simple Route**

To make a simple route:

1 Select a **Destination**.

The currently-routed Source is shown.

2 Select a **Source**.

The pre-selected Source is shown.

3 Click Take. (Click Cancel, to deselect the source/destination.)

The selected source is routed to the selected destination. The route is made.

Alternatively, select the **Source** first.

1) Select **Destination** 

Currently-routed Source is shown.

2) Select **Source** 

3) **Take** 

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A12	A13	A14		A16	ANC	V-ANC		Cam12	Cam12	Cam12	Cam12	Cam12	Cam12	Cam12
								A12	A13	A14	A15	A16	ANC	V-ANC

Fig. 13-21: Making a Simple Route

# **Route One Source to Multiple Destinations**

- 1 Select a **Destination** by clicking on the destination selection button.
- 2 Select a second **Destination** by CTRL + clicking on a destination button.
- 3 Select further destinations with CTRL + click.
- 4 Select one **Source**.
- 5 Click Take.

The source is routed to all selected destinations.

Note: A contiguous range of Destinations (or Sources) can be selected by clicking the first Destination (or Source) in the range and then SHIFTclick on the last Destination (or Source) in the range.



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ted	resul	t	_

Fig. 13-22: One Source Routed to Multiple Destinations

Alternatively, the source may be selected first.

# **Route Multiple Sources to Multiple Destinations**

- 1 Select a **Destination** by clicking on the destination selection button.
- 2 Select a second **Destination** by CTRL + clicking on a destination button. And select any further destinations with CTRL + click.
- 3 Select a **Source** by clicking on the source selection button.
- 4 Select a second **Source** by CTRL + clicking on a source button. And select any further sources with CTRL + click.

Note: Select the same number of sources as there are selected destinations.

- -

. -

#### 5 Click Take.

The source is routed to all selected destinations.

							S	elected	Destin	ations			
			Curre	ently-roo	uted <b>So</b>		re shown elected <b>Sou</b> i	rces					
	-			/	- The			-				- Rine-	
+	1: Cam S1	4: Cam 52	5: Cam S3	3: Cam 54	2: Carr 55	6: Cam S6	•	1: Cam S1 Cam S14	3: Cam 52	2: Cam S3 Cam S16	5: Cam 54	4: Cam S5	6: Cam S6
33	7: Cam 57	10: Cam 58	8: Cam 59	9: Cam 510	11: Cam 512	12: Cam S13	, i	1: Mon1 7: Cam S7	6: Mon2 9: Cam S8 Cam S21	5: Mon3 10: Cam S9	4: Mon4 8: Cam S10 Cam S23	2: Mon5 11: Cam 512	3: Mon6 12: Cam S13
	14: Cam S14	16: Cam S15	15: Cam 516	13: Cam S17	17: Cam S18	19: Cam S19		7: Mon7	9: Mon8	8: Mon9	10: Mon10	12: Mon11 17: Cam S18	11: Mon12 18: Cam S19
	14. Coll 314	10, can 515	15, Call 510	15. Call 517	.17. Call 516	19. Call 519		13: Mon13 19: Cam S20	14: Mon14 20: Cam S21	15: Mon15 21: Cam S22	19: Mon16 22: Cam S23	16: Mon17 23: Cam S24	17: Mon18 24: Cam S25
	18: Cam 520	21: Cam S21	20: Cam 522	22: Cam 523	23: Cam 524	24: Cam S25		22: Mon19 29: Cam S26	18: Mon20 30: Cam S27	21: Mon21 27: Cam S28	20: Mon22 28: Cam S29	26: Mon23 32: Cam S30	23: Mon24 33: Cam S31
	26: Cam S26	29: Cam S27	27: Cam S28	28: Cam S29	30: Cam S30	32: Cam S31		25: Mon25	28: Mon26	24: Mon27	29: Mon28	27: Mon29	33: Mon30
	31: Cam 532	33: Cam 533	34: Cam 534	35: Cam 535	36: Cam 536	40: Cam 537		31: Cam 532 30: Mon31	34: Cam S33 36: Mon32	35: Cam S34 31: Mon33	36: Cam 535 32: Mon34	40: Cam S36 38: Mon35	42: Cam S37 37: Mon36
	37: Cam S38	38: Cam S39	39: Cam S40	42: Cam S41	41: Cam S42	47: Cam S43	Take	37: Cam S38	38: Cam 539	39: Cam S40	47: Cam S41	41: Cam 542	46: Cam S43
	43: Cam 544	45: Cam 545	44: Cam 546	48: Cam 547	46: Cam 548	25: Red	Cancel	34: Mon37 43: Cam S44	43: Mon38 44: Cam 545	35: Mon39 45: Cam 546	40: Mon40 25: Cam 547	39: Mon41 48: Cam 548	42: Mon42 26: Red
								48: Mon43	46: Mon44	41: Mon45	45: Mon46	44: Mon47	47: Mon48
								-					

#### Routed result

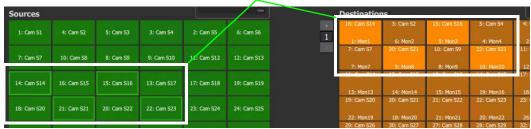


Fig. 13-23: Making Multiple Routes

Alternatively, the **Sources** may be selected first.

#### Note: Source or Destination CTRL-selection Order:

When routing many sources to many destinations and making selections with CTRL-clicks, then the *order of selection* is significant and affects the order in which the routing is done. For example, to route sources 1 to 8 to destinations 8 to 1:

- Select **Destinations** 1 to 8 by 'CTRL-clicking' on each button in the order 1 to 8.
- Select **Sources** 8 to 1by 'CTRL-clicking' on each button in the order 8 to 1.
- Click Take.

**Note:** With the contiguous SHIFT-selection, the order used is that of the buttons on the panel, *not* the order of selection of buttons.

### **Breakaway**

What is a Breakaway?

See What is a Breakaway?, on page 538, for an explanation of a breakaway.

#### Note: Implied Breakaway:

A 'breakaway' occurs when not all of a destination's levels are selected for routing. This can happen if a source with *fewer* levels than the selected destination is routed, this will result in a 'breakaway' (without explicitly selecting destination levels when routing).

#### Note:

Performing a 'normal' route to a Destination which already has a 'Breakaway' will over-ride the breakaway on the Destination, resulting in no 'Breakaway'.

Perform a Breakaway

To perform a breakaway (see Figure 13-24):

- 1 Select a **Destination**.
- 2 Select one or more **Destination Levels** to route (for example, audio channels A1 and A2).
- 3 Select a new **Source**. (Pre-selected source)
- 4 Click Take.

A routing is made: The selected **Destination Levels** have corresponding levels from the preselected **Source** routed to them. See Figure 13-24b. The **Destination** button shows a 'Breakaway' symbol.

		Cı	urrently	-routed	Source	shown		Sele	ected <b>D</b>	estinati	ion Leve	el(s)	
	Sources /					Gev		Destinatio	ns				ram.
+	Cam S1	Cam S2	Cam S3	Cam S4	Cam S5	Cam 56	+	Cam S1 Cam S10 Mon1	Cam S8 Mon2	Cam S9 Mon3	Cam S10	Cam S5 Mon5	Cam S6 Mon6
- Dal	Cam S7	Cam S8	Cam 59	Cam S10	Cam S12	Cam S13	Dial	Cdill 37	Cam S3	Cam S9 Mon9	Cam S1 Mon10	Cam S12 Mon11	Cam S13 Mon12
	Cam S14	Cam S15	Cam S16	Cam S17	Cam S18	Cam S19		Cam S16 Mon13	Cam S6 Mon14	Cam S16 Mon15	Cam S17 Mon16	Cam S8 Mon17	Cam S19 Mon18
	Cam S20	Cam 521	Cam 522	Cam 523	Cam S24	Cam S25		Cam 520	Cam S21	Cam S22 Mon21	Cam 523	Cam S24	Cam S25
	Cam S26	Cam S27	ted <b>Sou</b> Cam S28	Cam S29	Cam S30	Cam S31		Cam S26 Mon25	Cam S27 Mon26	Cam S28 Mon27	Cam S29	Cam S30	Cam S31
	Cam 532	Cam 533	Cam S34	Cam 535	Cam S36	Cam S37	Protect	Cam S32	Cam S33	Cam 534 Mon33	Mon34	Mon29 Cam 536 Mon35	Mon30 Cam 537 Mon36
	Cam S38	Cam 539	Cam S40	Cam S41	Cam S42	Cam S43	Take	Cam S38 Mon37	Cam S39 Mon38	Cam S40 Mon39	Cam S41	Cam S42	Cam S43
	Cam S44	Cam S45	Cam 546	Cam 547	Cam S48	Red	Cancel	Cam S44	Cam S45	Cam S46	C im S47	Mon41 Cam S48	Mon42 Cam S17
					6			Mon43	Mon44	Mon45	ton46	Mon47	Mon48
	SDI	v	A	A1 A2	A3	A4		Cam S1	Cam S1		m S1 Cam S n S10 Cam S		Cam S1
a) Be	fore TA	KE		A8 A9	A10	A11.:		SDI Cam S1	V Cam S1	A	A1 A2	A3	A4 Cam S1
	A12	A13	A14 A	415 A16	ANC	V-ANC	Take	A5 Cam S1	A6 Cam S1		A8 A9 m S1 Cam S	A10 1 Cam S1	A11 Cam S1
					Bre	eakaway	/ symbol sł	A12	A13		A15 A16	ANC	V-ANC
	Sources					.ter	, synnoor si	Destinatio			τ		. Gau
+ 1	Cam S1	Cam S2	Cam S3	Cam S4	Cam S5	Cam S6	+	Cam S1	Cam S8 Mon2	Cam S9 Mon3	Cam S10 Mon4	Cam S5 Mon5	Cam S6 Mon6
T.	Cam S7	Cam 58	Cam 59	Cam S10	Cam S12	Cam S13	- Dial	Cam S7	Cam S3	Cam 59	Cam S1	Cam S12	Cam S13
	Cam S14	Cam S15	Cam S16	Cam S17	Cam S18	Cam S19		Cam S16 Mon13	Cam S6 Mon14	Cam S16 Mon15	Cam S17 Mon16	Cam S8 Mon17	Cam S19 Mon18
	Cam S20	Cam 521	Cam 522	Cam 523	Cam 524	Cam 525		Cam 520	Cam S21	Cam S22 Mon21	Cam 523 Mon22	Cam S24	Cam S25 Mon24
	Cam S26	Cam S27	Cam S28	Cam S29	Cam S30	Cam S31		Cam 526 Mon25	Cam S27	Cam S28 Mon27	Cam S29 Mon28	Cam S30	Cam S31 Mon30
	Cam 532	Cam S33	Cam 534	Cam 535	Cam S36	Cam 537	Protect	Cam 532 Mon31	Cam S33	Cam S34	Cam 535	Cam 536	Cam S37
							Také	Cam S38	Cam S39	Cam S40	Cam S41	Cam S42	Cam S43

#### Selected **Destination** Selected Dectination .

Fig. 13-24: Breakaway Example: a) Before TAKE; b) After TAKE.

As an alternative, to perform a breakaway, the source may be selected first.

Audio channels shown routed from another **Source** 

Cam St

Cam S1

b) After TAKE

# Shuffle

What is a Shuffle?

See What is a Shuffle?, on page 542, for an explanation of a shuffle.

**Note:** A shuffle is applied to a destination and stays with that destination when other routes are made to it until the shuffle is explicitly undone.

### **Example Shuffle**

This example swaps two audio channels pairs.



Fig. 13-25: Swap Two Audio Channel Pairs

- 1 Select a **Destination**.
- 2 Select one or more **Destination Levels**. (For example, click on audio channels A5, A6, A7 and A8. See Figure 13-26.)
- 3 Select the *currently-routed* **Source**.
- 4 Select the **Source Levels** in the *order* in which they shall apply to the destination Levels.

(For example, audio channels A7, A8, A5 and A6 in that order.)

**Note:** Selecting just one level will route this to all selected destination levels.

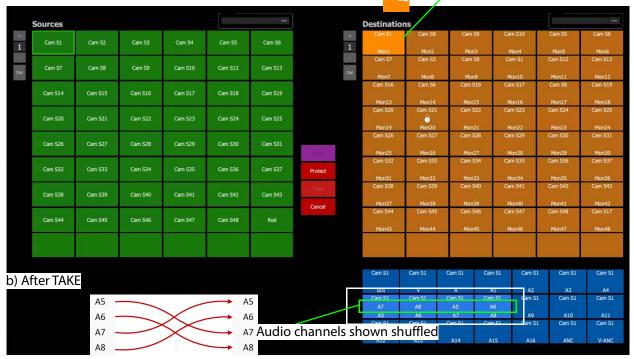
5 Click Take.

The selected source levels are routed to the selected destination levels and a shuffle is formed. Figure 13-26 shows a shuffle example, swapping the order of two audio channel pairs, as per Figure 13-25.



Také

, Shuffle' symbol shown on button



*Fig.* 13-26: *Shuffle Example: a) Before TAKE. b) After TAKE.* 

### **Routing to a Shuffled Destination**

When routing to a shuffled **Destination**, the 'Shuffle' persists.

For example, when a routing Source 'Cam S10' to the already-shuffled destination 'Mon1', created in Example Shuffle, the Source is routed and the audio stereo pair swapping of Figure 13-25 still exists (but with the new source).

A 'Shuffle' persists on a **Destination** until it is explicitly undone with a new routing operation.

### **Undo Shuffle**

This example describes a new routing operation to undo the shuffle of the Example Shuffle, on page 619.

- 1 Click Cancel to cancel any selections already made.
- 2 Select the 'already-shuffled' **Destination**.
- 3 Select the shuffled **Destination Levels**.
- 4 Select the currently-routed **Source**.
- 5 Select the **Source Levels** in the *order* in which they shall apply to the **Destination Levels**.

So, to undo our Example Shuffle, on page 619, select audio channels A5, A6, A7 and A8 *in that order*.

6 Click Take.

The selected **Source Levels** are routed to the selected **Destination Levels**, undoing the shuffle. The 'shuffle' symbol no longer appears on the **Destination** button.

# **Assigning Ports to a Port-per-Button XY Panel**

When creating an XY Panel, a Source button-grid or Destination button-grid can be defined for accessing a 'fixed' specific router source/destination port per button. (This 'fixed' definition is done in the XY Wizard Settings.)

Following definition with the XY Wizard, each button of a 'port-per-button' button-grid then can be configured to access a specific port. This port assignment is described here.

## **Assigning Port-per-Button**

Following creation from the XY Wizard, buttons in a 'Port-per-Button' button-grid can be assigned specific ports on a per button basis, as required.

There are two ways to perform the port assignments to the buttons:

- 1 Assign Ports to Individual Buttons, on page 621. This describes individual assignment of ports to buttons.
- 2 Quick Port-per-Button Assignment, on page 625. This describes selecting all ports with the Bulk Routing panel and copy-pasting this into the XY Panel.

# **Assign Ports to Individual Buttons**

Assigning individual buttons done in the XY Panel in 'Design' mode.

The example of Figure 13-14 shall be used to show how to assign a port to a button:

- In 'Design' mode, select the Source button-grid and 'Alt-select' its first button.
   The first button is selected. See Figure 13-27a.
- 2 Click on the Edit Behaviours button in the Properties box. See Figure 13-27a.
   The graphical Behaviours and Bindings editor is opened. See Figure 13-27b.
   The editor shows the Behaviours and Bindings linked to the selected button widget.

Source button selected Edit Behaviours button 10 ton.panel 😣 Pronerties Source 2 Source 3 Source 4 Source 6 Source 8 Source 11 Height a) First Source button selected, click **Edit Behaviours** My\_XY\_Port-per-Button.panel ⊗ Destinations Source 2 Source Source 4 Source 8 Lock Source 11 Behaviour Binding QQH û 🔚 Selected Widget larm Acknowledgement larm Mask udio Phase



Fig. 13-27: Open Behaviour and Bindings Editor

3 Double-click on the Behaviour linked to the selected widget.

The properties of the Behaviour are shown. See Figure 13-28a.

4 Select the value of the 'Source' property (see Figure 13-28a) and enter a router port to use:

- enter a port name and/or port number; or
- click on the silon and select a Source name from the filterable list; or
- enter a GV Orbit Client variable. (For example, {My\_Source\_Port})

A new 'Source' property value has been entered.

**Note:** The entered router port may be:

- a port number;
- a port name; or
- a 'Number:Name', for example, 12:Cam1; or
- a GV Orbit Client variable.

In the case of a port name, the name is looked up automatically to find the port number to assign.

In the case of 'Number:Name', then the port number is used to assign with.

In the case of a user variable, this should be defined as a port number.

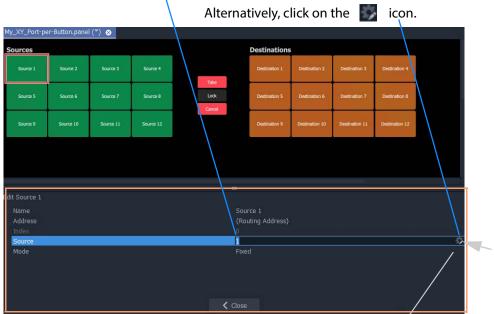
Note: To select a router port from a filterable list:

• Click on the sicon at the far end of the Source/Destination property value field (see Figure 13-28 a).

The **Source/Destination Picker** dialog is shown and displays a list of Sources/Destinations. See Figure 13-28b.

- The list is filterable.
- Select a Source/Destination name from the filterable list.
- Click OK when done.

Þ



Enter a Port Number, or Name, or Number: Name.

a) Setting 'Source' property of the Behaviour

📓 Source Picker		?	×
Routing Service (F110:01:06)			$\sim$
filter		Clear	
S10-1 S10-2 S10-3 S10-4 S10-5 S10-6 S10-7 S10-8 S10-9 S10-9 S10-10 S10-11 S10-11 S10-12 S10-13 S10-14 S10-15 S10-16 S10-16 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-10 S10-10 S10-10 S10-11 S10-12 S10-12 S10-12 S10-12 S10-12 S10-12 S10-12 S10-12 S10-13 S10-14 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-15 S10-16 S10-15 S10-15 S10-16 S10-15 S10-16 S10-15 S10-16 S10-15 S10-15 S10-16 S10-17 S10-16 S10-15 S10-16 S10-17 S10-16 S10-17 S10-16 S10-17 S10-16 S10-17 S10-16 S10-17 S10-18 S10-19 S10-19 S10-17 S10-16 S10-17 S10-18 S10-19 S10-19 S10-17 S10-16 S10-17 S10-18 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S10-19 S			
3:S10-2			
	ОК	Cancel	

b) **Source Picker** Dialog (**Destination Picker** is similar) *Fig.* 13-28: Setting 'Source' or 'Destination' Property Value

Edit Source 1		
Name	Source 1	
Address	{Routing Address}	
	0	
Source	3:S10-2	
Mode	Fixed	
	Close	

Fig. 13-29: New 'Source' Property Value

- 5 Click **Close**.
- 6 Click Save File. Click Save Project.
- 7 Enter 'Run' mode.
- 8 The XY Panel runs and the newly-assigned Source is assigned to the Source button, see Figure 13-30.

			Destination	s		
2: 510-4	3: 510-2	4: S10-3	22: 510-23	2: 510-4	6: S10-6	3: S10-2
			1: MV10-1	2: MV10-4	3: MV10-6	4: MV10-7
			37: 510-36	30: 510-30	4: S10-3	23: 510-24
6: S10-6	7; S10-7	8: S10-11	Lock			
	_		Cancel 5: MV10-8	6: MV10-3	7: MV10-5	8: MV10-2
10: 510-8	11: 510-9	12: 510-12	5; S10-5	1: S10-1	1: S10-1	35: S10-34
			9: MV10-10	10: MV10-12	11: MV10-14	12: MV10-11
		6: 510-6 7: 510-7	6: S10-6 7: S10-7 8: S10-11	2: 510-4 3: 510-2 4: 510-3 22: 510-23 1: MV10-1 37: 510-36 5: 510-6 7: 510-7 8: 510-11 Lock 5: MV10-8 5: 510-5 10: 510-8 11: 510-9 12: 510-12	2: 510-4         3: 510-2         4: 510-3         2: 510-4         1: MV10-1         2: MV10-4           6: 510-6         7: 510-7         8: 510-11         Lock         37: 510-36         30: 510-30           10: 510-8         11: 510-9         12: 510-12         12: 510-12         5: MV10-8         6: MV10-3	2: 510-4         3: 510-2         4: 510-3         2: 510-4         6: 510-6           6: 510-6         7: 510-7         8: 510-11         1: MV10-1         2: MV10-4         3: MV10-6           6: 510-6         7: 510-7         8: 510-11         Lock         30: 510-30         4: 510-3           10: 510-8         11: 510-9         12: 510-12         Cancel         5: MV10-8         6: MV10-3         7: MV10-5

Fig. 13-30: Running XY Panel

Thus, a Source button can have a port assigned to it.

Destinations buttons are assigned similarly.

Assign all buttons as required.

There is a quicker way to make these assignments, which uses the help of the Bulk Routing Panel. See Quick Port-per-Button Assignment.

# **Quick Port-per-Button Assignment**

This describes a quicker method of assigning buttons to 'Port-per-Button' XY Panel buttongrids. All ports are selected via the Bulk Routing panel and then simply 'copy-pasted' into the XY Panel.

Prerequisites:

• A new XY Panel with one or more button grids set to be 'Port-per-Button' (not 'Paged Ports', see 'Paging' setting in XY Wizard Settings, on page 600).

The following example assumes that the buttons of both the Source button-grid *and* of the Destination button-grid require setting up in for 'Port-per-Button' operation. If an XY Panel just has one such button-grid, then that grid may be quickly set up in a similar way.

To quickly make port-to-button assignments:

#### 1 Open a Bulk Routing Panel.

(Click the 'Bulk Routing' icon on the Routing Workflow, see Figure 13-31.)



Fig. 13-31: Open Bulk Routing Panel

2 Select all the Destination and Source ports required.

**Note:** When selecting the ports in the Bulk Routing panel, the filtering may be used and ranges of ports and individual ports can be selected.

				/				Λ					
My_XY-Panel_001								/				-	
Project Connections Tools Window Control and M	onitoring Help												
- 16 16 19 18 19 18 19 19 19 19 19 19 19 19 19 19 19 19 19	2			00	¥ 🖷 🗎	<sup>n</sup> 🔅	00		合 📎				admin 🤇
Project 🖻 🗙				_from-Bulk.scl			al 🐵 Routing Se	en ice 🛞					
My_Bulk-Routing_001				/	Logical	Router						Router Control	
🐻 My_New_C&M_1	III III 88 🛛	1A 1Z	St		-	<b>B B B</b>	🏚 📰 🖽 💵		11	7			
🐻 My_Test_Project		ZYA	. 1	0-1	🖶 Dock/undock v	vindow		A de ho					
My_WebRender_Eg	S10-1	S10-10	S10-11	S10-12			S10-15	S10-19	510-103				
My_XY-Panel_001     components		510.10	510-11	51012	Deselect all		MV11-2	MV11-3	MV11-4		<u> </u>	ake O Auto-Take	
<ul> <li>components</li> <li>networks</li> </ul>	S10-13	S10-14	S10-15		Lock/unlock		S10-111				0	ske O Auto-Take	
panels	510-13	510-14	510-15	510-16	Set timeout		MV11-6	S10-115 MV11-7	510-119 MV11-8				
My_XY_Panel.panel					Copy as widge	te .		- second					
My_XY_Port-per-Button.panel	S10-17	S10-18	S10-19	S10-100	Copy as mage	MV11-5	S10-127 MV11-10	S10-131 MV11-11	510-135 IV11-12			Cancel	
👭 My_XY_PpB-from-Bulk.panel							1						
> 🖿 resources	S10-101		S10-103	S10-104		S10-139 MV11-13	S10-14: MV11-14	MV11-15	MV11-16				
🗸 📄 screens								10743-347		1	Lock	Protect	
MY_C&M_Screen.schx	S10-105		S10-107	S10-108		MV11-17		MV11-19	MV11-20		LOCK	Protect	
My_XY_from-Bulk.schx			<u> </u>			PIV11-17	MV11-18	MV11-19	PIV11-20				
configuration.prj	S10-109		S10-111				<u>/                                     </u>						
L db.users						MV11-21	MV11-22	MV11-23	MV11-24			Salvos	
Test	S10-113	S10-114	S10-115	S10-116			<b>Marine</b>				<b>■ ↓</b> <u>4</u> ↓ <u>⊼</u>		
	-					MV11-25	MV11-26	MV11-27	MV11-28				
Network 🖬 🗙	S10-117	510-118	\$10-119	\$10-120									
🔜 🗄 🗄 🗄 🗮 🔜 filter 👕							and mark values						
	iii 👬 🔠 🚦		Vid	leo, Audio 1 to	16 🔻			Vid	eo, Audio 1 to 16	7			
> 🛅 RollCall													
🛤 User			A2	A3			Al	A2	A3				
> 🎽 Densité			1										
	A4	A5	A6	A7		A4	A5	A5	A7				
			-			Act:		A0.					

### Selected Sources and selected Destinations

Right-click and select 'Copy as Widgets'.

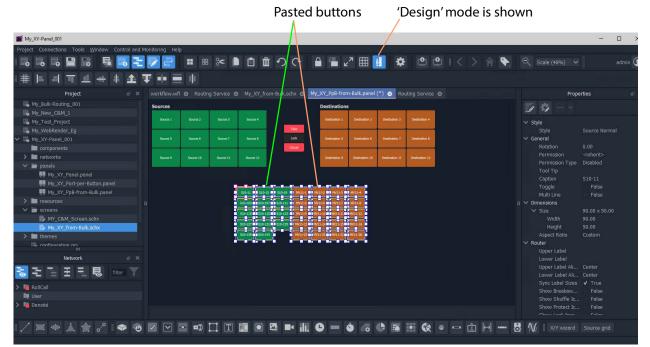
Fig. 13-32: Copy As Widgets in Bulk Routing Panel

3 When all ports are selected,

right-click in the background of the Bulk Routing panel and select 'Copy as Widgets'.

The selected buttons (Source and Destination ones in this example) are copied to your GV Orbit Client copy-buffer.

- 4 Open the target XY Panel.
- 5 Enter 'Design' mode in GV Orbit Client.
- 6 Right-click in the background of the XY Panel and select 'Paste'.



### The copied buttons are pasted into the XY Panel. See Figure 13-33.

Right-click and select 'Copy as Widgets'.

Fig. 13-33: Paste Buttons in from Bulk Routing Panel 'Copy as Widgets'

- 7 The buttons now in the XY Panel can be arranged as required and any previouslyexisting Source/Destination buttons may be deleted if required.
- 8 Click Save File. Click Save Project.
- 9 Go to 'Run' mode to exercise the XY Panel.

Sources	į			Destinations								
S10-11	S10-15	S10-19		S10-123 S10-127 MV11-1	S10-123 MV11-2	S10-115 MV11-3	S10-103 MV11-4					
S10-103	S10-107	S10-111	Take	S10-123	S10-123	S10-115	S10-103					
S10-115	S10-119	S10-123	Lock	MV11-5 S10-123	MV11-6 S10-123	MV11-7 S10-115	MV11-8 S10-103					
			Cancel	MV11-9 S10-123	MV11-10 S10-123	MV11-11 S10-115	MV11-12 S10-111					
S10-127	S10-131	S10-135		MV11-13	MV11-14	MV11-15	MV11-16					
S10-139	S10-143			510-111 MV11-23	S10-111 MV11-25	MV11-22	S10-111 MV11-28					

Fig. 13-34: XY Panel with Quick-Assigned Ports

Port-per-Button Pasting into C&M Custom Soft Panel

The example in Quick Port-per-Button Assignment pastes selected button widgets from a Bulk Routing Panel into an XY Panel. This selection of buttons may also be pasted into a GV Orbit Client C&M user/operator custom panel.

#### Note:

In the GV Orbit Client Project window:

- · XY Panels are listed in the 'panels' folder; and
- Custom user/operator soft panels are listed in the 'screens' folder.

In this case, the pasted buttons are still functional and will select Destinations and Sources when the soft panel is run. There is no 'Take' button and 'auto-take' applies. See Figure 13-35

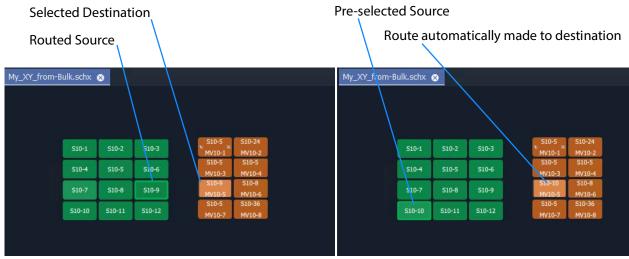


Fig. 13-35: Auto-Take with Pasted-in Routing Buttons (Running)

# **Customizing an XY Panel**

An XY Panel may be modified and customized by simply using the XY Wizard. Additionally, an XY Panel may be further modified and customized by:

• Using the XY Wizard and *then* further editing the XY panel, see Further Editing an XY Panel, on page 628.

An XY Panel may also be created from scratch without using the XY Wizard. This is done with GV Orbit graphical widgets and GV Orbit Client Behaviours and Bindings in a similar way to designing a custom user/operator panel in a C&M project. See:

- Creating a Custom XY Panel from Scratch, on page 629; and see
- Creating a Custom BPX Panel, on page 637.

To enhance the appearance of a control panel, lines, labels etc may be added. See Enhancing the Appearance of a Panel, on page 643.

# **Further Editing an XY Panel**

Editing an XY panel is done in a similar way to editing a GV Orbit Client C&M Project custom user/operator screen and an XY Panel can be customized as required. For example:

• buttons may be re-positioned, re-sized;

- other widgets can be added (Labels, Tally Lamps, etc.);
- · colors can be changed (background colors); and
- widget style themes can be selected.

Figure 13-36 shows an example XY Panel that has been edited after being started with the XY Wizard. See Enhancing the Appearance of a Panel, on page 643, for further examples of enhancing the appearance of an XY Panel.



Fig. 13-36: Edited XY Panel Example

# **Creating a Custom XY Panel from Scratch**

A custom **XY Panel** can be created from scratch in a GV Orbit Client C&M project. A custom panel can be made to be smaller and more suited to be embedded *into* a C&M project screen. An example small panel with two destinations and a handful of possible sources is given in Figure 13-37 and the steps to generate it are below.

My_XY_SmallCustom.panel 😣	3
Source: 1	Destination: 1
Source: 2	
Source: 3	Destination: 2
Source: 4	
Source: 5	Take
Source: 6	
Source: 7	
Source: 8	

Fig. 13-37: Custom XY Panel Example

Step1: New Empty Basic XY Panel

Firstly, create a new empty XY Panel:

- 1 Open an GV Orbit C&M project in the GV Orbit Client application.
- 2 Right-click on the 'panels' folder item in the **Project** window and select 'New Panel'.
- 3 Enter a name into the **New XY Panel** dialog and click **OK**. See Figure 13-38.

		XY-Panel_001		New X/	Y Panel			?	×	
		XY-Panel_002								<b></b> ▶ ⊞ -
	🖿 c	omponents				File Type				Bulk Routin
- 1	> 🖿 n	networks				i lic 1760				E CE
		anels	New Panel							Router Contr
1	> 🖿 r	esources	o New Panel							Router Contr
	🖿 s	screens	<b>Import</b> Panel(s)	X/Y F	Panel					
	> 🖿 ti	hemes	New folder							
	🐻 c	configuration.prj	Rename folder							Alias Editor
		Network	Delete folder							
1		$\mathbb{F}_{\mathbb{H}} \equiv \mathbb{H}$	🗟 filter							
>	RollC	Call				Description				
1	📭 User			Creat	tes a standard X/Y routin	ig soft panel.				
>	🐚 Dens	sité								
						Details				
				Name	My_XY_SmallCustom	î	Ĩ			
				Locatio	n /panels		Brow			
				Locatio			BIOW			
				No.						
					ОК	Cancel				
										Solutions

Fig. 13-38: Create New XY Panel

A new XY Panel is created in the 'panels' folder and is shown in the **Project** window and is open in a tab.

4 In the new XY Panel tab, delete all widgets. (Type CTRL-A in the tab to select all widgets and then press the Delete key.)

An empty XY Panel results.

5 Click Save File.

This has created an empty XY Panel in the C&M project. See Figure 13-39.

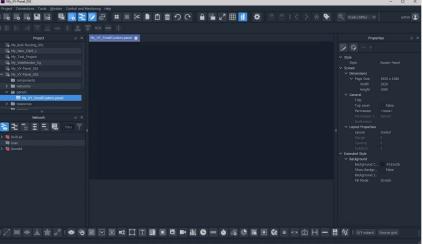
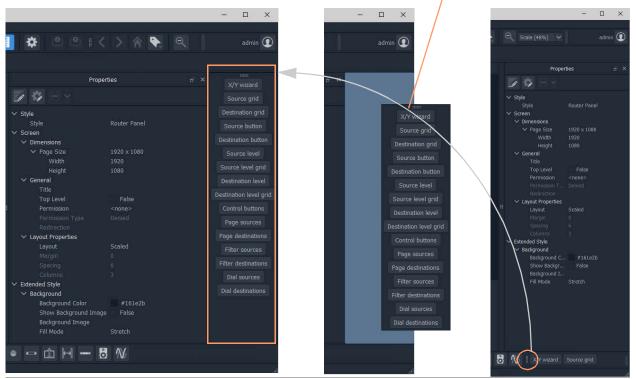


Fig. 13-39: Empty XY Panel

When editing the XY Panel, it is useful to adjust the position of the routing control widgets tool bar in the GV Orbit Client, to make it more accessible. To do this:

6 Drag the routing control widgets tool bar by its handle to a convenient position. See Figure 13-40.



### Drag handle and release to re-position Routing Control widget tool bar

*Fig. 13-40: Re-positioning the Routing Control Widgets Tool Bar* 

Step 2: Add Routing Control Widgets to (empty) XY Panel

With the empty XY Panel open in GV Orbit Client:

1 Add 8 **Source Button** widgets from the Routing widget tool bar (see Figure 13-41). (Click on 'Source Button' button on the tool bar and drag on button widgets.)

The button annotation names increment automatically for each added button.

2 Similarly add 2 **Destination Button** widgets.

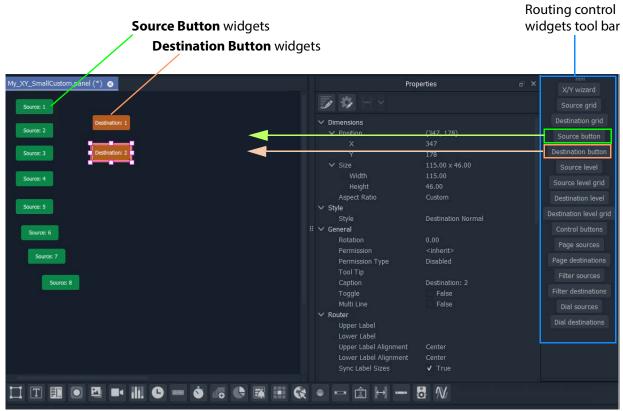


Fig. 13-41: Adding Source and Destination Buttons

Finally, add a **Take** button:

3 Select 'Control Buttons' in the tool bar.

A small dialog appears.



Fig. 13-42: Adding a Take Button

4 Select 'Take' and click **OK**.

A Take button widget appears at your cursor, drop this onto the XY Panel.

- 5 Arrange the buttons as required.
- 6 Click Save File and Save Project.

My_XY_SmallCustom.panel 😣	
Source: 1	Destination: 1
Source: 2	
Source: 3	Destination: 2
Source: 4	
Source: 5	Take
Source: 6	
Source: 7	
Source: 8	

Fig. 13-43: Added Buttons

## Step 3: Exercise Panel

This XY Panel, when run, will allow you to select a source from sources 1 to 8 and route it independently to destinations 1 or 2.

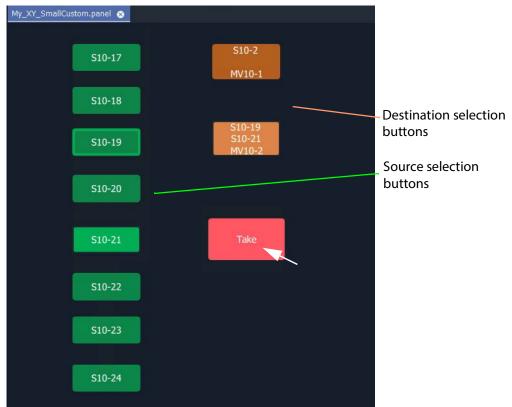


Fig. 13-44: Running the New XY Panel

Step 4: Assigning a Port-per-Button

With the XY Panel in 'Design' mode in GV Orbit Client, the Source buttons and Destination buttons can be configured for other source or destination ports in the same way as in a 'Port-per-Button' panel (See Assigning Ports to a Port-per-Button XY Panel, on page 621, for more information.)

To assign ports:

1 Right-click in the XY Panel's background and select 'Edit Behaviours'.

The 'Behaviours and Bindings' graphical editor is shown.

My_XY_SmallCustom.panel ⊗		
Source: 1	Destination: 1	
Source: 2		
Source: 3	Destination: 2	2
Source: 4		
Behaviours All Alarm Alarm Acknowledgement Alarm Mask Audio Level	Source Button	Binding Button

Fig. 13-45: Double-click on 'Source Button' Behaviour

2 Select a Source button in the XY Panel and double-click on the 'Source Button' Behaviour in the editor. See Figure 13-45.

The Behaviour's properties are shown.

- 3 Set the 'Mode' property to 'Fixed'.
- 4 Set the 'Source' property to a chosen Source name.
- 5 Click Close.

A Source button now has a port assigned.

6 Repeat for the other Source buttons.

And then:

7 Perform similar steps for each Destination button.

The buttons now all have assigned ports.

# Step 5: Styling

- 1 Arrange the buttons and resize as required.
- 2 Add any further labels/shapes/colors to enhance the panel's appearance, as required.

### Finally:

3 Right-click on the XY Panel background and select 'Resize to Widgets'.



Fig. 13-46: Custom XY Panel

4 Click Save File. Click Save Project.

### Step 6: Exercise Panel

1 Click the 'Run Mode' icon in the main tool bar and exercise the panel.

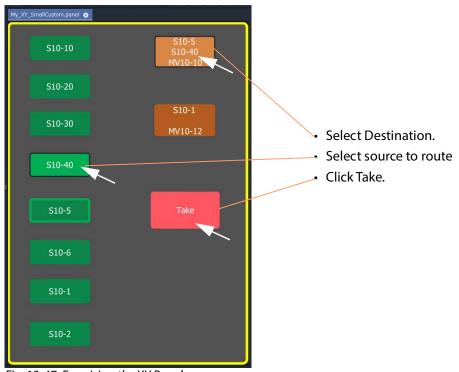


Fig. 13-47: Exercising the XY Panel

The small custom panel operates like a fixed, reduced-size XY Panel and may be dragged onto a C&M project custom user panel screen and embedded into it, if required. See How to Embed an XY Panel into a Custom User Panel, on page 650.

## **Creating a Custom BPX Panel**

What is a BPX Panel Type?

A **BPX** (BPX, button per crosspoint) panel enables a button-click to specify and make a route between a source and destination. A simple custom panel can be designed as part of a C&M project, for example, to route one of several sources to a single destination.

A **BPX** Behaviour is available in GV Orbit which can be associated with a button widget. This enables a button-click to make a route between a specific source and destination. BPX Panel Example

An example BPX panel is a simple panel where each button is configured to set a route to the same destination, but from a different source. This simple BPX panel is shown in Figure 13-48 and the steps to generate it in GV Orbit are given below.

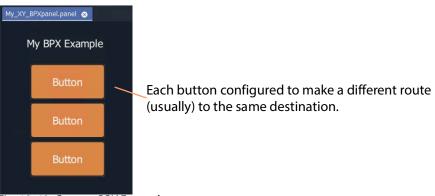


Fig. 13-48: Custom BPX Example

### **Basic BPX Panel**

To create this panel:

- Create a new empty XY Panel.
   (This is described in Step1: New Empty Basic XY Panel, on page 630 for the Creating a Custom XY Panel from Scratch, on page 629.)
- 2 Add a graphical **Button** widget to the panel. (See Figure 13-49.)

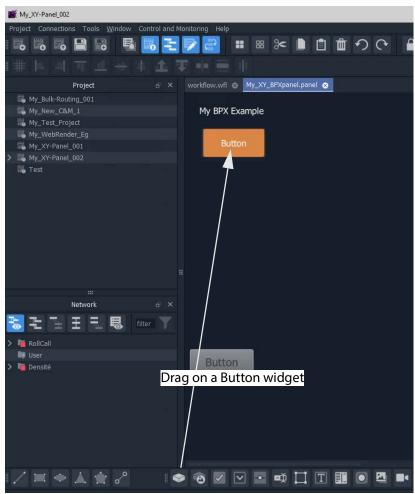


Fig. 13-49: Add a Button Widget

- 3 Right-click in the XY Panel's background and select 'Edit Behaviours'. The 'Behaviours and Bindings' graphical editor is shown.
- 4 Select the **Button** widget.

The 'Behaviours and Bindings' graphical editor for the selected button is shown.

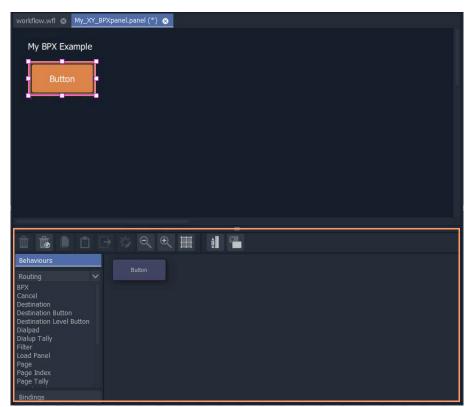
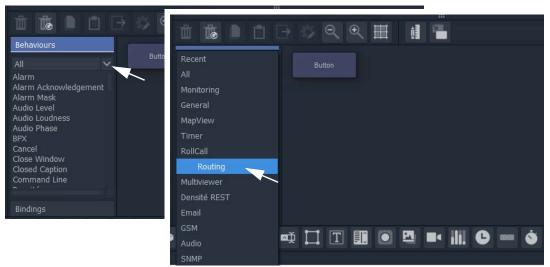


Fig. 13-50: Behaviours and Bindings of Selected Button Widget

In the editor:

- 5 Filter the Behaviours on 'Routing'. See Figure 13-51a.
- 6 Select a BPX Behaviour. See Figure 13-51b.

A **BPX** Behaviour is added to the 'Behaviour and Bindings' editor and a Binding too. See Figure 13-51b.



a) Filter Behaviours on 'Routing'

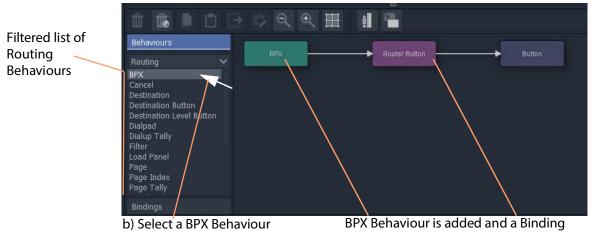


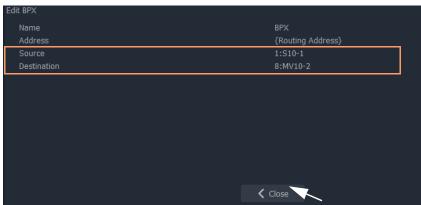
Fig. 13-51: Adding a BPX Behaviour

A BPX button's function is to specify a Source and a Destination and a route between the two:

7 Double-click on the **BPX** Behaviour.

The Behaviour's properties are shown. See Figure 13-52.

- 8 Set the 'Source' property to a required Source.
- 9 Set the 'Destination' property to the required Destination.



*Fig.* 13-52: Setting 'Source' and 'Destination' Property Values

#### 10 Click Close.

This has defined one BPX button. For example, a route between the Source and Destination.

Now we will copy this button (with its Behaviour/Binding settings) twice:

- 11 In the BPX panel, select the one **Button** widget, right-click on it and select 'Copy'.
- 12 Select the panel's background, right-click and select 'Paste'.
- 13 And again, select the panel's background, right-click and select 'Paste'.

This copies the button twice more on the panel.

14 Select the panel's background, right-click and select 'Edit Behaviours'.

For each button that was copied:

15 Select the button, and edit the button's **BPX** Behaviour.

16 Change the 'Source' property to select a different Source each time.

Then:

- 17 Click Close.
- 18 Click Save File.
- 19 Click Save Project.



Fig. 13-53: BPX Panel, Designed

This has created a basic BPX panel with three buttons. Each button is configured to set a route to the same destination, but from a different source.

### **Exercise the BPX Panel**

- 1 Enter 'Run' mode in GV Orbit Client.
- 2 Operate the panel. See Figure 13-54.

Click the third button to Click the second button to make a route from its source, S10-2. make a route from its source, S10-3. See the result See the result My\_XY\_BPXpanel.panel 🛞 My\_XY\_BPXpanel.panel 🛞 My\_XY\_BPXpanel.panel 😣 My BPX Example My BPX Example My BPX Example S10-2 S10-3 S10-1 S10-1 MV10-2 MV10-MV10-S10-1 S10-2 S10-3 S10-2 S10-2 MV10-MV10-2 MV10-S10-i S10-S10-3 S10-3 MV10-MV10-2 V10 Currently routed Source to the Destination

Source which the button will route to the Destination, if selected.

Fig. 13-54: BPX Panel Running

# **Enhancing the Appearance of a Panel**

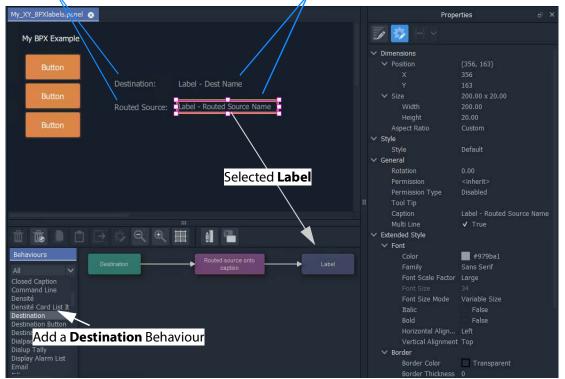
- Panel Enhancement Add Labels, on page 643.
- Enhancement Add Lines, on page 647.

**Note:** Carry out edits to the panel design in GV Orbit Client in 'Design' mode.

Panel Enhancement - Add Labels

**Label** widgets can be added for the display of information. In this example, some text is added to the BPX panel to display the destination name and the source routed to it.

- 1 Add four Label widgets to the BPX panel. See Figure 13-55.
- 2 Set two labels to have fixed 'Caption' properties. See Figure 13-55.



#### Label widgets with fixed 'Caption' property

### Label widgets using a Destination Behaviour

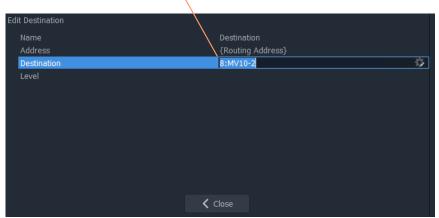
Fig. 13-55: Adding Labels

For each of the other two Labels:

- 3 Open the 'Behaviour and Bindings' graphical editor. (Right-click and select 'Edit Behaviours' in the panel background.)
- 4 Select one of the Labels. See Figure 13-55.
- 5 Add a **Destination** Behaviour. See Figure 13-55.

A **Destination** Behaviour and a Binding are added to the 'Behaviour and Bindings' editor.

- 6 Double-click on the **Destination** Behaviour and set its 'Destination' property to the same destination that each of the **Buttons** control. See Figure 13-56.
- 7 Click Close.



**Destination** Behaviour pointed at the same destination monitored as the BPX buttons.

Fig. 13-56: Setting Destination for a Label's Destination Behaviour

This has set up both of the **Label** captions to show the Source name of the pointed-to Destination. To modify one of the **Label** captions to show the Destination name instead:

8 Select the Label to see its Behaviours and Bindings. See Figure 13-57.

My_XY_BPXIabels.panel (*) $\otimes$		
My BPX Example		
Button		
Button	Destination:	
Button	Routed Source: Label - Routed Source Name	
	ः २ <b>२ २ म</b> 🛛 🖿	
Behaviours Des	ination Source name onto	
Closed Caption		

Fig. 13-57: Select a Label

9 Double-click on the Binding to see the Binding's properties. See Figure 13-58.

Edit Source name onto caption Binding					
Common Properties					
Name:	Dest name ont	o caption			
Source Behaviou	r: Destination				Select
Behaviour Value:	: Dest Name				×
Property to bind	Caption				×
Bind rules	Operator				
		Move down	Move up	Add	Delete
Target:	🔘 Widget 🔿 B	ehaviour			
		<	Close		

Fig. 13-58: Edit Binding Properties

- 10 Change the following properties of the Binding:
  - 'Behaviour Value' property from 'Source Name' to 'Dest Name'.
  - 'Name' property from 'Routed source onto caption' to 'Dest name onto caption'.
- 11 Click Close.
- 12 Click Save File. Click Save Project.

This has modified our BPX Panel design. See Figure 13-59a.

13 Exercise the BPX panel with the **Labels**.

When a button is clicked, the resulting route is shown by the labels. See Figure 13-59b.

My_XY_BPXIabels.panel ⊗			My_XY_BPXIabels.panel ⊗		
My BPX Example			My BPX Example		
Button	Destination:	Label - Dest Name	S10-3 S10-1 MV10-2	Destination:	MV10-2
Button	Routed Source:	Label - Routed Source Name	S10-3 S10-2 MV10-2	Routed Source:	
Button			S10-3 MV10-2		

a) Designed BPX Panel with Labels

b) Running BPX Panel with Labels

Fig. 13-59: BPX Panel with Labels: a) Designed; b) Running

### **Enhancement - Add Lines**

Lines (Line widgets) or any shapes may be added to a panel.

My BPX Example		
Button		
	Destination:	Label - Dest Name
Button	Routed Source:	Label - Routed Source Name
	Routeu Source.	
Button		

Fig. 13-60: Added Lines

Additionally, **Line** widgets can have their visibility controlled from the state of the routing. This is shown by using the example panel from Panel Enhancement - Add Labels, on page 643. To do this:

- 1 Open the panel and show the 'Behaviour and Bindings' graphical editor.
- 2 Add the required lines, in this example, three lines are added.

For each button:

3 Select the button and then view the properties of the associated **BPX** Behaviour; change the 'Name' property to a unique name. (for example, to 'BPX-1', 'BPX-2', and 'BPX-3'.)

This gives each **BPX** Behaviour a unique name.

#### For each line:

4 Select the line and add a Property Binding. See Figure 13-61.

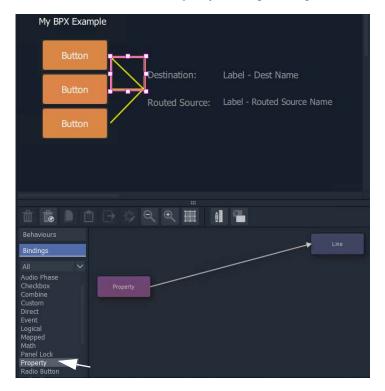


Fig. 13-61: Add Property Binding

- 5 Double-click on the added **Property** Binding to edit its properties.
- 6 Change the following **Property** Binding property values: (See Figure 13-62.)
  - 'Source Behaviour', select a unique BPX Behaviour. For example, 'BPX-1', or 'BPX-2', or 'BPX-3'.
  - 'Behaviour value' to 'Is Routed'.
  - 'Property to Bind' to 'Visibility'.

Edit Property Bind	ling			
	Common Properties			
Name:	Property	Property		
Source Behaviou	ir: BPX-1	Select		
Behaviour Value	: Is Routed			
Property to bind Bind rules	Unset > Border > Dimensions ~ General			
Target:	Visibility Rotation Permission Permission Type > Layout Item Properties			
	Close			

Fig. 13-62: Added Property Binding

7 Click Close.

This has set the visibility of a line to be controlled by the routing status of the **BPX** Behaviour associated to a **Button**.

Do this for each line and select a unique **BPX** Behaviour name each time.

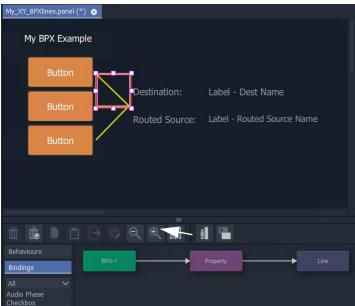


Fig. 13-63: BPX Panel Example

When the visibilities of all three lines are changed:

- 8 Click Save File. Click Save Project.
- 9 Exercise the panel. See Figure 13-64.

The lines simply indicate the route that is made when clicking buttons.

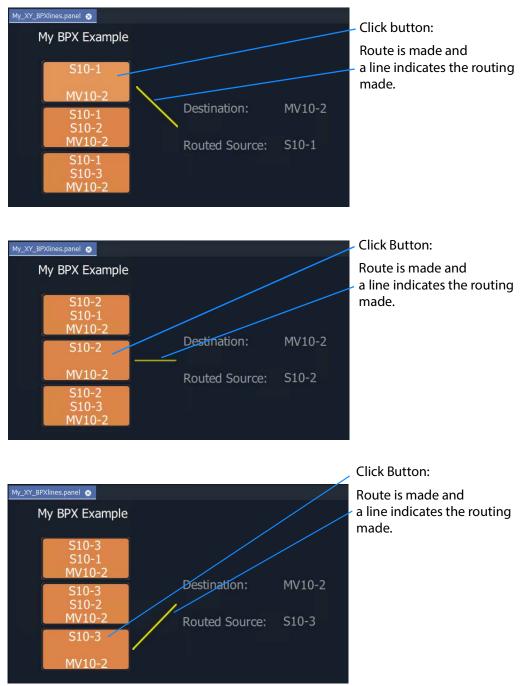


Fig. 13-64: Exercising BPX Panel with Lines

# How to Embed an XY Panel into a Custom User Panel

An XY Panel may be embedded into an XY Routing Panel C&M project screen as an GV Orbit 'Component'.

To embed:

1 Open the GV Orbit project containing the XY Panel and a C&M project screen.

Firstly, check that the overall XY Panel size is just bigger than the widgets it contains. To do this:

- 2 Open the XY Panel and check the size values in the **Properties** box. (**Properties** box: Screen > Dimensions > Page Size > 'Width' and 'Height'.)
- 3 If the panel size needs adjusting:
  - right-click in the panel background and select 'Resize to Widgets', and/or
  - adjust the background's screen 'Width' and 'Height' properties directly.
- 4 Close the XY Panel.

Now embed the XY Panel into a C&M project screen:

- 5 Open a C&M screen.
- 6 Drag an XY panel from the **Project** window onto the C&M project screen. and release. See Figure 13-65.

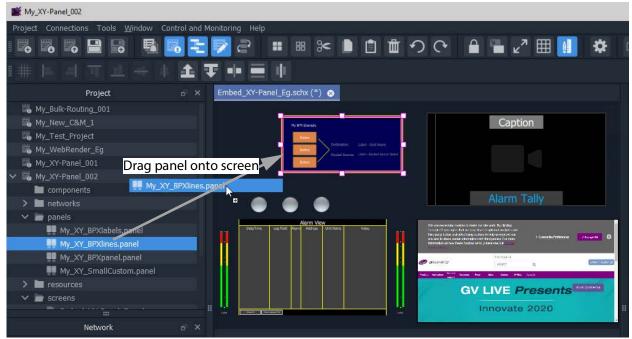


Fig. 13-65: Drag on an XY Panel

The panel object is like a GV Orbit component object on a C&M project screen.

- 7 Resize the panel object as required.
- 8 Click Save File. Click Save Project.
- 9 Run the C&M screen and exercise the XY Panel on the screen.

One or more instances of an XY panel on a screen can be used.

# **Multiviewer Cluster**

# Introduction

Lite	Professional	Enterprise
	•	•

A multiviewer cluster (**MV Cluster**) is a group of multiple MV-8 Series multiviewer devices in a GV Orbit system which are all acting together to serve one or more video walls. The cluster is treated as one multiviewer resource, rather than as a set of single, individual multiviewer devices.

All of the video walls served by the multiviewer cluster are designed in a single 'Clustered Multiviewer' project in GV Orbit Client. This is done using the '**Room Editor**' tool and an **MV Cluster Manager** service is required to be running on a GV Orbit Server. The resulting video wall(s) are managed at a higher level (at a 'cluster-level') and router destinations are referred to in operation rather than video wall tiles or multiviewer inputs.

# **MV Cluster Information**

## What is an MV Cluster?

An **MV Cluster** is a cluster of multiviewer devices configured together and all acting together to serve one or more video walls. An MV cluster contains one or more multiviewer devices.

Number of	Number of head display outputs:		Number of video wall tiles:	
Multiviewer Devices	per device	maximum available	per device	per video wall
1	up to 12	12	48	up to 48
2	up to 12	24	48	up to 48 * 2 (=96)
3	up to 12	36	48	up to 48 * 3 (=144)
N <sub>Cluster</sub> <sup>a</sup>	up to 12	12 * N <sub>Cluster</sub>	48	up to 48 * N <sub>Cluster</sub>

Table 14-1: MV Cluster Numbers for MV-8 Series Multiviewers

a. The number of devices in an MV Cluster has no fixed limit. See MV Cluster Size for more information.

# **MV Cluster Size**

The number of devices in an MV Cluster (**N**<sub>Cluster</sub>) has no fixed limit: The number of multiviewers that GV Orbit Client and the MV Cluster Manager service can handle has no real limit.

However, in practice, limiting factors are anticipated. The maximum number of MV-8 Series multiviewers in an MV Cluster (**N**<sub>ClusterMax</sub>) is determined by performance and various system factors, including:

- · GV Orbit system size; and
- network speed.

Contact Grass Valley Technical Support for further information on N<sub>ClusterMax</sub> for specific use cases.

# **Defining Video Walls for an MV Cluster**

A user can define a set of video walls for a broadcast production studio or OB truck using the GV Orbit Client with a 'Clustered MV' project. The video walls are all served by a cluster of MV-8 Series multiviewers.

GV Orbit Client is used along with GV Orbit system services. Video walls are defined and managed independently from the individual multiviewer devices used. Video wall tiles are referred to by their router destination name.

Additionally, for a 'Clustered MV' GV Orbit project, TSL tally settings and audio bars configuration can be done for each whole video wall.

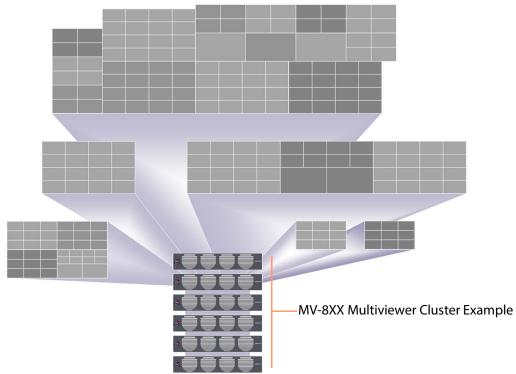


Fig. 14-1: Video Walls Served by Multiviewer Cluster (Example shown has an MV Cluster of 6 Devices)

# What is a Clustered Multiviewer Project?

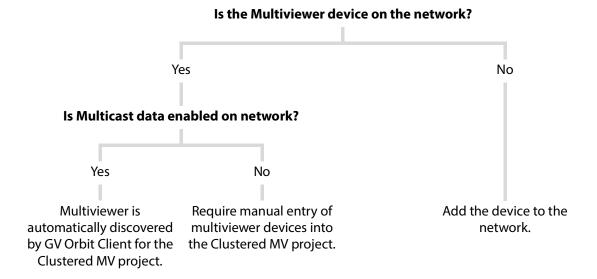
A GV Orbit Clustered MV project (Clustered MV project) enables a user to define a set of video walls for a broadcast production studio or OB truck served by an MV Cluster.

The video walls can each comprise one or more display monitors. One or more video walls may be defined, all served by a cluster of multiviewer devices.

All of the video walls are designed in one 'Clustered MV' project, which then holds the designs of one or more video walls for a studio or an OB truck.

Overall TSL tally set up and Audio Bars audio channel configuration of audio bars is also integrated and handled within such a project.

The project is stored centrally on the GV Orbit Server and the entire video wall design is then automatically parsed and administered across the individual multiviewers in the cluster.



#### **Multiviewer Discovery**

#### **Video Wall Design**

Video walls are formed from a physical arrangement of one or more display monitors and each display monitor is driven from any one of the multiviewer head display outputs available from the multiviewer cluster. Video wall tile layouts can be applied and layouts for the whole video wall and also for individual monitors can be saved and switched between. Assignment of router destinations to video tile layouts completes the video wall design. Finally, the assignment of video sources to video tiles (PiPs) is integrated into the GV Orbit routing control system and the routing of video to wall tile positions can be interactively achieved.

#### Deployment

Deployment is a one-step process, requiring the finished project to be simply pushed to the GV Orbit Server. Behind the scenes, the video wall designs are then automatically translated

into constituent, individual 'multiviewer projects' which are targeted at each individual multiviewer of the cluster. The constituent projects are automatically pushed out to the individual multiviewer devices.

IMPORTANT
Multiviewers should be operated either in a clustered mode or as
individual, non-clustered single-multiviewers.
Changing readily between these operational modes is not supported.
Recommendation:
All multiviewer set-up and configuration is carried out fully for the
intended mode of operation.

#### **Clustered MV project vs. Multiviewer Project**

A Clustered MV project is opened, saved, pushed etc. in a similar way to other GV Orbit multiviewer projects; the main exceptions/differences are listed in Table 14-2.

	GV Orbit P	roject Type	
Item	Clustered Multiviewer	Multiviewer, or Connected Multiviewer	
Video wall design tool	Room Editor in GV Orbit Client	<b>Wall Editor</b> <sup>a</sup> in GV Orbit Client	
Multiviewer resource(s)	One or more multiviewer devices. (N <sub>Cluster</sub> devices in an MV Cluster)	A single multiviewer device.	
GV Orbit System	Required, running a MV Cluster Manager Service	Can operate with or without a GV Orbit system	
Deployment	Push project to a GV Orbit Server repository.	Push project to a single multiviewer device.	
Max number Video Walls	up to 12x N <sub>Cluster</sub>	12	
Max number Video Tiles	up to 48x N <sub>Cluster</sub>	48	
Video Wall Arrangement	Flexible	Constrained	
Video Wall Layouts	Yes, Room Layout	No.	
Monitor-level Layouts	Yes, Monitor Layout	Yes, Wall Layout	

Table 14-2: Clustered MV Project Differences

a.For information on the Wall Editor, refer to Orbit documentation.

Use a Clustered MV project when defining and managing video walls from a cluster of MV-8xx multiviewers.

#### **Room Editor vs Wall Editor**

**Wall Editor** - Both the original Orbit Client tool and the current GV Orbit Client allow configuration of video walls from single multiviewers using the original GV Orbit 'Multiviewer' type projects and the **Wall Editor** tool (refer to Orbit documentation).

**Room Editor** - GV Orbit *additionally* allows configuration of video walls from a multiviewer cluster with a 'Clustered MV' project. This is done via the new **Room Editor** tool in GV Orbit Client with the **MV Cluster Manager** service running on a GV Orbit Server.

Note:	Room Editor vs Wall Editor:						
		MV-8 Series multiviewer(s)					
		Cluster of one or more	Single, individual				
	Client tool?	Room Editor	Wall Editor <sup>a</sup>				
GV Orbit project type? Minimum system configuration		Clustered Multiviewer	Multiviewer				
		GV Orbit system with server	None				
	Uses MV Cluster Manager service?	Yes, an MV Cluster Manager service is required.	No				

a. For information about the Wall Editor, refer to Orbit documentation.

#### **Single Multiviewer as an MV Cluster**

A single multiviewer may be considered as an '**MV Cluster** of one' and a video wall design can be generated for a single multiviewer with the **Room Editor** in a 'Clustered MV' project.

Note: For an **MV Cluster** of *any* size, an **MV Cluster Manager** service is required to be running on a GV Orbit Server.

## What is an MV Cluster Manager?

The **MV Cluster Manager** is a service running on the GV Orbit Server which automatically translates a GV Orbit 'Clustered MV' project into its constituent, single-multiviewer projects. The service automatically manages each individual multiviewer device of an **MV Cluster**. A GV Orbit system may have zero or one such service.

Once it is configured, the service will:

- · check for the availability of multiviewers in the room; and
- put a watch on the relevant GV Orbit Server repositories for any project changes.

The service processes any detected repository project changes and rebuilds any constituent single-multiviewer projects where necessary, automatically pushing the projects to the appropriate multiviewer device(s).

The service will alert the GV Orbit system to any off-line multiviewers and missing repositories.

The service is automatically discovered by a GV Orbit Client in a GV Orbit system and a user can then create a 'Clustered MV' project.

**Configuring an MV Cluster Manager Service** 

The **MV Cluster Manager** service configuration is carried out on the GV Orbit Server.

Refer to: Refer to the *GV Orbit Admin Guide* for information about GV Orbit services, including configuring the **MV Cluster Manager** service. See Related Documentation, on page 7.

The following settings can be configured from the **MV Cluster Manager** service's configuration page on the GV Orbit Server:

- Service Settings:
  - GVOP Client Domain ID number for the service to use.
  - Network interface(s) on the GV Orbit Server for the service to use.
  - RollCall address of the service in the GV Orbit system.
  - A friendly name for the service, to be used in a GV Orbit Client's **Network** window.
- Project Settings:
  - GV Orbit Server repository name of the Clustered MV project for the service to use.

Note: The 'Project Settings' may be set up separately later, when a 'Clustered MV' project has been created along with its repository.

# Video Wall Configuration Workflow (Clustered Multiviewers)

This user guide describes the configuration and operation of clustered MV-8XX multiviewers in a GV Orbit control and monitoring system for multiple video walls, for example in an OB truck environment.

This chapter has provided some MV Cluster definitions. It proceeds to provide some MV Cluster information:

- 1 Configuring an MV Cluster Manager Service, on page 658.
- 2 Creating a New Clustered Multiviewer Project for an MV Cluster, on page 659.
- 3 Clustered MV Project Screens, on page 668.
- 4 Managing Multiviewer Cluster Information in a Project, on page 671.

Additionally, the workflow description is continued in further user guide chapters:

- 5 Chapter 15, MV Cluster Room Editor:
  - a Room Editor Introduction, on page 675.
  - b Room Editor Workflow, on page 686.
  - c Step 1: Create a Room, on page 689.
  - d Step 2: Arrange Monitors and Assign Multiviewer Outputs, on page 691.
  - e Step 3a: Design Layout Assign Tile Grid Layouts to a Video Wall, on page 704.

- f Step 3b: Create Optional Alternative Layouts for a Video Wall, on page 713.
- g Step 4a: Assign Destinations to Tile Positions, on page 722
- h Step 5a: X/Y Routing Video Sources to Tiles, on page 741.

Also see Chapter 16 MV Cluster - TSL Tally Configuration, on page 757, and Chapter 17 Audio Bars Configuration, on page 783.

# **Creating a New Clustered Multiviewer Project for an MV Cluster**

The video walls served by an MV Cluster are defined with a 'Clustered Multiviewer' Project in GV Orbit Client.

# Procedure

To create a new 'Clustered Multiviewer' project (Clustered MV project) in GV Orbit Client:

#### Step 1: Create and Connect a Project to a GV Orbit Server

1 Open GV Orbit Client.

The initial screen is shown.

🛒 GV Orbit				22	×
		GV Orbit System Orchestrator			
	New Project	Open Project	Recent Projects		
	Network Map	RollCall Control Screen	Options		
	About	Grass Valley Home Page	Ranual		

Fig. 14-2: Initial Screen of GV Orbit Client

2 Select **New Project** on the initial screen. The **New Project** dialog is shown.

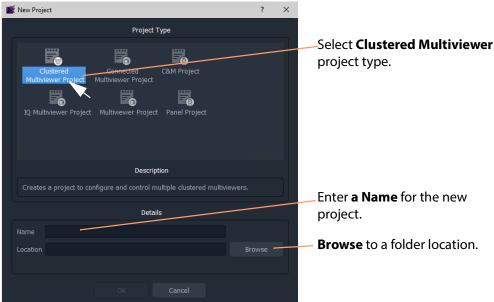


Fig. 14-3: New Project Dialog

- 3 Select the Clustered Multiviewer project type. (See Figure 14-3.)
- 4 Enter a Name for the new project in the 'Details' section.

This is a name for the local storage of project information.

- 5 **Browse** to a folder location (local or network) for the project to be stored in while the multiviewer video walls are being designed.
  - Note: Folder Location:

The folder location must be accessible from the client computer running the GV Orbit Client tool. This location is used while the project is being edited.

When the editing is complete and the project is ready to be deployed, it is pushed from the GV Orbit Client to a central repository location on the GV Orbit Server of the GV Orbit system.

6 Click Choose to select the folder.

			Descript	ion		
Create	s a project to co	nfigure and	d control mu	ıltiple clust	ered multivi	
Details						
Name	My_CMV-Proj					
	C:/GVOrbit_Pro	jects/Clust	tered-MV			
				Cancel		

Fig. 14-4: Filled Out New Project Dialog

7 Click **OK** in the dialog.

#### A **Setup** dialog for the project is then shown. See Figure 14-7.

#### **Project Setup Dialog:**

📓 Setup	? ×
GV Server	
Virtual IP	
Server 1 IP 172.19.79.143	
Server 2 IP	
Repository V New	
Client domain 28 🜲	Server 1 IP
OK: Ping Server 1: 172.19.79.143	Server i ii
FAIL: IP Proxy setting domain on 172.19.79.143. Expected=100 Found=28 FAIL: MapView setting domain on 172.19.79.143. Expected=100 Found=28	
FAIL: Masking setting domain on 172.19.79.143. Expected=100 Found=28 FAIL: Monitoring setting domain on 172.19.79.143. Expected=100 Found=28	
FAIL: Monitoring domain on 172.19.79.143. Expected=100 Found=28. OK: Monitoring domain is different from LogServer domain on 172.19.79.143	
OK: Monitoring service has correct LogServer domain on 172.19.79.143 FAIL: Relay setting domain on 172.19.79.143. Expected=100 Found=28 FAIL: Email setting domain on 172.19.79.143. Expected=100 Found=28	Basic system test results
	Close
System Test Close Apply	

Fig. 14-5: Setup Dialog

In the clustered multiviewer project's **Setup** dialog:

8 Set **Server 1 IP** to the IP address of the GV Orbit Server and press Enter. (For a GV Orbit Server Cluster system, still just enter the IP address of *one* server. The second server will be discovered automatically in the steps below.)

After the IP address is entered, some basic system tests are carried out using the current, original settings of the **Setup** dialog.

(This basic system testing includes testing system connectivity and gathering some basic system information from the GV Orbit Server.)

The results of these basic system tests are then shown in the **Setup** dialog's console window.

Note: The current, original dialog settings will most likely differ from those of the GV Orbit system being connected to. Discrepancies are shown in red-highlighted text in the dialog's console window. This is normal.

9 After these basic system tests are done, any differences in the settings are adopted by the **Setup** dialog.

#### **Step 2: Repository for Clustered MV Project**

When creating a new 'Clustered Multiviewer' project, a new repository needs to be created.

(Compare to when opening an *existing* 'Clustered Multiviewer 'project; in this case, an existing repository must be specified, see Open an Existing Clustered Multiviewer Project, on page 664.)

To Create a New Repository for the Project:

In the Setup dialog, to create a new Repository to be used:

1 At the **Repository** setting, click **New**.

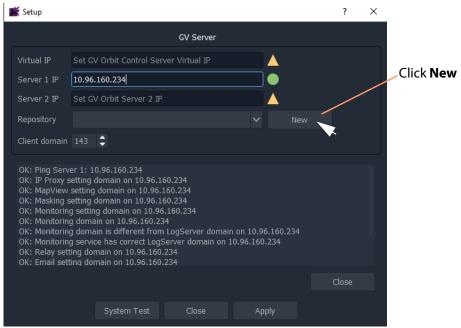
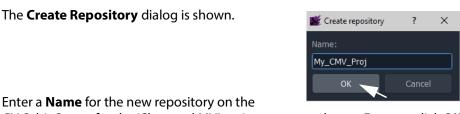


Fig. 14-6: Click New in Setup Dialog



2 Enter a Name for the new repository on the

GV Orbit Server for the 'Clustered MV' project to use and press Enter, or click OK.

Note:	Characters to use in a Repository Name:	
	Use only:	

- alpha-numeric characters (0 1 2 A B C x y z etc.); and/or
- underscore characters (\_); and/or
- tilde characters (~).

#### Note: Repository Name:

Use a unique and identifiable repository name for the 'Clustered MV' project to use. In this way, it is easily identified and found in a list of all repositories on a server.

The new repository name is shown in the **Setup** dialog.

IMPORTANT

If a new **Repository** has been created during the 'Clustered MV' project creation, then the **MV Cluster Manage**r service repository needs to be configured with the new **Repository**. (See the 'Project Settings' part of Configuring an MV Cluster Manager Service, on page 658.)

Step 3: System Re-Test (optional) During Project Setup

With a new or an existing **Repository** name shown in the **Setup** dialog, a system re-test can be carried out.

Note: At this point, a system re-test is optional and will now remove any red items in the console pane. Optionally, in the **Setup** dialog:

#### 1 Click System Test.

This re-does the basic system tests. The results are shown in the console. Any 'red' items from before should now be cleared. See Figure 14-7.

ጅ Setup				?	×
		GV Server			
Virtual IP					
Server 1 IP	172.19.79.143				
Server 2 IP					
Repository	My_CMV_Proj				
Client domain	28 🗘				
OK: IP Proxy s OK: MapView OK: Masking s OK: Monitoring OK: Monitoring OK: Monitoring OK: Monitoring OK: Relay sett	er 1: 172.19.79.143 etting domain on 172.19. setting domain on 172.19. getting domain on 172.19. getting domain on 172.19. g domain on 172.19.79.14 g domain on 172.19.79. g domain on 172.19.79. ing domain on 172.19.79.	.79.143 79.143 9.79.143 3 LogServer domair Server domain on 1 143	9.143		
				Close	
	System Test	Close			
ig. 14-7: Sy	ystem Re-Test				

## **Step 4: Finally, Create Project**

1 Click **Apply** in the **Setup** dialog.

The settings are applied				Close
to the project and a	System Test	Close	Apply	
progress bar appears in				
the dialog.				

2 While settings are applied, a pop-up dialog may appear, asking if the local project should be updated from the chosen repository:

For a new project where no changes have been made locally, answer **Yes**.

📓 Setup			×
?		the local project fr lose local change	rom the repository? es.
Fig. 14-	8: Upa	late Local Pr	oject?

- Click **Yes** to update the local project from the repository on the server (this will lose any local changes made); or
- Click **No** to keep any local project changes made (and *not* pull the project from the repository on the server).
- 3 While the applying of the settings continues, progress is shown in the progress bar.
- 4 When the settings changes are all applied, an **All Done** message pops up.



Fig. 14-9: Applying of Project Settings is All Done

- 5 Click OK.
- 6 Close the Setup dialog.

The new **Clustered Multiviewer** project is created and its **Home** screen is then shown. See Clustered MV Project Home Screen.

Note: The **Setup** dialog can also be viewed when a GV Orbit project is open by clicking **Connections** > **GV Server** in the main menu.

The **Clustered Multiviewer** project information is contained in the local folder, ready for editing. For a newly-created project it is an empty project.

# **Open an Existing Clustered Multiviewer Project**

To open an *existing* 'Clustered Multiviewer' project from a repository on the GV Orbit Server, the procedure is similar to the procedure for creating a new 'Clustered Multiviewer' project (refer to Creating a New Clustered Multiviewer Project for an MV Cluster, on page 659).

The steps below open an existing project from an existing repository.

## **Procedure**

**Step 1: Create and Connect** 

1 Carry out the steps in Step 1: Create and Connect a Project to a GV Orbit Server, on page 659.

This creates an empty, locally-stored project.

<sup>7</sup> Click **OK**.

#### **Step 2: Repository for Clustered MV Project**

When opening a Clustered MV project from a repository, an existing repository must be specified:

To specify an existing Repository for the project, in the Setup dialog:

1 At the **Repository** drop-down box, select a Repository from the drop-down list. (See Figure 14-10.)

The repository must be a 'Clustered Multiviewer' repository.

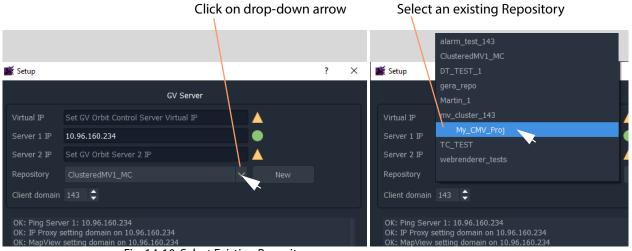


Fig. 14-10: Select Existing Repository

The selected Repository name is shown in the **Setup** dialog.

#### Step 3: System Re-Test (optional)

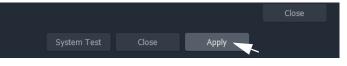
With a **Repository** name shown in the **Setup** dialog, a system re-test can be carried out.

1 Carry out the steps in Step 3: System Re-Test (optional) During Project Setup, on page 663.

Step 4: Finally, Open the Project from the Repository

1 Click **Apply** in the **Setup** dialog.

The settings are applied to the project and a progress bar appears in the dialog.



2 While settings are applied, a pop-up dialog may appear, asking if the local project should be updated from the chosen repository:

For a new project where no changes have been made locally, answer **Yes**.

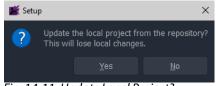


Fig. 14-11: Update Local Project?

- Click Yes to update the local project from the repository on the server (this will lose any local changes made); or
- Click No to keep any local project changes made (and not pull the project from the repository on the server).

Note: To edit an existing repository project information on a new PC, then click **Yes** to pull the existing project information from the repository into the newly created 'Clustered MV' project. If you click **No** here, then subsequent pushing back to the repository will overwrite the existing project information in the repository.

- 3 While the applying of the settings continues, progress is shown in the progress bar.
- 4 When the settings changes are all applied, an **All Done** message pops up.



Fig. 14-12: Applying of Project Settings is All Done

- 5 Click OK.
- 6 Close the **Setup** dialog.

The exiting **Clustered Multiviewer** project is opened and its **Home** screen is then shown. See Clustered MV Project Home Screen.

Note: The **Setup** dialog can also be viewed when a GV Orbit project is open by clicking **Connections** > **GV Server** in the main menu.

#### 7 Click **OK**.

The **Clustered Multiviewer** project information is contained in the local folder, ready for editing. For a newly-created project it is an empty project.

Note: The Home Page is not automatically refreshed, and *new* **Room** files will not be shown. Close and re-open the project to refresh and then see files pulled from the repository.

# **Deploying a Clustered Multiviewer Project (Push/Pull)**

For deployment, a Clustered MV project is pushed to a central store on the GV Orbit Server, for example, to the **Repository**. There is one project per **Repository**. Compare this to a single-multiviewer project: that is for a *non*-clustered multiviewer device, in which case the project is pushed to the multiviewer itself.

## **Push Project to Repository**

To send a locally-saved and edited project to the Repository for automatic deployment on the multiviewer cluster by the MV Cluster Manager Service on the GV Orbit Server:

1 Click **Push** in the main tool bar.



A Choose Projects dialog is shown.

😩 Choose Projects	X
Select Proje MV-8	
48tile	
48tile	
MV-820-1	
SLP :	IP
SLP Map	View1
MV_Clust	er_143
All	None
ОК	Cancel

Fig. 14-14: Choose Push

- 2 Ensure that the project Repository to be pushed is selected (highlighted in blue) in the dialog. See Figure 14-14.
- 3 Click OK.

The project information is pushed to the Repository.

4 When the Push is done, a **Push** dialog is shown.

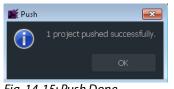


Fig. 14-15: Push Done

5 Click **OK** to close the **Push** dialog.

## **Pull Project from Repository**

To get a project from a Repository into an opened project for editing and/or locally saving:

1 Click **Pull** in the main tool bar.

<u>W</u> indow	Multivie	wer	Help							
🖳 🖪	E		\$	စ္စ		₽.				
Fig. 14-16: Pull in Tool Bar										

Fig. 14-16: Pull in Tool Bar

A Choose Projects dialog is shown.

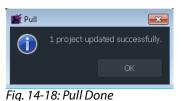
😬 Choose Projects	8
Select Proje MV-83	
48tile:	sA
48tile:	sA
MV-820-F	ROOM
SLP I	P
SLP Map <sup>v</sup>	/iew1
MV_Clusta	er_143
All	None
ОК	Cancel

Fig. 14-17: Choose Pull

- 2 Ensure that the project Repository to be pulled is selected (highlighted in blue) in the dialog. See Figure 14-17.
- 3 Click OK.

The project information is pulled from the Repository.

4 When the Pull is done, a **Pull** dialog is shown.



5

5 Click **OK** to close the **Pull** dialog.

Note: For best practice, **Pull** a project *before* starting to edit it. This ensure that the most up to date project information is used. If there are any conflicts between locally-stored project information and the repository, then you are prompted. You may then either discard their changes, or keep their changes and discard any serverside changes.

# **Clustered MV Project Screens**

## **Clustered MV Project Home Screen**

The Home screen of a Clustered Multiviewer project is shown in Figure 14-19.

	, Project name
Main menu bar	Click <b>Edit</b> to edit Project name
Main tool bar	Local path to project folder
My_CRW-Prej Project Connections Tools Window Multiplewer Help I To To To To Tools Window Multiplewer Help	×
My_CMV- Project C:/GVOrbit_Projects/Cluster	Proj <sub>[edt name]</sub> red-MV/My_CMV-Proj
Manage Users Themes	Rooms Tiles
	Offlice: FFFF:01:00 .4.

Click 'Multiviewer > Multiviewer Cluster' in the main menu for information on the multiviewers in the **MV Cluster**. Click **Rooms** icon to create a **.room** file in the project and open it in the **Room Editor**.

Fig. 14-19: Clustered Multiviewer Project Home Screen

The **Home** screen of the Clustered MV project is similar to that for a GV Orbit Multiviewer project; differences include:

- **Multiviewer Cluster** dialog which lists the multiviewers of the cluster. (Main menu item 'Multiviewer -> Multiviewer Cluster'.)
- **Rooms** icon on the **Home** screen which allows you to create **.room** files and edit them in the **Room Editor**. (See Chapter 15, MV Cluster Room Editor, on page 675.)
- Project window has a 'rooms' sub-folder for .room files.

The large icons are similar to (non-clustered) multiviewer projects:

- Manage Users Set up project users and their roles. (See Chapter 4, Manage Users, on page 141.)
- **Themes** Edit or create new on-screen appearance styles for graphical widgets for use on the video wall.
- **Rooms** Edit or create **.room** file(s) with the **Room Editor** tool for the 'Clustered Multiviewer' project. (See Chapter 15, MV Cluster Room Editor, on page 675.)
- Tiles Edit or create new Custom Tiles for use on the video wall.

Main Menu Items

See Main Menu Items, on page 127.

Main Tool Bar Items

See Main Tool Bar Items, on page 132.

Further Tool Bar items are shown when a multiviewer video wall is open. See Main Tool Bar with Room Editor Open.

# **Clustered MV Room Editor Screen**

The Home screen of the Room Editor is shown in Figure 14-20.

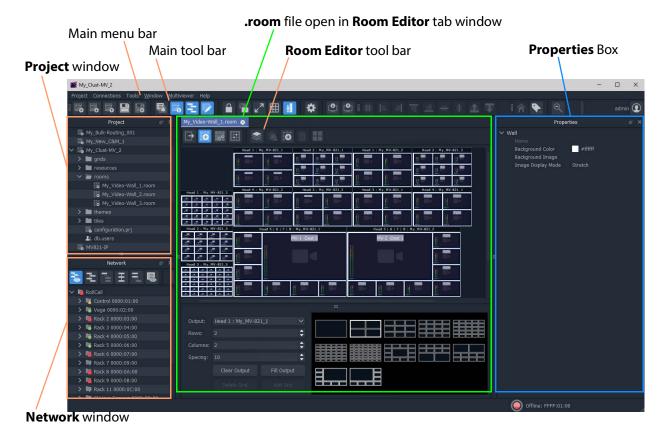


Fig. 14-20: Clustered Multiviewer Room Editor Screen

For further description of the **Room Editor**, see Chapter 15, MV Cluster - Room Editor, on page 675.

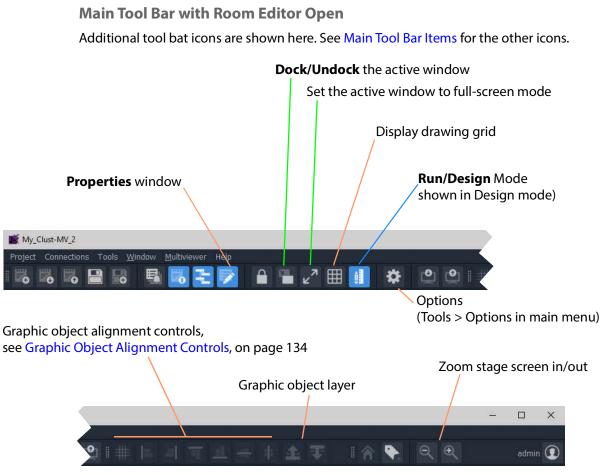


Fig. 14-21: Clustered Multiviewer Main Tools Bar with Room Editor Screen Open

# Managing Multiviewer Cluster Information in a Project

The multiviewers in a multiviewer cluster are automatically discovered by GV Orbit where a network allows multicast discovery data packets.

In addition, a user can manually add one or more networked multiviewers to the cluster.

Note: Manual entry of multiviewer devices is required where a network does not have multicast data enabled.

# View/Edit Multiviewer Information about Multiviewers in the Cluster

#### **Procedure**

To view information about each multiviewer in the multiviewer cluster:

1 Click 'Multiviewer > Multiviewer Cluster' in the GV Orbit Client main menu.

The **Multiviewer Cluster** dialog is shown. See Figure 14-22. The dialog shows the auto-discovered multiviewers of the cluster.

I	P address	RollCall a	ddress	Number of supported, licensed multiviewer head display outputs							
				Multiviewer output resolution							
<b>1</b>	Iultiviewer Cluster			/	/		? ×				
_						/					
	Name		Address	Heads		Resolution					
1	My_MV-821_1	172.19.79.101	F110:01:06	12	\$ 1920/1080		~				
2	My_MV-821_2	172.19.79.102	F110:02:06	12	\$ 1920/1080		~				
3	My_MV-821_3	172.19.79.103	F110:03:06	12	\$ 1920/1080		~				
						New	Delete				
						ОК	Cancel				

Fig. 14-22: Multiviewer Cluster Dialog

In the **Multiviewer Cluster** dialog, the following should be manually set up:

- 2 Select the number of 'Heads' that are licensed for each multiviewer in the list.
- 3 Select the output 'Resolution' for the multiviewers.
- 4 Click OK.

If required, multiviewers can be explicitly added, see Adding Multiviewers Explicitly.

Note: The head display outputs of an MV-8 Series multiviewer all share the same resolution. Select either 1920x1080 or 720x1280. UHD (4K) is achieved with four outputs and 1080p quad-link.

# **Adding Multiviewers Explicitly**

It is possible to add multiviewers to the list in the **Multiviewer Cluster** dialog. This may be required if, for example, multicast discovery data packets are not allowed on a network.

#### Procedure

To add multiviewers manually:

- 1 Click **New** to add the information about each multiviewer of the cluster. See Figure 14-23.
- 2 Click **OK** to close the dialog.
- 3 Click **Project -> Save Project** in the main menu to save the project locally.

MV-8 Series multiviewer head display outputs all share the same resolution. Select either 1920x1080 or 720x1280.

е́м	ultiviewer Cluster				? ×
	Namo	τρ	Address	Heads	Resolutio
	Name MV_1	IP 171.19.79.101	F200:01:00	12	1920/1080
2	MV_2	171.19.79.102	F200:02:00	12	\$ 1920/1080
	 MV_3	171.19.79.103	F200:03:00	8	1920/1080
	MV_4	171.19.79.104	F200:04:00	8	\$ 1920/1080
	l	0.0.0.0	0000:00:00	1	\$ 1920/1080
			-	New	Delete
				ОК	Cancel

Fig. 14-23: Multiviewer Cluster Dialog- Adding New Multiviewer Device

# Video Walls Etc. Design Workflow for an MV Cluster

For instructions on designing video walls in a 'Clustered MV' project see the workflow described in:

• Chapter 15, MV Cluster - Room Editor, on page 675.

Also see these additional design steps:

- Chapter 16 MV Cluster TSL Tally Configuration, on page 757.
- Chapter 17 Audio Bars Configuration, on page 783.

# **MV Cluster - Room Editor**

# **Room Editor Introduction**

Lite	Professional	Enterprise
	•	•

**Room Editor** is a facility offered in a 'Clustered MV' project in GV Orbit Client. It enables a user to design one or more video walls that are served by a cluster of multiviewers. This allows a user to design and manage all the video walls in a production-facility (for example, studio, or OB truck). The multiviewer devices are automatically discovered by GV Orbit Client.

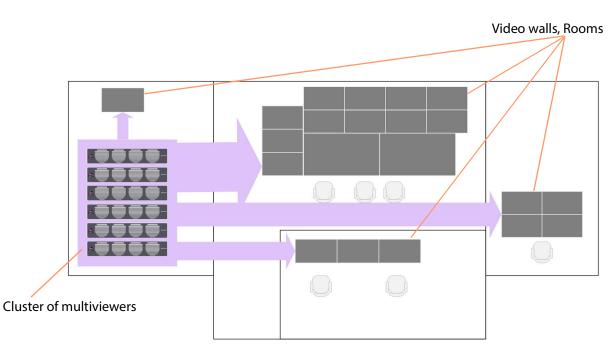


Fig. 15-1: Example Facility Schematic - Cluster of Multiviewer Devices Serving a Production Facility

In the This section defines and describes some terms etc. used when using the Room Editor in GV Orbit Client., a user can define and position all of the physical monitor displays for all their video walls. Assignment of multiviewer devices and outputs to video wall monitors is performed once. Video walls can be fed by any multiviewer output available in the multiviewer cluster and are assigned to router destinations. Assignment of video signals to the video wall for monitoring is integrated into the GV Orbit routing system and carried out with a graphical interface in GV Orbit Client. Subsequent design and management of all the various video walls is then independent of the individual multiviewers in the cluster and video tile positions on the video wall are referred to with router destination names.

The **Room Editor** also enables a user to set up TSL tally settings and audio bars configuration for a video wall.

This section defines and describes some terms etc. used when using the **Room Editor** in GV Orbit Client.

## What is a Room?

A **Room** (also known as a **Room** file, or, simply, a **Room**) is part of a Clustered MV project. A file holds information for a video wall (**Room Design**). There can be more than one **Room** in a Clustered MV project.

The files are stored in the 'Clustered MV' project's folder structure, in the 'rooms' sub-folder, and are accessible from the **Project** window in GV Orbit Client or from the opening project **Home Page**.

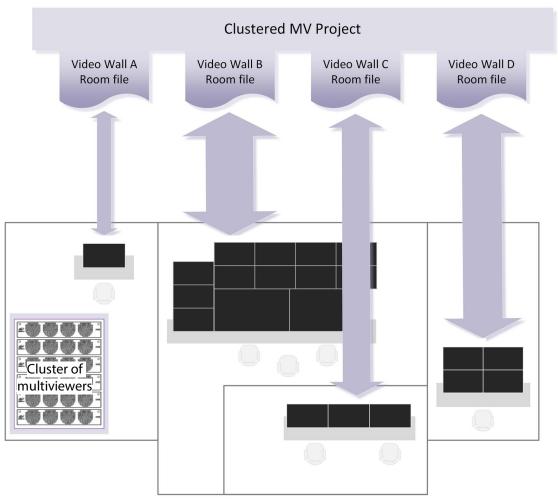


Fig. 15-2: Room Files in a Clustered Multiviewer Project Describe Video Walls

# What is a Room Design?

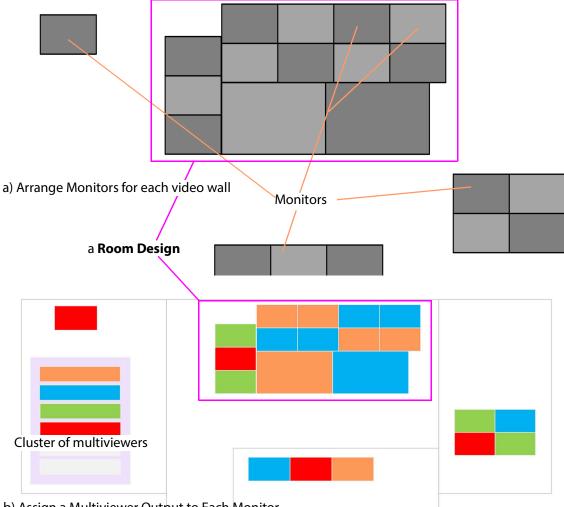
A video wall is formed in a 'Clustered MV' project from 'physical' video monitor displays. Each video wall design is a **Room Design**. A user can form a large video wall from multiple 'physical' displays arranged and configured. They can be driven from one or more multiviewer devices from an MV cluster. Video wall tile layouts can be applied and video tiles can be assigned router destinations.

A Room Design is stored in a Room file.

See Step 1: Create a Room, on page 689, for the workflow steps.

# What is Monitor Arrangement and Multiviewer Output Assignment?

As part of a **Room Design**, a user can configure a large video wall from multiple 'physical' displays and driven from one or more multiviewer devices from an MV cluster.



b) Assign a Multiviewer Output to Each Monitor

*Fig. 15-3: Room Designs: a) Arranging Monitors; b) Assigning and Configuring Multiviewer Outputs.* 

#### Monitor Arrangement includes:

- 1 Creating a representation of a large video monitor wall by positioning 'physical' displays on a 'stage'.
- 2 Defining each display, including:
  - Display size, geometry.
  - Type: single HD, or quad-split for UHD.
  - Orientation: Vertical or Horizontal.

**Note:** A UHD monitor is fed from four MV-8 Series multiviewer "HD" multiviewer outputs. These must be multiviewer outputs from the same multiviewer device.

Note: Monitor aspect ratio is assumed to be 16:9.

#### Assign Outputs includes:

3 Assigning a multiviewer output to each physical monitor display.

A monitor arrangement and assigned outputs in a **Room** file can be saved locally and, when complete, the **Room Design** can be saved centrally on a GV Orbit Server in a 'Clustered Multiviewer' project.

See Step 2: Arrange Monitors and Assign Multiviewer Outputs, on page 691, for the workflow steps.

## What is Room Design Layout?

This defines the arrangement of *tiles* used in a project for each video wall monitor.

The arrangement of tiles *plus* their connection to multiviewer inputs on a monitor is termed its Layout.

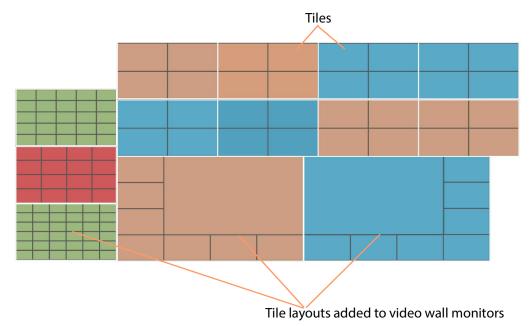


Fig. 15-4: Video Wall Design Layout

#### Layout Workflow

For a created **Room Design**, for each monitor:

- A tile-grid is applied from a selection of templates (for example, 2x2, 3x3 etc.) to position tiles and fine-positioning can be done.
- Each tile type is then defined (for example, video tile, audio tile, or custom tile).

This has prepared a basic **Design Layout** in a **Room Design**.

(See What is a Monitor Layout?, and What is a Room Layout?)

See Step 3a: Design Layout - Assign Tile Grid Layouts to a Video Wall, on page 704, for the workflow steps.

## What is a Tile-Grid?

A tile-grid determines the position and size of tiles on a monitor, irrespective of tile type. For example, a tile-grid may comprise:

- 3x3 tiles; or of
- one larger, central tile surrounded by twelve smaller tiles



A tile-grid includes the assignment of multiviewer inputs and router destinations to each tile position in the grid.

**Tile-Grid Excludes Tile Types** 

A tile-grid *excludes* the tile types that populate the tile-grid.

Note: Tile-grid + Tile types = Monitor Layout. (See What is a Monitor Layout?.)

# What is a Monitor Layout?

In a project, monitors on the video wall are each configured to show a tile-grid layout, either from pre-configured grids (2x2 or 3x3 etc.), or from user-defined grids. These 'monitor layouts' then make up the layout of the entire video wall.

Further, an individual monitor may be set up with a set of two or more alternative tile-grid layouts which can be available to the monitor at run time. (For example, there may be a 2x2, 3x3, a 4x4 tile grid and a user-defined tile grid layout in the set of alternative layouts to select from at run time on the monitor.)

These alternative layouts are saved for an individual monitor for selecting at run time on the video wall. These are called **Monitor Layouts** and they apply to individual monitors on the video wall.

These 'monitor-level' layouts form part of the overall Layout Configuration.

Note: Live-Selecting of Monitor Layouts: Monitor Layouts are live-selectable.

(Monitor Layout in the Room Editor tool is equivalent to Wall Layout in the Wall Editor tool in GV Orbit Client.)

Monitor Layouts can be created (see Create a New Monitor Layout, on page 713).

**Monitor Layouts** can be selected live for a video wall in X/Y Routing mode (see Step 5b: Change Layouts in X/Y Routing Mode, on page 751).

## What is a Room Layout?

A **Room Layout** is a snapshot of **Monitor Layouts** across the monitors on a video wall. A **Room Design** can have one or more **Room Layouts** to select from. This 'room-level' layout applies across a whole video wall in a **Room**.

(See Step 3b: Create Optional Alternative Layouts for a Video Wall, on page 713, for the workflow steps.)

**Room Layouts** enable a video wall to have various optional, alternative, similar layouts to use for different scenarios. Table 15-1 shows some possible example combinations.

		Monitor Layouts											
	Monitor 1 Monitor Layouts			Monitor 2 Monitor Layouts				Mon 3	Mon 4	Мог	on 5 nitor outs	Mon 6	Mon 7
Room Layouts	All Feeds	Main +2x2	Main+3x3	Pvw-Live	Large Live	Center Live	Side Live			4x4	5x5		
Soccer Layout 1	۲			۲				۲	۲	۲		۲	۲
Soccer Layout 2		$\odot$		۲				٥	۲	•		٥	۹
Soccer Layout 3			۲	۲				٥	۲	•		٥	۹
Hockey Layout 1			۲		$\odot$			٥	۲	•		٥	۹
Hockey Layout 1b			$\odot$		$\odot$			٥	۲		۲	$\odot$	۲
Hockey Layout 2			۲			$\odot$		٥	۲	$\odot$		$\odot$	۹
Hockey Layout 3			۲				$\odot$	۲	۲	•		$\odot$	٥

Table 15-1: Example Room Layouts with different Monitor Layouts Combinations

**Room Layouts** can be created (see Create a Room Layout for a Video Wall, on page 717).

**Room Layouts** can be selected live for a video wall in X/Y Routing mode (see Step 5b: Change Layouts in X/Y Routing Mode, on page 751) and, in this mode, they may also be created live and saved.

## What is Destination Assignment for a Room?

Assignment of router destinations to tile positions on the video wall tile-grid allows you to manage video walls, and their specifically tile positions, in terms of router destinations.

Assignment of destinations is done for all video walls in a Clustered MV project (for example, for all **Rooms** in the project). There are two destination assignment mechanisms that can be used:

- Static Destination Assignment see What is Static Destination Assignment?, on page 682.
- **Dynamic Destination Assignment** see What is Dynamic Destination Assignment?, on page 683.

Router destinations assigned to each tile position.													
				MV1-1 MV1-2 MV1-13 MV1-14 MV2-1 MV2-2 MV2-								/2-17	MV2-18
1	2	3	4	5	MV1-3	MV1-4	MV1-1	5 MV1-:	16 MV2	-3 MV2	2-4 M\	/2-19	MV2-20
6 48	7 47	8 46	9 20	10 11	MV2-13	MV2-14	4 MV2-2	1 MV2-2	22 MV1-	17 MV1	MV1-18 MV		MV1-22
45 29 12	44 14 37	43 42	31 41 12	12 13 13	MV2-15	MV2-16	5 MV2-2	3 MV2-2	MV2-24 MV1-19		-20 M	/1-23	MV1-24
1	47		2	22	MV1-5							ΜV	2-6
7	48		1 17	23 24	MV1-7	MV1-6 MV2-5 MV2-7							
26	21 2 27 2	2 2 8 2	17 18 23 24 29 30	4 25 0 31	MV1-8	M						ΜV	2-8
38	39 4		85 30 11 42 17 48	2 43	MV1-9	MV1-10	MV1-11	MV1-12	MV2-9	MV2-10	MV2-11	. MV2	2-12

Fig. 15-5: Video Wall - Assigned Destinations

**TSL Configuration and Audio Bars Configuration** 

Additionally, this Room Editor mode allows:

- TSL settings to be configured globally for the Room.
   (See Chapter 16, MV Cluster TSL Tally Configuration, on page 757.)
- Audio bar configuration for Audio Bars in on-screen graphical widgets to be configured globally for the **Room**.

(See Chapter 17, Audio Bars Configuration, on page 783.)

# What is Static Destination Assignment?

**Static Destination Assignment** is where one, or more, or all video tiles on video walls are manually assigned specific router destinations. It may be implemented partly or fully in a system. Full static assignment is suitable in routing systems where each video tile on each video wall from each multiviewer is assigned a fixed, specific router destination, which needs to remain static throughout routing operation. (For example, this may be suitable for systems with third-party router controllers.)

For a created **Room Design**, for each monitor in a video wall, the workflow for static destination assignment is:

- 1 Router destinations are manually mapped to multiviewer inputs for all devices in the MV cluster.
- 2 Destinations are then manually assigned to tile positions on the video walls.

This has prepared the **Destination Assignments** for monitors in a **Room**. The multiviewers are ready have signals routed to them.

# What is Dynamic Destination Assignment?

**Dynamic Destination Assignment** implements routing based on video wall tiles rather than on router destinations. This is made possible with the integrated nature of multiviewing and routing in a GV Orbit system.

The assignment of router destinations to video tiles is done at run time by a GV Orbit service. This keeps track of the current video wall active layouts for each multiviewer. The service then knows which multiviewer inputs are actively feeding video tiles and which are free. This information is shared with the GV Orbit system.

**Note:** The GV Orbit Multiviewer Cluster Manager Service (MVCMS) is required for the dynamic destinations assignment to function.

Upon a video wall layout change, the service re-assigns destinations on the fly to meet the needs of the newly switched-to layout.

In this way:

- A user does not have to keep track of multiviewer input usage across different video wall layouts.
- Multiviewer inputs (up to 48 per multiviewer) can flexibly accommodate the needs of different video wall layouts.
- It is easier for a user to design video walls, because dynamic destination assignment is the default on video tiles from the outset.

(**Note:** A video tile can still be set to a static destination, preventing the destination to be assigned dynamically if required.)

**Note:** TSL assignments made will automatically follow any destination reassignments done in dynamic destination assignment mode.

# What is X/Y Routing Source Assignment for a Room?

The final step in designing the video wall (**Room**) involves routing sources to all of the tile positions in each monitor tile-grid. This is done with an integrated, easy-to-use, graphical routing panel enabling you to route by selecting sources and destination tiles.

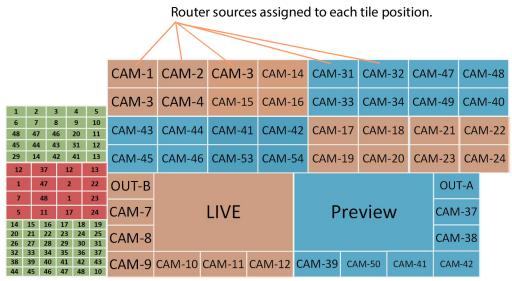


Fig. 15-6: Video Wall - Routed Sources

The 'X/Y Routing' tool mixes a graphical representation of the monitor wall with a (router) source selection panel. The monitor wall representation is the (router) destination selection panel.

A source can easily be assigned (routed) to a tile position on a monitor of a video wall.

See Step 5a: X/Y Routing Video Sources to Tiles, on page 741, for the workflow steps.

#### **Routing Sources Workflow**

The workflow for each video tile position on a monitor is:

- 1 select the tile position in the monitor's tile-grid (this is the destination to route to); and
- 2 select the source.

When a route is made, all levels are routed. and tile positions on the tile-grid show their logical names.

# **Room Editor Home Screen**

Video wall design open in <b>Room Editor</b> tab window	
Room Editor Tool Bar	
₩ My_Clust-MV_2	- 🗆 X
Project Connections Tools Window Multiviewer Help	🐨 🖌 🔍 🔹 admin 💽
Project o X My_Video-Wall_1.room 😒	Properties 🚽 🗙
Wy, Bulk-Routing_001       Wy, Bulk-Routing_001         Wy, Bulk-Routing_001       Wy, Bulk-Routing_001         Wy, Bulk-Routing_001       Wy, Bulk-Routing_001         Wy, Bulk-Routing_001       Wy, Make-Wall_1 aroom         Wy, Make-Wall_2 aroom       Wy, Make-Wall_2 aroom         Wy, Make-Wall_2 aroom       Wy, Walk-Wall_2 aroom         Wy, Make-Wall_2 aroom       Wy, Make-Wall_2 aroom         Wy, Make-Wall_2 aroom       Wy, Walk-Wall_2 aroom         Wy, Make-Wall_2 aroom       Wy, Walk-Wall_2 aroom         Wy, Make-Wall_2 aroom       Wy, Walk-Wall_2 aroom         Wy Ball       Wy, Walk-Wall_2 aroom	V Wall Name Background Color fiftfff Background Image Image Display Mode Stretch

Fig. 15-7: Room Editor Screen Example

The **Room Editor** stores video wall design information for one or more video walls in a single 'Clustered MV' GV Orbit project (see What is a Clustered Multiviewer Project?). Each video wall design is stored in a **Room** file (see What is a Room?) in the project.

## **Room Editor Workflow Overview**

Room Editor allows a user to easily create video walls. This is an overview of the workflow:

- 1 Create monitor wall arrangements from one or more monitors and assign multiviewer outputs.
- 2 Create the layout Assign tile-grids to each monitor in the video wall and populate with tile types, and create all room layouts and monitor layouts.
- 3 Assign router video destinations to video wall tile positions in the grid.
- 4 Assign video sources to video wall tile positions in the tile-grid.

The **Room Editor** workflow steps are outlined in Room Editor Workflow, on page 686. The steps are then fully described in the subsequent sections of this chapter, that is in sections: Step 1: Create a Room through to Step 5a: X/Y Routing Video Sources to Tiles.

## **Room Editor Tool Bar**

The first few icons in the **Room Editor** tool bar follow the MV Cluster video wall design's **Room Editor** workflow and take you through the various modes of operation of the **Room Editor** workflow.

lcon	Description
Switch to assign multiviewer outputs mode	Select for <b>Arrange Monitors and Assign MV Outputs Mode</b> . See Arrange Monitors and Assign Multiviewer Outputs, on page 687.
Switch to design layout mode	Select for <b>Design Layout Mode</b> . See Design Room Layout - Assign Tile Grid Layouts, on page 687.
Switch to assign destinations mode	Select for <b>Assign Router Destinations Mode</b> . See Assign Router Destinations to Tile Positions, on page 688.
Switch to X/Y routing mode	Select for X/Y Routing Mode. See Routing Video Sources to Tile Positions, on page 688.
Delete	Click to delete the selected item (monitor).
Room layouts	Room Layout actions.
Monitor layouts	Monitor Layout actions.
Configure the mapping from multiviewer input to router destinations	Map multiviewer inputs to router destinations.
Enable freehand positioning of tiles	Fine, free-hand positioning of tiles on tile-grid.
Select all tiles	Select all tiles on selected monitor.
Save and load source assignments by default	When set, this automatically saves the sources associated with tiles for each layout. On a layout change the source is automatically recalled and routed.

# **Room Editor Workflow**

The workflow for creating **Room** designs in the **Room Editor** is listed here and described in the following sections of this chapter. A prerequisite is a GV Orbit 'Clustered MV' project open in GV Orbit Client. (See Creating a New Clustered Multiviewer Project for an MV Cluster, on page 659.)

Workflow steps overview:

• Create a Room (Room File)

- Arrange Monitors and Assign Multiviewer Outputs
- Design Room Layout Assign Tile Grid Layouts
- Create Optional Alternative Layouts for a Video Wall
- Assign Router Destinations to Tile Positions
- Tally Configuration
- Routing Video Sources to Tile Positions

These steps are outlined in subsequent sections of this chapter, listed as Workflow Procedure Steps, on page 689.

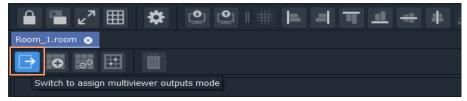
#### **Create a Room (Room File)**

Firstly, for each video wall, create a **Room** for each video wall. See Step 1: Create a Room, on page 689.

Then, for each **Room**, create a **Room Design** to form the video wall design, as described in subsequent sections:

#### **Arrange Monitors and Assign Multiviewer Outputs**

See Step 2: Arrange Monitors and Assign Multiviewer Outputs, on page 691.



Position monitors on a 'stage'; define monitor types (includes size, orientation, single HD or quad-split for UHD); and assign one or more MV outputs to each monitor.

Note: The Assign Multiviewer Outputs mode of the Room Editor does not use 'Run mode'; the 'Design/Run Mode' tool bar icon is hidden (See Design Mode / Run Mode, on page 133.)

## **Design Room Layout - Assign Tile Grid Layouts**

See Step 3a: Design Layout - Assign Tile Grid Layouts to a Video Wall, on page 704.



Assign tile-grid templates to the monitors of the video wall; populate with tiles; and customize if required to form the video wall layout. Additionally, manage destinations assigned to the video wall tiles.

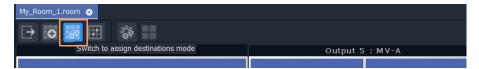
Note: Design Room Layout mode of the Room Editor may operate in GV Orbit Client's Design or Run Mode. (See Design Mode / Run Mode, on page 133.)

# **Create Optional Alternative Layouts for a Video Wall**

See Step 3b: Create Optional Alternative Layouts for a Video Wall, on page 713. This mode enables creates different layouts for the video monitor wall.

## **Assign Router Destinations to Tile Positions**

See Step 4a: Assign Destinations to Tile Positions, on page 722.



This mode: maps destinations to multiviewer inputs; assigns destinations to video wall tile positions on each tile-grid; and can also be used to assign TSL settings for the **Room**.

The mapping made between router destinations and multiviewer inputs needs to be made whether operating in the **Dynamic Destination Assignment** mode or in the **Static Destination Assignment** mode, or in a mixture of both. All the destinations that are mapped to tiles configured for dynamic assignment will be assigned dynamically.

Note: The Assign Router Destinations mode of the Room Editor does not use 'Run mode'; the 'Design/Run Mode' tool bar icon is hidden. (See Design Mode / Run Mode, on page 133.)

## **Tally Configuration**

See Step 4b: Configure TSL Tally Settings for a Room, on page 741. *Optional* at this stage and may be done separately later.

## **Routing Video Sources to Tile Positions**

See Step 5a: X/Y Routing Video Sources to Tiles, on page 741.



This mode routes required sources to video tiles for the required video monitoring. Different video monitor wall layouts can be selected from this **Room Editor** mode and seen live on the video monitor wall. Additionally, new layouts can be tried and saved.

> Note: Routing Video Sources mode of the Room Editor operates in 'Run Mode', allowing live changes on a video wall to be made. (See Design Mode / Run Mode, on page 133.)

# **Workflow Procedure Steps**

Workflow steps described in subsequent sections of this chapter:

- Step 1: Create a Room, on page 689
- Step 2: Arrange Monitors and Assign Multiviewer Outputs, on page 691
- Step 3a: Design Layout Assign Tile Grid Layouts to a Video Wall, on page 704
- Step 3b: Create Optional Alternative Layouts for a Video Wall, on page 713
- Step 4a: Assign Destinations to Tile Positions, on page 722
- Step 4b: Configure TSL Tally Settings for a Room, on page 741
- Step 5a: X/Y Routing Video Sources to Tiles, on page 741
- Step 5b: Change Layouts in X/Y Routing Mode, on page 751

# Step 1: Create a Room

Create a **Room** (**Room** file) with the **Rooms** icon from the **Home Page** or from the **Project** window. All video wall design information for one video wall will be stored in the **Room** file. A project may contain one or more **Room** files, which are shown in the **Project** window.

Create a **Room** for each video wall.

### **Procedure**

To create a **Room** in the project from the **Home Page**:

1 Click the **Rooms** icon on the **Home Screen** and click **New Room**.

The New Room File dialog is shown. (See Figure 15-8)

My_MV-Cluster_1 Project C./GV-Orbit_Projects/MV-Cluster/My_MV-Cluster_1		
Manage Users	Tiles	
My_Room_1	New Room File	? ×
	File Type	
Click New Room.	Room File	
Enter a name for the <b>Room</b> file.	Description Defines a multiviewer room (UPDATE DESC).	
Click OK.	Details	
	Name My_Room_2	
	Location /rooms	Browse
	OK Cancel	

Fig. 15-8: New Room File Dialog

2 Enter a name for the **Room** and click **OK**.

A new, empty **Room** is created and is shown in the **Project** window in the 'rooms' subfolder.

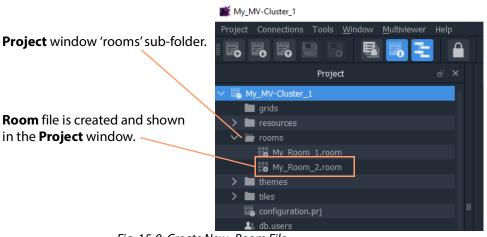
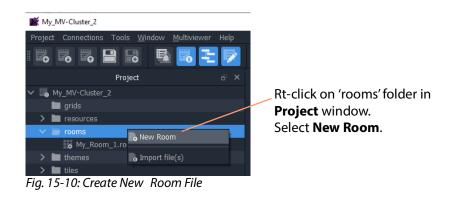


Fig. 15-9: Create New Room File

Alternative Procedure, from Project Window Alternatively, to create a **Room** from the **Project** window (see Figure 15-10): 1 Right-click on the 'rooms' folder in the **Project** window and select **New Room**.



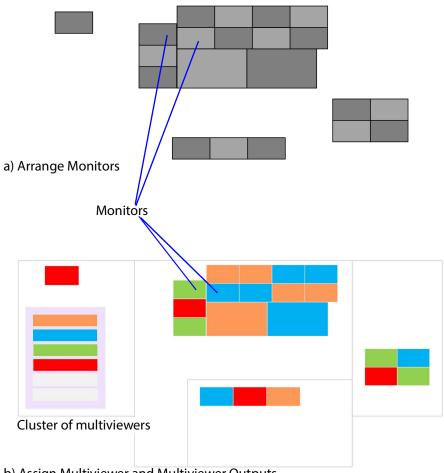
The New Room File dialog is shown.

2 Enter a name for the **Room** and click **OK**.

A new, empty **Room** file is created and is shown in the **Project** window in the 'rooms' sub-folder.

# **Step 2: Arrange Monitors and Assign Multiviewer Outputs**





b) Assign Multiviewer and Multiviewer Outputs

Video Wall Room Design

Prerequisites:

- There is a new **Room** in GV Orbit Client as part of a Clustered MV project.
- Multiviewers in the multiviewer cluster are discoverable or have been manually entered into the GV Orbit Client via the 'Multiviewer > Multiviewer Cluster' dialog of the Clustered MV project.

## Procedure

Overview of procedure:

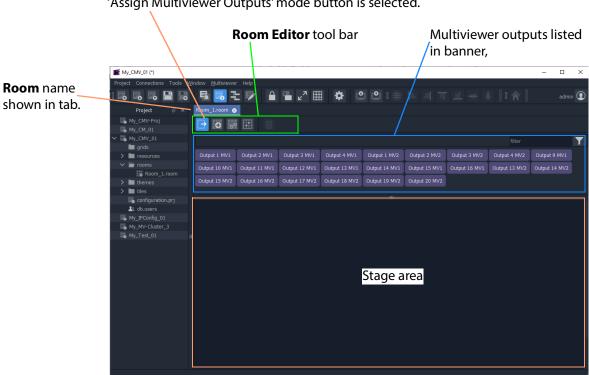
- Drag Monitors onto Video Wall Stage Area, on page 693.
- Configure Monitor on Video Wall Stage Area, on page 696.
- Arrange Monitors on Video Wall Stage, on page 700.

#### **Drag Monitors onto Video Wall Stage Area**

To position monitors for one video wall, in the **Project** window:

1 Open the **Room** by double-clicking on the **Room** file name, or by right-clicking on it and selecting **Open**.

The **Room** opens in the **Room Editor** in GV Orbit Client. When first opened, the **Room** is shown in its 'Assign Multiviewer Outputs' mode. And All multiviewer outputs are listed in a banner at the top of the central stage area.



'Assign Multiviewer Outputs' mode button is selected.

Fig. 15-11: New Room in Room Editor ('Assign Multiviewer Outputs' Mode shown)

**Note:** If there are no multiviewer devices in the cluster, then the banner area is empty and a message appears at the bottom of the stage area, instructing you on how to add multiviewer devices to the cluster.

"No multiviewers have been automatically discovered. To manually add a multiviewer, click 'Multiviewer > Multiviewer Cluster' from the tool bar menu."



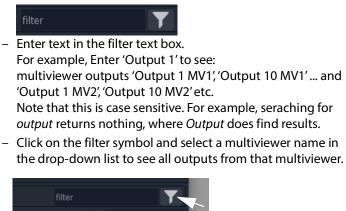
Fig. 15-12: Message at the Bottom of the Stage Area

(See Managing Multiviewer Cluster Information in a Project, on page 671 for a description of adding multiviewers to cluster.)

#### Note: Banner Controls:

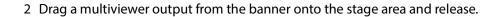
The multiviewer outputs banner area has controls to help locate multiviewer outputs (especially useful with several multiviewers and outputs). Controls are (see Figure 15-13):

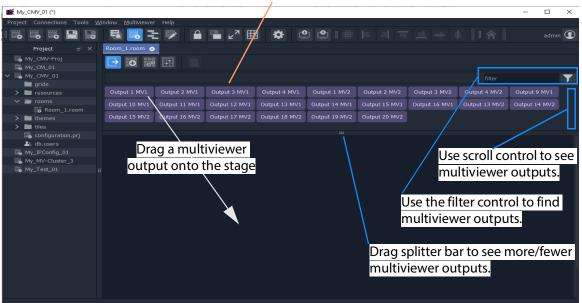
- Scroll control A vertical scroll to see multiviewer outputs.
- **Resize control** A splitter bar to re-size the banner and see more multiviewer outputs at one time.
- Filter control A filter control to locate multiviewer outputs in the banner.



filter
Output 4 MV2
Output 13 MV2
Output 13

To clear the filter, clear the filter text box.





All multiviewer outputs

A representation of the monitor appears on the stage. See Figure 15-14.

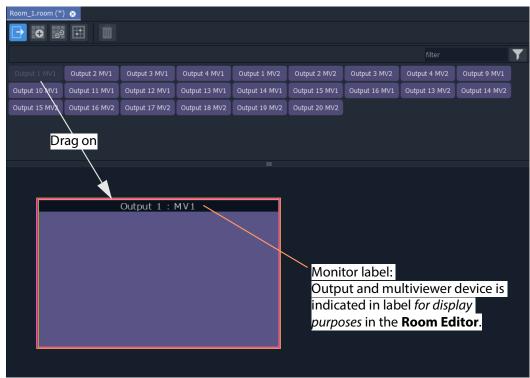


Fig. 15-14: Dragged-on Monitor

Fig. 15-13: Drag on a Multiviewer Output

#### **Note:** For display purposes in the **Room Editor**, each monitor on the stage area has a label indicating which multiviewer output and device is being used for the monitor.

#### Note: Monitor Aspect Ratio:

Monitors aspect ratio should be 16:9.

**Configure Monitor on Video Wall Stage Area** 

1 Configure the monitor on the stage area by double-clicking on it.

The **Configure Monitor** dialog is shown (see Figure 15-15), where monitor properties can be changed.

- Also, when a monitor is selected,
   its properties may be viewed and edited in the **Properties** window.
   To view the **Properties** window:
  - Select the 'Properties Window' button in the main tool bar. See Figure 15-15.)
  - Right-click on the monitoring and select *Configure Output*.

Select Propert	t <b>ies Window</b> bu	tton to show	v Properties	Nindo	w.	
Multiviever Help		विष्य	+ + <b>1 T</b>			admin 💽
Room_1.room ⊗					Prope	rties 8 ×
					✓ Output Id ✓ Geometry	
			filter	T		
	Output 4 MV1 Output 5 M		Output 7 MV1			
Output 8 MV1 Output 9 MV1 Output 10 MV1	Output 11 MV1 Output 12 N	IV1 Output 1 MV2	Output 2 MV2		Height TV size (inch)	
	📓 Configure Monitor		? ×		Rotation Resolution	Landscape HD
Output 1 : MV 1	TV size (inches)	42				
	Rotation	<b>_ 4</b>			Name Prioritize Output	Output 1 : MV1 False
	Resolution					
	Multiviewer					
	Multiviewer outputs	<mark>✓ 1</mark> 2				
				l		
		-1				
		T				
	Monitor name	Output 1 : MV1				
	TSL 5.0 screen index	0				
	0	K Cancel				

Double-click on monitor to show its Configure Monitor dialog

Fig. 15-15: Configure Monitor Dialog

To edit monitor properties, set up the monitor parameters in the **Configure Monitor** dialog, including:

3 TV Size - Enter the nominal monitor screen diagonal size (inches).

When a value is entered:

- 50 indicates a supported size; and
  51 indicates an unsupported size.
- 4 Rotation Select the monitor screen orientation used:
  - Landscape ( 🧧 📶 🚺 ),

- Portrait ( ); or
  Inverted Portrait ( ) 2 ( )
- 5 **Resolution** Define whether monitor is an HD monitor, or a UHD monitor (requiring quad-link multiviewer outputs) by selecting the corresponding icon:
  - HD monitor (
  - UHD monitor, requires 4x multiviewer (HD) outputs (

The following multiviewer assignment settings of the monitor are automatically set up when the monitor is dragged onto the screen. However, these may be changed in the **Configure Monitor** dialog, if required:

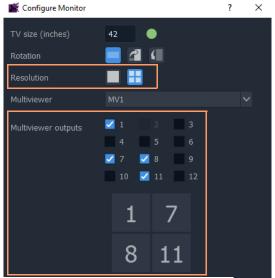
- 6 **Multiviewer** Select a different multiviewer device to be assigned to the monitor, if required.
- 7 **Multiviewer Output** Select different multiviewer output(s) (head output) to be assigned to drive the monitor. (Already-used outputs are grayed-out.)

For:

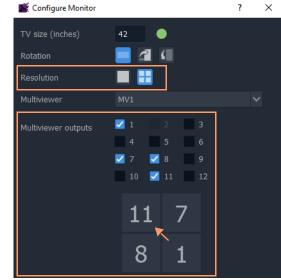
- HD monitors, select one output (see Figure 15-16a).
- UHD monitors, select four outputs for driving the four monitor picture quadrants (see Figure 15-16b).
- 8 Re-ordering UHD monitor quadrants, if required, enables you to quickly and easily compensate for any quadrant wiring mis-matches. For UHD monitors:
  - Re-order four the quadrant inputs by dragging monitor quadrants in the dialog, see Figure 15-16c.

📓 Configure Monitor						?	×
TV size (inches)	42	2					
Rotation		4	2	<b>(</b>			
Resolution							
Multiviewer	M	V1					
Multiviewer outputs		1		2	3		
· ·							
				11	12		
			1	L			

a) HD Monitor - one output selected.



b) UHD Monitor - four outputs selected.



c) UHD Monitor - outputs rearranged

- Fig. 15-16: Select Multiviewer Outputs for Monitor:
  a) HD Monitor one output selected.
  b) UHD Monitor four outputs selected.
  c) UHD Monitor selected outputs rearranged.
- 9 **Monitor Name** Enter an optional operational name for the monitor, which will appear on the monitor label. For example "Cameras", see Figure 15-17.

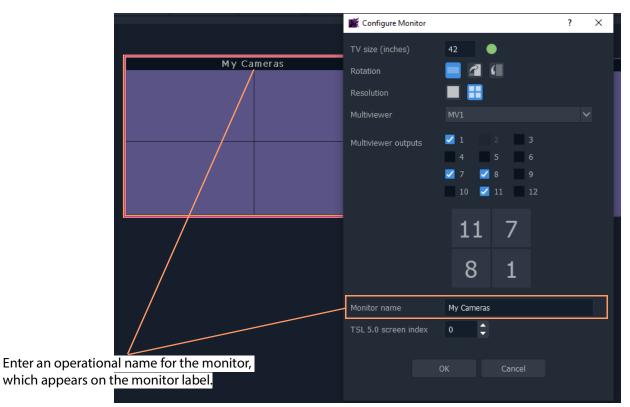


Fig. 15-17: Monitor Name

Additionally, the following TSL item may be set up:

10 TSL 5.0 screen index to use by default for video tiles shown by the multiviewer output.

**Note:** If using the TSL 5.0 tally protocol, then set the **TSL 5.0 screen index** for each monitor screen.

Finally,

when all settings changes are complete in the dialog:

11 Click **OK** in the **Configure Monitor** dialog.

This has configured the monitor.

**Arrange Monitors on Video Wall Stage** 

1 Position the monitor on the video wall stage area.

Note:	Undo / Redo:
	Edits in the <b>Deem Editor</b> are

Edits in the **Room Editor** are all un-doable and re-doable with the usual GV Orbit Client key strokes:

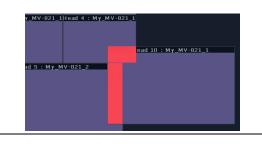
- CTRL-Z (undo action); and
- CTRL-Y (redo action).

#### Note: Fine Positioning:

Monitors can be finely-positioned using the arrow keys.

#### Then:

- 2 Drag on further monitors, configure and position these to form your video wall monitor arrangement by abutting monitors on the stage.
  - **Note:** When dragging monitors on the stage, overlap of monitors is not permitted in a video wall. Any overlapping areas are shown in red.



#### Note: Monitor Alignment:

Monitors can be aligned and arranged on the stage using the GV Orbit Client's alignment tools in the tool bar.

								-
toom_1.room 😒	'⊞ ≄			<b>т ц</b> -	• • • •	Ŧ		
		Output 3 MV1	Output 4 MV1	Output 5 MV1	Output 6 MV1	Output 7 MV1	Output 8 MV1	Output 9 MV1
Output 10 MV1	Output 11 MV1	Output 12 MV1	Output 1 MV2		Output 3 MV2			
Output 7 MV2	Outout 8 MV2	Output 9 MV/2	Output 10 MV2	Output 11 MV2	Output 12 MV2	Output 1 MV3	Outnut 2 MV3	Output 3 MV3
		Output	1 : MV 1			Outpu	it 2 : MV1	
Г		Output	1 : MV 1		]	Outpu	it 2 : MV1	

#### Note: Snap-to-Monitor and Snap-to-Grid:

Monitors will snap to other monitors on the stage when brought close.

If 'snap to grid' is turned on for the **Room Editor**, then snap-to-grid takes precedence over snap-to-monitor when positioning monitors. ('Tools > Option > App' in main menu for **Room Editor** grid controls.) 3 Click **Project > Save File** in the main menu to save changes to the **Room** file.

This has created a Room Design in a Room file in the Clustered MV project.

A video wall is defined with its constituent monitors and connected to multiviewer outputs from the MV cluster.

Finally:

\_

4 Repeat this for each video wall required for each **Room**.

Note:	Copy-Paste Monitors with CTRL-C and CTRL-V:
	Monitors can be copy-pasted for quick editing on the stage. The
	configuration of a copied monitor must be set up accordingly in the

**Configure Monitor** dialog. To copy-paste a monitor:

- Select a monitor on the stage and press CTRL-C.
- Click elsewhere on the stage and press CTRL-V to paste a copy of the monitor. (Further CTRL-V will paste more monitors.)

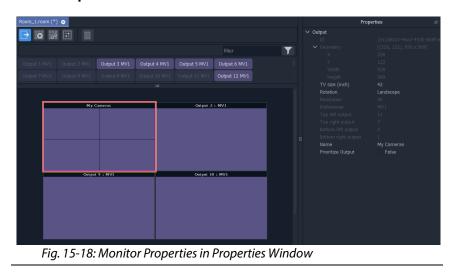
## **Notes Etc. for Monitor Arrangement**

N <b>Multiviewer Outputs for UHD monitors</b> : When assigning four multiviewer outputs for a UHD
monitor use <i>any</i> four licensed outputs from the same multiviewer device.
<b>Note:</b> <i>All four</i> outputs must be from the <i>same</i> multiviewer device. (This enables the required quad-split to be formed from four (HD) multiviewer outputs.)
andscape and Portrait:
oom Editor:
/hen using the <b>Room Editor</b> , a monitor arrangement can mix
andscape' and 'Portrait' monitors.
/all Editor:
owever, when using the older <b>Wall Editor</b> , there is a restriction that andscape' and 'Portrait' <u>must not</u> be mixed on a video wall. This restriction <i>does not apply</i> when using the <b>Room Editor</b> and a

cluster of multiviewers.)

#### Note: Monitor Properties:

When the **Properties** window is open, selecting a monitor in the video wall stage area will show the monitor's properties in the **Properties** window.



#### **Example Monitor Arrangement**

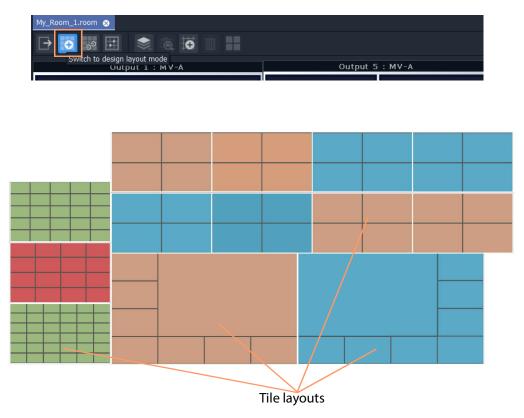
Figure 15-19 shows an example video wall monitor arrangement with assigned multiviewer outputs.

	Output 1 : My_MV-821_1	Output 2 : My_MV-821_1	Output 1 : My_MV-821_2	Output 2 : My_MV-821_2
	Output 4 : My_MV-821_2	Output 3 : My_MV-821_2	Output 3 : My_MV-821_1	Output 4 : My_MV-821_1
Output 1 : My_MV-821_3			/	/
Output 2 : My_MV-821_3	Output 5   6   7   8	• My MV-921 1	Output 5   6   7   8 :	My MV-921 2
		ing_nrr ozi_i		
Output 3 : My_MV-821_3				

*Fig. 15-19: Example Video Wall Monitor Arrangement* 

Next step: Step 3a: Design Layout - Assign Tile Grid Layouts to a Video Wall

# Step 3a: Design Layout - Assign Tile Grid Layouts to a Video Wall



Video Wall Tile Layout Configuration

Prerequisites:

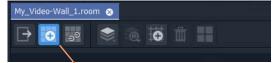
• There is a **Room** file open in the **Room Editor** which has a **Room Design**.

Note:	Tile Grid relates to a grid arrangement of tiles on a video wall
	monitor. This 'grid' is different to the 'drawing grid' that can be
	enabled in graphical drawing tools, such as in the <b>Room Editor</b> in
	GV Orbit Client.
	('Drawing grid' controls are accessed via 'Tools > Options > App' in
	the main menu.)

# **Procedure to Assign Tile Grids**

To assign tile-grids to a video wall, in the **Project** window:

- 1 Open the **Room** file in the **Room Editor**.
- 2 To select the grid design mode, select the **Design Layout** icon.



 Design Layout icon selected

 Fig. 15-20: Room Editor Tool Bar - Design Layout Icon

The **Room Design** is now shown in **Design Layout** mode which shows the available **Tile Grid** templates. See Figure 15-49.

Monitor header, showing: Multiviewer Output and Device

My_Video-Wall_1.room							
Output 1 : My_MV-821_3	Output 1 : My_MV-821_1 Output 4 : My_MV-821_2	Output 2 : My_MV-821_1 Output 3 : My_MV-821_2	Output 1 : My_MV-821_2 Output 3 : My_MV-821_1	Output 2 : My_MV-821_2 Output 4 : My_MV-821_1			
Output 2 : My_MV-821_3 Output 3 : My_MV-821_3	Output 5   6   7   8	:: My_MV-821_1	Output 5   6   7   8 ;	My_MV-821_2			
Output: Output 2 : My Rows: 1 Columns: 1 Spacing: 10 Clear Outp Delene Gri	¢ € € tut Fill Output		vailable <b>Tile Grid</b> te				

Fig. 15-21: Design Layout Mode in Room Editor

To apply a grid layout to a monitor:

- 3 Select a monitor by clicking on its monitor header.
- 4 Then select a tile-grid from the available **Tile Grid** templates.
  - The grid is applied to the monitor.

Two things have actually happened to the monitor:

i) a grid layout has been applied; and

ii) the grid has been automatically populated with video tiles.

**Note:** Tile-grids are automatically populated with video tiles by default when added to a monitor. The tiles populated on a tile-grid can be configured as required or replaced with customs Tiles. See Monitor Layouts and Tiles, on page 715.

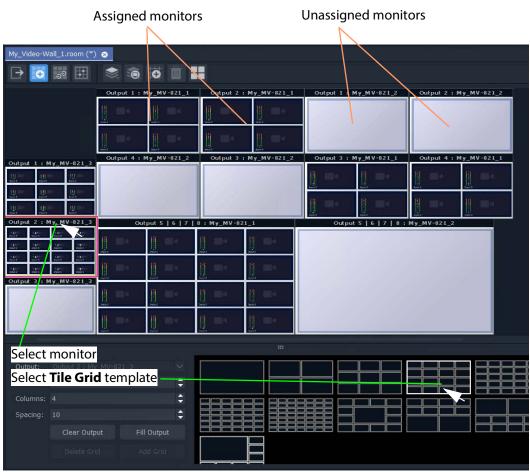


Fig. 15-22: Apply Tile Grid Template to Monitor

5 Apply grid layouts to all monitors.

When all monitors have been assigned grid layouts:

6 Click **Project > Save File** in the main menu to save the grid layout changes to the **Room**.

This has quickly defined the layout of the video wall using tile grids from the available templates. Figure 15-23 shows an example.

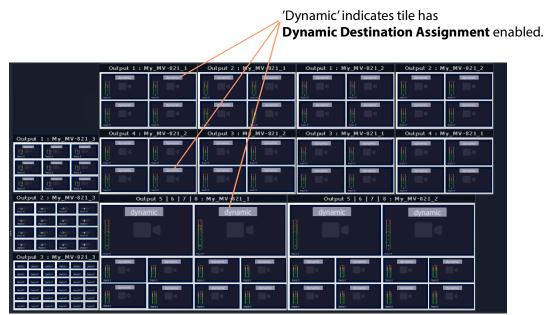


Fig. 15-23: Example Quick Grid Layout on Video Wall

A Room Layout has been generated.

**Note:** Each video tile in each tile-grid by default has 'Dynamic Destination Assignment' enabled, by default.

# Modifying a Tile-Grid on a Video Wall

Quick edits to a tile-grid of a video wall can be done in **Design Layout** mode. The following example modifies the video wall shown in Figure 15-23 on page 707:

1 Select a monitor to modify.

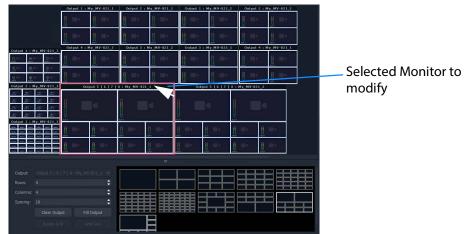


Fig. 15-24: Selected Monitor to Modify

2 Select a new **Tile Grid** template.

The new **Tile Grid** is assigned and shown on the monitor.

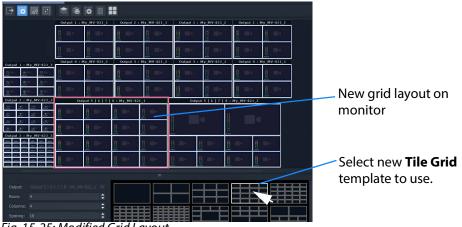


Fig. 15-25: Modified Grid Layout

3 Click **Project > Save File** to save the grid layout in the **Room** file.

# **Customizing a Tile-Grid on a Video Wall**

Further, a custom change can be made to a grid layout in **Design Layout** mode.

#### In Design Layout mode:

1 Select a monitor to modify.

Output 1 : N	4y_MV	-821_3	Output 4 : F	My_MV-821_2	Output 3 :	My_MV-821_2	Output 3	: My_MV-821_1	Output	4 : My_MV-821_1	
19	<b>1</b>	12=	<b>]</b> =•								
19		U .	tit	but	10		111	10	101	101	
u – u	6	W.									
Output 2 : N	IY_MV	-821_3	Out	put 5   6   7	8 : My_MV-82:	1_1	Out	put 5   6   7	8 : My_MV-82	1_2	-
AND	de-	100	10	in	De						
-Di -pri-		1000					H -	1.0			
200	225	Carton -			16	14		ાચ		14	
- Britter - Salaria Salaria		1000					5				
Output 3 : N					Head I				her t		
NEET DEET DEET	2002	NAT NAT									
sear saint saint	14245	sar sar	jian .	and a	3021	silie	2011	2007	2022	Jest .	
Salas salas salas	Report -	uin uin								11. 100	
	1000		August 1	line and the second sec	light -	No.	No. 1	Report 1	lil.	August 8	

Fig. 15-26: Select a Monitor

2 Select a tile position in the monitor's tile-grid.

_3	Out	put 5   6   7	8 : My_MV-82	1_1	
•				a a a a a a a a a a a a a a a a a a a	Select a tile position.
eter eter	Pest 9			Jean 1	1

Fig. 15-27: Select a Tile Position in a Tile-Grid

3 Drag a corner of the tile position and release it to resize it.

(A) 1	igat t	kgar.o	Spot 4	aper a				
-821_3	Ou	put 5   6   7	8 : My_MV-8	21_1	<b>.</b>			
- Artist Basel (								
- grown Store C	P819	101		agint				
-821 3	Drag	Drag tile position corner						
okti point okti point okti point					Parts			
ciet ligit					Ŋ			

Fig. 15-28: Resize a Tile Position in a Tile-Grid



b) Release a Corner of Tile Position

A video wall's tile-grid layout on one monitor has been customized.

This customized tile-grid may be saved, see Saving a Customized Tile-Grid.

# Saving a Customized Tile-Grid

For a customized tile-grid that is on a video wall, to add it to the available templates in **Design Layout** mode:

1 Select the monitor containing the with the customized tile-grid.

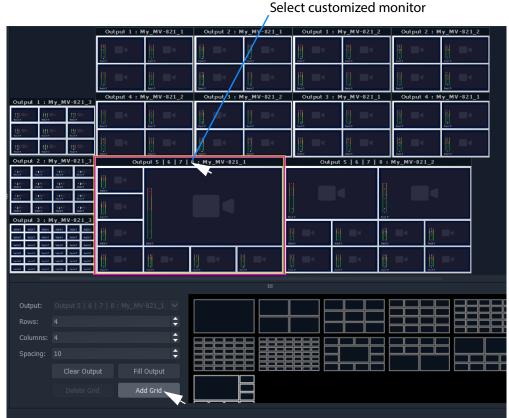


Fig. 15-29: Select a Monitor Grid Layout

#### 2 Click Add Grid.

The **Tile Grid** of the selected monitor is added to the available templates and is then available for use in the project.

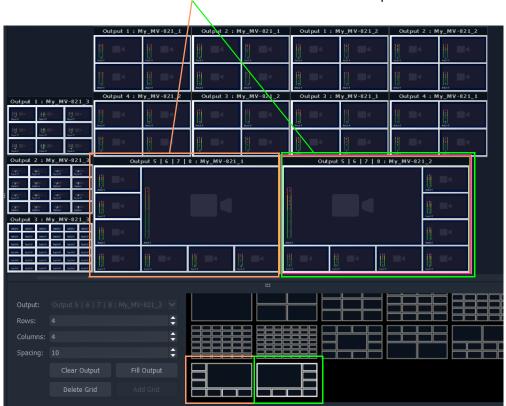
Output: Rows:		My_MV-821_1 💙			
Columns:		¢			
Spacing:		¢			
	Clear Output				
	Delete Grid				

Fig. 15-30: Custom Grid Layout Added to Available Grid Templates

3 Click Project > Save File to save the video wall's grid layout in the Room file.

A customized grid layout has been saved in the **Room** and can be re-used. The information is stored in the **Room** file in the project.

**Example Customized Tile-Grids** 



Customized Tile-Grids saved as Tile-Grid Templates

Fig. 15-31: Example Grid Layout with Two Customized Monitor Grid Layouts

# Fine Positioning of Tile Positions on a Tile-Grid

So far in this chapter, the tile grids have been populated with tiles placed at tile-positions of the (template) tile-grid. A tile-position may be repositioned 'off-grid' when in **Design Layout** mode:

1 Click on the Freehand Positioning icon (see Figure 15-32).

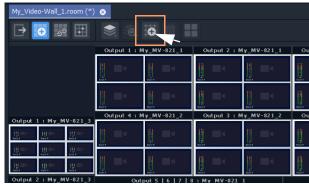


Fig. 15-32: Freehand Positioning Icon

The stage now enables the freehand positioning of tile-positions.

My_Video-Wall_1.room (*)	8							
→ 💽 💀 🖽	۵ 🗟							
	Output 1 : M	Output 2	: My_MV-821_					
	The second	hand t	Treed. D	and a second	Tool 0	a di second	Sport	Transfer and the second
	June 13	Jack I	Jane de la companya		time of the second seco			And a second sec
Output 1 : My_MV-821_3	Output 4 : N	¶y_M¥-821_2	Output 3 :	My_M¥-821_2	Output 3 :	My_MV-821_1	Output 4	: My_MV-821_
Unit State	No. 1		appeno de la companya de la company	inger o	bor 0	ager 6	Post a	i i i i i i i i i i i i i i i i i i i
H H Parts Parts		Pana a	aper 0	Japanto a	Barro	ager0	2 anti-	den l
Output 2 : My_MV-821_3	Out	put 5   6   7	8 : My_MV-82	1_1	Outp	ut 5   6   7   8	: My_MV-821_	
ck(1)         ck(2)         ck(2)         ck(2)           Past         Past         Past         Past           Past         Past         Past         Past	Drag	corner						
open text         open text         open text         open text         open text           Output 3 : My_MV-821_3           text         text         text         text           text         text         text         text         text           text         text         text         text         text         text           text         text         text         text         text         text         text	bout 0	a a Sant			- - - -			
Sourd         Sourd         Sourd         Sourd         Sourd					Non a			

Fig. 15-33: Freehand Positioning Icon

- 2 Select a tile at a tile position on a tile-grid.
- 3 Move it, or drag one of its corners, to finely reposition it.
- 4 Click **Save File** in the main tool bar to save the change.

Lastly:

5 Click on the **Freehand Positioning** icon to toggle freehand mode off.

# Step 3b: Create Optional Alternative Layouts for a Video Wall

**Design Layout** mode can be used to create different layouts for a video wall.

In a **Room**, each video wall monitor can have more than one possible tile-grid layout. (This is called a **Monitor Layout**. See What is a Monitor Layout?, on page 680 for further information.)

A **Room Layout** is a snapshot of **Monitor Layouts** on a video wall and a **Room** can have more than one **Room Layout** for its video wall.

(See What is a Room Layout?, on page 680 for more information.)

Use the **Room Editor**'s **Design Layout** mode to optionally create alternative layouts for a video wall, either for its monitors:

- Create a New Monitor Layout.
- Monitor Layouts and Tiles.

Or for the whole video wall:

• Create a Room Layout for a Video Wall.

#### **Create a New Monitor Layout**

To create a new Monitor Layout for a monitor on a video wall, in Design Layout mode:

- My\_Video-Wall\_1.room (\*) ©

   Image: Contrast 1 : My\_MV-821

   Output 1 : My\_MV-821

   Output 1 : My\_MV-821

   Output 4 : My\_MV-821\_2

   Output 4 : My\_MV-821\_2

   Output 5 | 6 | 7 | 8 : My\_MV-821\_1

   Output 5 | 6 | 7 | 8 : My\_MV-821\_1
- 1 Select a monitor.

Fig. 15-34: Select a Monitor

2 Click on the **Monitor Layout** icon ( ) in the **Room Editor** tool bar and select 'New Monitor Layout'.

My_Video-Wall_1.room (*)				
●Layout1				
Outpu	My_MV-821_1	Output 1	: My_MV-821_2	Out
Delate Monitor Layout				B.
Rename Monitor Layout		againt -	and a	6941
				Ш.

Fig. 15-35: Select 'New Monitor Layout'

3 Enter a name for the new Monitor Layout and click OK.

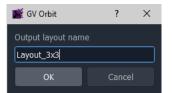
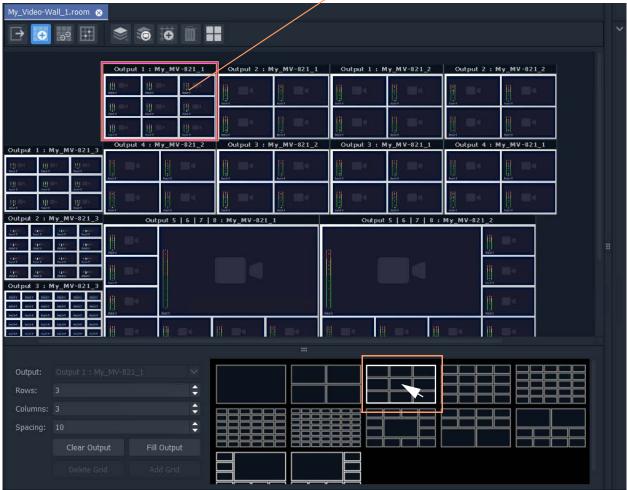


Fig. 15-36: Enter a Name for the New Monitor Layout'

4 Select a new Tile Grid template from those available.

The selected template appears on the selected monitor.



New selected **Tile Grid** appears on monitor.

Fig. 15-37: Select New Tile Grid Template

5 Click **Save File** in the main tool bar.

This has created a new tile-grid layout for use by the selected monitor. Further **Monitor Layouts** for the monitor may be created.

#### **List Monitor Layouts**

To see what **Monitor Layouts** there are for a monitor:

- 1 Select the monitor.
- 2 Click the Monitor Layout icon.

The pop-up menu lists the available **Monitor Layouts** *for the selected monitor*. See Figure 15-38. A radio button allows a **Monitor Layout** to be selected.

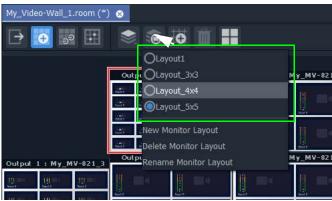


Fig. 15-38: List Monitor Layouts for a Selected Monitor

#### **Monitor Layouts and Tiles**

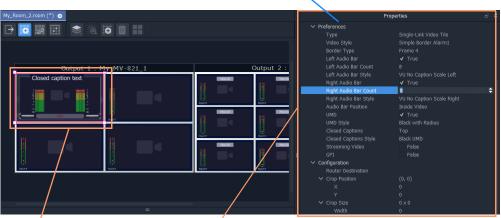
A tile grid is populated with tiles. **Monitor Layouts** also record the type of tile at each populated tile position. In this way, two **Monitor Layouts** may have the same tile-grid but contain different tiles. Tile change-overs on a video wall can then be recalled with a **Monitor Layout**.

Tile types to populate a tile-grid with include:

- an Auto-tile configured as a video tile. (See Configured Video Tile, on page 716.)
- an Auto-tile configured as a clock tile. (See Clock Tile, on page 716.)
- a Custom Tile.

A new **Monitor Layout** can be created for each change of tile type and saved. Then a **Monitor Layout** can be recalled and saved as a **Room Layout** (see Create a Room Layout for a Video Wall, on page 717).

## **Configured Video Tile**



Properties of selected tile

Video tile properties changed in Properties box

*Fig. 15-39: Configured Video Tile Example* 

**Clock Tile** 

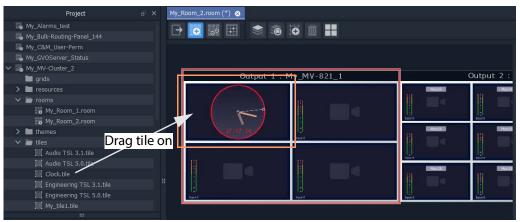
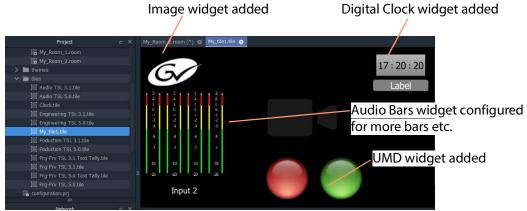


Fig. 15-40: Dragged-On Clock Tile Example

#### **Custom Tile**



a) Edit a video tile in the Tile Editor to create a Custom Tile

Project 🗗 🗄	× My_Room_2.room (*) ⊗
My_Room_1.room	
My_Room_2.room	
> 🖿 themes	Gatpat 1 . MyrMV-821_1
🗸 🚞 tiles	
🛄 Audio TSL 3.1.tile	17:19:15 Ger
🛄 Audio TSL 5.0.tile	
Clock.tile	
Drag tile onto the s	
Int Engineering I SE Source	1 10x2 🖤 🔍 👘
III My_tile1.tile	
Poduction TSL 3.1.tile	Light from the second se
Poduction TSL 5.0.tile	
IIII Prg-Prv TSL 3.1 Text Tally.tile	
🛄 Prg-Prv TSL 3.1.tile	
III Prg-Prv TSL 5.0 Text Tally.tile	text 0 te

b) Drag Custom Tile onto Tile Grid in Room Editor

Fig. 15-41: Drag on Custom Tile

# Create a Room Layout for a Video Wall

#### Prerequisite:

• One or more **Monitor Layouts** have been generated for *each* monitor in the video wall of the Room.

With various **Monitor Layouts** created for monitors, different **Monitor Layouts** can be selected and saved as new **Room Layouts** for a video wall.

To create a new **Room Layout** based on the current **Room Layout**:

1 View a video wall in **Design Layout** mode.

My_Video-Wall_1.room ⊗						
🔁 🔁 💀 🖽  🔍	•					
Output 1 :	My_MV-821_1 (	Output 2 : My_M¥-821_1	Output 1 : M	y_M∀-821_2	Output 2 : My	_MV-821_2
Output 1 : My_MV-821_3	My_MV-821_2 (	Dutput 3 : My_M¥-821_2	Output 3 : M	IY_MV-821_1	Output 4 : My	_MV-821_1
Output 2 : My_MV-821_3 0	utput 5   6   7   8 : M	Iy_MV-821_1	Output	5   6   7   8 :	My_MV-821_2	
	MV-	1 -Dest 6	M	V-2 -Dest 1	11	
			R		i i i i i i i i i i i i i i i i i i i	
					M.	
Output 3 : My_MV-821_3						1525
बतीय गरीन करेंद्र प्रतीय करेंद्र प्रतीय प्रतीय प्रतीय प्रतीय प्रतीय प्रतीय प्रतीय	U					
1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80         1.80 <th< td=""><td></td><td></td><td>10</td><td></td><td></td><td>11275</td></th<>			10			11275
Output: Output 1 : My_MV-821_1	~					
Rows: 2	÷	Ì				
Columns: 2	÷					
Spacing: 10	÷ = = = =				ididad	
Clear Output Fill (	Dutput					
Delete-Grid Add	Grid					

Fig. 15-42: Video Wall in Grid Layout Mode.

- 2 On each monitor in the video wall, select the required **Monitor Layouts** on each monitor.
- 3 Click on the **Room Layout** icon ( ) and select 'New Layout'.

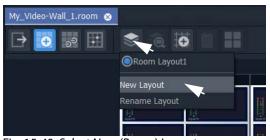


Fig. 15-43: Select New (Room) Layout

4 Enter a name for the new **Room Layout** and click **OK**.

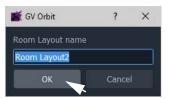


Fig. 15-44: Enter a Name for the New Room Layout

This creates a new **Room Layout** from the current one.

To make a change to this new **Room Layout**:

5 Select a monitor that has more than one **Monitor Layout** and then right-click on it.

A drop-down menu appears.

6 Select 'Switch Monitor Layout' and select a **Monitor Layout** from the list. (See Figure 15-45.)

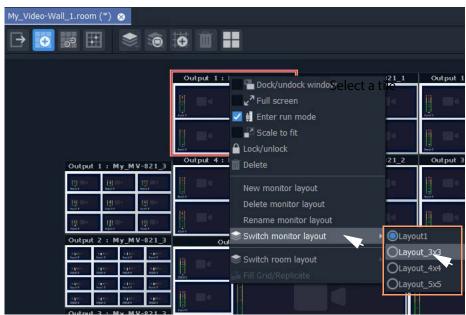


Fig. 15-45: Select a Monitor Layout

The selected monitor shows the new **Monitor Layout**.

My_Video-Wall_1.room ⊗	S @ 🗗	<u>n</u> #							
	Head 1 : My	MV-821_1	Head 2	My_MV-821_1	Head 1 : M	y_MV-821_2	Head 2 : M	/_MV-821_2	
Head 1 : My_MV-821_3	Head 4 : My_	MV-821_2		M y _M ¥ -821_2	Head 3 : M	ages 1	Head 4 : M	/_MV-821_1	
Mar         Mar         Mar           Mar         Mar         Mar			: <b>My_NY-321</b>			5   6   7   8 : M /-2 -Dest 1			
Output:     Head 1 : My_M       Rows:     3	V-821_1	÷							

Fig. 15-46: New, Selected Monitor Layout

7 Click **Save File** in the main tool bar.

The new **Room Layout** now uses the selected **Monitor Layout** for the selected monitor.

## **Edit an Existing Room Layout**

To edit an existing **Room Layout**:

- 1 View the **Design Layout** mode and select the **Room Layout** to be edited.
- 2 Select a monitor and, for that monitor, select a new **Monitor Layout**.
- 3 Click Save File in the main tool bar to save the modified Room Layout.

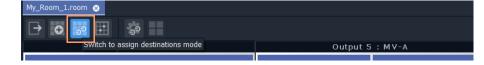


Fig. 15-47: Example Room Layouts 1 to 5

Next step: Step 4a: Assign Destinations to Tile Positions

# **Step 4a: Assign Destinations to Tile Positions**

This step associates router destinations to video wall tiles.



	Router destinations assigned to each tile position.														
					MV1-1	MV1-2	MV1-1	3 MV1-3	14 MV2	MV2-1 MV2-2 MV				MV2	2-18
					MV1-3	MV1-4	MV1-1	5 MV1-:	16 MV2	2-3 MV	2-4	MV2	2-19	MV2	2-20
1	2	3	4	5											
6	7	8	9	10	NAV/2 12	NAV2 14	NAV 2 2		22 NAV/1	17 041/1	10	N /1) //	1 21	N 41 /	1 22
48	47	46	20	11	MV2-13	MV2-14	MV2-2	1 MV2-2	22 MV1-	-17 MV1	-18	MV:	1-21	IVIV.	1-22
45	44	43	31	12				-							
29	14	42	41	13	MV2-15	MV2-16	MV2-2	3 MV2-2	24 MV1-	-19 MV1	-20	MV'	1-23	MV	1-24
12	37	7	12	13											
1	4	,	2	22	N 41/4 F								N 43 /	2 6	
			4		MV1-5								MV:	2-6	
7	48	8	1	23											
5	1	1	17	24	MV1-7	MV1-6 MV2-5						MV:	2-7		
14		16 1	.7 1												
and the second second	and the second second second	and the owner where the party is not	3 24		MV1-8								MV.	2 - 8	
			9 30 5 30								-				
32		34 3 10 4	1 42	Colore and the second	NAV/1 0	NA) /1 10	NAV11 11	NAV/1 12	NAV2 0	NAV2 10	N 41 / 2	11	N 41 17	12	
and the second se			7 48	CARL CARL	MV1-9	10101-10		10101-12	10172-9	10102-10	10102	-11	10102	-12	

Assign Router Destinations to Video Wall Tile Positions

For video tiles which are configured for **Static Destination Assignment**, the assignments made are used unchanged.

For video tiles configured for **Dynamic Destination Assignment**, then the assignments made define which destinations may be dynamically routed.

(Note: This needs the Multiviewer Cluster Manager Service running on the GV Orbit Server),

Prerequisites:

- There is a **Room** open in the **Room Editor** which has a **Room Design** which defines a video wall which has a **Design Layout**.
- Router destinations have been set up in the router controller (GV Orbit Control).
- The **Routing** service is connected to GV Orbit Control.

## **Procedure Overview**

The **Assign Router Destinations** workflow is presented below in the following steps:

- Step 4a-1: Open Room Editor in Assign Destinations Mode
- Step 4a-3: To Edit a Tile to be Static
- Step 4a-2: Map Router Destinations to Multiviewer Inputs
- Step 4a-4: Assign Mapped Destinations to Tile Positions

And then some TSL configuration settings may be optionally set up (or set up later, as required):

• Step 4b: Configure TSL Tally Settings for a Room

## Step 4a-1: Open Room Editor in Assign Destinations Mode

By default, destinations are set to dynamic mode. To assign multiviewer router destinations to a video wall, in the **Project** window:

- 1 Open the Room in the Room Editor.
- 2 To select the destination assignment mode, select the Assign Destinations icon.

My_Video-Wall_1.room	Assign Destinations icon selected

Fig. 15-48: Room Editor Tool Bar - Assign Destinations Icon

The Room Design is now shown in Assign Destinations mode. See Figure 15-49.

	oom_1.roc	_	ə <sup>ə</sup>							
Icon indicates that			Output	1:MV1			Output 2	2:MV1		
a video wall tile uses <b>Dynamic</b> Destination Assignment			). ).	e so		<b>e</b>	,ə		e	
		<b>R</b>	Ð	Ś		R	9	ł.		
			Output 3	3:MV1			Output 3	7:MV1		
		30	30	30	30	50	S	39	S	
		್ಧಾ			<b>S</b> e	<b>1</b>	- Co-	్రం	- Co	
		్రం	్రం		- So		,ə		e	
		<b>3</b>	4	3	<b>_</b>	12				

Fig. 15-49: Assign Destinations Mode in Room Editor - First Screen

Note: Video tiles that are using the **Dynamic Destination Assignment** mode are indicated with a icon.

## Step 4a-2: Map Router Destinations to Multiviewer Inputs

Router destinations should have already been reserved for all multiviewer inputs of the MV cluster in the routing system. These each need mapping to the multiviewer inputs for our Clustered MV project for either the **Static Destination Assignment** case or **Dynamic Destination Assignment** case.

First, map the destinations before the assignments can be done.

In the **Room Editor** tool bar in **Assign Destinations** mode, to map destinations to multiviewer inputs:

1 Click on the **Configure Mapping** icon.



#### Click on **Configure Mapping** icon

Fig. 15-50: Room Editor Tool Bar - Assign Destinations Mode, Configure Mapping Icon

A **Destination Configuration** tab is opened which lists all multiviewer devices in the cluster. For each multiviewer, all multiviewer inputs are listed. Initially this list is empty.See Figure 15-51.

My_Video-Wall_1.room 🛞 Dest	ination Configu	ıration ⊗	
⇒3 % É É			
Multiviewers			
My_MV-821_1	Input 1		
	Input 2		
My_MV-821_2	Input 3		
My_MV-821_3	Input 4		
	Input 5		
	Input 6		
	Input 7		
	Input 8		
	Input 9		
	Input 10		
	Input 11		

Fig. 15-51: Destination Configuration Tab

To map router destinations to multiviewer inputs:

- 2 Select the multiviewer.
- 3 Click on the 'Destinations' column heading to select all multiviewer inputs.

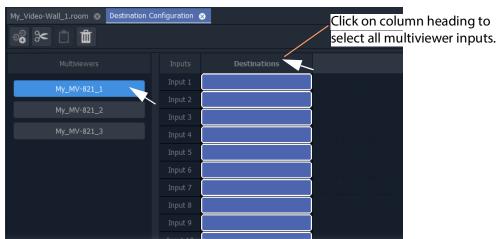


Fig. 15-52: Select Multiviewer, Select All Inputs

All inputs of the selected multiviewer are selected.

- 4 Alternatively, select a range of inputs by:
  - clicking on the first empty destination box in the range;
  - scrolling down the list; and
  - SHIFT-clicking on the last item.

See Figure 15-53.

All inputs in the range are selected.

My_Video-Wall_1.room & Destination	on Configuration ⊗			l
s≈ 8≈ 📋 🏛				
Multiviewers				
	Input 1			
My_MV-821_1	Input 2			
My_MV-821_2	Input 3			
My_MV-821_3	Input 4			
	Input 5			
	Input 6			
	Input 7			
	Input 8			
	Input 9		Select	t
	Input 10			
	Input 11			
	Input 38			L
	Input 39			
	Input 40			
	Input 41			
	Input 42			
	Input 43			
	Input 44			
	Input 45			
	Input 46			
	Input 47			
and a second second second second	Input 48	<u> </u>	SHIFT-S	sel

Fig. 15-53: Select Multiviewer and Select Multiviewer Input Range

With inputs selected:

5 Click on the **Destination Picker** icon in the **Destination Configuration** tab tool bar.

Click off th	e Destii	Intion Ficker Icon	
My_Video-Wall_1.room 🛞 Destination Co	onfiguration 🧃	8	
en e			
Multiviewers		Destinations	
My_MV-821_1	Input 1		
	Input 2		
My_MV-821_2	Input 3		
My_MV-821_3	Input 4		
	Input 5		

Click on the **Destination Picker** icon

Fig. 15-54: Multiviewer Selected and Inputs Selected

The **Add Destinations** dialog is shown, which shows a filterable and scrollable list all of the destinations of the GV Orbit routing system. See Figure 15-55.

Tool bar icons:

- Select all Select all destinations displayed in the dialog.
- De-select All De-select all destinations.
- Wide Buttons Click to toggle Destination button width.

Add Destinatio	ons					? ×
						Ŧ
Dest 1	Dest 2	Dest 3	Mon 57	Mon 58	Mon 59	
Mon 60	Mon 61	Mon 62	Mon 63	Mon 64	Mon 65	
Mon 66	Mon 67	Mon 68	MON A	MON B	MV-1 -Dest 1	
MV-1 -Dest 2	MV-1 -Dest 3	MV-1 -Dest 4	MV-1 -Dest 5	MV-1 -Dest 6	MV-1 -Dest 7	
MV-1 -Dest 8	MV-1 -Dest 9	MV-1 -Dest 10	MV-1 -Dest 11	MV-1 -Dest 12	MV-1 -Dest 13	
MV-1 -Dest 14	MV-1 -Dest 15	MV-1 -Dest 16	MV-1 -Dest 17	MV-1 -Dest 18	MV-1 -Dest 19	
MV-1 -Dest 20	MV-1 -Dest 21	MV-1 -Dest 22	MV-1 -Dest 23	MV-1 -Dest 24	MV-1 -Dest 25	
MV-1 -Dest 26	MV-1 -Dest 27	MV-1 -Dest 28	MV-1 -Dest 29	MV-1 -Dest 30	MV-1 -Dest 31	
MV-1 -Dest 32	MV-1 -Dest 33	MV-1 -Dest 34	MV-1 -Dest 35	MV-1 -Dest 36	MV-1 -Dest 37	
MV-1 -Dest 38	MV-1 -Dest 39	MV-1 -Dest 40	MV-1 -Dest 41	MV-1 -Dest 42	MV-1 -Dest 43	
MV-1 -Dest 44	MV-1 -Dest 45	MV-1 -Dest 46	MV-1 -Dest 47	MV-1 -Dest 48	MV-2 -Dest 1	Scrollab
MV-2 -Dest 2	MV-2 -Dest 3	MV-2 -Dest 4	MV-2 -Dest 5	MV-2 -Dest 6	MV-2 -Dest 7	Scrollub
MV-2 -Dest 8	MV-2 -Dest 9	MV-2 -Dest 10	MV-2 -Dest 11	MV-2 -Dest 12	MV-2 -Dest 13	
MV-2 -Dest 14	MV-2 -Dest 15	MV-2 -Dest 16	MV-2 -Dest 17	MV-2 -Dest 18	MV-2 -Dest 19	
MV-2 -Dest 20	MV-2 -Dest 21	MV-2 -Dest 22	MV-2 -Dest 23	MV-2 -Dest 24	MV-2 Input25	
MV-2 Input26	MV-2 Input27	MV-2 Input28	MV-2 Input29	MV-2 Input30	MV-2 Input31	
MV-2 Input32	MV-2 Input33	MV-2 Input34	MV-2 Input35	MV-2 Input36	MV-2 Input37	
MV-2 Input38	MV-2 Input39	MV-2 Input40	MV-2 Input41	MV-2 Input42	MV-2 Input43	
MV-2 Input44	MV-2 Input45	MV-2 Input46	MV-2 Input47	MV-2 Input48	MV-3 - 1	
MV-3 - 2	MV-3 - 3	MV-3 - 4	MV-3 - 5	MV-3 - 6	MV-3 - 7	
MV-3 - 8	MV-3 - 9	MV-3 - 10	MV-3 - 11	MV-3 - 12	MV-3 - 13	
MV-3 - 14	MV-3 - 15	MV-3 - 16	MV-3 - 17	MV-3 - 18	MV-3 - 19	
MV-3 - 20	MV-3 - 21	MV-3 - 22	MV-3 - 23	MV-3 - 24	MV-3 - 25	
MV-3 - 26	MV-3 - 27	MV-3 - 28	MV-3 - 29	MV-3 - 30	MV-3 - 31	
MV-3 - 37	MV-3 - 33	MV-2 - 34	MV-3 - 35	MV-2 - 36	MV-3 - 37	

Fig. 15-55: Add Destinations Dialog

Note: List items can be selected in a similar way to using the Bulk Routing Panel: Select and item, then SHIFT-select to select a range of items and CTRL-select to add individual items to the selection.

6 Typically, destination names have consistent and logical naming. (For example, 'MV-1 Dest\*\*', or 'MV-2 Input\*\*'.) If required, use the filtering to locate the destinations for your selected multiviewer inputs.

7 Select the range of destinations for the selected multiviewer inputs. (Select, then SHIFT-Select.)

		Filtering	on MV*
💕 Add Destinations			? ×
== == 🖂		MV	Ŧ
MV-1 -Dest 1	MV-1 -Dest 2	MV-1 -Dest 3	
MV-1 -Dest 4	Select <sub>4V-1</sub> -Dest 5	MV-1 -Dest 6	
MV-1 -Dest 7	MV-1 -Dest 8	MV-1 -Dest 9	Select
MV-1 -Dest 10	MV-1 -Dest 11	MV-1 -Dest 12	J
MV-1 -Dest 13	MV-1 -Dest 14	MV-1 -Dest 15	
MV-1 -Dest 16	MV-1 -Dest 17	MV-1 -Dest 18	
MV-1 -Dest 19	MV-1 -Dest 20	MV-1 -Dest 21	
MV-1 -Dest 22	MV-1 -Dest 23	MV-1 -Dest 24	
MV-1 -Dest 25	MV-1 -Dest 26	MV-1 -Dest 27	
MV-1 -Dest 28	MV-1 -Dest 29	MV-1 -Dest 30	
MV-1 -Dest 31	MV-1 -Dest 32	MV-1 -Dest 33	
MV-1 -Dest 34	MV-1 -Dest 35	MV-1 -Dest 36	
MV-1 -Dest 37	MV-1 -Dest 38	MV-1 -Dest 39	
MV-1 -Dest 40	MV-1 -Dest 41	MV-1 -Dest 42	
MV-1 -Dest 43	MV-1 -Dest 44	MV-1 -Dest 45	
MV-1 -Dest 46	MV-1 -Dest 47	MV-1 -Dest 48	
MV-2 -Dest 1	MV-2 -Dest 2	MV-2 -Dest 3	SHIFT-Select
MV-2 -Dest 4	MV-2 -Dest 5	MV-2 -Dest 6	
MV-2 -Dest 7	MV-2 -Dest 8	MV-2 -Dest 9	
MV-2 -Dest 10	MV-2 -Dest 11	MV-2 -Dest 12	
MV-2 -Dest 13	MV-2 -Dest 14	MV-2 -Dest 15	

Fig. 15-56: Selected Range of Destinations

#### 8 Click **OK** in the **Add Destinations** dialog.

The selected destinations are mapped and listed against the multiviewer inputs.

#### Note: Useful Filter feature:

When assigning router destinations to multiviewer inputs, typically, the destinations intended for multiviewer inputs are consistently and logically named. The filter feature of the **Add Destinations** dialog can then be used to easily list the destinations required.

My_Video-Wall_1.room 🛛 D	tion Configu		Destination Cor	ifigura	tion ⊗			
Multiviewers								Destinations mapped
My_MV-821_1			MV-1 -Dest 1				/	to multiviewer inputs
			MV-1 -Dest 2			/		
My_MV-821_2			MV-1 -Dest 3					
My_MV-821_3			MV-1 -Dest 4					
			MV-1 -Dest 5					
			MV-1 -Dest 6					
			MV-1 -Dest 7					
			MV-1 -Dest 8					
			MV-1 -Dest 9					
		Ν	4V-1 -Dest 10					
		Ν	4V-1 -Dest 11					
		Ν	4V-1 -Dest 12					
		Ν	4V-1 -Dest 13					
		Ν	4V-1 -Dest 14					
		Ν	4V-1 -Dest 15					
		N	4V-1 -Dest 16					
		Ν	4V-1 -Dest 17					
		Ν	4V-1 -Dest 18					
		Ν	4V-1 -Dest 19					

Fig. 15-57: Selected Destinations Mapped to Multiviewer Inputs

Some multiviewer inputs have been mapped to destinations.

Now:

- 9 Repeat these steps to map *all* of the multiviewers and their inputs to router destinations.
- 10 Click Save File.

When all multiviewer inputs have been mapped to destinations and saved:

11 Close the **Destination Configuration** tab.

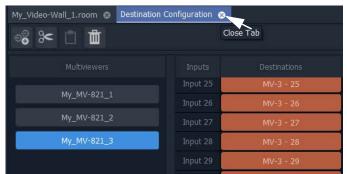


Fig. 15-58: Close Destination Configuration Tab

All multiviewer inputs have been mapped to router destinations.

**Note:** Changes made in the **Destination Configuration** tab need to be saved before the changes can be seen in the **Room Editor**.

## Step 4a-3: To Edit a Tile to be Static

**Dynamic Destination Assignment** is the default tile configuration. It may be applied to one, or more, or all video tiles. It is possible to mix dynamic- and static-assigned tiles.

- To configure a tile for **Static Destination Assignment**:
  - 1 Select a tile.

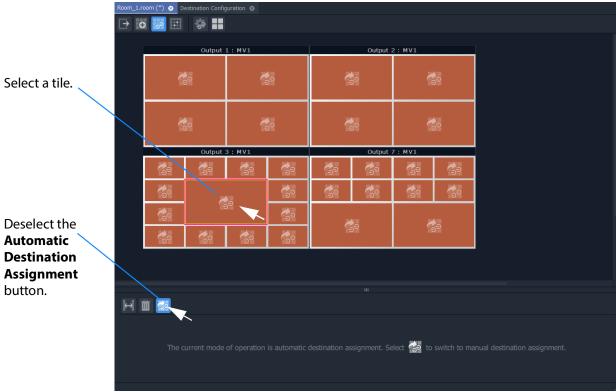


Fig. 15-59: Preparing to Set a Static Destination

2 Deselect the **Automatic Destination Assignment** button. Router destinations are listed in the lower pane. See Figure 15-72.

		Output	3 : M V I			Output	. / : MVI					
	69 69 69 69		- Co	4	6		e					
	Ş			<b>S</b> e	Ş	- Co	5		jə			
	Ş				Č.							
	Ş	¢,	-	-	1		్తేం					
$\leftrightarrow$	<b>1</b>											
MV1	I-12 MV	1-13 MV	1-14 M\	'1-15 MV	1-16 MV	1-17 M	V1-18	MV1-19	MV1-20	MV1-21	MV1-22	
MV1	1-23 MV	1-24 MV	1-25 M\	1-26 MV	1-27 MV	1-28 M	V1-29		MV1-31	MV1-32	MV1-33	
MV1	MV1-34 MV1-35 MV1-36 MV1-37 MV1		1-38 MV	1-39 M	V1-40	MV1-41	MV1-42	MV1-43	MV1-44			
MV1	MV1-45 MV1-46 MV1-47 MV1-48											

Fig. 15-60: Set a Static Destination

If no destinations are listed on the lower pane, then see Step 4a-2: Map Router Destinations to Multiviewer Inputs, on page 724, for instructions for manually mapping router destinations.

Once destinations are listed:

3 Select a multiviewer input in the lower pane.

The selected tile now indicates its static router destination setting.

			Outpu	t 1 : MV	1				(	Output :	2 : MV1	L		
		ł			,ə			<b>A</b>		్రం				
		ł	<b>2</b> 9			,Э		్రం			60			
			Output 3 : MV1						(	Dutput (	7 : MV1	L		
		<b>5</b>			్తా		þ	್ರ	ě	<b>_</b>		ə	్రం	
		39		1V1-48		þ	39		<b>e</b>		P	<b></b>		
Selected tile has a		- So			30	Þ		<b>S</b>						
static router		30	<b>_</b>		Ş	6	Ð		్లె			e		
destination setting.		20												
	MV1	-12 M\	/1-13	W1-14	MV1	1-15	MV1	-16	MV1-17	MV:	1-18	MV1	-19 1	1V1-20
	MV1	-23 M\	/1-24	IV1-25	MV1	1-26	MV1	-27	MV1-28	MV:	1-29	MV1	-30	IV1-31
	MV1	-34 M\	/1-35	IV1-36	MV1	1-37	MV1	-38	MV1-39	MV:	1-40	MV1	-41	/W1-42
	MV1	-45 M\	/1-46	W1-47	MV1	1-48	<							

Fig. 15-61: Static Destination for a Tile

4 Click **Save File** in the main menu.

## **Step 4a-4: Assign Mapped Destinations to Tile Positions**

The video wall tab shows our video wall and we have mapped destinations to multiviewer inputs.

Note: This step is only required to be done for tiles which are configured for Static Destination Assignment.

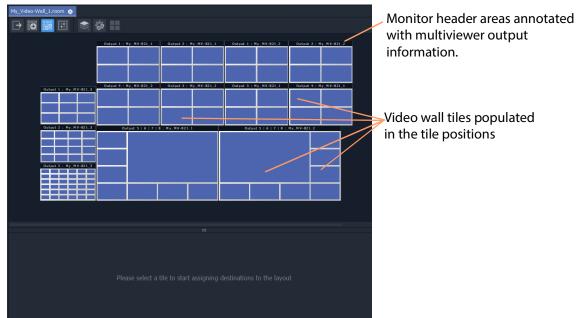


Fig. 15-62: Video Wall Tab Ready for Assigning Mapped Destinations to Tile Positions

The workflow is presented with these sub-sections:

- Assign Single, Static Destination to Single Tile Position.
- To Assign Static Destination(s) to All Tile Positions on a Monitor's Tile-Grid.
- Assign (Static) Series of Destinations to Multiple Tile Positions.

#### And:

- Delete a Destination Assignment.
- Edit a Static Destination Assignment.
- Edit a Tile Static to Dynamic Destination Assignment.

Assign Single, Static Destination to Single Tile Position

To assign static destinations to tile position:

1 Select a tile position on a monitor.

For the selected position, the destinations mapped to the corresponding multiviewer are listed below. These are all possible destinations for the selected position. See Figure 15-63.

	My_Video·Wall_1.room	Properti
		V Tile
Selected tile	Output 1 : My_MV-821_1 Output 2 : My_MV-821_1 Output 1 : My_MV-821_2 Output 2 : My_MV-821_2	V Position (
position		X X
position		✓ Size 2
		Width 2 Heidht 1
	Output 4 : My. MV-821.2 Output 3 : My. MV-821.2 Output 3 : My. MV-821.1 Output 4 : My. MV-821.1	Aspect Ratio C
	Output 1: My_MV-821_3 Output 4: My_MV-821_2 Output 3: My_MV-821_2 Output 3: My_MV-821_3	V Preferences
		Type S Video Style D
		Border Type N
		Left Audio Bar
	Output 2 : My_MV-921_3 Output 5   6   7   8 : My_MV-821_1 Output 5   6   7   8 : My_MV-821_2	Left Audio Bar Count 2 Left Audio Bar Style D
		Right Audio Bar
		Right Audio Bar Count 2
		Destinations mapped
	Output 3 : My MV-t21 3	
		to multiviewer
		Closed Captions Style C
Click to toggle wide		Streaming Video GPI
••		Configuration
buttons	H .	Router Destination
		Crop Position ()
	Mr1-Dest 1 Mr1-Dest 2 Mr1-Dest 3 Mr1-Dest 4 Mr1-Dest 5 Mr1-Dest 6 Mr1-Dest 7 Mr1-Dest 8 Mr1-Dest 9 Mr1-Dest 10 Mr1-Dest 11 Mr1-Dest 12	Y O
	HV-1-Dest 13 HV-1-Dest 14 HV-1-Dest 15 HV-1-Dest 16 HV-1-Dest 17 HV-1-Dest 18 HV-1-Dest 19 HV-1-Dest 20 HV-1-Dest 21 HV-1-Dest 22 HV-1-Dest 23 HV-1-Dest 24	✓ Crop Size 0
	MV-1-Dext 25 MV-1-Dext 26 MV-1-Dext 27 MV-1-Dext 28 MV-1-Dext 29 MV-1-Dext 30 MV-1-Dext 31 MV-1-Dext 32 MV-1-Dext 33 MV-1-Dext 34 MV-1-Dext 35 MV-1-Dext 36	Width 0 Height 0
	MV-1 -Dext 37 MV-1 -Dext 38 MV-1 -Dext 39 MV-1 -Dext 40 MV-1 -Dext 41 MV-1 -Dext 42 MV-1 -Dext 43 MV-1 -Dext 44 MV-1 -Dext 45 MV-1 -Dext 46 MV-1 -Dext 47 MV-1 -Dext 48	✓ Audio
		Audio Format P Configure Left Bars <
		configure cert bars

Fig. 15-63: Possible Mapped Destinations for Selected Tile Position

2 Select a destination.

The destination is assigned as a static destination to the tile position, which is annotated with the destination name.

			Tile position is	unassigned.
Output 1 : My_MV-821_1	Output 2 : My_MV-821_1	Output 1 : My_MV-821_2	Output 2 : My_MV-821_2	
HV L that L				
Output 4 : My_MV-821_2	Output 3 : My_MV-821_2	Output 3 : My_MV-821_1	Output 4 : My_MV-821_1	
	Outpet 1 : My. MV-821.1 My I Swit	Out of the term of the term of the term of the term of	Outland 1 : My. NV-821.1         Output 2 : My. NV-821.3         Output 1 : My. NV-821.2           PY1 tout	Owtow 1 : Wy. MV-821.1         Output 2 : My. MV-821.1         Output 2 : My. MV-821.2           MY1 Owt         Output 1 : My. MV-821.2         Output 2 : My. MV-821.2

Tile position annotated with assigned (static) destination name.

Fig. 15-64: Static Destination Assigned to Tile Position

This has assigned a static destination to a tile position on the tile-grid. Other tile positions can be assigned static destinations similarly.

To Assign Static Destination(s) to All Tile Positions on a Monitor's Tile-Grid

To quickly assign static destinations, all tile positions on a monitor can be selected and assigned:

1 Double-click on a monitor header area.

All tile positions on the monitor are selected.

My_Video-Wall_1.room (*) ⊗				
Head 1	: My_MV-821_1Head 2 :	My_MV-821_1Head 1	: My_MV-821_2 Head 1	2 : My_MV-821
MV-1 -D	est 1 MV-1 -Dest 2			
MV-1 -D	est 3 MV-1 -Dest 4			
Head 4	: My_MV-821_2Head 3 :	My_MV-821_2Head 3	: My_MV-821_1Head 4	4 : My_MV-82:
Head 1 : My_MV-821_3				
Head 2 : My_MV-821_3 He	ead 5   6   7   <mark>8 · My_M</mark> V	<u>-821_1</u> Head	5   6   7   8 : My_M	V-821_2
Fig. 15-65: Select All Tile	Positions on Monitor			

Double-click on monitor header area to select all tile positions on the monitor.

2 Select a destination.

An Assign Destination to Multiple Tiles dialog pops up. See Figure 15-66.

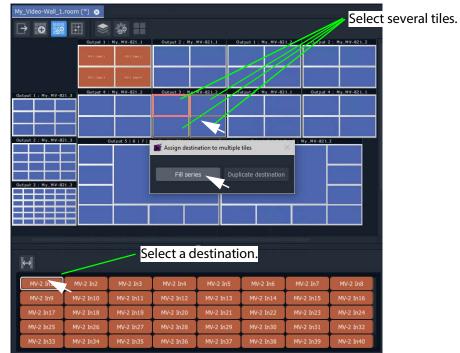


Fig. 15-66: Assign Destination to Multiple Tiles Dialog

#### 3 In the Assign Destination to Multiple Tiles dialog:

- Click **Fill Series** to fill the selected tile positions with a series of destination, starting from the selected one.
- Click **Duplicate Destination** to fill all the selected tile positions with the selected destination.

Figure 15-67 shows the result of doing **Fill Series**.

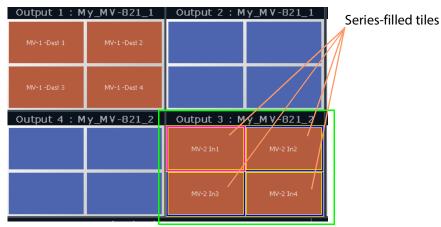


Fig. 15-67: Result of Fill Series

Assign (Static) Series of Destinations to Multiple Tile Positions

Assignment by **Fill Series** can be done to a selection of tile positions:

- 1 Select tile positions from the same multiviewer with 'select' and 'SHIFT-select'.
- 2 Use 'Fill Series' to assign static destinations.

#### **Delete a Destination Assignment**

- 1 Select one or more tile positions.
- 2 Click the **Unassign** icon or press the Delete key to delete the destination assignment.

	r_Video-Wall_1.room (*	Out NV-1	put 1 : My	MV-821_1 MV-1 -Dest 2		y_MV-821_1	Output 1 : 1	4y_MV-821_2	Output 2	: My_MV-821_	
	₹ 0 5	MV-1	put 1 : My			y_MV-821_1	Output 1 : P	4y MV-821 2	Outrut 2	My MV.821	
QU		MV-J	/			y_MV-821_1	Output 1 : F	4y MV-821 2	Output 2	My MV-921	
QU			L-Dest 1	MV-1 -Dest 2				and a second second second	a supur z		2 2
Qu		MIX			MV-1 -Dest 21	MV-1 -Dest 22	MV-2 -Dest 13	MV-2 -Dest 14	MV-2 -Dest	17 MV-2 -Dest	18
Ou		in ver	L-Dest 3 r	MV-1 -Dest 4	MV-1 -Dest 23	MV-1 -Dest 24	MV-2 -Dest 15	MV-2 -Dest 16	MV-2 -Dest	19 MV-2 -Dest	20
RALA.	tput 1 : My_MV-821	3 Out	ut 4 : My_	MV-821_2	Output 3 : M	y_MV-821_2	Output 3 : I	My_MV-821_1	Output 4	: My_MV-821_	1 1
	-3 MV-3 MV-3 MV-3 M -3 MV-3 MV-3 MV-3 M - 7 MV-3 MV-3 MV - 7 MV-3 MV-3 MV - 7 MV-3 MV-3 MV - 7 MV-3 MV-3 MV - 7 MV-3 MV-3 MV - 7 MV-3 MV - 7 MV-3 MV - 7 MV-3 MV - 7		M	1V-2 -Dest 22	MV-2 -Dest 9	MV-2 -Dest 10	MV-1 -Dest 17	MV-1 -Dest 18	MV-1 -Dest	13 MV-1 -Dest	14
	3 m13 m13 m14 m 5 m13 m13 m13 m	-9 -3 -3 -3 -3 -3 -3 -3 -3 -3 -3 -3 -3 -3	-Dest 23	1V-2 -Dest 21	MV-2 -Dest 11	MV-2 -Dest 12	MV-1 -Dest 19	MV-1 -Dest 20	MV-1 -Dest	15 MV-1 -Dest	16
Ou	tput 2 : My_MV-821	3	Output	5   6   7   8	: My_MV-821	1	Output	5   6   7   8 :	My_MV-821	2	
ହିଲା ହିଲା	26 27 28 20 -3 - MV-3 - MV-3 - MV- 10 31 32 3 -3 - MV-3 - MV-3 - MV-	3 - MV-1	Dest 5						0	MV-2 -Dest 2	
nassign icon	34 35 36 3 -3 - MV-3 - MV-3 - MV- 38 39 40 4	3- MV-1	-Dest 7							MV-2 -Dest 3	
	tput 3 : My_MV-821 2006 2006 2006 2006 2006 2006 2006 2006	765 765 MV-1	-Dest 8							MV-2 -Dest 4	
	21725 21725 21725 21725 21 21725 21725 21725 21725 21 21725 21725 21725 21725 21	/65 /65 MV-1	Dest 9 M	V-1 -Dest 10	MV-1 -Dest 11	IV-1 -Dest 12	MV-2 -Dest 5	MV-2 -Dest 6 №	IV-2 -Dest 7	MV-2 -Dest 8	
	н										
	MV-2 -Dest 1 MV-2	Dest 2	MV-2 -Dest 3	MV-2 -Dest 4	MV-2 -Dest 5	MV-2 -Dest 6	MV-2 -Dest 7	MV-2 -Dest 8	MV-2 -Dest 9	MV-2 -Dest 10	MV-2 -Dest 1
	MV-2 -Dest 13 MV-2 -	Dest 14	4V-2 -Dest 15	MV-2 -Dest 1	6 MV-2 -Dest 17	MV-2 -Dest 18	MV-2 -Dest 19	MV-2 -Dest 20	MV-2 -Dest 21	MV-2 -Dest 22	MV-2 -Dest 2
	MV-2 Input25 MV-2 I	nput26 1	MV-2 Input27	MV-2 Input2	8 MV-2 Input29	MV-2 Input30	MV-2 Input31	MV-2 Input32	MV-2 Input33	MV-2 Input34	MV-2 Input3

Destination assignment deleted.

Fig. 15-68: Deleted Destination Assignment

#### **Edit a Static Destination Assignment**

1 Select a tile position.

	Output 1 : M	y_MV-821_1	Output 2 : M	y_MV-821_1	Output 1 : M	y_M∀-821_2	0
Tile position selected	MV-1 -Dest 1	MV-1 -Dest 2	MV-1 -Dest 21	MV-1 -Dest 22	MV-2 -Dest 13	MV-2 -Dest 14	MV
	MV-1 -Dest 3	MV-1 -Dest 4	MV-1 -Dest 23	MV-1 -Dest 24	MV-2 -Dest 15	MV-2 -Dest 16	MV
	Output 4 : M	y_MV-821_2	Output 3 : M	y_MV-821_2	Output 3 : M	y_MV-821_1	O
Output 1 : My_MV-821_3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3 1910-3		MV-2 -Dest 22	MV-2 -Dest 9	MV-2 -Dest 10	MV-1 -Dest 17	MV-1 -Dest 18	MV
Fig. 15-69: Selected Ti	le Position	elegistos en igenes	anteriorate prese	AARRONAL START	and the spect states	Constantine Allert	4.50

2 Select a new static destination.

⊷ 📾						<sup>∞</sup> Se	elected	destir	nation		
MV-2 -Dest 1	MV-2 -Dest 2	MV-2 -Dest 3	MV-2 -Dest 4	MV-2 -Dest 5	MV-2 -Dest 6	MV-2 -Dest 7	MV-2 -Dest 8	MV-2 -Dest 9	MV-2 -Dest 10	MV-2 -Dest 11	MV-2 -Dest 12
MV-2 -Dest 13	MV-2 -Dest 14	MV-2 -Dest 15	MV-2 -Dest 16	MV-2 -Dest 17	MV-2 -Dest 18	MV-2 -Dest 19	MV-2 -Dest 20	MV-2 -Dest 21	MV-2 -Dest 22	MV-2 -Dest 23	MV-2 -Dest 24
MV-2 Input25	MV-2 Input26	MV-2 Input27	MV-2 Input28	MV-2 Input29	MV-2 Input30	MV-2 Input31	MV-2 Input32	MV-2 Input33	MV-2 Input34	MV-2 Input35	MV-2 Input3
MV-2 Input37	MV-2 Input38	MV-2 Input39	MV-2 Input40	MV-2 Input41	MV-2 Input42	MV-2 Input43	MV-2 Input44	MV-2 Input45	MV-2 Input46	MV-2 Input47	MV-2 Input48

Fig. 15-70: Select New Destination

The new static destination assignment is made.

My_Video-Wall_1.room (*)	8								
<b>•</b>	-9 <sup>0</sup>								
	Output 1 : M	IY_MV-821_1	Output 2 :	My_MV-821_1	Output 1 :	My_MV-821_	2 Output	2 : M)	_MV-82
	MV-1 -Dest 1	MV-1 -Dest 2	MV-1 -Dest 21	MV-1 -Dest 2	2 MV-2 -Dest 1	13 MV-2 -Dest	14 MV-2 -De	st 17	MV-2 -0
	MV-1 -Dest 3	MV-1 -Dest 4	MV-1 -Dest 23	MV-1 -Dest 24	4 MV-2 -Dest 1	.5 MV-2 -Dest	16 MV-2 -De	st 19	MV-2 -[
	Output 4 :	y_MV-821_2	Output 3 :	My_MV-821_2	Output 3 :	My_MV-821_	1 Output	4 : M)	_MV-8
Output 1: My_MV-821_3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3 NV-3	MV-2 -Dest 24	MV-2 -Dest 22	MV-2 -Dest 9	MV-2 -Dest 1	) MV-1 -Dest 1	I7 MV-1 -Dest	18 MV-1 -De	st 13	MV-1 -[
013 013 013 013 013 015 015 013 019 019 019 079	MV-2 -Dest 23	MV-2 -Dest 21	MV-2 -Dest 11	L MV-2 -Dest 1	2 MV-1 -Dest 1	.9 MV-1 -Dest	20 MV-1 -De	st 15	MV-1 -[
Output 2 : My_MV-821_3	Outp	ut 5   6   7	8 : My_MV-82		Outp	ut 5   6   7	8 : My_MV-82	1_2	
MV-3 - MV-3 - MV-3 - MV-3 - 26 - 27 - 28 - 29 MV-3 - MV-3 - MV-3 - MV-3 - 30 - 31 - 32 - 33 MV-3 - MV-3 - MV-3 - MV-3 -	MV-1 -Dest 5							MV-2	2 -Dest 2
MV-3 MV-3 MV-3 MV-3 34 35 36 37 MV-3 MV-3 MV-3 MV-3 38 39 40 41 Output 3 : MV MV-821 3	MV-1 -Dest 7		MV-1 -Dest 6			MV-2 -Dest 1		MV-2	2 -Dest 3
OULDUL 3 : MY_MV-821_3 AVA: AVA: AVA: AVA: AVA: AVA: AVA: AVA:	MV-1 -Dest 8							MV-2	2 -Dest 4
ave ave ave ave ave ave ave ave ave ave ave ave ave ave ave ave ave	MV-1 -Dest 9	MV-1 -Dest 10	MV-1 -Dest 11	MV-1 -Dest 12	MV-2 -Dest 5	MV-2 -Dest 6	MV-2 -Dest 7	MV-2	2 -Dest 8

New static destination assignment

Fig. 15-71: New Static Destination Assignment

#### Edit a Tile - Static to Dynamic Destination Assignment

To set dynamic assignment for a static assignment tile:

- 1 Select a tile.
- 2 Select the Automatic Destination Assignment button in the lower pane.

The selected tile now indicates its dynamic router destination setting. See Figure 15-72.

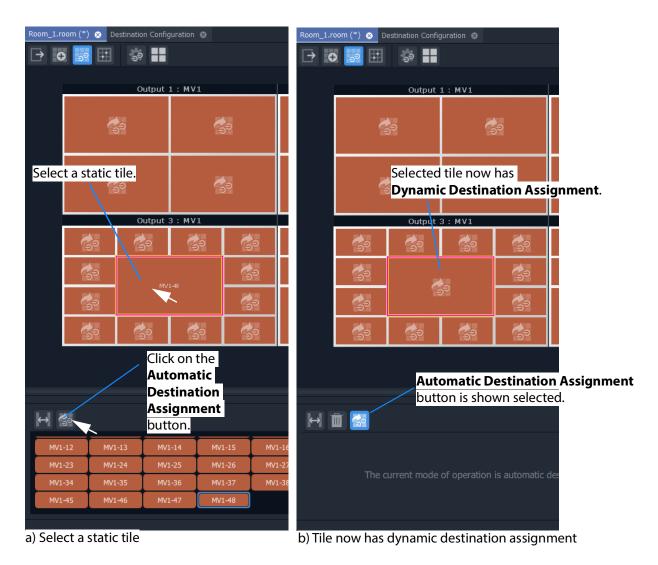


Fig. 15-72: Make a Static Destination Assigned Tile Dynamic

3 Click Save File in the main menu.

## **Destination Assignment Notes**

Note: When assigning static destinations:
<ul> <li>assigning the same destination to more than one tile position is permitted.</li> </ul>
<b>Note:</b> For MV-8XX multiviewers, the architecture of the MV-8 Series core multiviewer has one image scaling function per multiviewer input. If one destination is assigned to more than one tile position, then the video image is viewed at the smallest resizing scale.
<ul> <li>not all destinations need to be assigned.</li> </ul>
Note: Prerequisites of assigning router destinations is that:

**Note:** Prerequisites of assigning router destinations is that:

- 1 The router controller ('GV Orbit Control' in the GV Orbit system) is configured with destinations reserved for use by multiviewer inputs in its topology. See Logical Device Table Tasks, on page 241.
- 2 The GV Orbit Routing service must have a valid connection to 'GV Orbit Control'. See the *GV Orbit Admin Guide*. See Related Documentation, on page 7.

## **Example Static Destination-Assigned Video Wall**

My_Video-Wall_1.room ⊗									
D D 🔊	9								
	Head 1 : My	/_MV-821_1	Head 2 : M	ly_MV-821_	1Head 1 :	My_MV-82:	1_2 Head 2	: My_M\	/-821_2
	MV-1 -Dest 1	MV-1 -Dest 2	MV-1 -Dest 21	MV-1 -Dest 22	MV-2 -Dest 1	3 MV-2 -Dest	14 MV-2 -Des	st 17 MV-2	? -Dest 18
	MV-1 -Dest 3	MV-1 -Dest 4	MV-1 -Dest 23	MV-1 -Dest 24	MV-2 -Dest 1	5 MV-2 -Dest	16 MV-2 -Des	st 19 MV-2	P-Dest 20
	Head 4 : My	y_MV-821_2	Head 3 : M	ly_MV-821_	2Head 3 : I	My_MV-82:	1_1Head 4	: My_M\	/-821_1
Head 1 : My_MV-821_3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3 MV-3	MV-2 -Dest 24	MV-2 -Dest 22	MV-2 -Dest 9	MV-2 -Dest 10	MV-1 -Dest 1	7 MV-1 -Dest	14 MV-1 -Des	st 12 MV-1	Dest 10
1973 1973 1973 1973 1973 1973 1973 1973 1973 1973 1975 1975 1973 1973 1973 1975	MV-2 -Dest 23	MV-2 -Dest 21	MV-2 -Dest 11	MV-2 -Dest 12	MV-1 -Dest 1	3 MV-1 -Dest 3	20 MV-1 -Des	st 10 MV-1	Dest 11
Head 2 : My_MV-821_3	Head 5	61718	: My MV-8	321 1	Head 5	161718	3 : Mv MV-	-821-2	
MV-3 - MV-3 - MV-3 - MV-3 - 26 27 28 29 MV-3 - MV-3 - MV-3 - MV-3 - 30 31 32 33 MV-3 - MV-3 - MV-3 - MV-3 -	MV-1 -Dest 5						<u></u>	MV-2 -Dest	: 2
1 34 35 36 37 MV-3 - MV-3 - MV-3 - MV-3 - 38 39 40 41 Head 3 : My MV-821 3	MV-1 -Dest 7		MV-1 -Dest 6			MV-2 -Dest 1		MV-2 -Dest	: 3
Head 3 My My -821_3 IVE IVE IVE IVE IVE IVE IVE IVE IVE IVE IVE IVE	MV-1 -Dest 8							MV-2 -Dest	t 4
ave ave ave ave ave ave ave ave ave ave ave ave ave ave ave ave ave ave	MV-1 -Dest 9	MV-1 -Dest 10	MV-1 -Dest 11	MV-1 -Dest 12	MV-2 -Dest 5	MV-2 -Dest 6	MV-2 -Dest 7	MV-2 -Dest	t 8

The video wall is now managed in terms of destinations.

Fig. 15-73: Example Video Wall Tab

The destination assignment needs only to be done once in a project.

#### Next

When all destination assignment is done (dynamic, static, or a mixture) to multiviewer inputs and tile positions, then TSL Tally configurations (including for TSL address mappings to multiviewer inputs and video wall tile) can optionally be done. See Step 4b: Configure TSL Tally Settings for a Room.

**Note:** The TSL Tally configuration can also be done separately later. It is optional at this stage in video wall design.

After this, the next step in video wall design is: Step 5a: X/Y Routing Video Sources to Tiles

# Step 4b: Configure TSL Tally Settings for a Room

Following the assignment of destinations to multiviewer inputs and mapping to video wall tile positions in the **Room Editor** 'Assign Destinations' mode, TSL Tally configuration for the **Room** can also be done.

Note: The **Destination Assignments** should be all completed in the **Room Editor** before for the Tally settings can fully function and map to video wall tiles etc.

Configuring the TSL settings is described in Chapter 16, MV Cluster - TSL Tally Configuration, on page 757.

**Note:** TSL configuration is optional at this stage of the video wall design (**Room** design) and it can be set up later, if required.

After this optional TSL Tally configuration step during video wall design, the next step in video wall design is: Step 5a: X/Y Routing Video Sources to Tiles

# Step 5a: X/Y Routing Video Sources to Tiles

My_Room_1.room ⊗				
🕞 🖸 📲 🛅	🔘 Take 🔘 Auto-take		Cancel	
( Switch t	o X/Y routing mode	C	utput 5 : MV-/	A

							Route	er source	es assigr	ned to ea	ach tile p	ositio	n.		
						CAM-1	CAM-2	CAM-	3 CAM-	14 CAM-	31 CAM	-32 C/	AM-47	CAM-48	
						CAM-3	CAM-4	CAM-1	5 CAM-	16 CAM-	33 CAM	-34 C/	AM-49	CAM-40	
	1	2	3	4	5										
	6	7	8	9	10	CANA 42	CARA AA	CANAA	1 CANA		17	10 0	A A A A A	CANA 22	
	48	47	46	20	11	CAM-43	CAM-44	CAM-4	1 CAM-4	42 CAM-	17 CAM	-18 C	AM-21	CAM-22	
	45	44	43	31	12										
	29	14	42	41	13	<b>CAM-45</b>	CAM-46	CAM-5	3 CAM-	54 CAM-	19 CAM	-20 C	AM-23	<b>CAM-24</b>	
	12	37	7	12	13										
	1	47	7	2	22	OUT-B							OU <sup>-</sup>	Γ-Δ	
	7	48	R	1	23	001 0							00		
						CAM-7		LIVE		D	reviev		CAN		
	5	1:		17	24	CAIVI-7		LIVE		٢	review	N	CAIV	1-57	
	14 20			_	8 19 4 25										
	26	100	0.00		4 25 0 31	CAM-8							CAN	1-38	
	32	-		35 3	6 37										
	38	22			2 43	CAM-9	CAM-10	CAM-11	<b>CAM-12</b>	<b>CAM-39</b>	CAM-50	CAM-4	1 CAN	-42	
3	44	45 4	46	47 4	8 10										

X/Y Routing of Video Sources to Video Wall Tile Positions

Prerequisites:

- There is a **Room** file open in the **Room Editor** which has a **Room Design** defining a video wall which has a assigned router destinations.
- Clustered Multiviewer project has been pushed to the repository on the GV Orbit Server.
- The Multiviewer Cluster Manager Service (MVCMS) is running on the GV Orbit Server and is set to use the pushed project from the repository.

## Introduction

X/Y Routing mode has a live connection to the multiviewer cluster via the MVCMS service.

When using dynamic destinations, a live connection (through the MVCMS service) to an MV unit is required, otherwise the tiles will show up without any destinations assigned to them.

The **X/Y Routing** workflow is presented in the following sub-sections:

- Open 'X/Y Routing' in the Room Editor
- Procedure for 'X/Y Routing' to a Video Wall Tile Position
- Route a Source to Multiple Tile Positions
- Route Multiple Sources to Multiple Tile Positions

Additionally, in this **X/Y Routing** mode of the **Room Editor**, the selection or creation of a different **Room** or **Monitor Layout** is shown live on the multiviewer video wall, see Step 5b: Change Layouts in X/Y Routing Mode, on page 751.

## **Open 'X/Y Routing' in the Room Editor**

The routing of sources to video tiles (actually to the tile positions) is done in the **Room Editor**, in its 'X/Y Routing' tool.

**Note:** If you do not have the Edit screens permission then when you open a MV Cluster Room File, you will be taken directly to the X/Y Routing Screen and GV Orbit Client will be put into full screen mode. You will only be able to switch Rooms, switch Room Layout and switch Monitor Layouts. See Manage Users, on page 141.

To open this **Room Editor** facility:

- 1 Open the **Room** file in the **Room Editor**.
- 2 Click on the X/Y Routing icon to select the mode.

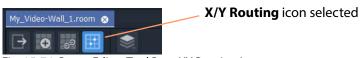


Fig. 15-74: Room Editor Tool Bar - XY Routing Icon

The **Room Design** is now shown in **X/Y Routing** mode. See Figure 15-75.

#### X/Y Routing Mode in Room Editor



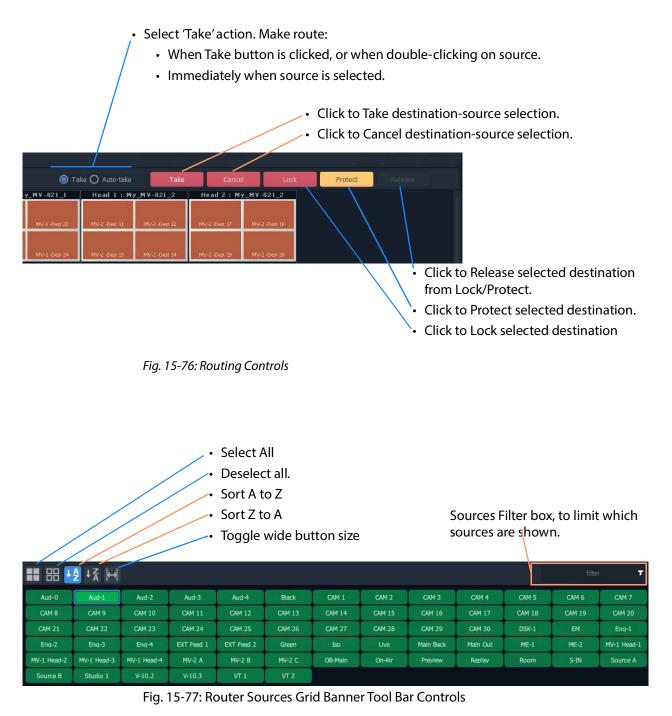
Fig. 15-75: X/Y Routing Mode in Room Editor

Router sources are listed in a grid below the representation of the video wall showing the tiles, which are the routing destinations. Routing 'Take' controls appear in the banner area. The **X/Y Routing** mode provides you an XY routing panel.

**Note:** For full information on routing with an XY routing panel, refer to Chapter 13, XY Panel Operation, on page 614.

Routings that are made will be reflected on the **Room** video wall itself.

#### X/Y Routing Mode Controls



Note: When routing sources to the video wall, typically, such sources are consistently and logically named. (For example, 'CAM 1', 'CAM 2' etc.) The filter feature of the **X/Y Routing** mode can then be used to easily list the source(s) required.

## Procedure for 'X/Y Routing' to a Video Wall Tile Position

The procedure broadly operates like an XY routing panel:

- select the destination (where the route is to be made to); and
- then select the source of the route to be made; and
- then there is an optional 'Take' step.

To route a source:

1 Select a tile position. (This is the destination of the route to be made.)

**Note:** Any other tile position that is fed by the same source as the selected tile position is also selected.

2 Select a router (video) source in the sources grid. (This is the source of the route to be made.)

With a destination selected and a source selected, a route is ready to be made. See Figure 15-78.

					/							
My_Video-Wall_1	.room ⊗		/									
<b>→ ⊕</b> ∋°						⊺ake () Auto-ta		Fake	Cancel	Lock	Protect	Release
		Head 1 : My	₩¥-821_1	Head 2 : M	/_MV-821_1	Head 1 :	My_MV-821_	2 Mead	2 : My_MV-82	21_2		
		Aud-1 MV-1 -Dest 1	MV-1 -Dest 2	MV-1 -Dest 21	MV-1 -Dest 22	MV-2 -Dest 11	MV-2 -Dest	12 MV-2 -De	est 17 MV-2 -[	Dest 18		
		MV-1 -Dest 3	MV-1 -Dest 4	MVDest 23	MV-1 -Dest 24	MV-2 -Dest 13	MV-2 -Dest	14 MV-2-D4	est 19 MV-2 -C	Dest 20		
Head 1 : My_M		Head 4 : My_	MV-821_2	Head 3 : M	y_M¥-821_2	Head 3 :	My_MV-821_	1 Head	4 : My_M¥-8;	21_1		
	MV-1- MV-1-	MV-2 -Dest 24	MV-2 -Dest 22	MV-2 -Dest 9	MV-2 -Dest 10	MV-1 -Dest 17	MV-1 -Dest	18 MV-1-D4	est 12 MV-1 -C	Dest 10		
MULE DUVEE MULE		MV-2 -Dest 23	MV-2 -Dest 2	MV-2 -Dest-11	MV-2 -Dest 12	MV-1 -Dest 19				Dest 11		
Head 2 : My_M		Head	5   6   7   8	My_MV-821_	1	Hea	ad 5   6   7	8 : My_MV-8	21_2			
MV-3 - 1 MV-3 - 1 MV MV-3 - 1 MV-3 - 1 MV	73 - MV-3 -	MV-1 -Dest 5							MV-2 -Dest 2			
MV-3 MV-3 MV	73 - MV-3 -											
Head 3 : My M	V-821_3	MV-1 -Dest 7							MV-2 -Dest 3			
		MV-1-Dest 8		MV-1 -Dest 6			MV-2 -Dest 1		MV-2 -Dest 4			
		MV-1-Dest 9	MV-1 -Dest 10	MV-1 -Dest 11	MV-1 -Dest 12	MV-2 -Dest 5	MV-2 -Dest 6	MV-2 -Dest 7	MV-2 -Dest 8			
	A +Z ↔					<del>,,,</del> ,						
Aud-0	Aud-1	Aud-2	Aud-3	Aud-4	Black	CAM 1	CAM 2	CAM 3	CAM 4	CAM 5	CAM 6	CAM 7
CAM 8	CAM 9	CAM 10	CAM 11	CAM 12	CAM 13	CAM 14	CAM 15	CAM 16	CAM 17	CAM 18	CAM 19	CAM 20
CAM 21	CAM 22	CAM 23	CAM 24	CAM 25	CAM 26	CAM 27	CAM 28	CAM 29	CAM 30	DSK-1	EM	Enq-1
Eng-2	Enq-3	Enq-4	EXT Feed 1	EXT Feed 2	Green	Iso	Live	Main Back	Main Out	ME-1	ME-2	MV-1 Head-1
MV-1 Head-2	MV-1 Head-3	MV-1 Head-4	MV-2 A	MV-2 B	MV-2 C	OB-Main	On-Air	Preview	Replay	Room	S-IN	Source A
Source B	Studio 1	V-10.2	V-10.3	VT 1	VT 2							

,Selected router source

Selected tile-grid destination

Fig. 15-78: Ready to Make a Router

#### 3 Click the **Take** button.

The route is made from the selected source to:

- a) the selected tile position (see Figure 15-79); and also to
- b) any other tile Position on the video wall that is fed with the same source.

				Routed	Source sho	own on tile	
					Curren	tly-routed	source
My_Video-Wall_1.	.room ⊗						
→				,		Take 🔿 Auto-ta	ake
		Head 1 : My_	MV-821 1	Head 2 M	y_MV-821_1		My_MV-82
		Aud-1					
		MV-1 -Dest 1	MV-1 -Dest 2	MV-1 -Dest 21	MV-1 -Dest 22	MV-2 -Dest 1	1 MV-2_D
		MV-1 -Dest 3	MV-1 -Dest 4	NV-1 -Dest 23	MV-1 -Dest 24	MV-2 -Dest 1	8 MV-2 -0
Head 1 : My_M	¥-821 3	Head 4 : My_	MV-821_2	Head 3 : M	y_MV-821_2	Head 3 :	My_MV-82
MV-4- MV-4- MV-4-	MV-4 - MV-4 -	MV-2 -Dest 24	MV-2 -Dest 22	MV-2 -Dest 9	MV-2 -Dest 10	MV-1 -Dest 17	7 MV-1-0
and the second se		MV-2 -Dest 23	MV-2 -Dert 21	MV-2 Dest 11	MV-2 -Dest 12	MV-1 -Dest 19	9 MV-1-D
Head 2 : My_M				: My_MV-821			ad 5   6   7
MV-3- MV-3- MV MV-3- MV-3- MV-3- MV-3- MV MV-3- MV-3- MV-3- MV-3- MV-3- MV MV-3- MV-3-	/3. MV.3. /3. MV.3. IV-821_3	MV-1 -Dest 5 MV-1 -Dest 7 MV-1 -Dest 8					
1917/2012 (1917/2017) (1917/2017) 1917/2017 (1917/2017) 1917/2017 (1917/2017) 1917/2017 (1917/2017) 1917/2017 (1917/2017)		MV-1-Dest 9	MV-1 -Dest 10	MV-1 -Dest 11	MV-1 -Dest 12	MV-2 -Dest 5	- MV-2 -Dest 6
<b>==</b> 88 <mark>·</mark>	A +Z ↔						
	Aud-1	Aud-2	Aud-3	Aud-4	Black	CAM 1	CAM 2
CAM 8	CAM 9	CAM 10	CAM 11	CAM 12	CAM 13	CAM 14	CAM 15
		CAM 23	CAM 24	CAM 25	CAM 26	CAM 27	CAM 28
CAM 21	CAM 22	Chill 20					
CAM 21 Enq-2	CAM 22 Enq-3	Enq-4	EXT Feed 1	EXT Feed 2	Green	Iso	Live
Contract of Contract		an estimates	EXT Feed 1 MV-2 A	EXT Feed 2 MV-2 B	Green MV-2 C	Iso OB-Main	Live On-Air

Fig. 15-79: Routed Result

## **Route a Source to Multiple Tile Positions**

To route router sources to a video wall, in the **Project** window:

- 1 Select a tile position.
- 2 Select further positions with:
  - SHIFT-select a range of tile positions; and/or
  - CTRL-select to add positions to the selection.
- 3 Select a router (video) source in the sources grid.
- 4 Click Take.

The routes are made.

## **Route Multiple Sources to Multiple Tile Positions**

To route router sources to a video wall, in the **Project** window:

- 1 Select a tile position.
- 2 Select further tile positions with:
  - SHIFT-select a range of positions; and/or
  - CTRL-select to add positions to the selection.
- 3 Select a router (video) source in the sources grid.
- 4 Select further sources with:
  - SHIFT-select a range of sources; and/or
  - · CTRL-select to add sources to the selection.
- 5 Click Take.

The routes are made.

#### **Routing with Dynamic Destination Assignment**

If dynamic destination assignment is operating, routing is performed in the same way as before. See Procedure for 'X/Y Routing' to a Video Wall Tile Position, on page 746, etc.

When using dynamic destinations, a live connection (through the MVCMS service) to an MV unit is required, otherwise the tiles will show up without any destinations assigned to them.

#### **Quick Dial Source Routing on the X/Y Routing Screen**

Dial Source routing speeds up the selection of a source for routing to a tile.

#### In X/Y Routing mode:

1 Select a tile on a monitor using the mouse.

Note: Navigation:

- To navigate between tiles on the selected monitor, use the left- and right-arrow cursor keys.
- To select a different monitor, use the mouse.

2 With a tile selected, start typing a source name.

A filtered list of sources pops up.

a.room (*) 📀 test.schx 😒				٢	Take 🔿
M	Monitor 2				
Cam6	Cam7	Cam7			
			MV1I	in1	
			Carr	am2	
MV1In9	MViIni	M	/1In9	12	
Cam8	Cam2	Cam Cam1 Cam2 Cam3 Cam4		3 13	
MViInii	MViIni	Cam5 Cam6 4 Cam7 Cam8 Cam9 Cam9 Cam10 14			
		Cam11 Cam12			
<b>■</b> == ■ ■ ■					
Cam1 Cam2 Cam3	Cam4 Cam5 Cam6	Cam7 Ca	im8 Cam9	Cam10	Cam11
Cam18 Cam19 Cam20					

Fig. 15-80: Pop-Up Filtered Sources List

Continue to type in the source name. While characters are entered, source names matching the entered characters are displayed in the pop-up list.

- 3 To pre-select a source to be routed and make the route (see Figure 15-81), either:
  - Use the down- and up-arrow keys to highlight the required source in the filtered list (thus pre-selecting the source).

And then press the Enter key to route the pre-selected source to the selected tile.

or:

• Click on the required source in the filtered list to select it and make the route.

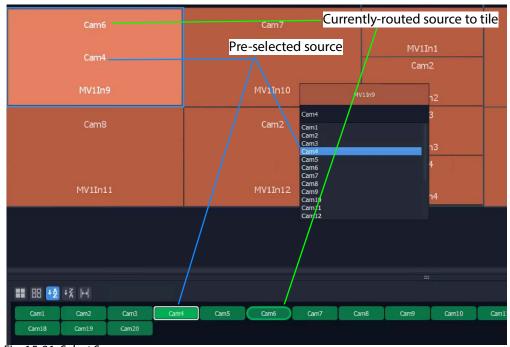


Fig. 15-81: Select Source

The route is made. See Figure 15-82.

Cam4         Cam3         Cam1           MV1In1         MV1In1           MV1In9         MV1In10         MV1In2           Cam4         Cam5         Cam3           MV1In1         MV1In12         MV1In3           MV1In11         MV1In12         MV1In4	) 🛛 🖬 🛅 🛸 🔍							🕽 Take Ċ	
Cam4       Cam3       MV1In1         MV1In9       MV1In10       MV1In2         Cam4       Cam5       Cam3         Cam4       Cam5       MV1In3         MV1In11       MV1In12       MV1In4	M	nitor 1	tor 1				Monitor 2		
MV1In9       MV1In10       MV1In2         Cam4       Cam5       Cam3         MV1In3       MV1In3         Cam4       MV1In4	Cam4		Cam3				Cam1		
MV1In9         MV1In10         MV1In2           Cam4         Cam5         MV1In3           MV1In1         MV1In12         MV1In4						MV1In			
Cam4       Cam5       Cam3         MV1In3       MV1In3         Cam4       MV1In4						Cam2			
Cam4         Cam5         MV1In3           MV1In11         MV1In12         MV1In4	MV1In9		MV1In10			MV1In	2		
MVIIn11 MVIIn12 MVIIn4	Cam4		Cam5			Cam3			
MVIInii MVIIni2 MVIIn4						MV1In	3		
						Cam4			
	MV1In11		MV1In12			MViIn	4		
Cam1 Cam2 Cam3 Cam4 Cam5 Cam6 Cam7 Cam8 Cam9 Cam10 Cam	📰 🗄 🛂 ¥ã 🖂								
	Cam1 Cam2 Cam3	am4 Cam5	Cam6	Cam7	Cam8	Cam9	Cam10	Cam	

Fig. 15-82: Pre-Selected Source is Routed to the Selected Tile

# Step 5b: Change Layouts in X/Y Routing Mode

X/Y Routing mode has a live connection to the multiviewer cluster (via the MVCMS service) and the stage area shows the video wall layout of the multiviewer devices. The mode offers the facility to change **Room Layouts** (see What is a Monitor Layout?, on page 680) and **Monitor Layouts** (see What is a Monitor Layout?, on page 680).

In this section:

- Select a Room Layout in X/Y Routing Mode
- Select a Monitor Layout in X/Y Routing Mode
- New Layouts:
  - Select a New Current Video Wall Layout
  - X/Y Routing Mode Video Wall Layout vs Room Layout
  - Saving a New Video Wall Layout as a Room Layout

Note: The live selection of **Room** or **Monitor Layouts** is only possible in the X/Y **Routing** screen of the **Room Editor**. This is not available in other **Room Editor** modes.

## Select a Room Layout in X/Y Routing Mode

If there is more than one **Room Layout**, then a different **Room Layout** may be selected in the **X/Y Routing** mode of the **Room Editor**. This will also change the layout on the physical video wall. Sources may then be routed to this layout, as required.

#### In X/Y Routing mode in the Room Editor, to select a Room Layout:

1 With no monitor selected,

click on the **Room Layout** icon and select a different layout to show.

The **Room Editor** screen shows the selected layout and commands are sent to the live video monitor wall to change layouts. The selected **Room Layout** is then shown on the monitor wall.



Fig. 15-83: Select an Alternate Room Layout in X/Y Routing mode in Room Editor

My_Video-Wall_1.room 🛞					
→ ● <sup>3</sup> <sup>3</sup>		/		🔘 Та	ke O
	Head 5 : My	_MV-821_3	Head 2 : M	y_MV-821_1	Н
			CAM 26	CAM 27	
	MV-3 - 4 MV-	3 - 8 MV-3 - 14			
			MV-1 -Dest 21	MV-1 -Dest 22	M
	MV-3 - 15 MV-3	3 - 32 MV-3 - 15	CAM 28	CAM 29	
	MV-3 - 13 MV-3	3 - 48 MV-3 - 18	MV-1 -Dest 23	MV-1 -Dest 24	M
	Head 4 : My	/_MV-821_2	Head 3 : M	y_MV-821_2	Н
Head 1 : My_MV-821_3	CAM 18	CAM 18	CAM 18	CAM 18	
MV-R MV-R MV-R MV-R MV-R					
MV-4 - MV-4 - MV-4 - MV-4 - MV-4 -	MV-2 -Dest 24	MV-2 -Dest 22	MV-2 -Dest 9	MV-2 -Dest 10	M
WV-8 - WV-8 - WV-8 - WV-8 - WV-8 -	CAM 18	CAM 18	CAM 18	CAM 18	
MV-4 - MV-4 - MV-4 - MV-4 - MV-4 -					
MUST MUST MUST MUST.	MV-2 -Dest 23	MV-2 -Dest 21	MV-2 -Dest 11	MV-2 -Dest 12	M
Head 2 : My_MV-821_3	Hea	d 5   6   7   8	: My MV-821	1	

# **Note:** Tile positions in this newly-selected monitor's layout require more routed sources

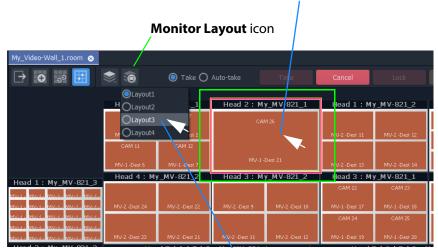
Fig. 15-84: Newly-Selected Room Layout

## Select a Monitor Layout in X/Y Routing Mode

If there is more than one **Monitor Layout** for a monitor, then a different **Monitor Layout** may be selected in the **X/Y Routing** mode of the **Room Editor**. This will change the layout on the physical video wall also.

#### In X/Y Routing mode in the Room Editor, to select a new Monitor Layout:

1 Select a monitor in the X/Y Routing screen stage area. (See Figure 15-85.)



Select a Monitor Layout.

Select a monitor in the stage area.

*Fig. 15-85: Select Alternate Monitor Layout* 

2 Click on the **Monitor Layout** icon in the **Room Editor** tool bar and select the required **Monitor Layout** to show. (See Figure 15-85.) The **Room Editor** screen shows the selected layout and commands are sent to the live video monitor wall to change layouts. The selected **Monitor Layout** is then shown on the monitor wall. (See Figure 15-86.)

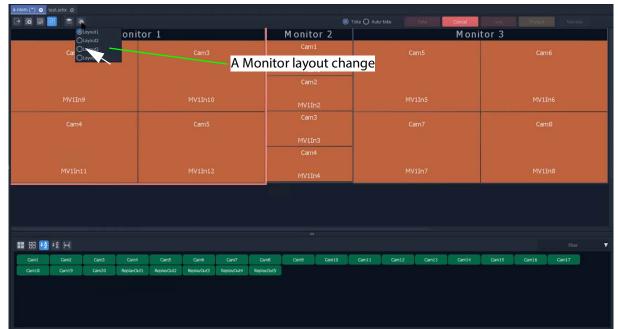
My_Video-Wall_1.room (*)						
	۵	🔘 Take 🔿	Auto-take	Take	Cancel	
	Head 1 : My	/_MV-821_1	Head 2 : M	y_MV-821_1	Head 1 : My	/_MV-821_2
	CAM 6	CAM 7	CAM 19 CAF MV-1 -Dest 14 MV-1 -	M 20 CAM 21		
	MV-1 -Dest 1	MV-1 -Dest 2		VI 23 CAM 24	N V-2 -Dest 11	MV-2 -Dest 12
	CAM 11	CAM 12	MV-1 -Dest 17 MV-1 - CAM 25 CAP	Dest 18 MV-1 -Dest 19 VI 26 CAM 27		
	MV-1 -Dest 6	MV-1 -Dest 7		Dest 21 MV-1 -Dest 22	NV-2 -Dest 13	MV-2 -Dest 14
Head 1 : My_MV-821_3	Head 4 : My	/_MV-821_2	Head 3 : M	<u>MV-821_2</u>	lead 3 : M	/_MV-821_1
MV.4. MV.4. MV.4. MV.4. MV.4.					CAM 22	CAM 23
MV-4- MV-4- MV-4- MV-4-	MV-2 -Dest 24	MV-2 -Dest 22	MV-2 -Dest 9	MV-2 -Dest 10	MV-1 -Dest 17	MV-1 -Dest 18
01V-4 - 01V-4 - 01V-4 - 01V-4 - 01V-4 -					CAM 24	CAM 25
MV-4-5 MV-4-5 MV-4-5 MV-4-5 MV-4-5 MV-4-5 MV-4-5 MV-4-5 MV-4-5 MV-4-5	MV-2 -Dest 23	MV-2 -Dest 21	MV-2 -Dest 11	MV-2 -Dest 12	MV-1 -Dest 19	MV-1 -Dest 20

Fig. 15-86: Selected Alternate Monitor Layout Shown

## Layout Change in Dynamic Destination Assignment Mode

Layout changes are made in the same way when **Dynamic Destination Assignment** is active.

If a layout change results in not enough multiviewer destinations being available to meet the layout's needs, then this is indicated in the X/Y Routing mode screen in GV Orbit Client and on the video wall with one or more 50%-transparent blue tiles in GV Orbit Client. See Figure 15-87. The actual video wall will show a black tile area.



#### a) Selecting another Monitor Layout

	Monitor 1						Monitor 2	Monitor 3		
	Cam3	Cam4	Cam5	Cam1	Cam1	Cam1	Cam1			
MV1In9	MV1In10	MV1In11	MV1In12	MV1In13	MV1In14	MV1In15		Cam5		
Cam1	Cam1			Cam1	Cam1	Cam1	MV1In1			
MV1In16	MV1In17	MV1In18	MV1In25	MV1In26	MV1In27	MV1In28				
	Cam1		Cam1	Cam1	Cam1	Cam1	Cam2			
VV1In29	MV1In30	MV1In31	MV1In32	MV1In33	MV1In34	MV1In35		MV1In5	MV1In6	
			Cam1	Cam1	Cam1	Cam1	MV1In2			
VV1In36	MV1In37	MV1In38	MV1In39	MV1In40	MV1In41	MV1In42	Cam3			
Cam1	Cam1	Cam1	Cam1	Cam1	Cam1	Cam1		Cam7	Cam8	
MV1In43	MV1In44	MV1In45	MV1In46	MV1In47	MV1In48	MV1In19	MV1In3			
Cam1	Cam1	Cam1	Cam1	Cam1			AIN OF SHORE			
MV1In20	MV1In21	MV1In22	MV1In23	MV1In24		$\sim$	Cam4			
	_				-		MV1In4	MV1In7	MV1In8	
							<u> </u>	Blue coloration to tile	indicates that the	
								current overall on-scre	en layout requires mo	
								multiviewer destination	on than are currently	
	17 14							available from the mu	tiviewer filter	
	Cam2	Cam3	Cam4	Cam5	Cam6	Cam7	Cam8 Cam9 Cam10	Camil Camil Camil Camil	Cam15 Cam16 Cam17	
Cam1		New Color	ReplayOut1		1.222103	Contraction of the second	playOut5	A pop-up message rei	nforces this, explainin	
Cam1	Cam2 Cam19	Cam20								
Cam1	1000	Cam20						that the number of de	ctinations has been	
Cam1	1000	Cam20						that the number of de	stinations has been	

b) New Monitor Layout Shows there are not enough free multiviewer destinations

Fig. 15-87: New Layout and Not Enough Free Multiviewer Destinations

#### **New Layouts**

**Room Layouts** and **Monitor Layouts** can be selected when in **X/Y Routing** mode and the video wall changes accordingly. (See Select a Room Layout in X/Y Routing Mode, on page 751, and Select a Monitor Layout in X/Y Routing Mode, on page 752.)

A video wall layout can be adjusted 'on the fly' in the **X/Y Routing** mode of the **Room Editor**.

Select a New Current Video Wall Layout

With a **Room Layout** selected and displayed:

1 Select an alternate **Monitor Layout** for a monitor, in order to change the on-screen video wall layout.

The resulting new overall video wall layout is shown.

#### X/Y Routing Mode Video Wall Layout vs Room Layout

The displayed video wall layout is a combination of **Monitor Layouts** which may, or may not, correspond to an already-saved **Room Layout** in the 'Clustered Multiviewer' project. If the **Monitor Layout** combination:

Does Correspond to a Room Layout:

GV Orbit recognizes this and automatically selects the corresponding Room Layout.

Does NOT correspond to a Room Layout:

GV Orbit detects this and automatically creates a new, '**Untitled**\*' item in the **Room Layout** drop-down menu (see Figure 15-88), which may be saved and renamed as required, see Saving a New Video Wall Layout as a Room Layout.



Monitor Layout icon

New item in Room Layout drop-down menu, 'Untitled\*'

Fig. 15-88: 'Untitled\*' Room Layout

Room Layout icon

Saving a New Video Wall Layout as a Room Layout

To save a 'Untitled\*' video wall layout as a Room Layout, with the layout displayed in the stage area:

- 1 Click the **Design Layout** icon in the **Room Editor** to leave the **X/Y Routing** mode.
  - A Room Layout Changes dialog asks you if you want to save the layout as a new Room

#### Layout.



Fig. 15-89: Room Layout Changes Dialog

2 Click Yes.

You are asked and which Room Layout name to use.

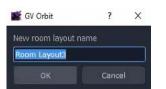


Fig. 15-90: New Room Layout Name Dialog

3 Enter a new name and click **OK**.

**Note:** If the X/Y routing mode screen is returned to in GV Orbit Client, then the X/Y Routing stage will reflect the current video wall layout of the multiviewer devices.

# **MV Cluster - TSL Tally Configuration**

## Introduction

Lite	Professional	Enterprise
	•	•

TSL tally configuration is integrated and centralized for a 'Clustered MV' project. Configuration is done on a *per* **Room** basis and the whole video wall inherits the Tally configuration. This provides the basic Tally settings for the video wall's graphical, on-screen widgets to use to display Tally status. (For example, a Tally Lamp, Label, or Shape.)

TSL tally protocols supported:

- TSL 3.1 Basic industry tally standard protocol over UDP.
- TSL 5.0 Advance industry tally protocol over UDP or TCP.

In GV Orbit Client, TSL tally configuration is carried out from the **Room Editor**'s **Destination Assignment** mode. Tally configuration includes:

- Selecting TSL protocol to use.
- Optionally customizing Tally names, Tally address level names, and on-screen Tally colors.
- Mapping of TSL addresses and video wall video tiles (multiviewer device logical inputs and their assigned router destinations).

When TSL tally configuration is done, 'tally-indicating' graphical widgets in video wall tiles can be configured. This then determines which TSL data packets are indicated by which widgets.

Note: When designing a video wall and using widgets to display Tally status, the Tally configuration provides the basic settings. It is still possible to change local settings on a video wall tile to modify widget behavior and/or appearance on a *tile-by-tile* basis in GV Orbit Client.

## **Tally Protocols**

Up to four Tally addresses supported per multiviewer input (that is up to four address levels).

The TSL protocols are compared in the table below:

	TSL Protocol				
	TSL 3.1	TSL 5.0			
Tallies	'Tally 1' to 'Tally 4'	'Left', 'Right', and 'Text'			
Tally States	Two states: On, Off	Four states			
Number of Tallies per MV-8 Multiviewer Video Wall Tile	16	12			
Address Range	0 to 126	0 to 65534			
IP data packet protocol used	UDP	UDP or TCP			

Table 16-1: Comparing	TSL Protocols
-----------------------	---------------

## **Tally Configuration in Room Editor**

TSL Tally settings for a **Room** are configured in a **Destination Configuration** tab which is found in the **Destination Assignment** mode of the **Room Editor**.

Note:	The <b>Destination Assignments</b> should be all completed in the <b>Room</b>
	Editor before for the Tally settings can fully function and map to
	video wall tiles etc.
	(For <b>Destination Assignment</b> steps, see Chapter 15 Step 4a: Assign
	Destinations to Tile Positions, on page 722.)
-	

**Open Destination Configuration Tab** 

 Open the Room file in the Room Editor and select the Assign Destinations icon in the Room Editor tool bar. (Refer to Chapter 15, Step 4a: Assign Destinations to Tile Positions, on page 722 for full

(Refer to Chapter 15, Step 4a: Assign Destinations to Tile Positions, on page 722 for full instructions.)

The **Room Design** is shown in its **Assign Destinations** mode. See Figure 16-1.

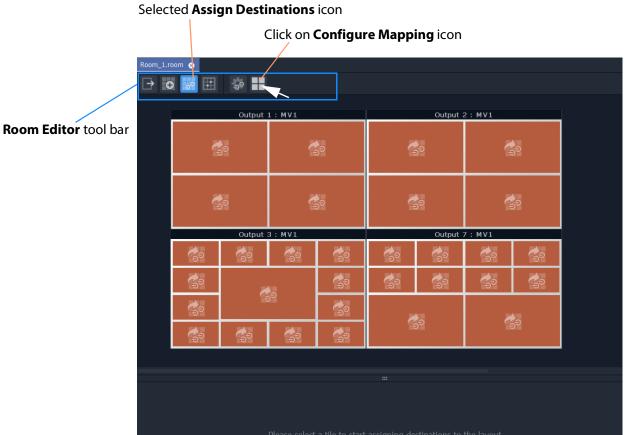


Fig. 16-1: Assign Destinations Mode in Room Editor

2 Click on the **Configure Mapping** icon in the **Room Editor** tool bar. A **Destination Configuration** tab is opened. See Figure 16-2.

**Destination Configuration Tab** 

Room_1.room @ Destination.com		ton			۶L Tally Levels آل	<b>Config</b> columns
				/		
Multiviewers	Inputs	Destinations	L1	L2	L3	L4
MV1	Input 1	MV1-1				
	Input 2	MV1-2				
MV2	Input 3	MV1-3				
MV3	Input 4	MV1-4			•	
MV4	Input 5	MV1-5				
	Input 6	MV1-6				
	Input 7	MV1-7				
	Input 8	MV1-8				

Fig. 16-2: Destination Configuration Tab - TSL Tally Levels Config Columns

Following a **Destination Assignment** step in video wall design, the 'Destinations' column is filled out and multiviewer inputs are mapped to video wall tiles. See Chapter 15, Step 4a: Assign Destinations to Tile Positions, on page 722.

'Tally' features of the **Destination Configuration** tab are:

- TSL Tally Levels Config columns 'L1' to 'L4':
  - Initially the columns are empty.
  - Assign TSL Tally Addresses to Multiviewer Inputs.
  - Customize TSL Tally Address Level Names by renaming columns, if required.
- TSL button in the tool bar. Use the TSL button to:
  - Select TSL 3.1 or 5.0 Tally Protocol; and
  - Customize Tally Names and On-Screen Colors.

## **Assign TSL Tally Addresses to Multiviewer Inputs**

## **Assign Addresses**

TSL Tally addresses can be assigned for each multiviewer input. Up to four addresses may be assigned (that is up to four address 'levels' for a video wall tile).

The **TSL Tally Level** address mapping defaults to being 'empty'. Assign TSL addresses to each multiviewer input. Up to four are allowed per input.

Ranges of TSL addresses can be automatically assigned and manually edited/entered as required.

#### **Auto-Assignment**

To automatically assign a range of addresses to **TSL Tally Levels** in the **Destination Configuration** tab screen:

1 Select a multiviewer. (See Figure 16-3.)

To select a contiguous range of TSL addresses to fill out:

2 Click in the first TSL Level table cell of the range. And SHIFT-click in the last cell of the range.

(Further cells may be added to the selection with CTRL-click/SHIFT-click.)

This selects the TSL addresses to be filled out. See Figure 16-3.

Select a	multiviewer		Auto-Assign TSL Addresses button			
Room_1.room (*) ⊗ Destin	ation Configuration	3				
	L 🌮					
Iultiviewers	Inputs	Destinations	LI	L2	L3	
MV1	Input 1	MV1-1		<u> </u>		
MV2	Input 2	MV1-2				
	Input 3	MV1-3		Select		
MV3	Input 4	MV1-4			I	
MV4	Input 5	MV1-5				
	Input 6				I	
	Input 7	MV1-7			Ι	
	Input 8	MV1-8			Ī	
	Input 9	MV1-9		1	Ī	
	Input 10	MV1-10		1		
	Input 11	MV1-11		1		
	Input 12	MV1-12		CTRL-Sel	ect	
	Input 13	MV1-13				
	Input 14	MV1-14			1	
	Input 15	MV1-15		1	1	
	Input 16	MV1-16				
	Input 17	MV1-17				
	Input 18	MV1-18		Coloctod	*2000	
	Input 19	MV1-19		Selected	range	
				+		

Fig. 16-3: Destination Configuration Tab - TSL Tally Level Config Columns

- 3 Click on the **Auto-Assign TSL Addresses** button and enter a start TSL address in the pop-up dialog. (See Figure 16-4.)
- 4 Click **OK**.

Inputs	Destinations			L1		
Input 1	MV1-1					
Input 2	MV1-2					
Input 3	MV1-3					
Input 4	MV1-4					
Input 5	MV1-5					
Input 6	MV1-6	🛒 Aut	o assign add	res ?	×	
Input 7	MV1-7	Start a	oddress			
Input 8	MV1-8	1				
Input 9	MV1-9		ок	Cancel		
Input 10	MV1-10			<		
Input 11	MV1-11					
Input 12	MV1-12					
Input 13	MV1-13					
Input 14	MV1-14					
Input 15	MV1-15					
Input 16	MV1-16					
Input 17	MV1-17					
Input 18	MV1-18					
Input 19	MV1-19					
Input 20	MV1-20					
Input 21	M\/1-21					

Inputs			
Input 1	MV1-1	1	
Input 2	MV1-2	2	
Input 3	MV1-3	3	
Input 4	MV1-4	4	
Input 5	MV1-5	5	
Input 6	MV1-6	6	
Input 7	MV1-7	7	
Input 8	MV1-8	8	
Input 9	MV1-9	9	
Input 10	MV1-10	10	
Input 11	MV1-11	11	
Input 12	MV1-12	12	
Input 13	MV1-13	13	
Input 14	MV1-14	14	
Input 15	MV1-15	15	
Input 16	MV1-16	16	
Input 17	MV1-17		
Input 18	MV1-18		
Input 19	MV1-19		
Input 20	MV1-20		
Input 21	M\/1-21		

a) Enter start address to fill from.

b) Filled out TSL addresses.

Fig. 16-4: TSL Address Range Filled Out

The selected TSL addresses cells are filled out from the entered start address.

This has quickly assigned some TSL addresses.

5 Repeat this to assign up to four addresses (columns 'L1' to 'L4') per multiviewer input, using the four columns.

Then:

6 Repeat for each multiviewer.

And finally:

7 Click Save File.

This has quickly assigned TSL addresses for each multiviewer input.

Note: Checking and Auto-Assigned TSL Tally Addresses: The addresses added during auto-assignment are checked and an error message pops up to alert you that the address is already in use.

It is possible to manually enter addresses or to edit addresses, see Manual Assignment.

#### **Manual Assignment**

To assign addresses to **TSL Tally Levels**:

- 1 Select a multiviewer.
- 2 Click in a TSL Level column row item and enter a TSL address.

- 3 Press the Down-arrow key to go on to the next row in the column. Enter another address. Etc.
- 4 Repeat for all multiviewer inputs.

#### Select multiviewer

	m (*) 🐵 Destination	Con	nfiguration (*	) 😂			
9€ }<	📋 🏢 TSL 🥰	>					
1	Multiviewers						
				MV1-1			
	MV1			MV1-2	<b>-</b>	 ·	 
	MV2			MV1-3	<b>-</b>	 ·	 
				MV1-4	<u> </u>	 	 
	MV4			MV1-5	<u> </u>	 ·	 
				MV1-6	-	 ·	 
				MV1-7	<b>-</b>	 ·	 
				MV1-8	<u> </u>	 ·	 
				MV1-9	<u> </u>	 ·	 
				MV1-10	<b>-</b>	 ·	 
				MV1-11	<u> </u>	 ·	
				MV1-12	<b>-</b>	 ·	 
				MV1-13	<u> </u>	 ·	 
				MV1-14	<u> </u>	 ·	 
				MV1-15	<b>-</b>	 ·	 
				MV1-16	<u> </u>		 
				MV1-17	<u> </u>	·	 
				MV1-18	-	 	
				MV1-19	-		
				MV1-20	-	 	 
				MV1-20	-		
			minur 21	MIV1-21			

Fig. 16-5: Destination Configuration Tab - TSL Tally Level Config Columns

5 Press Return when done to exit the address level column.

CAUTION Unlike auto-addressing, there is no check on entered addresses when manually editing the addresses.

Note: TSL addresses can be duplicated, if required, by using manual entry of TSL addresses.

#### 6

When four addresses (columns 'L1' to 'L4') have been assigned for each multiviewer, finally: 7 Click **Save File**.

This has assigned TSL addresses for each multiviewer input.

## **Customize TSL Tally Address Level Names**

		Live/Preview	Camera Operator	Lead Sportsman
Input 1	MV-1 -Dest 1	1	11	21
Input 2	MV-1 -Dest 2	2	12	22
Input 3	MV-1 -Dest 3	3	13	23

Fig. 16-6: Customized Tally Address Level Names

TSL Tally address level names can be customized, which is useful when assigning Tallies to on-screen Tally indicators such as Tally Lamps or UMDs.

#### **Procedure**

To rename a Tally address Level across the whole **Room**:

Click on the 'Tally Level' column heading in the **Destination Configuration** tab.
 A Header dialog is shown.

My_Video-Wall_1.room 😣 De	estination Configurati	on (*) ⊗					
🍣 🏀 📋 TSL							
Multiviewers			u 🔨				
My_MV-821_1	Input 1	MV-1 -Dest 1	1	49			
	Input 2	MV-1 -Dest 2	2	50			
My_MV-821_2	Input 3	MV-1 -Dest 3	3 📕 L1 Header	? X			
My_MV-821_3	Input 4	MV-1 -Dest 4	4 Enter a new				
	Input 5	MV-1 -Dest 5	5 My Tally Lev	vel 1			
	Input 6	MV-1 -Dest 6	бОК	Cancel			
	Input 7	MV-1 -Dest 7	7				

Click on 'Tally Level' column heading

Fig. 16-7: Customize Tally Address Level Name

2 Enter a new name for the address level and click OK.

The new address level name is used for the **Room Design** and appears in the column header and persists for all multiviewers used by the **Room**. See Figure 16-8.

My_Video-Wall_1.room 😵 Destination Configuration (*) 😒							
Multiviewers			My Tally Level 1				
My_MV-821_1	Input 1	MV-2 -Dest 1					
	Input 2	MV-2 -Dest 2					
My_MV-821_2	🗢 Input 3	MV-2 -Dest 3					
My_MV-821_3	Input 4	MV-2 -Dest 4					
	Input 5	MV-2 -Dest 5					
	Input 6	MV-2 -Dest 6					
	Input 7	MV-2 -Dect 7	1				

Fig. 16-8: New Address Level Name Persists for Other Multiviewers in the Room

3 Click Save File.

# **TSL Tally Configuration for a Room**

The TSL tally settings assigned here will be assigned to the video wall tiles for the **Room** and will be available to on-screen, graphical, tally-indicating widgets (such as Lamps, Labels, Shapes, UMDs).

Configuration is done the **Destination Configuration** tab in the **Room Editor**.

Configuration items:

- Select TSL 3.1 or 5.0 Tally Protocol
- Customize Tally Names and On-Screen Colors
  - TSL 3.1 Customizing
  - TSL 5.0 Customizing

## Select TSL 3.1 or 5.0 Tally Protocol

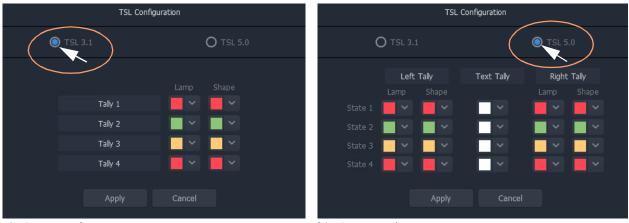
To select the TSL Tally protocol to be used in the **Room Design**:

1 Click on **TSL** icon in the **Room Editor** tool bar.

👌 ⊱ 📋 🏢 ты				
My_MV-821_1	Input 1	MV-1 -Dest 1	1	49
	Input 2	MV-1 -Dest 2	2	50
My_MV-821_2	Input 3	MV-1 -Dest 3	3	51
My_MV-821_3	Input 4	MV-1 -Dest 4	4	

Fig. 16-9: TSL lcon

#### A TSL Configuration dialog is shown.



a) TSL 3.1 Dialog

b) TSL 5.0 Dialog

Fig. 16-10: TSL Configuration Dialogs: a) TSL 3.1 Selected; b) TSL 5.0 Selected.

- 2 Select **TSL 3.1** or **TSL 5.0**.
- 3 Click Apply.

This has selected the TSL Tally protocol to be used in the **Room**.

# Note: **Dynamic selection of Tally protocol on MV-8 multiviewer devices:** The Tally protocol is usually selected once in a project and then does not change.

The *dynamic* selection of the Tally protocol in a project will be supported in MV-8 multiviewer software version v4 onwards.

CAUTION Typically the TSL Tally protocol is set once. If, however, the setting is changed between protocols, it is recommended that all the Tally assignments that have been made are re-checked.

## **TSL Protocols**

• TSL 3.1

There are four Tallies (**Tally 1** to **Tally 4**) and each has an associated Tally color. There are colors for graphical on-screen Tally Lamp widgets and for Shape widgets.

• TSL 5.0

There are four Tally states (**State 1** to **State 4**) and each has an associated 'Left-Tally', 'Right-Tally', and 'Tally Text'. And, in turn, each has associated on-screen colors.

The protocols are compared in Table 16-1, on page 758.

## **Customize Tally Names and On-Screen Colors**

The names of each tally and the on-screen colors used can be customized in the **TSL Configuration** dialog. A customized Tally name can help to identify it when assigning tallies to on-screen graphical widgets (Tally Lamps etc.) in the video wall design steps.

Customizations:

- TSL 3.1 Tally Name
- TSL 3.1 Tally Lamp Color
- TSL 3.1 Shape Fill Color
- TSL 5.0 Tally Name
- TSL 5.0 Tally Lamp State Color
- TSL 5.0 Shape Fill State Color
- TSL 5.0 Text Tally Font Color

#### **Show TSL Configuration Dialog**

To show the **TSL Configuration** dialog:

• Click on the **TSL** icon in the **Room Editor** tool bar.

The TSL Configuration dialog is shown. (See Figure 16-10 on page 765.)

## TSL 3.1 Customizing

TSL 3.1 Tally Name In the TSL 3.1 TSL Configuration dialog:

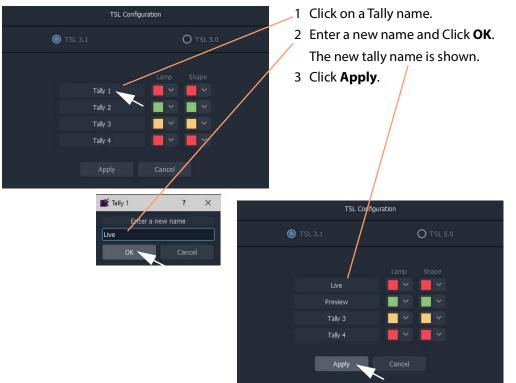


Fig. 16-11: Customize TSL 3.1 Tally Name

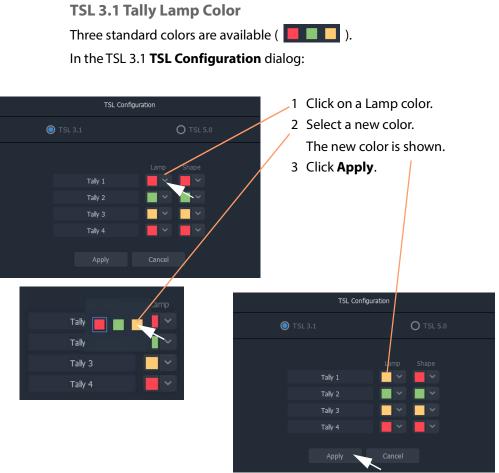


Fig. 16-12: Customize TSL 3.1 Tally Lamp Color

## TSL 3.1 Shape Fill Color



For an on-screen shape, four standard colors are available ( ) to be used as the shape fill color. Alternatively, a custom color may be picked to allow custom colors to be used.

In the TSL 3.1 TSL Configuration dialog:

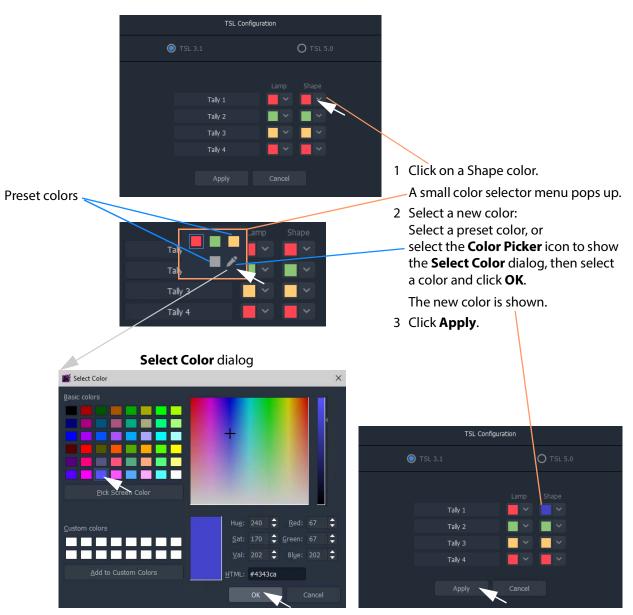


Fig. 16-13: Customize TSL 3.1 Tally Shape Fill Color

## **TSL 5.0 Customizing**

**TSL 5.0 Tally Name** 

(The procedure for TSL 5.0 is similar to TSL 3.1 Tally Name, on page 767.)

In the TSL 5.0 **TSL Configuration** dialog:

- 1 Click on a Tally name ('Left Tally', or 'Text Tally', or 'Right Tally').
- 2 Enter a new name and Click **OK**.

The new name is shown.

3 Click Apply.

		TSL	Configuration										
(	<b>)</b> TSL 3.1		○ TSL 5.0										
	My_I		My_Text	My_F	-	]							
	Lamp	Shape		Lamp	Shape	_							
State 1	~	<b>~</b>	<b>—</b> ~	<b>~</b>	~								
State 2	<b>–</b> ×	<b>—</b> ~	<b>—</b> ~	<b>—</b> ~	<b>–</b> ×								
State 3	~	~	<b>—</b> ~	~	~								
State 4	~	<b>~</b>	<b>—</b> ~	<b>~</b>	~								
		Apply	Cancel										

Fig. 16-14: Customized TSL 5.0 Tally Names

TSL 5.0 Tally Lamp State Color

(The procedure for TSL 5.0 is similar to TSL 3.1 Tally Lamp Color, on page 768.)

## In the TSL 5.0 TSL Configuration dialog:

- 1 Click on a Lamp state color.
- 2 Select a new color.

The new color is shown.

3 Click Apply.

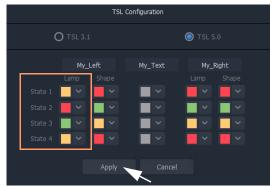


Fig. 16-15: Customizes TSL 5.0 Tally Lamp State Colors

## **TSL 5.0 Shape Fill State Color**

(The procedure for TSL 5.0 is similar to TSL 3.1 Shape Fill Color, on page 769.)

#### In the TSL 5.0 TSL Configuration dialog:

- 1 Click on a Shape state color.
- 2 Select a new color to be used for the shape's fill color.

Or, if the color picker icon is selected, the **Select Color** dialog is shown. Select a color and click **OK**.

The new color is shown.

3 Click **Apply**.

		TSL (	Configuration									
C	<b>)</b> TSL 3.1			● TSL 5.0								
	My_I	_eft	My_Text	My_i	Right							
	Lamp	Shape										
State 1	<b>~</b>		<b>— ~</b>	<b>~</b>	<b>—</b> ~							
State 2	<b>~</b>	<b>—</b> ~	-	<b>·</b>	•							
State 3				<b>~</b>	<b>~</b>							
State 4	<b>~</b>	<b>~</b>		<b>~</b>	<b>~</b>							
	_											
		Apply `	Cancel									

Fig. 16-16: Customized TSL 5.0 Tally Shape State Colors

## **TSL 5.0 Text Tally Font Color**

(The procedure for TSL 5.0 is similar to TSL 3.1 Shape Fill Color, on page 769.)

In the TSL 5.0 **TSL Configuration** dialog:

- 1 Click on a Text Tally state color.
- 2 Select a new color.

Or, if the color picker icon is selected, the **Select Color** dialog is shown. Select a color and click **OK**.

The new color is shown.

3 Click **Apply**.

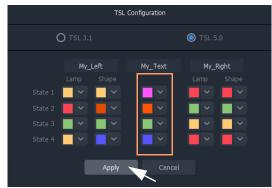


Fig. 16-17: Customized TSL 5.0 Text Tally Font Colors

# **Configuring On-Screen Widgets**

With each multiviewer input configured for TSL Tallies, graphical widgets on video tiles can be configured. The widget editing is done when editing a **Custom Tile** in the **Tile Editor**.

Note: Typically for a video wall, a few particular 'template' video tile designs are used throughout. In GV Orbit Client, you can design custom video tiles for use on video walls (**Custom Tiles**).

## **Open a Custom Tile in the Tile Editor**

**Open an Existing Custom Tile:** 

## To open a **Custom Tile** in the **Tile Editor**:

Either:

• Expand the project in the **Project** window and in the 'Tiles' folder, double-click on the Custom Tile name. The tile is opened in the editor.

Or:

• Open the video wall double-click on the **Custom Tile**. The tile is opened in the editor.

**Create a New Custom Tile** 

**New Empty Custom Tile** 

A **Custom Tile** may be created from scratch, if required:

• Expand the project in the **Project** window and right-click on the 'Tiles' folder and select 'New'. Then select the tile type. A new tile is opened in the editor.

**Quick Custom Tile** 

Alternatively, a new Custom Tile can be created quickly from an existing video auto-tile by double-clicking on a video tile to copy it and open it in the **Tile Editor**.

To quickly create a new **Custom Tile**:

1 Double-click on a video tile in the video wall.

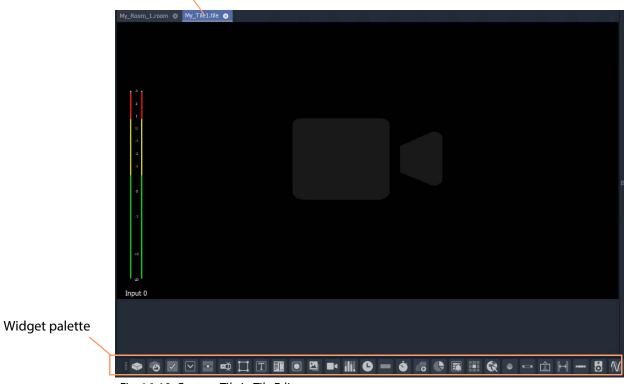
The Create Custom Tile dialog is shown.

	0utput 1 : MV-A		Outpu	ut5:MV-A
		Peak6		Pesto
n New O	Create Custom Tile Are you sure you want to create [My_Tile1.tile]	? ×		
	ОК	Cancel		tan 0

Fig. 16-18: Create Custom Tile

2 Enter a name for the **Custom Tile** and click **OK**.

The selected tile is copied and opened in the **Tile Editor**. See Figure 16-19.



## Custom Tile tab

Fig. 16-19: Custom Tile in Tile Editor

## **TSL Tally Configuring Widgets**

Certain graphical widgets can be used on video wall tiles to display Tally information. The TSL Tally configuration of a widget comprises specifying what Tally data is to drive the widget. Widgets include:

- Tally Lamp Widget
- Label Widget (Font Color)
- Shape Widget (Fill Color)

## **Tally Lamp Widget**

#### Open a **Custom Tile** in the **Tile Editor**.

If a Tally Lamp widget needs to be added, then:

1 Click on the **Tally Lamp** icon in the **Widget Palette** and drop on a **Tally Lamp** widget. repeat for a second one if required. See Figure 16-20.

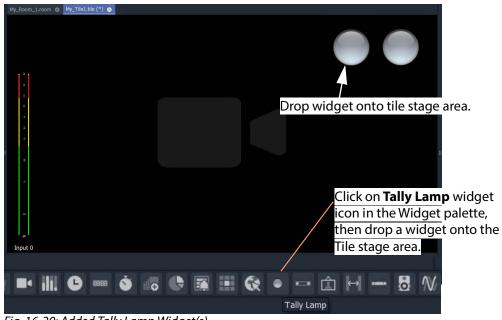


Fig. 16-20: Added Tally Lamp Widget(s)

## Configure the widget tallies:

2 Right-click on a Tally Lamp widget and select 'Tally Configuration'.

A **Tally Configuration** dialog is shown, either for TSL 3.1 (see Figure 16-21a) or for TSL 5.0 (see Figure 16-21b).

	Tally Configura	tion						
Status Tally 1	0	Address L1	0					
Tally 1		LI						
Tally 2	0	L2	0					
Tally 3	0	L3	0					
Tally 4	0	L4	0		Tally Confi	guration		
Tany 4	U		0	Position		Address		
	Apply	Cancel		Left Tally	0	L1	0	
				Text Tally	0	L2	0	
a) TSL 3.1 Widg	et Tally Co	onfiguratio	on	Right Tally	0	L3	0	
-	-	-						
						L4	0	
				_				
					Apply	Cancel		

b) TSL 3.1 Widget Tally Configuration

Fig. 16-21: Tally Lamp Widget Tally Configuration Dialogs: a) TSL 3.1; b) TSL 5.0

3 In the dialog,

select the Tally Status and Address level, or Tally Position and Address level for the widget

for TSL 3.1 or 5.0 respectively.

4 Click **Apply**.

This configures the TSL settings for the widget.

• Configure each Tally Lamp widget on the tile.

With the tallies up for the widget in the **Room**, the following will determine which TSL data packet controls the Tally Lamp's color:

- the widget's Tally Configuration setting (above);
- · the video tile position on the video wall; and
- the TSL address mapping set up in the **Destination Configuration** tab.

### Label Widget (Font Color)

A Label widget can have its font color controlled by TSL messages. The widget tally configuration is done in a similar way to the Tally Lamp Widget.

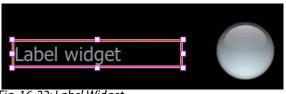


Fig. 16-22: Label Widget

## Shape Widget (Fill Color)

A Shape widget (for example, a Rectangle) can have its fill color controlled by TSL messages. The widget tally configuration is also done in a similar way to the Tally Lamp Widget.

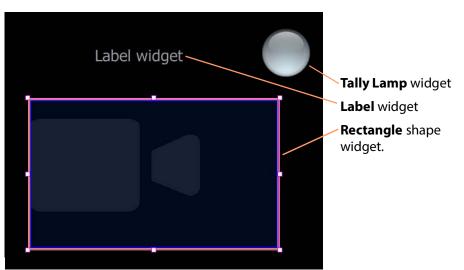


Fig. 16-23: Shape Widget

# **Tally Border Video Tile Example**

This example forms a video tile with a customizable colored border which is bound to a TSL tally message.

## Assumptions

- A Room has been created.
- Monitors have been arranged to form a video wall.
- Monitors have been assigned to multiviewer outputs.
- A layout has been designed for the video wall.
- Destinations have been assigned to multiviewer inputs and to video wall tiles

TSL address mapping has been done in the **Destination Configuration** tab in the **Destination Assignment** mode of the **Room Editor**.

## **Create a Starter Custom Tile**

A custom video tile can be created quickly to start with in GV Orbit Client:

1 Double-click on a video tile in the video wall.

The Create Custom Tile dialog is shown.

2 Enter a name for the **Custom Tile** and click **OK**.

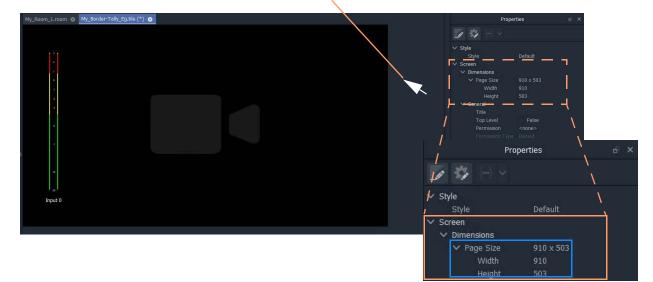
The selected video tile is copied and opened in the **Tile Editor**.



Fig. 16-24: Starter Custom Tile

#### Tile Size:

3 Click off the Tile but in the **Tile Editor** stage area. See Figure 16-25. The Tile's **Width** and **Height** are shown in the Properties box.



#### Click off the Tile, but on the **Tile Editor** stage area.

Fig. 16-25: Tile Size in Properties

In the example in Figure 16-25, the **Custom Tile**'s dimensions are:

- width = 910 pixels
- height = 503 pixels.

## **Add a Border Tally**

A border Tally may be added to the **Custom Tile** by:

- slightly resizing the Video widget and centering it on the Tile;
- adding a Rectangle shape widget;
- setting the shape to be the same size as the Tile itself;
- placing the shape behind the Video widget; and
- configuring the TSL settings for the Rectangle shape (that is, which TSL data packets will drive the shape fill color).

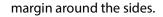
#### **Procedure Example**

For this example, to add a 15 pixel wide TSL Tally border:

#### **Resize and re-position Video widget:**

- 1 Select the Video widget.
- 2 Change the Properties:
  - 'Dimensions > Position > X' = 15.
  - 'Dimensions > Position > Y' = 15.
  - 'Dimensions > Size > Width' = 880. (880 = 910 2x15)
  - 'Dimensions > Size > Height' = 473. (473= 503 2x15)

This reduces the widget size and centers the widget on the Tile, adding a 15 pixel



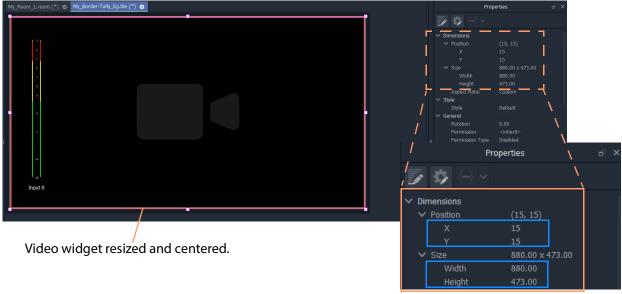


Fig. 16-26: Video Widget Size/Position Properties

### Add border shape:

3 Click on the **Rectangle** shape icon in the Widget Palette.

Click Rectangle shape widget icon

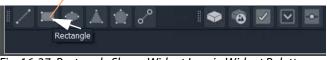


Fig. 16-27: Rectangle Shape Widget Icon in Widget Palette

- 4 Add a **Rectangle** shape widget to the tile.
- 5 Select the shape and change its position/size properties:
  - 'Dimensions > Position > X' = 0.
  - 'Dimensions > Position > Y' = 0.
  - 'Dimensions > Size > Width' = 910. (910 is the Tile width.)
  - 'Dimensions > Size > Height' = 503. (503 is the Tile height.)
  - 'Extended Style > Border > Border Thickness' = 0.
- 6 Right-click on the **Rectangle** shape widget and select 'Tally Configuration'.
- 7 Set up the widget's Tally settings (so as to control the shape's Fill color).
- 8 With the shape still selected, click the **Move to Back** icon in the main tool bar.

#### Click Move to Back icon



Fig. 16-28: Move Selected Object to Back

The Rectangle shape moves to be behind the Video widget.



**Rectangle** shape widget is behind the Video widget *Fig. 16-29: Video Widget Size/Position Properties* 

9 Click Save File.

#### Add more Tally widgets:

If required, further tally-indicating widgets may be added:

- 10 Add two Tally Lamps.
- 11 Right-click on each widget and set up the widget Tally settings.
- 12 Add a Label widget.
- 13 Right-click on the widget and set up the widget settings (to control the Label text's font color).
- 14 Click Save File.

The Custom Tile has been prepared.

#### **Deploy Tile**

The tile may already be present on the video wall in the **Room Design**. In this case, the new **Custom Tile** will be seen in the **Room Editor**. Otherwise, the tile may be added to the **Room**'s video wall in the **Room Editor** in its **Design Layout** mode. (See Chapter 15, Step 3a: Design Layout - Assign Tile Grid Layouts to a Video Wall, on page 704.)





Fig. 16-30: Deployed Custom Tile Example

# **Audio Bars Configuration**

## Introduction

Audio meters are implemented on video wall tiles with graphical **Audio Bars** widgets, which require configuring for the audio channels they will monitor.

Widgets are configured from the **Tile Editor** by selecting them and editing their properties in the **Properties** box. For an **Audio Bars** widget on a **Custom Tile**, its audio channel configuration may be set up quickly via a pop-up menu.

> Note: Typically for a video wall, a few particular 'template' video tile designs are used throughout. In GV Orbit Client, you can design custom video tiles for use on video walls (**Custom Tiles**).

## **Audio Bars Widget Configuration**

The **Audio Bars** widget may be set up by selecting the widget in the **Tile Editor** and modifying properties in the **Properties** box. See Figure 17-2.

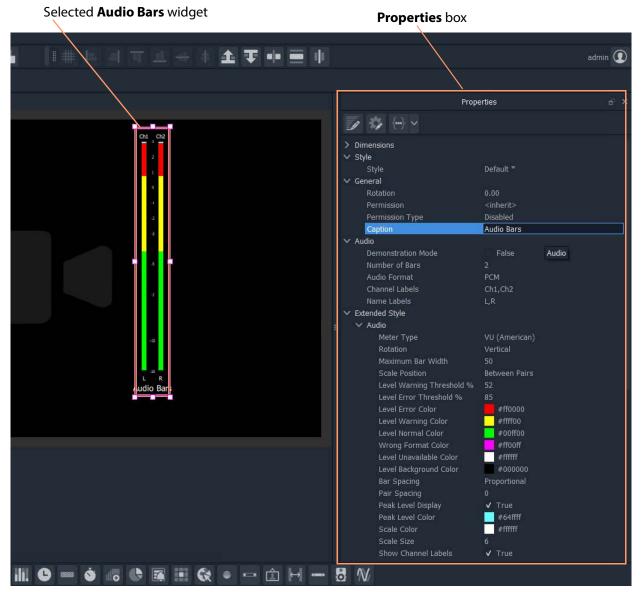


Fig. 17-1: Audio Bars Widget Properties

The setting up of which audio channels are being monitored by the widget is done in a pop-up menu, see Audio Bars Widget Audio Channels.

# **Audio Bars Widget Audio Channels**

An **Audio Bars** widget shows one or more bars of audio data from specified audio channels. This 'bars' configuration is set up in a dialog which is accessible from a right-click in the **Tile Editor**.

## **Open Audio Configuration Dialog**

Note: Audio Configuration and MV-8 Multiviewer Software Version: The Audio Configuration dialog feature will be supported in MV-8 multiviewer software version v4 onwards.

For an **Audio Bars** widget on a **Custom Tile** its audio bars configuration can be quickly set up:

- 1 Select the Audio Bars widget in the Tile Editor.
- 2 Right-click on the widget and select 'Audio Configuration' in the pop-up menu. (See Figure 17-2.)

Right-click on selected Audio Bars

Properties box

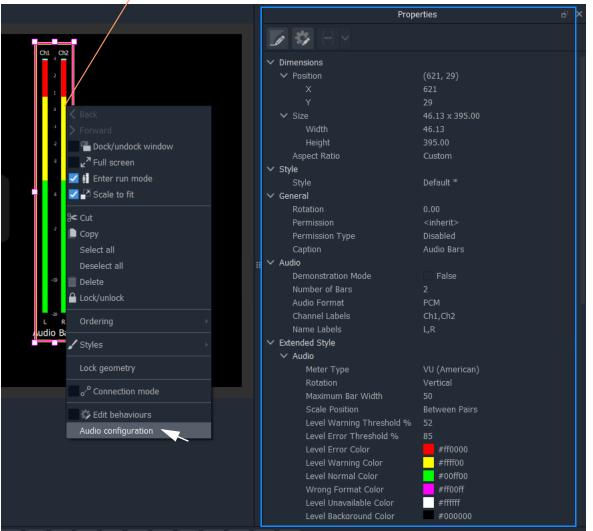


Fig. 17-2: Right-Click on Audio Bars Widget

The Audio Configuration dialog is shown.

The dialog is described in Audio Configuration Dialog - PCM Audio Bars Configuration, on page 787.

- 3 To set up the audio bars configuration, see instructions in:
  - Audio Configuration Dialog PCM Audio Bars Configuration, on page 787; or in
  - Audio Configuration Dialog DolbyE Audio Bars Configuration, on page 789.
- 4 When the audio bar configuration is done, click Apply.

The Audio Bars widget on the Custom Tile now shows the number of audio bars set up.



Fig. 17-3: Example 6-Bar Audio Bars Widget

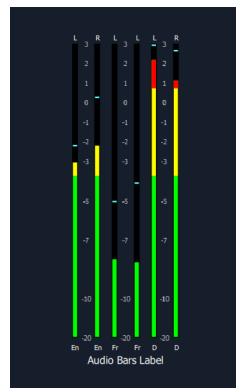
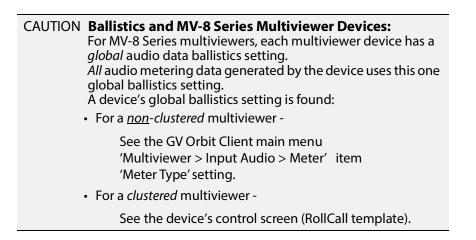


Fig. 17-4: Example Audio Monitoring with Audio Bars Widget



## **Audio Configuration Dialog - PCM Audio Bars Configuration**

The dialog has a 'PCM' or a 'DolbyE' mode (see Figure 17-5 and Figure 17-6 respectively) and permits the configuration of up to 8 audio bars in the **Audio Bars** widget.

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, luun		/	i i a i	JIC											(Mono) Audio channel selection for display on the audio bar																	
📓 Audi	K Audio Configuration																														?	×
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2																	1 0 0 17	2 () () 18	3 0 0 19	4 0 0 20	5 0 0 21	6 0 0 22	7 0 0 23	8 0 0 24	9	10	11 O O 27	12	13 O O 29	14 O O 30	15 O O 31	
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*Fig. 17-5: Audio Bars Configuration Dialog PCM Selected)* 

**Bar Configuration** 

To configure audio bars for monitoring PCM audio channels:

- 1 Select **PCM** in the **Audio Configuration** dialog.
- 2 Enable the number of audio bars required. **Note:** These must be contiguous in the dialog, starting with 'Bar 1'.

Tip: For example, to enable six bars:

• Simply enable 'Bar 6'.

Bars 1 to 5 are enabled automatically.

Note: As bars are enabled, the (mono) audio channel selection increments automatically.

For each enabled bar:

- 3 Select a mono audio channel (if the automatically selected channel is not what is required). There are 32 mono audio channels to choose from.
- 4 Repeat the above for each enabled bar.
- 5 Click Apply.

The Audio Bars widget shows the new number of audio bars in the Tile Editor.

## Audio Configuration Dialog - DolbyE Audio Bars Configuration

The dialog has a 'PCM' or a 'DolbyE' mode (see Figure 17-5 and Figure 17-6 respectively) and permits the configuration of up to 8 audio bars in the **Audio Bars** widget.

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Fig. 17-6: Audio Bars Configuration Dialog (DolbyE Selected)

## **Bar Configuration**

To configure audio bars for monitoring DolbyE audio channels:

- 1 Select **DolbyE** in the **Audio Configuration** dialog.
- 2 Enable the number of audio bars required.
  - **Note:** These must be contiguous in the dialog, starting with 'Bar 1'.

**Tip:** For example, to enable six bars:

• Simply enable 'Bar 6'.

Bars 1 to 5 are enabled automatically.

```
Note: As bars are enabled, the (mono) audio channel selection increments automatically.
```

For each enabled bar:

- 3 Select a channel-pair to use (if the automatically selected channel-pair is not what is required). There are 16 channel-pairs to choose from.
- 4 Select a mono audio channel (if the automatically selected channel is not what is required). There are 8 audio channels to choose from (decoded from the DolbyE data in the selected channel-pair).
- 5 Repeat the above for each enabled bar.
- 6 Click **Apply**.

The Audio Bars widget shows the new number of audio bars in the Tile Editor.

# **IP Configuration**

# Introduction

GV Orbit is a dynamic system orchestrator tool. One of its many features is that it can configure, control and monitor signal routing in a GV Orbit IP routing system: It is the GV Orbit Control application that handles routing. GV Orbit Client is used to enter and manage the configuration settings of IP endpoints of devices for the IP routing system. This 'IP configuration' uses the **IP Configuration** tool within GV Orbit Client.

The **IP Configuration** tool automatically discovers all GVOP-supporting devices in a GV Orbit system which are on a GVOP domain, connected to the network and up-and-running. The resulting list of discovered devices is presented to you. The tool allows you to configure IP settings for the devices ready for IP routing. Settings include:

- · device name, device short name, and network host name;
- multicast group IP address settings;
- spigot names and port numbers; and
- IP flow enabling from spigots on a device etc.

GV Orbit Client provides the **IP Configuration** information to the GV Orbit system, and in particular it is automatically passed to the router controller application, GV Orbit Control. The information is automatically used as the basis for IP device and spigot naming etc. for the routing topology that GV Orbit Control controls.

More than one IP routing system can be 'IP-configured' with GV Orbit Client in the same GV Orbit project.

**Note:** The **IP Configuration** tool currently supports all endpoint devices that support GVOP, the GV Orchestration Protocol.

### Spreadsheet Import

IP routing configuration information can be added manually into the **IP Configuration** tool or, more practically, it can be imported from a spreadsheet. The spreadsheet import/export facility provides a quick and convenient way of defining and saving IP endpoint settings, automating data entry and saving system settings.

Some validation of the data in the spreadsheet is performed automatically, checking for duplicate entries.

Certain IP addresses are reserved by GV Orbit Control and cannot be used. Refer to the Release Notes for more information. See Related Documentation, on page 19.

IP routing devices in the system are either sources of or destinations for IP streams, or both. Data validation is carried out at import and status reporting on the devices and their IP streams is provided in the **IP Configuration** tool.

# **Manual Edits**

IP routing configuration information can be edited manually in the **IP Configuration** tool. Some validation of each new manual entry is performed automatically, checking for duplicate entries.

# **IP Configuration Tool**

The **IP Configuration** tool in GV Orbit Client enables fast, easy and reliable configuration of IP routing device parameters for use in a GV Orbit system. In this way, configurations are entered by you and then used by GV Orbit applications – for example by GV Orbit Control for the system routing.

Such parameters are editable in GV Orbit Client only.

What the IP Configuration Tool Does Do...

**IP Configuration** tool is used to:

- Assign device and spigot names.
- Configure all IP flows sourced by the devices.
- Assign (traditional) router port numbers to the spigots used by the flows. (Source spigots and destination spigots.)
- Set (traditional) router port numbers and names.

Once a source flow within a Grass Valley device has been configured with multicast parameters, it starts to send IP flow data to the IP network switch.

**Note:** GV Orbit Client talks to devices while carrying out its configuring and monitoring.

GV Orbit Client IP Configuration tool does do the following:

- Discovers devices of an IP network system which use the same GVOP domain.
- Enables the setting up of IP routing device parameters, including for A and B redundant network fabrics.
- Sets up 'traditional' router port assignments.
- Provides the IP configuration information to the GV Orbit system, and in particular to its router controller application, GV Orbit Control.

What the IP Configuration Tool Does Not Do...

GV Orbit Client IP Configuration tool does NOT do the following:

- *Does not* configure network settings etc. on the devices themselves (such as: device IP addresses or VLAN information). This must be done when setting up each device.
- Does not know about any IP network topology nor about physical networks.

#### **IP Configuration Tool and IP Router Operation**

Once the **IP Configuration** is made, the information is passed to the GV Orbit system and then routing can be done in the usual way.

While the IP router is operating and continues to operate:

- GV Orbit Client may be run with the IP Configuration screen open.
- The GV Orbit project may be closed.
- GV Orbit Client may be closed.
- If the PC hosting the GV Orbit Client is running no other Grass Valley applications, then it too may be shut down (and disconnected from the network).

If GV Orbit Client is re-started and the GV Orbit project is re-opened, then GV Orbit Client will auto-discover the devices and gather all the information it needs. GV Orbit Client will present all of the IP Routing project screens as usual, listing discovered devices and with IP configuration details filled out.

## **GV Orbit Control**

The **GV Orbit Control** part of a GV Orbit system uses information from GV Orbit Client: It automatically and dynamically generates Logical sources and destinations from the **IP Configuration** information.

**Note:** Parameter values from the **IP Configuration** tool are use in GV Orbit Control but are *not* editable in GV Orbit Control; they are shown 'grayed-out' in GV Orbit Control screens.

For more information on GV Orbit Control, refer to the GV Orbit Control User Guide, see Related Documentation, on page 19.

**Recommend:**Ensure GV Orbit Control is running in the GV Orbit system while the **IP Configuration** tool is being used and while any whole configuration IP end point records are deleted.

## **Devices that Support GVOP**

Devices that support GVOP include:

- · IQ-UCP Universal Compute Processor,
- · IQ-MIX 3G/HD/SD-SDI Multi-channel IP Transceiver,
- · IQ-AMD Multi-channel MADI to IP Interface
- Audio Live Audio Router for Multi-stream IP Audio Processing.
- IPVU IP-to-HDMI Monitoring Gateway,
- MV-821 Multiviewer.

## More than One IP Configuration

It is possible to have more than one IP Configuration in a GV Orbit project.

More than one IP routing system can be 'IP-configured' in the same GV Orbit project by specifying a different GVOP domain and creating a GV Orbit IP Configuration (.net file) for each IP routing system.

Each **IP Configuration** must connect to different devices. An **IP Configuration** deals with devices that it can discover. Devices can be segregated by either:

• Devices being on separate IP networks.

(Requires two separate IP networks and GV Orbit Client's host PC to have separate network connection to each IP network.)

· Devices being on separate GVOP Domains.

(This may use one IP network. It requires devices to be set up to be in one of two GVOP domains.)

Then create a new **IP Configuration** .net file for use with each other IP routing system. (See Create a New IP Configuration.)

## IP Routing Networks and the IP Configuration Tool

This section presents some aspects of IP routing systems which are encountered in the IP **Configuration** tool screens.

**IP Routing Redundancy - Fabric A and Fabric B** 

GV Orbit supports network redundancy. Two independent IP networks may be used for routing redundancy. These two media networks are referred to as 'fabric A' and 'fabric B'.

Within a device, a source flow is split into identical source flows, A and B. These are sent from the same source spigot and onto different networks (fabrics A and B). The flows travel independently through their respective networks. Both flow A and flow B arrive at the destination spigot of the destination device. The original IP signal is then re-formed from the data packets from fabric A or fabric B.

Devices must connect to both fabrics and GV Orbit Client must also connect to both fabrics.

**Device Control Networks** 

Devices typically have one or more media network connections (for example, A and B redundant) and possibly a control network connection.

Devices may be controlled either in-band or out-of-band:

- In-band This means control is done over the media network(s).
- Out-of-band This means there is a separate control network.

**Note:** It is possible for a device to be controllable but to have no connection to media network(s).

#### Switching at Destination

A traditional router switches source signals going to a destination. A Grass Valley IP routing system can do the same. In a Grass Valley IP routing system, switching is done *at the destination spigot*. This means that switching can be asynchronous to the underlying network fabric and the network system does not have to be media-aware.

Switching is done from a current IP flow to a new IP flow in a 'Break before Make' or in a 'Make before Break' way:

- Break before Make (BbM): The current IP flow is dropped and then a connection is made to a new IP flow.
- Make before Break (MbB): While connection to a new IP flow is being made, extra connection bandwidth is momentarily required. The current IP flow is then dropped once the new connection is made.

**Note:** For each device, 'Break before Make' or 'Make before Break' is set up on a 'per destination spigot' basis as part of the set up of each *device*; this is *not* set up in GV Orbit Client.

Grass Valley IP devices derive timing information from the IP network for switching between signals. For example, switching is done on video frame boundaries and a Grass Valley device's destination spigot will switch and can provide a continuous video signal input to the device:

- · BbM: continuous signal achieved with "repeat current video frame".
- MbB: video simply cuts seamlessly from the current to a new video signal.

## In This Chapter ...

In the remaining part of this chapter, the steps required to get started with an **IP Configuration** are outlined.

- Open the IP Configuration Tool, on page 800.
- IP Configuration Tool Screen, on page 804.

Importing data from a spreadsheet is described in:

- Import Preview Dialog and Spreadsheet Duplicate Scan Dialog, on page 809; and
- Getting Started with Spreadsheet Import, on page 824.

The ability to over-ride some import checking and keep duplicate port names (GV Orbit Control mnemonics) is described in Allowing Duplicate Port Names on Import, on page 822.

Additionally, if a further **IP Configuration** is required, then Create a New IP Configuration, on page 797, describes creating a new configuration in a C&M project.

# **Create a New IP Configuration**

A Control and Monitoring GV Orbit project (C&M project) has an existing default IP Configuration (default.net) that may be used.

If more than one **IP Configuration** is required in a project, then one or more further, new **IP Configuration(s)** can be created, as required, from the **Project** window in GV Orbit Client. They are created as separate .net file(s) in the project.

A second IP configuration would need to be set up to look at a different set of devices, typically on a different GVOP domain.

To create a new IP Configuration file:

1 In the **Project** window, expand the item for the currently-open project.

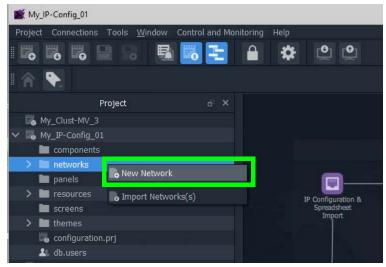


Fig. 18-1: New Network

2 Right-click on the 'networks' sub-folder item and select 'New Network'. The **New Network File** dialog is shown.

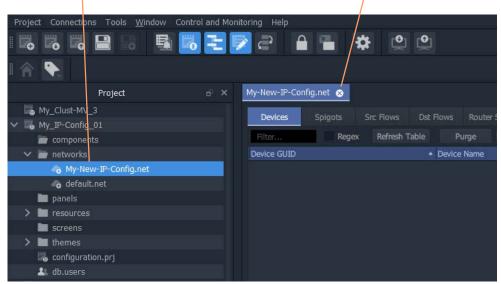
New Network File		? ×
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	Description	
Defines an IP routing net	twork	
	Details	
Name My-New-IP-Conf	îg	
Location /networks		
	OK Cancel	

Fig. 18-2: New Network File Dialog

3 Enter a name for the new IP Configuration and click OK.

A new IP Configuration .net file is created in the Project window in the 'networks' sub-

folder and is opened in the main screen area.



New IP Configuration in the Project window and also open in GV Orbit Client

Fig. 18-3: New IP Configuration

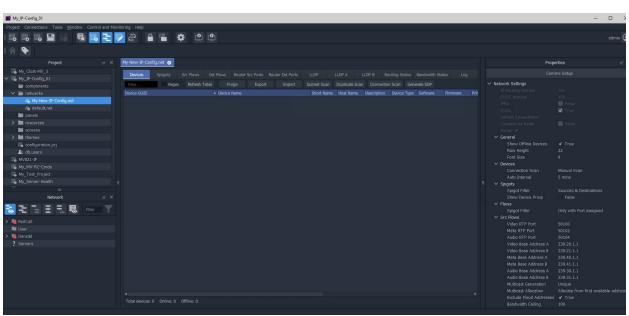


Fig. 18-4: New IP Configuration Open in GV Orbit Client

4 Configure the IP Configuration by clicking on the Comms Setup button in the Properties box. See instructions in IP Configuration Tool Comms Setup, on page 802. Setup the IP Configuration up to look for devices on a different GVOP domain and/or on a different network.

# Open the IP Configuration Tool

# **Prerequisites**

Before performing IP Configuration, the following are required:

- A GV Orbit system.
- Each device must be configured with basic settings (such as valid IP addresses and subnets, and on the same GVOP domain).

**Note:** Each device must be set up independently of GV Orbit Client via its usual control screen; it is set up as part of the configuration step for each device and also includes IP addresses for each of the device's IP network ports. (Refer to the specific documentation for each device for this setting up.)

- Each device must be powered on and connected to all the network(s) (that is to one or more media networks, and/or to a control network).
- GV Orbit Client running on a client PC with a Control and Monitoring GV Orbit project opened.
- A list of required configuration settings multicast IP addresses, device names, spigot names etc. in a spreadsheet format for importing.

**Note:** The default GVOP domain ID number is 101. For a newly-created network, if there are any devices present on the default domain, then they will be shown in the 'Devices' tab.

# Procedure

In a configuration and monitoring project (C&M project) that is already set up on a GV Orbit system, to open the **IP Configuration** tool:

- 1 View the Routing Workflow screen.
- 2 Click on the 'IP Configuration and Spreadsheet Import' icon. See Figure 18-5.

An **IP Configuration** tab is opened. For a new project, the default tab name is 'default.net'. See Figure 18-6.

The IP Configuration tool requires setting up, see IP Configuration Tool Comms Setup,

#### on page 802.

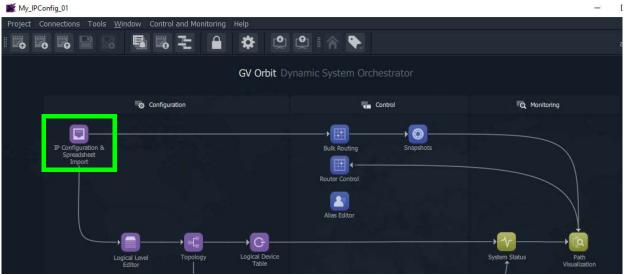


Fig. 18-5: IP Configuration and Spreadsheet Import Icon in the Routing Workflow Screen

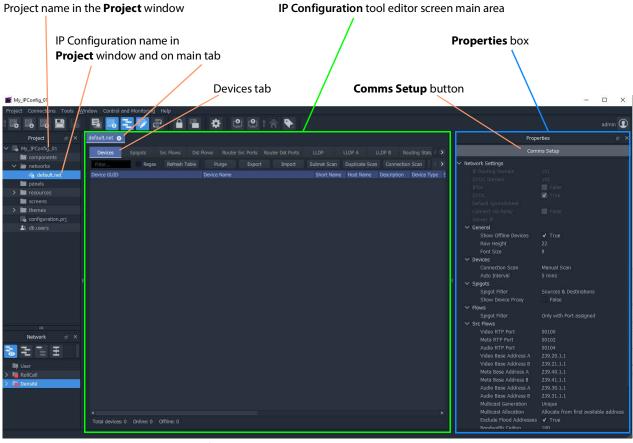


Fig. 18-6: IP Configuration Editor Screen

**IP Configuration Tool Comms Setup** 

To initially set up the IP Configuration tool:

1 Click the **Comms Setup** button.

The **Comms Setup** dialog is shown.

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Fig. 18-7: Comms Setup Dialog

- 2 In the Comms Setup dialog:
  - a) **IP Routing Domain** The default IP Routing GVOP Domain for a GV Orbit system is '101' and should not need to be changed here if there is only one **IP Configuration**.
  - b) Routing System The selected routing controller type should be 'GV Orbit Control' ('GVOC').

This selects to work with the router controller of the GV Orbit system.

- c) **GVOC Domain** The default **GVOC Domain** for a GV Orbit system is '105' and should not need to be changed here.
- d) **IP interfaces** Select the client PC network IP interfaces for the **IP Configuration** tool to use.

This will depend on the network connections that the PC has.

For example, in order for the **IP Configuration** tool to discover all devices on a GVOP Domain, the client PC may need connections to:

- both media network interfaces (A and B, for in-band control); and
- the system's control network (for out-of-band control).

These PC interfaces need to be selected.

IMPORTANT Do not enable more than four network interfaces.

3 Click OK.

GV Orbit Client will discover IP End-points on devices and list them in the main screen area. See Figure 18-8.

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Filter Regex Refresh Table Device GUID (665F8411-EA9C-421E-97EE-230087817F8F) (E4347653-213E-438E-9A51-3858AF667975)	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan Generate SDP Device Type Software Alchemist Live 3.0.0.1 Audio Live 1.5.2.15	Firmware n/a n/a	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> </ul>	•	192.168.20.227 172.19.166.231
Filter         Regex         Refresh Table           Device GUID         (6E5FP411-EA9C-421E-97EE-230087817F8F)         (E4347653-213E-438E-9A51-385BaF667975)           (0379CAD2-95E6-540A-8A28-F51F8BFF83A5)         (0379CAD2-95E6-540A-8A28-F51F8BFF83A5)	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan Generate SDP Device Type Software Alchemist Live 3.0.0.1 Audio Live 1.5.2.15 IP Adaptor 10.21.21	Firmware n/a n/a	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221
Filter         Regex         Refresh Table           Device GUID         (665F8411-EA9C-421E-97EE-230087817F8F)         (64347653-213E-438E-9A51-385BA7667975)           (0379CAD2-95E6-540A-8A28-F51F8BFF83A5)         (BF4898F9-16CB-5E5C-AC1A-68D55643823C)	Purge         Export           Device Name         (655FB411-EA9C-421E-97EE           (64377653-213E-438E-9A51         1PRA QNX #2           (8F4898F9-16CB-5E5C-AC1A         19F4898F9-16CB-5E5C-AC1A	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan Generate SDP Device Type Software Alchemist Live 3.0.0.1 Audio Live 1.5.2.15 IP Adaptor 10.21.21 NmosContr 1.41.21	Firmware n/a n/a n/a	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221
Filter.         Regex         Refresh Table           Device GUID         (6E5FB411-EA9C-421E-97EE-230087817F8F)         (E4347653-213E-438E-9AC1-385BA7667975)           (0379CAD2-95E6-540A-8A28 F51F8BFF83A5)         (B3FF783A5)         (B3FF783A5)           (9F756AF8-EA4D-5EA5-8DA8-21105D1EA5DD)         (9F756AF8-EA4D-5EA5-8DA8-21105D1EA5DD)         (B3F8040-5EA5-8DA8-21105D1EA5DD)	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan Generate SDP Device Type Software Alchemist Live 3.0.0.1 Audio Live 1.5.2.15 IP Adaptor 10.21.21 NmosContr 1.41.21 CameraCont 1.211.23	Firmware n/a n/a n/a N/A	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.221
Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F) (E4347653-213E-438E-9A51-385BAF667975) (0379CAD2-95E6-540A-8A28+751F8BF78A5) (BF4898F9-16CB-55E5-CAC1A-68D55643823C) (9F756AF8-EA4D-5EA-5BDA9-21105D1EA5DD) (3C2C030A-62E7-5E95-8F2F-2902C5E4AF77)	Purge         Export           Device Name         (665FB411-EA9C-421E-97EE           (48347653-213E-438E-9A51         1PRA QNX #2           (484898F9-16CB-5E5C-AC1A         GOCAMERASDRIVER_B           IPRA QNX #1         1	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan Generate SDP Device Type Software Alchemist Live 3.0.0.1 Audio Live 1.5.2.15 IP Adaptor 10.21.21 NmosContr 1.41.21 CameraCont 1.211.21 IP Adaptor 10.21.23	Firmware n/a n/a N/A n/a	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.221 172.19.166.220
Filter.         Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)         (E4347653-213E-438E-9A51-3858AF667975)           (0379CA02-95E6-540A-8A28-F51F88FF83A5)         (B74989F9-16CB-55EC-AC1A-68D55643823C)         (97556AF8-EA4D-5EA5-B0A8-21105D1EA5DD)           (3C2C030A-62E7-5E95-B67E-2902CSE4AF77)         (FB409C48-84C5-51FE-8454-3719C5DB9C0D)         (3C2C030A-62E7-591-8427-319C5DB9C0D)	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           IP Adaptor         10.21.21           IP Adaptor         1.0.21.21           IP Adaptor         10.21.21           CameraCont         1.211.21           CameraCont         1.211.21	Firmware n/a n/a N/A n/a	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.220
Filter         Regex         Refresh Table           Device GUID         (6E5F8411-EA9C-421E-97EE-230087817F8F)         (E4347653-213E-438E-9A51-385BAF667975)           (0379CA02-95E6-540A-8A28-F51F8BFF83A5)         (BF4898F9-16C8-5E5C-AC1A-68050643823C)         (9F766AF8-EA4D-5EA5-8DA8-21105D1EA5DD)           (32CC030A-62E7-5E95-8FF2-9202C5E4AF77)         (GF409C48-84C5-51FE-B454-3719C5DB9C0D)         (B0927620-95D5-5D54-85FC-49DA8158061D)	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.21           IP Adaptor         10.21.22           CameraCont         1.211.21           NmosContr         1.41.21	Firmware n/a n/a n/a N/A n/a N/A	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.220 172.19.166.220
Filter         Regex         Refresh Table           Device GUID         (655F8411-EA9C-421E-97EE-230087817F8F)         (E4347653-213E-438E-9A51-385BAF667975)           (0379CAD2-95E6-540A-8A28-F51F8BFF83A5)         (BF4898F9-16C8-5E5C-AC1A-6805D643823C)         (9F756AF8-EA4D-5EA5-8DA8-21105D1EA5DD)           (32C030A-62E7-5E95-8F2F-2902C5E4AF777)         (G80927620-95D5-5D54-85FC-49DA8158061D)         (53826AD2-8E16-43F4-A985-75CED176E727)	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           IP Adaptor         10.21.21           IP Adaptor         1.0.21.21           IP Adaptor         10.21.21           CameraCont         1.211.21           CameraCont         1.211.21	Firmware n/a n/a n/a N/A n/a N/A n/a	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.220 172.19.166.220 172.19.166.40
Filter         Regex         Refresh Table           Device GUID         (6E5F8411-EA9C-421E-97EE-230087817F8F)         (E4347653-213E-438E-9A51-3858AF667975)           (0379CA02-95E6-540A-8A28-F51F8BFF83A5)         (BF4898F9-16C8-5E5C-AC1A-68050643823C)         (9F756AF8-EA4D-5EA5-8DA8-21105D1EA5DD)           (32CC030A-62E7-5E95-8F72-9202C5E4AF77)         (GF409C48-84C5-51FE-B454-3719C5DB9C0D)         (B0927620-95D5-5D54-85FC-49DA8158061D)	Purge         Export           Device Name            {655FB411-EA9C-421E-97EE            {E4347653-213E-438E-9A51            IPRA QNX #2            GVCAMERASDRIVER_B            IPRA QNX #1            GVCAMERASDRIVER_A            {699277620-9505-5054-85FC            {53826AD2-BE16-43F4-A985	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.21.21           IP Adaptor         10.21.21           IP Adaptor         10.21.21           CameraCont         1.211.21           NmosContr         1.211.21           NmosContr         1.211.21           Audio Live         1.5.2.15	Firmware n/a n/a n/a N/A N/A N/A N/A	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.420</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.220 172.19.166.220
Filter         Regex         Refresh Table           Device GUID         (6655FB411-EA9C-421E-97EE-230087817F8F)         (4347653-213E-438E-9A51-385BA7667975)           (G379CAD2-95E6-540A-8A28-F51F8BFF83A5)         (BF4989F9-16C5-55CF-A61A-68D50643823C)         (9F756AF8-EA4D-5EA5-BDA8-2110501EA5DD)           (3C2C030A-62E7-5E95-BF2F-2902C5E4AF77)         (FH4909F0-56A75-BD48-271050D89CDD)         (B927620-95D54-85C-49DA8158061D)           (53826A02-8E16-4374-A985-75CED1765727)         (F2CF1192-8F72-52D2-928F-30CE7D4E5BA2)         (F2CF1192-8F72-52D2-928F-30CE7D4E5BA2)	Purge         Export           Device Name         (6455FB411-EA9C-421E-97EE           (4747653-213E-438E-9A51         (947653-213E-438E-9A51           IPRA QNX #2         (9498989-316C8-5E5C-AC1A           GVCAMERASDRIVER_B         IPRA QNX #1           GVCAMERASDRIVER_A         (80927620-95D5-5D54-85FC           (53826A02-8E16-43F4-A985         BASESTATION_1	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Stan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.21           IP Adaptor         10.21.21           CameraCont         1.211.21           NmosContr         1.41.21           Audio Live         1.5.2.15           Camera Bas         1.41.21	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.40</li> <li>172.19.164.9</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.220 172.19.166.220 172.19.166.40 172.19.166.9
Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)           (E4347653-213E-438E-9A51-385BAF667975)         (0379CA02-95E6-540A-8A28+551F88FF83A5)           (BF4898F9-16CB-55E7C-AC1A-68D550643823C)         (97756AF8-EA4D-5EA5-BDA8-21105D1EA5DD)           (3C2C030A-62E7-5E95-8F2F-2902C5E4AF77)         (FF409C48-84C5-51FE-B454-3719C5DB9C0D)           (B0927620-95D5-5D54-85FC-49DA8158061D)         (53826AD2-BE16-43F4-A9B5-75CED176E727)           (F261192-8F27-52D2-928F-30CE7D4E5B42)         (139F0130-1DD2-11B2-BEC9-00237000734E)	Purge         Export           Device: Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)           (E4347653-213E-438E-9A51-385BAF667975)         (0379CA02-95E6-540A-8A28-F51F88FF83A5)           (0379CA02-95E6-540A-8A28-F51F88FF83A5)         (0379CA02-95E6-540A-8A28-F51F88FF83A5)           (0379CA02-95E6-540A-8A28-F51F88FF83A5)         (0379CA02-95E6-540A-8A28-F51F88FF83A5)           (0379CA02-95E6-540A-8A28-F51F88FF83A5)         (0379CA02-95E6-562-AC1A-68D550E4382C1)           (3CC030A-62E7-5E93-8F2F-2902C5E4AF77)         (FB409C48-84C5-51FE-8454-3719C5D89C0D)           (09027/620-95D5-5054-85FC-490AA158061D)         (5326A02-8E16-43F4-A985-75CED176E727)           (F3041912-8F12-5202-928F-30CE7D4E58A2)         (139F0130-10D2-1182-896E-00237000734E)           (139F2840-10D2-1182-896E-00237000734E)         (139F2840-10D2-1182-896E-0023700734E)	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Filter.         Regex         Refresh Table           Device GUID         (665FB411-EA9C-421E-97EE-230087817F8F)         (4347653-213E-438E-9AC1-385BA7667975)           (G379CAD2-95E6-540A-8A28 F51F8BFF83A5)         (G379CAD2-95E6-540A-8A28 F51F8BFF83A5)           (G179CAD2-95E6-540A-8A28 F51F8BFF83A5)         (G370CAD2-95E6-540A-8A28 F51F8BF783A5)           (G179CAD2-95E6-540A-8A28 F51F8BF783A5)         (G370CAD2-95E-554F8-2492CSE4A777)           (FB4096748-84C5-51FE-8454-3719CSD89C0D)         (G322CA20-95B5-554-85FC-49DA8158061D)           (S3826AD2-8E16-43F1-4985-75CED176F727)         (F2CF1192-8F72-5202-928F-30C27D4E58A2)           (139F7840-1DD2-1182-8650-002370007448)         (139F2840-1DD2-1182-8650-002370007448)	Purge         Export           Device Name         (655FB411-EA9C-421E-97EE           (64347653-213E-438E-9A51         IPRA QNX #2           IPRA QNX #2         (Br4989F9-16C8-5E5C-AC1A           GVCAMERASDRIVER_B         IPRA QNX #1           GVCAMERASDRIVER_A         (80927620-95D5-5D54-85FC           (53826AD2-8E16-43F4-A985         EASEFTATION_1           (139F0130-1D02-11B2-8EC9         (139F240-1DD2-11B2-896C           MIX-34         GVC-4000-4000-4000-4000-4000-4000-4000-40	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)           (E4347653-213E-438E-9A51-385BAF667975)         (0379CA02-95E6-540A-8A28+551F88FF83A5)           (BF4898F9-16CB-55E7C-AC1A-68D550643823C)         (977556AF8-EA4D-5EA5-BDA8-2110501EA5DD)           (3C2C030A-62E7-5E95-8F2F-2902C5E4AF77)         (FB409C48-84C5-51FE-8454-3719C5DB9C0D)           (B927620-95D5-5D54-85FC-49DA8158061D)         (53826AD2-8E16-43F4-A9B5-75CED176E727)           (FB409C48-04D2-1182-8EC9-00237000734E)         (13972840-1DD2-1182-8EC9-00237000734E)           (13972840-1DD2-1182-9245-00237000734E)         (13996CE-1DD2-1182-926-00237000289)           (13996CE-1DD2-1182-9245-00237000289)         (13996CE-1DD2-1182-9245-00237000289)           (13996CE-1DD2-1182-9245-00237000289)	Purge         Export           Device: Name         (6655FB411-EA9C-421E-97EE           (64347653-213E-438E-9A51         IPFA QNX #2           IPFA QNX #2         (BF49959-160B-5E5C-AC1A           GVCAMERASDRIVER_B         IPFA QNX #1           GVCAMERASDRIVER_A         (B9927620-95D5-5D54-85FC           (53826AD2-BE16-43FH-A985         BASESTATION_1           (139F0130-1D02-1182-8EC9         (139F2840-1D02-1182-896E           MIX-34         EDGE40-6-01           KahunaIP010         OXTELDRIVER_A	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)           (E4347653-213E-438E-9A51-385BAF667975)         (0379CA02-95E6-540A-8A28-F51F88FF83A5)           (B7556AF8-EA4D-5EA5B0A8-21105D1EA5DD)         (0379CA02-95E6-540A-8A28-F51F88FF83A5)           (B74989F9-16CB-5E5C-AC1A-68D550643823C)         (97556AF8-EA4D-5EA5B0A8-21105D1EA5DD)           (3CC030A-62E7-5E95-8E7E-9902C5E4AF77)         (FB409C48-84C5-51FE-8454-3719C5DB9C0D)           (B0927620-95D5-5D54-85FC-490AA158061D)         (5326A02-8E16-43F4-A985-75CED176E727)           (FB409C48-84C5-51FE-8454-3719C5DB9C0D)         (B0927620-95D5-5D54-85FC-490AA158061D)           (5326A02-8E16-43F4-A985-75CED176E727)         (F261192-8F72-5202-928F-30CE704E58A2)           (1397E340-10D2-1182-86C0-00237000734E)         (13499AC0-10D2-1182-86C0-00237000734E)           (14999AC0-10D2-1182-86C0-002370002889)         (12690900-1182-9325-00237000288)           (2048F52-F67C-33C4B-988E4007900000800)         (1269000)=4533-558E-27-4224198AC83483)           (13445C3E-10D2-1182-9A7E-002370002286)         (13445C3E-10D2-1182-9A7E-002370002286)	Purge         Export           Device Name         (6655FB411-EA9C-421E-97EE         (E4347653-213E-438E-9A51           IPRA QNX #2         (8F4998P9-16CB-5E5C-AC1-A         (B74998P9-16CB-5E5C-AC1-A           (BFA QNX #1         UD         (B74989F9-16CB-5E5C-AC1-A           (BYCAMERASDRIVER_B         IPPA QNX #1         UD           (SVCAMERASDRIVER_A         (B9927620-9505-5054-85FC         (53826AD2-8E16-43F4-A985           BASESTATION_1         (13970130-1D02-1182-8EC9         (13972840-1D02-1182-896E           (MX-34         EDGE40-6-01         KahunaIP010         OXTELLDRIVER_A           MX40-20         UMX40-20         UMX40-20         UMX40-20	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)           (£4347653-213E-438E-9A51-385BA7667975)         (0379CAD2-95E6-540A-8A28-F51F88F783A5)           (BH3989F9-1665-555C-A1-646D50643823)         (BH3989F9-1665-555C-A1-646D50643823)           (BH3989F9-1665-555C-A1-6405D543823)         (BH3999F9-1665-555C-A1-6405D543873)           (J32C030A-62E7-5E95-8F2F-2902C5E4AF77)         (FB0927620-9505-5054-85FC-49DA81580610)           (J3326A02-2E16-4374-A395-75CED176E727)         (F2CF1192-8F72-52D2-928F-30C270047845)           (J39F0130-1DD2-1182-865C-002370002786)         (I3976240-1DD2-1182-865C-002370002286)           (L469602-1DD2-1182-866C-002370002286)         (I264962F-67C-3C48-9884-007900000800)           (J3964CE-1DD2-1182-947E-002370002286)         (I394562F-16D2-1182-947E-002370002286)           (J3445612F-16D2-1182-947E-002370002286)         (I344762F-16D2-1182-947E-002370002286)	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.220 172.19.166.220 172.19.166.20 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655FB411-EA9C-421E-97EE-230087817F8F)           {{4347653-213E-438E-9A51-385BA7667975}         (0379CAD2-95E6-540A-8A28+51188EF83A5)           {{F43947653-213E-438E-9A51-385BA7667975}         (0379CAD2-95E6-540A-8A28+51F88F78A5)           {{F4769761-663-555-662A-64D556453823C}         (9F756AF8-EA4D-5EA5-BDA8-2110501EA5DD)           {{G2C0030A-62E7-5E95-8F2F-2902C5E4AF77}         (FH090C48-84C5-51FE-8454-3719C5DB9CDD)           {{B0927520-955054-85FC-49DA8158061D}}         (53826A02-8E16-4374-A985-75CED1765727)           {{F2CF1192-8F72-52D2-928F-30CE7D4E5BA2}         (139F0130-1DD2-1182-8EC0-00237000278E)           {{13976240-1DD2-1182-986C-00237000228B3}         (248F62-F67C-3C4B-98B4-007900008000)           {{145990051-4581-29A5-00237000228B3}         (248F62-F67C-3C4B-98B4-007900008000)           {{1394CC-1DD2-1182-94A5-00237000228B3}         (13445C3E-1DD2-1182-94A5-00237000228B3)           {{13445C3E-1DD2-1182-94A5-00237000228B3}         (13445C3E-1DD2-1182-94A5-00237000228B3)           {{13445C3E-1DD2-1182-94A5-00237000228B3}         (13445C3E-1DD2-1182-94A5-00237000228B3)           {{13445C3E-1DD2-1182-94A5-00237000228B3}         (13427C4E-1D2-1182-94A5-00237000228B3)           {{13445C3E-1DD2-1182-94A5-00237000228B3}         (13427C4E-1D2-1182-94B05-00237000328B3)           {{13445C3E-1DD2-1182-94A5-00237000328B3}         (13427C4E-1D2-1182-94B05-00237000328B3)	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)           {E4347653-213E-438E-9A51-385BAF667975}         (0379CA02-95E6-540A-8A28+551F8BFF83A5)           {BF4898F9-16CB-555C-540A-8A28+551F8BFF83A5}         (BF4898F9-16CB-555C-541A-68D55643823C)           {GCC030A-62E7-5E95-8F2F-2902C5E4AF77}         (FB409C48-84C5-51FE-0454-3719C5DB9CDD)           {G32C030A-62E7-5E95-8F2F-2902C5E4AF77}         (FB409C48-84C5-51FE-0454-3719C5DB9CDD)           {G32E4D2-8E16-43F4-4985-75CED176E727}         (FC71192-8F72-52D-928F-30CE7DHE58A2)           {T33F2840-1DD2-1182-8EC9-0023700074E}         (139F2840-1DD2-1182-8925-00237000728B)           {G45965CF-1DD2-1182-92A5-00237000228B}         (2C4BF62F-F67C-3C4B-98B4-007900000800)           {11599091-4543-558E-9C74-324198ACB348}         (1345C4E-1DD2-1182-8095-00237000228B)           {1345C4E-1DD2-1182-8095-00237000228B}         (1345C4E-1DD2-1182-8095-00237000238B)           {1345C4E-1DD2-1182-9099-002370003505}         (98a2045a-76a-4129-361-55b3d772bbf)	Purge         Export           Device: Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.220 172.19.166.220 172.19.166.20 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)           (E4347653-213E-438E-9A51-3858AF667975)         (0379CA02-95E6-540A-8A28+551F88FF83A5)           (BF4898F9-16CB-555C-AC1A-68D550643823C)         (97556AF8-EA4D-5EA-5 BDA8-2110551EA5DD)           (3C2C030A-62E7-5595-8F2F-2902C5E4AF77)         (FB409C48-84C5-51FE-8454-3719C5DB9C0D)           (B927620-95D5-5D54-85FC-49DA8158061D)         (332C030A-62E7-55D5-957-450-45048158061D)           (53826AD2-8E16-43F4-A9B5-75CED176E727)         (FB409C48-84C5-51FE-8454-3719C5DB9C0D)           (53826AD2-8E16-43F4-A9B5-75CED176E727)         (72CF1192-872-52D-928F-30CE7D4E5842)           (139F2840-1DD2-1182-86C9-00237000734E)         (139F2840-1DD2-1182-9025-00237000734E)           (139F2840-1DD2-1182-9405-00237000288)         (13945C3F-1502-3182-9024-902370002286)           (13495C3F-1502-1182-9407-00237000288)         (13445C3F-10D2-1182-9074-00237000286)           (13445C3F-10D2-1182-9407E-00237000288)         (13445C3F-10D2-1182-9074-00237000286)           (13445C3F-10D2-1182-9407E-00237000286)         (13445C3F-10D2-1182-9074-0237000286)           (13445C3F-10D2-1182-9407E-00237000286)         (13445C3F-10D2-1182-9407E-00237000286)           (13445C3F-10D2-1182-9407E-00237000286)         (1344834E-10D2-1182-943F-002370002286)           (1344834E-10D2-1182-834F-002370002286)         (1344834E-10D2-1182-834F-0023700022711)	Purge         Export           Device: Name         (6655FB411-EA9C-421E-97EE         (64347653-213E-438E-9A51           IPRA QNX #2         (BF4895P-166B-5E5C-AC1A         (BF4895P-166B-5E5C-AC1A           IPRA QNX #1         GVCAMERASDRIVER_B         (BF4995P-166B-5E5C-AC1A           GVCAMERASDRIVER_A         (B9927620-95D5-5054-857C         (53826AD2-8E16-437F4-A985           BASESTATION_1         (13970130-1D02-1182-8EC9         (13972840-1D02-1182-8EC9           (13972840-1D02-1182-896E         MX434         EDGE40-6-01           KahunaIP010         OXTELDRIVER_A         MX40-20           KahunaIP1D40         IPO010         PAcket Storm           MIX40-11	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Filter.         Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)         (41347653-213E-438E-9AC1-385BA7667975)           (0379CAD2-95E6-540A-8A28-F51F88F78A35)         (0379CAD2-95E6-540A-8A28-F51F88F78A35)         (0379CAD2-95E6-540A-8A28-F51F88F78A35)           (9F756AF8-EA4D-5EA5-BDA8-21105D1EA5DD)         (32C030A-62E7-5E95-8F2F-2902C5E4A777)         (F0902762-95D5-5954-8F27-2902C5E4A777)           (F0902762-95D5-5954-8F27-2902C5E4A777)         (F0902762-95D5-5954-8F27-2902C5E4A777)         (F0902762-95D5-5954-8F27-2902C5E4A777)           (F0927620-95D5-5954-8F27-2902C5E4A777)         (F0902762-95D5-5954-8F27-2902C5E4A777)         (F0902762-95D5-5954-8F27-49DA8158061D)           (53826A02-8E16-43F4-A985-75CED176E727)         (F2CF1192-8F72-52D2-928F-30CE7D4E5BA2)         (1397840-1DD2-1182-896E-00237000744E)           (1397840-1DD2-1182-896E-00237000744E)         (1397840-1DD2-1182-896E-002370002288)         (204652F-67C-3C48-9884-0027000000800)           (139986CE-1DD2-1182-936E-002370002288)         (204652F-67C-3C48-9884-0027000002800)         (1059091-4533588-9C74-3241984C3498)           (1344561DD2-1182-947E-002370002288)         (204652F-67C-3C48-9884-00270002288)         (204652F-1DD2-1182-947E-002370002288)           (1344561DD2-1182-9364-02970003285)         (1342FCAE-1DD2-1182-9364-02370002286)         (1342FCAE-1DD2-1182-9364-02370002286)           (1344561DD2-1182-9364-023700022761)         (1344561DD2-1182-9364-02370002286) <t< td=""><td>Purge         Export           Device Name        </td><td>Import Subnet Sca Short Name Host Name</td><td>an Duplicate Scan Connection</td><td>Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111</td><td>Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174</td><td><ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul></td><td>•</td><td>192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12</td></t<>	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655FB411-EA9C-421E-97EE-230087817F8F)           (4347653-213E-438E-9A51-385BA7667975)         (0379CAD2-95E6-540A-8A28-F51F8BF783A5)           (BH3998P)-16C5-55C-6L-6A-68D50643823C)         (BH3998P)-16C5-55C-6L-6A-68D50643823C)           (9F756AF8-EA4D-5EA5-BDA8-21105D1EA5DD)         (32C030A-62E7-5E95-BF2F-2902C5E4AF77)           (FB409C48-84C5-51EF-8454-3719C5D89CDD)         (B0927620-95D5-5D54-85FC-49DA8158061D)           (53826A02-8E16-4394-A985-75CED176E727)         (F2CF1192-8F72-52D2-928F-30CE7D4E58A2)           (139F0130-1DD2-1182-86C0-00237000278B)         (139F0240-1DD2-1182-86C0-00237000228B)           (14597624-15D2-1182-9245-00237000228B)         (1394562E-15D2-1182-9247E-00237000228B)           (1394652E-15D2-1182-9247E-00237000228B)         (1394562E-15D2-1182-947E-00237000228B)           (1344561-15D2-1182-947E-00237000228B)         (1344562E-15D2-1182-947E-00237000228B)           (1344562E-15D2-1182-947E-00237000228B)         (1344562E-15D2-1182-947E-00237000228B)           (1344562E-15D2-1182-947E-00237000228B)         (1344574E-1DD2-1182-947E-00237000228B)           (1344562-15D2-1182-9346-00237000228B)         (1344572-15D2-1182-9347-0023700328B)           (1344562-15D2-1182-9347-0023700328B)         (134457-588-5682-267A-6530C3508)           (134457-15D2-1182-9347-00237000328B)         (1345345-1DD2-1182-9347-00237000328B)           (13445345-1DD2-1182-9347-0	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.220 172.19.166.220 172.19.166.20 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655FB411-EA9C-421E-97EE-230087817F8F)           (E4347653-213E-438E-9A51-385BAF667975)         (0379CAD2-95E6-540A-8A28+751F8BF783A5)           (BF4898F9-16CB-5E5C-AC1A-68D50643823C)         (97756AF8-EA4D-5EA-5BDA8-2110501EA5DD)           (3CC030A-62E7-5E95-8F2F-2902CSE4AF77)         (Fb409C48-84C5-51FE-8454-3719C5DB9C0D)           (3D27620-95D5-5D54-85CC-401A-68D50643823C)         (72CF1192-8F72-52D2-928F-30CE7D4E5BA2)           (139F0130-1DD2-11B2+9EC9-00237000734E)         (139572840-1DD2-11B2+9275-00237000734E)           (139F626-1DD2-11B2-92A5-00237000728B)         (2C4BF62F-F67C-3C4B-98B4-00790000800)           (1D90091-4543-55E-9C74-324198AC8348)         (1345C3E-1DD2-11B2-9A5-00237000228B)           (13465C3E-1DD2-11B2-9A5-00237000228B)         (13465C3E-1DD2-11B2-9A5-00237000228B)           (13465C3E-1DD2-11B2-9A5-00237000228B)         (13465C3E-1DD2-11B2-9A5-00237000228B)           (13465C3E-1DD2-11B2-9A5-00237000228B)         (13463C4E-1DD2-11B2-9A5-00237000228B)           (13463C4E-1DD2-11B2-9A5-00237000228B)         (13463C4E-1DD2-11B2-9A5-00237000228B)           (13463C4E-1DD2-11B2-9A5-00237000228B)         (13463C4E-1DD2-11B2-9A5-00237000228B)           (13463C4E-1DD2-11B2-9A5-00237000228B)         (13463C4E-1DD2-11B2-9A5-00237000228B)           (13463C4E-1DD2-11B2-9A5-002370002378)         (13463C4E-1DD2-11B2-9A5-002370002378)           (13463C4E-1DD2-11B2-9A5-002	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655F8411-EA9C-421E-97EE-230087817F8F)           {E4347653-213E-438E-9A51-3858AF667975}         (0379CA02-95E6-540A-8A28+551F88FF83A5)           {BF4898F9-16CB-555C-4C1A-68D50643823C)         (97556AF8-EA4D-5EA-5BDA*2110501EA5DD)           {3C2C030A-62E7-5E95-BF2F-2902C5E4AF77)         (FB409C48-84C5-51FE-0454-3719C5DB9CDD)           {3G2C030A-62E7-5E95-BF2F-2902C5E4AF77)         (FB409C48-84C5-51FE-0454-3719C5DB9CDD)           {3G2E030A-62E7-5E95-BF2F-2902C5E4AF77)         (FB409C48-84C5-51FE-0454-3719C5DB9CDD)           {53826A02-8E16-43F4-A985-75CED176E7273}         (T2CF1192-8772-52D-928F-30C27000734E)           {139F2840-1DD2-1182-9285-002370002788})         (139F2840-1DD2-1182-9285-002370002788)           {129968CF-1DD2-1182-92A5-002370002288}         (2C48F62F-F67C-3C4B-9884-0079000002800)           {139F2840-1DD2-1182-92A5-002370002288}         (134A5CE-1DD2-1182-9025-002370002286)           {134A5CE-1DD2-1182-947E-002370002288}         (134A5CE-1DD2-1182-947E-002370002286)           {134A5CE-1DD2-1182-947E-002370002286}         (134A834E-1DD2-1182-948F-002370002286)           {1344834E-1DD2-1182-948F-002370002286}         (1344834E-1DD2-1182-948F-002370002286)           {1344834E-1DD2-1182-934F-0023700022761}         (1344834E-1DD2-1182-934F-0023700022761)           {1344834E-1DD2-1182-934F-0023700003533}         (0397012F-0186-1397A302-00237000037281)           {1339ADD0F	Purge         Export           Device Name         (6657B411-EA9C-421E-97EE           (64347653-213E-438E-9A51         IPFA QNX #2           (BFA989F9-16CB-5E5C-AC1A         GOXCMERASDRIVER_B           IPFA QNX #1         GOXCAMERASDRIVER_A           GVCAMERASDRIVER_A         (B0927620-95D5-5054-85FC           (53826AD2-8E16-43FH-A985         BASESTATION_1           (139F0130-1D02-1182-8EC9         (139F2840-1D02-1182-8EC9           MIX-34         EDGE40-6-01           KahunaIP0100         DOXTELDRIVER_A           MIX40-20         KahunaIP1040           IPOD10         PAcket Storm           MIX40-11         NMOSDRIVER_A           MIX40-129         MIX40-19	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12
Regex         Refresh Table           Device GUID         (6655FB411-EA9C-421E-97EE-230087817F8F)           (E4347653-213E-438E-9A51-385BAF667975)         (0379CAD2-95E6-540A-8A28+751F8BF783A5)           (BF4898F9-16CB-5E5C-AC1A-68D50643823C)         (97756AF8-EA4D-5EA-5BDA8-2110501EA5DD)           (3CC030A-62E7-5E95-8F2F-2902CSE4AF77)         (Fb409C48-84C5-51FE-8454-3719C5DB9C0D)           (3D27620-95D5-5D54-85C-401A-68D50643823C)         (72CF1192-8F72-52D2-928F-30CE7D4E5BA2)           (139F0130-1DD2-11B2+9EC9-00237000734E)         (139572840-1DD2-11B2+9E7-00237000734E)           (139F626-1DD2-11B2-92A5-00237000728B)         (2C4BF62F-F67C-3C4B-98B4-00790000800)           (1D90091-4543-55E-9C74-324198AC83848)         (1345C3E-1DD2-11B2-9A5-00237000228B)           (13465C3E-1DD2-11B2-9A5-00237000028B)         (1344834E-1DD2-11B2-8805-00237000228B)           (13465C3E-1DD2-11B2-9A5-00237000028B)         (13465C3E-1DD2-11B2-9A5-00237000228B)           (13465C3E-1DD2-11B2-9A5-00237000228B)         (13463C4E-1DD2-11B2-8805-00237000228B)           (13463C4E-1DD2-11B2-9A5-00237000228B)         (13463C4E-1DD2-11B2-9A5-00237000228B)           (13463C4E-1DD2-11B2-8805-00237000228B)         (13463C4E-1DD2-11B2-8805-00237000228B)           (13463C4E-1DD2-11B2-9A5E-00237000228B)         (13463C4E-1DD2-11B2-9A5E-00237000228B)           (13463C4E-1DD2-11B2-8805-9622-E67AE430C334)         (13463C4E-1DD2-11B2-8805-96022-E67AE430C334)           (13463C4E	Purge         Export           Device Name	Import Subnet Sca Short Name Host Name	an Duplicate Scan Connection	Scan         Generate SDP           Device Type         Software           Alchemist Live         3.0.0.1           Audio Live         1.5.2.15           IP Adaptor         10.21.21           NmosContr         1.41.21           CameraCont         1.211.23           IP Adaptor         10.21.21           CameraCont         1.211.23           NmosContr         1.41.21           Audio Live         1.5.2.15           IQUCP25_SDI         16.1.111	Firmware n/a n/a n/a N/A n/a N/A N/A N/A E5286174	<ul> <li>192.168.10.227</li> <li>172.19.164.231</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.221</li> <li>172.19.164.220</li> <li>172.19.164.220</li> <li>172.19.164.20</li> <li>172.19.164.40</li> <li>172.19.164.49</li> <li>172.19.164.9</li> <li>10.10.51.12</li> </ul>	•	192.168.20.227 172.19.166.231 172.19.166.221 172.19.166.221 172.19.166.220 172.19.166.200 172.19.166.200 172.19.166.40 172.19.166.40 172.19.166.9 10.10.60.12

*Fig. 18-8: Listed Discovered Devices* 

In the main screen area:

- 4 Click on the **Devices** tab, if it is not already shown, to see the listed devices. See also IP Configuration of End Point Devices and Spreadsheet Import, on page 75.
- 5 Verify that all devices are shown listed in the **Devices** tab.

The IP Configuration tool is ready.

# **IP Configuration Tool Screen**

The IP Configuration tool comprises several tabbed screens and a Properties box.

For a description of each tab in the **IP Configuration** tool screen and the **Properties** box, refer to the *Orbit for IP Routing* user manual.

	Tabs					Properties box				
Ky_P-Config_03     Project Connections Tools Viendow Control and Monitoring Help     Solar		0								- 🗆 X admin û
Project 🖬 🗙 default.net ⊗									Proj	perties 🖻
My_Clust-M Devices Spigots Src Flows D	Ist Flows Router Src Ports R	outer Dst Ports LLDP	LLDP A LLDP	B Routing Status B	andwidth S	status Log			Con	nms Setup
My.g.P.Conf.         Description           W.W.g.P.Conf.         (0000000-0000-1000-0000-000000000)         (0000000-0000-1000-0000-000000000)         (0000000-0000-1000-0000-000000000)         (0000000-0000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-000-1000-000-0000000000)         (0000000-000-1000-000-0000000000)         (0000000-000-1000-000-0000000000)         (0000000-000-1000-000-0000000000)         (0000000-0000-1000-000-0000000000)         (0000000-000-1000-000-0000000000)         (0000000-000-1000-000-0000000000)         (0000000-000-1000-000-0000000000)         (0000000-000-1000-000-0000000000)         (0000000-000-1000-000-0000000000)         (0000000-000-1000-000-000000000)         (0000000-000-1000-000-000000000)         (0000000-000-1000-000-000000000)         (0000000-000-1000-000-000000000)         (0000000-000-1000-000-000000000)         (0000000-000-1000-000-000-000000000)         (0000000-000-1000-000-000000000)         (0000000-000-1000-000-000-000000000)         (0000000-000-1000-000-000-000000000)         (0000000-000-1000-000-000-000-000-0000000	Number         Control Number           340/CPM/203 - 28 MIX-91         340/CPM/203 - 28 MIX-91           340/CPM/203 - 28 MIX-91         340/CPM/203 - 24 MIX-92           340/CPM/203 - 24 MIX-92         340/CPM/203 - 24 MIX-93           340/CPM/203 - 24 MIX-92         340/CPM/203 - 24 MIX-93           340/CPM/203 - 24 MIX-93         340/CPM/203 - 24 MIX-93           340/CPM/203 - 24 MIX-94         340/CPM/203 - 24 MIX-93           340/CPM/203 - 24 MIX-94         340/CPM/203 - 24 MIX-94           340/CPM/203 - 24 MIX-94         340/CPM/203 - 24 MIX-94           340/CPM/203 - 24 MIX-94	Shark Hame Hoat Hame 28 MIX 3 Host 28	Description	Instruction         Instruction           2494000         Revelocition           24940000         Revelocition		Раттиске Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза Алтрессоза 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<li>Meta Strain Andreas</li> <li>Meta Strain Allower Addreas</li> </ul>	22 9 9 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9

Fig. 18-9: IP Configuration Tool Screen

# **IP Configuration Tabs**

The **IP Configuration** tool tabs are presented from left to right in the order in which they are used when configuring an IP routing network system: configuration of and information about devices, spigots, flows, and router ports; and status and log information.

Table 1: IP Configuration Tool Tabs

IP Configuration Tool Tab	Description
Devices	Shows discovered devices.

IP Configuration Tool Tab	Description
Spigots	Connects spigots to router ports.
Src Flows	Assigns multicast groups to source flows.
Dst Flows	Assigns destination flows to multicast IP streams.
Router Src Ports	Summarizes the router source ports.
Router Dst Ports	Summarizes the router destination ports.
LLDP, LLDP A, LLDP B	Presents local link device information.
Routing Status	Graphical presentation of routing.
Bandwidth Status	Graphical presentation of device bandwidth usage.
Log	Shows log messages.

For a description of each tab in the **IP Configuration** tool screen and the **Properties** box, refer to the *Orbit for IP Routing* user manual.

# Columns

**Sort Columns** 

In tables in the tabs, click on column headings to toggle sorting of row entries alphabetically in ascending or descending order (that is, A-to-Z or Z-to-A).

## **Expand/Collapse Rows**

### **Individual Row Items**

Some table rows may be individually expanded and collapsed by clicking on the small triangular icon at the left hand side of each row. See Figure 18-10.

lefault.net 😵							
Devices Spigots Src Rows Dst Flows Router Src Ports Rou							
😤 🖳 🔚 Filter Regex Refresh Table Multicast Op	tions Assign M						
				Source IP Address	Des	t RTP Port	
▼ BASESTATION_1							
Sp(7) AB 3G Md 165 BASESTATION_1 S5							
A: RFC4175			52.1.5	172.19.165.9		100	
B: RFC4175		233.25	52.2.5			100	
Sp(8) AB 3G Md 166 BASESTATION_1 S6							
A: RFC4175		233.25	52.1.6			100	
B: RFC4175						100	
Sp(9) AB 3G Md 167::BASESTATION_1 S7							
Sp(10) AB 3G Md 168 BASESTATION_1 S8							
A: RCM		233.25	54.1.2	172.19.164.9	50	104	
B: PCM		233.25	54.3.2	172.19.166.9		104	

a) Collapsed Row Item

Click the small triangle to expand the row item.

default.net ⊗						
Devices Spigots Src Flows Dst Flows Router Src						
Regex Refresh Table	Multicast Options Assign M					
					Source RTP	
▼ BASESTATION_1						
Sp(7) AB 3G Md 165:BASESTATION_1 S5						
A: RFC4175						
B: RF94175						
Sp(8) AB 3G Md 166 BASESTATION_1 S6						
A: RFC4175				50100		
B: RFC4175		233.252.2.6	172.19.166.9	50100		
Sp(9) AB 3G Md 167::BASESTATION_1 S7						
A: PCM		233.254.1.1				
B: PCM			172.19.166.9	50104		
Sp(10) AB 3G Md 168: BASESTATION_1 S8						
A: PCM						
B: PCM		233.254.3.2	172.19.166.9	50104		

Click the small triangle to collapse the row item.

b) Expanded Row Item

Fig. 18-10: Expand/Collapse Individual Row Items

#### **All Row Items**

To expand or collapse *all* rows, use the **Expand All** and **Collapse All** icons. Figure 18-11.



a) Expand/Collapse Controls



b) Collapsed

1	1	Filter	Regex		Assign Mu	Iticast Clear Multicast			
							dress Des		
▼ B	ASESTATIO	W_1							
•	Sp(7)		165:BASESTATIO	N_1 S5					
•	Sp(8)	AB 3G Md	166:BASESTATIO	DN_1 S6					
►	Sp(9)	AB 3G Md	167: BASESTATIO	N_1 S7					
	Sp(10)	AB 3G Md	168:BASESTATIO	N_1 S8					

c) Expanded to One Level

default.net 🛞						
Devices Spigots Src Flows Dst Flows Router Src Ports Rou						
Regex Refresh Table Multicast Op	tions Assign M					
			Source IP Address		Source RTP F	
▼ BASESTATION_1						
Sp(7) AB 3G Md 165::BASESTATION_1 S5						
A: RFC4175				50100		
B: RFC4175		233.252.2.5	172.19.167.9	50100		
▼ Sp(8) AB 3G Md 166:BASESTATION_1 S6						
A: RFC4175						
B: RFC4175		233.252.2.6	172.19.166.9	50100		
▼ Sp(9) AB 3G Md 167::BASESTATION_1 S7						
A: PCM						
B: PCM		233.254.3.1	172.19.166.9	50104		
Sp(10) AB 3G Md 168::BASESTATION_1 S8	l					
A: PCM						
B: PCM		233.254.3.2		50104		

d) Expanded to All Levels

Fig. 18-11: Expanding/Collapsing All Row Items

# **Editable Cells**

Many of the tabs in the **IP Configuration** tool have similar features. Several tabs permit manual editing of some table cells. Table cells which may be edited are shown with a 'pencil' edit icon when the cursor is hovering inside them. See Figure 18-12.



Fig. 18-12: Editable Cell and Pencil Edit Icon

To edit an editable table cell:

- 1 Click in the cell.
- 2 Enter new text.
- 3 When new text has been entered:
  - Press the Enter key to enter the new text.

Or:

• To abort changes, click outside the cell to keep the original text.

## **Automatic Entry Checking**

When a cell value is changed, a check is automatically carried out, checking for duplicate values and you are alerted. See Figure 18-13.

t Flows	Router Src Port	Router Dst Ports	LLDP	LLDP A	LLDP B	Routing S	tatus	Ba
P	urge Exp	ort Import	Subnet Sca	n Duplicate S	Scan Conn	ection Scan	Ger	nerat
Device N	ame	Short Name	Host Name	Description		Devi	ce Typ	pe
340/OP	M/203 - 2B MIX#	3 2B MIX 3	Host 2B 3			IQM	IX B	
340/OP	M/202 - 2B MIX#	2 28 MTX 4	Host 2B 4			IQM	IX B	
340/OP	M/201 - 2B MIX#	1 2B MIX 3				IQM	IX B	
340/IPM	1/205 - 2B MIX#5	5				IQM	IX B	
340/IPM	1/204 - 2B MIX#4					IQM	IX B	
340/IPM	1/203 - 2B MIX#3	3				IQM	IX B	
340/IPM	1/202 - 2B MIX#2		-			TOM	т в	
340/IPM	1/201 - 2B MIX#1		Error				K B	
340/OP	M/103 - 2A MIX#	3	Device	short name '2	3 MIX 3' is n	ot unique	КB	
340/OP	M/102 - 2A MIX#	2	In	use by 340/OPM	4/203 - 2B M	1IX#3	(B	
340/OP	M/101 - 2A MIX#	1					K B	
340/IPM	1/105 - 2A MIX#5	5					K B	
340/IPM	1/104 - 2A MIX#4						K B	
340/IPM	1/103 - 2A MIX#3	3		Clo	ose		КB	
340/IPM	1/102 - 2A MIX#2					***	KB	

Fig. 18-13: Cell Text Entry Error

Checking is done for uniqueness of:

- Device Name
- (Device) Short Name
- (Device) Host Name
- (Spigot) Port Name
- (Spigot) Short Name
- (Spigot) Port Number

#### Notes

The duplicates checking that is carried out is insensitive to case. For example, the duplicate checking will warn you that *MVinput* is the same as *MVINPUT*.

A short name must not be more than 8 characters long.

# Import Preview Dialog and Spreadsheet Duplicate Scan Dialog

This section describes the spreadsheet import options that there are for the **IP Configuration** tool in GV Orbit Client and which are shown in the **Import Preview** dialog and the accompanying **Spreadsheet Duplicate Scan** dialog:

- In this section:
  - Viewing the Dialogs, on page 809
  - Spreadsheet Duplication Scan Dialog, on page 811
    - Import Data Validation Duplicate Scan, on page 811
    - Resolving Duplicate Issues, on page 812
    - Before Allowing Duplicate Port Names in an Import, on page 813
  - Import Preview Dialog, on page 814
    - Import Preview Dialog Spreadsheet Section, on page 814
    - Import Preview Dialog Options Section, on page 820
    - Import Preview Dialog Preview of Device Changes, on page 821

## **Viewing the Dialogs**

To see the **Import Preview** dialog and the **Spreadsheet Duplicate Scan** dialog:

- 1 In the **Devices** tab, click **Import**. See also IP Configuration of End Point Devices and Spreadsheet Import, on page 75.
- 2 Select the required spreadsheet and click **Open**.

The spreadsheet is opened and the resulting **Import Preview** dialog is shown. (See Figure 18-14.) And, automatically:

- the spreadsheet contents are automatically analyzed;
- · some basic checks are carried out; and
- the result of these checks is shown in a summary **Spreadsheet Duplicate Scan** dialog, which pops up. See Figure 18-15.

Import Preview									
Spreadsheet						Summary I	Headers		
C:/GVOrbit_Projects/	/C&M/My_IP-Con	fig_04.xlsx							
Open Spreadsheet									
Spreadsheet Summary							The record t		
Sheet	Total rec	ords Changed	Unchanged	Offline	Inapplicable	Unmatched	Invalid	Additional Information	
Device Names	126	0	12	114					
Source Ports			86	97					
Destination Ports			99	97	1				
Source Flows				588					
Destination Flows				524					
Sheets to Import	Ітро	rt Options		Import F	unctions				
🗹 Device Names		Import unchanged records		Multicast Scan					
Source Ports		Allow duplicate	port names		ubnet Scan				
🗾 Destination Port	ts			Duplicate Scan					
🗾 Source Flows					iplicate Scall				
Destination Flov	NS								
Preview of Device Char	nges								
Device			Name		Name ch	anges Source	e Port change	es Dest. Port changes	Source Flow changes
{139F0130-1DD;	2-11B2-BEC9-00	237000373E}							
1									
ł.									
1									
1									
Select All Des	select All								
Des	SCICCL AIL								
					Import	Cancel			

Fig. 18-14: Import Preview Dialog

readsheet Duplicate Scan	
Device Addresses	No duplicates
Device Names	No duplicates
Source Port Numbers	No duplicates
Source Port Names	No duplicates
Source Short Names	No duplicates
Destination Port Numbers	No duplicates
Destination Port Names	No duplicates
Destination Short Names	No duplicates

Fig. 18-15: Spreadsheet Duplication Dialog

If the Spreadsheet Duplication Scan Dialog shows that there are some issues when importing, then these must be resolved in the spreadsheet before importing can be done.

3 Correct any problem(s) in the spreadsheet and re-import the spreadsheet.

See Import Data Validation - Duplicate Scan, on page 811 and Resolving Duplicate Issues, on page 812.)

If the Spreadsheet Duplication Scan dialog shows no issues,

4 Close the Spreadsheet Duplicate Scan dialog.

For a description of each of these dialogs, see:

- Spreadsheet Duplication Scan Dialog, on page 811; and
- Import Preview Dialog, on page 814.

# **Spreadsheet Duplication Scan Dialog**

A **Spreadsheet Duplication Scan** dialog is shown after the start of a spreadsheet import after an automatic **Duplicate Scan** check is carried out.

	Click Vie	<b>ew</b> to see a list o	of the duplicate issues found.
		\	
Spreadsheet Duplicate Scan			
Device Addresses Device Names Device Short Names Device Host Names Source Port Numbers Source Port Names Source Short Names Destination Port Numbers Destination Port Names	No duplicates No duplicates Duplicates: 2 Duplicates: 2 No duplicates No duplicates No duplicates No duplicates No duplicates No duplicates No duplicates No duplicates	View View	Device Short Names Short Name 2B MIX 3 2B MIX 3
Details (select an item in the			
		Close	

Fig. 18-16: Spreadsheet Duplication Dialog

**Import Data Validation - Duplicate Scan** 

A **Duplicate Scan** checks the imported **IP Configuration** data to ensure that the GV Orbit Control application does not receive incorrect or conflicting IP configuration data. The following are checked:

- Duplicate IP addresses.
- Duplicate device names, short names and host names.
- Duplicate router source port numbers, port names and short names.
- Duplicate router destination ports numbers, port names and short names.

A short name must be unique and not be more than 8 characters long. Short names that are longer than 8 characters are truncated upon import and data validation, and then the truncated short names are checked to see if there is a duplicate with any other truncated short names. Any duplicates must be resolved before continuing. In a large network system, this check can help find typographical errors in the system set up.

The results of the checks are shown in the Spreadsheet Duplicate Scan dialog.

#### **Resolving Duplicate Issues**

If the **Spreadsheet Duplication Scan** dialog shows that there are some issues when importing:

Click View to see a list of the duplicate issues found.

Inspect and correct each issue:

1 Click View beside the problem issue(s) in the dialog.

This lists the issues.

2 Select an issue item in the list.

More details about the issue are shown. See Figure 18-17.

Spreadsheet Duplicate Scan Device Addresses Device Addresses Device Names Source Port Numbers No duplicates Source Port Names No duplicates Source Short Names No duplicates Destination Port Numbers No duplicates Destination Port Names No duplicates Destination Short Names No duplicates Select an issue item to see details. Line 15 {3C2C030A-62E7-5E95-BF2F-2902C5E4AF77} 172.19.164.220 "IPRA QNX #1" ""

3 Correct the problem(s) in the spreadsheet by eliminating duplicate values.

Do this for each issue.

Finally, once all issues are addressed:

4 **Close** the **Spreadsheet Duplicate Scan** dialog and **Cancel** the **Import Preview** dialog. This aborts the import.

Fig. 18-17: Inspecting Duplication Scan Issues

5 Re-import the spreadsheet.

**Note:** The default behavior on importing new values from a spreadsheet is to not allow duplicate values. For user cases where duplicate Port Names, for some reason, are required, there is a mechanism for getting round this.

#### **Before Allowing Duplicate Port Names in an Import**

For Port Names, it is possible to override the checking and perform an import with duplicate Port Names, if required.

Before allowing duplicate Port Names when importing data:

1 Clear other issues that there might be from the duplicate scan.

This should leave only a duplicate 'Port Name(s) alert' in the **Spreadsheet Duplicate Scan** dialog that results from known Port Name duplicates that you want to allow.

2 Close the Spreadsheet Duplicate Scan dialog.

Then:

3 See Allowing Duplicate Port Names on Import, on page 822.

IMPORTANT With **Allow Duplicate Port Names** selected in the Import Preview dialog, duplicate Port Name values are allowed when importing. However, you should take care that such duplicate value entries will not impact their system.

# **Import Preview Dialog**

Import Preview											
Spreadsheet						Summary I	Headers				
C:/GVOrbit_Projects/C	&M/My_IP-Config	_04.xlsx									
Open Spreadsheet											
	oreadshe	ot cocti	on								ie wrong mode
	see Imp	ort Prev	view Dial	og - Sr	preadshe	et Secti	on. on	page 814.			
Spreadsheet Summal, Sheet	100000000000000000000000000000000000000	ds Changed	Unchanged	Offline	1.1941 - 1.1947 - 1.1947	Unmatched	Invalid	Additional Informati			
Device Names Source Ports	126 183		12 86	114 97							
Destination Ports	183 197		86 99	97							
Source Flows Destination Flows	904 891		298 367	588							
				150.0000							
Sheets to Import	Import	Options		Import i	Functions						
Device Names	nport Op	tions se	ction	М	ulticast Scan						
Source Ports	see Imp	ort Prev	view Dial	og - O	ptions Se	ction, o	n page	820.			
M Destination Porce					uplicate Scan	, ,					
Source Flows											
Destination Flows											
Preview of Device Chang	jes										
Device \$ 139F0130-1DD2-	11B2-BEC9-0023	7000373E}	Name		Name c	hanges Sourc	e Port chang	ges Dest. Port changes	Source Flow 18	changes	
line line	nport Pre	wiow of	Dovico	Chang	os soctio	n					
	see Imn	ort Prev	view Dial	og - Pr	eview of	Device	Chang	es, on page 8	321		
	See mp	orerret		08 11	erier of	Derroe	Chang				
11											
n H											
Select All Desel	lect All										
					Import	Cancel					
						Clie	k to <b>Im</b>	nort			

Fig. 18-18: Import Preview Dialog Anatomy

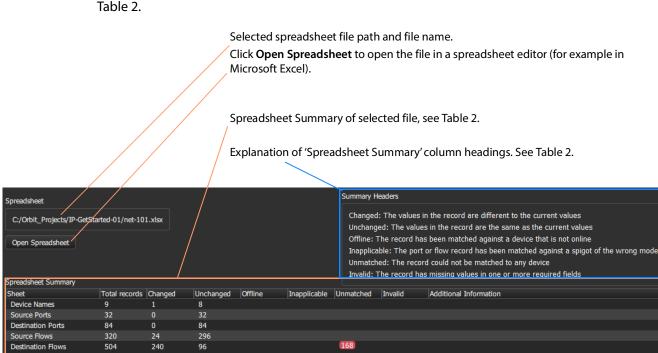
**Import Preview Dialog - Spreadsheet Section** 

The **Spreadsheet** section of the **Import Preview** dialog contains:

- the facility to open the spreadsheet for editing; and
- a spreadsheet summary, which summarizes information present in the worksheets of the selected spreadsheet.

Any issues with or differences in the selected spreadsheet compared to the current settings in the **IP Configuration** tool are indicated in the dialog. This provides a useful means of checking:

- 1 if the selected spreadsheet is the correct one before importing;
- 2 if there are any issues with the spreadsheet; and
- 3 any difference the spreadsheet contains compared to the currently-open IP **Configuration** of the open C&M project.



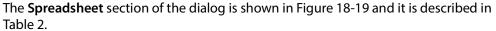


Fig. 18-19: Import Preview Dialog - Spreadsheet Information

Column Heading	Description
Sheet	Name of a worksheet in the spreadsheet file.
Total Records	Number of row items in the worksheet.
Changed	Number of row items that are different to current values.
Unchanged	Number of row items that are the same as current values.
Offline	Number of row items that match to a device that is off-line.

Table 2: Spreadsheet Summary - Column Headings

Column Heading	Description					
Inapplicable	Number of row items that are inconsistent with the currently open GV Orbit project <b>IP Configuration</b> :					
	<ul> <li>For a spigot row item: Spigot is set to the wrong mode, or it is a phantom.</li> </ul>					
	<b>Note:</b> A phantom spigot has an entry in the routing system's working port table but does not exist on the device.					
	<ul> <li>For a flow row item: Parent spigot is the wrong mode or its parent device is not on-line.</li> </ul>					
	For example, a Grass Valley IQMIX IP modular card may have been re- configured to have a different number of inputs and outputs (or number of destinations and sources).					
Unmatched	Number of row items not matched to any device. This means that either:					
	<ul> <li>an item does not have a counterpart in the currently-open C&amp;M project IP Configuration; or</li> </ul>					
	<ul> <li>an item is not found in the open project.</li> </ul>					
	For example:					
	<ul> <li>a device may be temporarily off-line; or</li> </ul>					
	<ul> <li>on a live routing system, the current routes to/from destination/source spigots will differ from any "snapshot" captured in a spreadsheet.</li> </ul>					
	Sheet Total records Changed Unchanged Offline Inapplicable Unmatched					
	Device Names 9 1 8 Source Ports 32 0 32					
	Destination Ports         84         0         84           Source Flows         320         24         296           Destination Flows         504         240         96					
Invalid	Number of row items that are malformed. Malformed items have missing values in one or more required fields.					
Additional Information	Provides additional information about work sheets.					

 Table 2: Spreadsheet Summary - Column Headings (continued)

**Example Spreadsheet Summary Issues:** 

The 'Spreadsheet Summary' in the **Import Preview** dialog can indicate several issues with the form and the content of a spreadsheet-to-be-imported compared to the currently-open **IP Configuration**. Some example spreadsheet issues are presented here.

Figure 18-20 shows an example 'Spreadsheet Summary'. Each red item is caused by an issue in the selected spreadsheet, shown in Figure 18-21 to Figure 18-26.

One unmatched issue on the Device Names worksheet, see Figure 18-23a.

Two unmatched issues for Source Ports, see Figure 18-23b.

Three unmatched issues for Destination Ports, see Figure 18-23c.

Four unmatched issues for Source Flows, see Figure 18-23d.

Five 'inappropriate' issues for Destination Ports, see Figure 18-23e.

Spreadsheet Summary							
Sheet	Total records	Changed	Unchanged	Offline	Inapplicable	Unmatched	Invalid
Device Names	14	0	13				
Source Ports	50		48			2	
Destination Ports	135	0	132			3	
Source Flows	484	0	<mark>48</mark> 0			4	
Destination Flows	792	514	6		5	261	6

**261** unmatched issues for Destination Ports - because the currently open **IP Configuration** is for a live IP routing system and routes have been changed.

Six 'invalid' issues for Destination Ports, see Figure 18-23f.

Fig. 18-20: Example Spreadsheet Summary

1	GUID	IP Address	Device Name							
7	{13A4D16E-1DD2-11B2-989B-002370006A27}	10.100.10.20								
8	{13A7908E-1DD2-11B2-8AA3-002370006A29}	10.100.10.10								
9	{13A82CCE-1DD2-11B2-99B4-002370006A1A}	10.100.10.50								
10	{13A853DE-1DD2-11B2-A620-002370006A18}	10.100.10.40								
11	{13A9172E-1DD2-11B2-B988-002370006553}	10.100.10.110								
12	{13A93E3E-1DD2-11B2-842E-002370006554}	10.100.10.130								
13	{13B3C58E-1DD2-11B2-8CD2-00237000655D}	10.100.10.120								
14	{2D3FFE4A-74F2-5019-B76B-21DA14A8DF8F}									
15	{139F0130-1DD2-11B2-BEC9-00237000C123}		MY NEW DEVICE							
16										
17										
	Device Names     Source Ports     Destination Ports     Source Flows     Destination Flows     O									
		New devic	ce row item							

Fig. 18-21: Example Spreadsheet Issues - a) An Unmatched New Device.

1	GUID	IP Address		Device Name	Spigot Index	Port Number	Port Name
2	{139F0130-1DD2-11B2-BEC9-00237000C123}	10.101.10.113		MY NEW DEVICE	1	. 500	
3	{139F0130-1DD2-11B2-BEC9-00237000C123}	10.101.10.113		MY NEW DEVICE	2	501	
4	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15	1/		1		
5	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15	/		2		
6	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			3		
7	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			4		
8	{139F2840-1DD2-11B2-896E-00237000C47B}	10.100.10.45			1		
9	{139F2840-1DD2-11B2-896E-00237000C47B}	10.100.10.45			2		
10	{139F2840-1DD2-11B2-896E-00237000C47B}	10.100.10.45			3		
11	{139F2840-1DD2-11B2-896E-00237000C47B}	10.100.10.45			4		
12	{13A060C0-1DD2-11B2-AECE-00237000C478}	10.100.10.55			1		
	Device Names     Source Ports	Destination	Ports	Source Flows	Destination Flo	ws 🕂	

#### New source port rows

Fig. 18-22: Example Spreadsheet Issues - b) Two Unmatched New Source Ports.

1	GUID	IP Address	Device Name	Spigot Index	Port Number	Port Name
2	{139F0130-1DD2-11B2-BEC9-00237000C123}	10.101.10.113	MY NEW DEVICE	1	500	MY PORT NAM
3	{139F0130-1DD2-11B2-BEC9-00237000C123}	10.101.10.113	MY NEW DEVICE	2	501	MY PORT NAM
4	{139F0130-1DD2-11B2-BEC9-00237000C123}	10.101.10.113	MY NEW DEVICE	3	502	MY PORT NAM
5	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		5		
6	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		6		
7	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		7		
8	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		8		
9	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		9		
10	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		10		
11	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		11		
12	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		12		
	Device Names Source Ports	Destination Ports	Source Flows De	stination Flows	+	

# New destination port rows

Fig. 18-23: Example Spreadsheet Issues - c) Three Unmatched New Destination Ports.

1	GUID	IP Address		Device Name		Spigot Index	Flow Index
2	{139F0130-1DD2-11B2-BEC9-00237000C123}	10.101.10.113		MY NEW DEVICE			1
3	{139F0130-1DD2-11B2-BEC9-00237000C123}	10.101.10.113		MY NEW DEVICE			1
4	{139F0130-1DD2-11B2-BEC9-00237000C123}	10.101.10.113		MY NEW DEVICE			1
5	{139F0130-1DD2-11B2-BEC9-00237000C123}	10.101.10.113		MY NEW DEVICE			1
6	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15				1	1
7	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15				1	1
8	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15				1	2
9	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15				1	2
10	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15				1	3
11	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15				1	3
12	{139E0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		-		1	4
	Device Names Source Ports	Destination	Ports	Source Flows	Destination Flows	$( \cdot )$	

New source flow rows

Fig. 18-24: Example Spreadsheet Issues - d) Four Unmatched New Source Flows.

1	GUID	IP Address	Device Name	Spigot Index	Flow Index	Interface	Flow T
2	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		1	1	Α	RFC41
3	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		1	1	В	RFC41
4	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		1	2	Α	PCM
5	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		1	2	В	PCM
6	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		1	3	Α	None
7	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		5	3	В	None
8	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		6	1	Α	RFC41
9	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		6	1	В	RFC41
10	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		6	2	Α	PCM
11	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		6	2	В	PCM
12	{139E0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		6	3	А	None
	Device Names Source Ports	Destination Por	ts Source Flows	estination Flov	vs 🕂		

# The spigot index used here for a **Destination** spigot index is actually the index for a **Source** spigot on the device.

				$\wedge$					
1	GUID	IP Address	Device Nam	e	Spigot Index	Flow Index	Interface	Flow Type	Flo
6	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			1	1	Α	2022-6	
7	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			1	1	В	2022-6	
8	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			1	2	Α	RFC4175	Y
9	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			1 Sourc	e	В	RFC4175	Y
10	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			<sup>1</sup> spigo	t	Α	PCM	Y
11	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			<sup>1</sup> indexe		В	PCM	Y
12	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			1		Α	Meta	
13	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			1	4	В	Meta	
14	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			1	5	Α	None	
15	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			1	5	В	None	
16	{139E0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15			2	1	Α	2022-6	
	Device Names Source Ports	Destination Ports	Source Flo	ws Des	tination Flows	$\oplus$		: [	•

*Fig. 18-25: Example Spreadsheet Issues - e) Five Inappropriate Destination Flow Row Items.* 

1	GUID	IP Address	Device Name	Spigot Index	Flow Index	Interface	Flow T
11	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		6	2	В	PCM
12	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		6	3	Α	None
13	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		6	3	В	None
14				7	1	Α	RFC417
15				7	1	В	RFC417
16				7	2	Α	PCM
17				7	2	В	PCM
18				7	3	Α	None
19				7	3	В	None
20	{139F0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		8	1	Α	RFC417
21	{139E0130-1DD2-11B2-BEC9-00237000C49E}	10.100.10.15		8	1	В	RFC417
	Device Names Source Ports	Destination Por	ts Source Flows	Destination Flo	ws 🕂		

Row items are invalid - each does not have a GUID nor an IP Address entry.

Fig. 18-26: Example Spreadsheet Issues - f) Six Invalid Destination Flow Row Items.

### **Import Preview Dialog - Options Section**

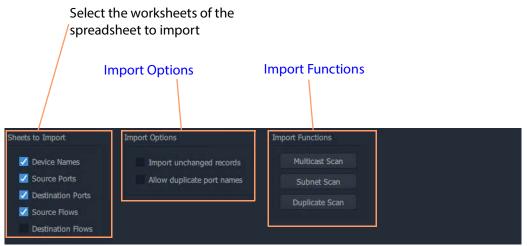


Fig. 18-27: Import Preview Dialog - Options Section

#### **Import Options**

#### Import unchanged records:

- Select Import and apply *all* spreadsheet records when importing the spreadsheet. (This forces an **IP Configuration** into a known state.)
- Deselect Import and apply only changed records.

#### **Allow Duplicate Port Names:**

- Select Allow duplicate port names to be imported.
- Deselect Imports with duplicate port names are now allowed.

See Allowing Duplicate Port Names on Import, on page 822.

IMPORTANT With Allow Duplicate Port Names selected in the Import Preview dialog, duplicate Port Name values are allowed when importing. However, you should take care that such duplicate value entries will not impact their system.

**Import Functions** 

Click on an item to perform a checking action:

#### **Multicast Scan**

Click to generate a full listing of the multicast groups comprising the IP flows in the IP **Configuration**. The check results are shown in a dialog. For more information, refer to the *Orbit for IP Routing* user manual.

#### Subnet Scan

Click to check that device IP addresses are on specified network subnets. The check results are shown in a dialog.

For more information, refer to the Orbit for IP Routing user manual.

**Duplicate Scan** 

Click to check for duplicate IP addresses, device names, port numbers/names etc. This check is automatically done before importing. The check results are shown in a dialog. See Import Data Validation - Duplicate Scan, on page 811.

**Import Preview Dialog - Preview of Device Changes** 

The **Import Preview** dialog indicates the nature of changes that would occur in the **IP Configuration** if the spreadsheet were to be imported.

Full previewed list of changed settings items, see Table 3.

Device	Name	Name change	Source Port changes	Dest. Port changes	Source Flow changes	Dest. Flow change
<pre>{139F0130-1DD2-11B2-BEC9-00237000C49E}</pre>		Yes	3	4	13	48
{139F2840-1DD2-11B2-896E-00237000C47B}		Yes	3	4		48
{13A060C0-1DD2-11B2-AECF-00237000C478}						48
{13A17230-1DD2-11B2-9949-00237000C4A1}						48
{13A36E00-1DD2-11B2-B7E8-002370007292}						42
{13A4D16E-1DD2-11B2-989B-002370006A27}						48
{13A7908E-1DD2-11B2-8AA3-002370006A29}						48
{13A82CCE-1DD2-11B2-99B4-002370006A1A}						48
{13A853DE-1DD2-11B2-A620-002370006A18}						48
{13A9172E-1DD2-11B2-B988-002370006553}						48
{13A93E3E-1DD2-11B2-842E-002370006554}						48
2 113030E0E 1003 1103 0003 003370006EED3						

Click **Deselect All** to deselect all preview items.

Click Select All to select all preview items.

Fig. 18-28: Import Preview Dialog - Preview of Device Changes

Table 3: Preview of Device Changes - Column Headings

Import Preview Column Headings	Description					
(First column)	<ul> <li>Check box.</li> <li>Select - to select an item for importing.</li> <li>Deselect - to deselect an item for importing.</li> </ul>					
Device	Device GUID.					
Name	Device name.					
Name change	'Yes' - Device name has changed.					

Import Preview Column Headings	Description
Source Port changes	'NN' - number of source ports that have settings changes, where NN is an integer number.
Dest Port changes	'NN' - number of destination ports that have settings changes, where NN is an integer number.
Source Flow changes	'NN' - number of source flows that have settings changes, where NN is an integer number.
Dest Flow changes	'NN' - number of destination flows that have settings changes, where NN is an integer number.

Table 3: Preview of Device Changes - Column Headings (continued)

# **Allowing Duplicate Port Names on Import**

For Port Names, it is possible to override the checking and perform an import with duplicate Port Names, if required.

To allow duplicate Port Names when importing spreadsheet data:

1 First, clear other issues that there might be from the duplicate scan.

This should leave only a duplicate 'Port Name(s) alert' in the **Spreadsheet Duplicate Scan** dialog that results from known Port Name duplicates that you want to allow.

2 Close the Spreadsheet Duplicate Scan dialog.

Then, in the Import Preview dialog:

3 Select the Allow Duplicate Port Names option.

The Import button should become ungrayed-out. See Figure 18-29.

#### 4 Click Import to begin the import.

IMPORTANT With Allow Duplicate Port Names selected in the Import Preview dialog, duplicate Port Name values are allowed when importing. However, you should take care that such duplicate value entries will not impact their system.

					Summary He	aders		etv
adsheet								1
/GVOrbit_Projects/C&M/	Exports/My_IP-C	Config_03e.>	xlsx					
			_					rong mode
adsheet Summary				Spreadsheet Duplicate Scan	INVAIIO1 F	ae torona ha e micelon viewe	Subonetor more required treas	
et vice Names	Total records 55	Changed 0	Uncha 0	3			Î.	
urce Ports	413		0	Device Addresses	No duplicates		Source Port Names	
stination Ports urce Flows	461		0	Device Names	No duplicates		Port Name 100/NODE/001 51	× .
tination Flows	4082 2766		0	Device Short Names	No duplicates			
				Device Host Names	No duplicates			
ts to Import	Import Opt	tions						
Z Device Names	Imp	ort unchang	ged record	Source Port Numbers	No duplicates			
Source Ports		w duplicate	port name	Source Port Names		View		
Z Destination Ports				Source Short Names	No duplicates			
Z Source Flows				Destination Port Numbers	No duplicates			
Destination Flows				Destination Port Names	No duplicates			
iew of Device Changes Device			Name	Destination Short Names	No duplicates			
Device			Name					
elect All Deselect								
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elect All Deselect Destination F		2766	Ō	1meart 0 <b>12766</b>	Cancel	1		
	lows	2766 Import O						
Destination F Sheets to Impo	Tows		Options	0 12766 Import Fi	unctions			
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Destination F Sheets to Impo Device f Source Destinal Preview of Dev	lows ort Names Ports tion Ports Flows tion Flows	Import O	Options	0 2766 Import Fi Inged records Mu te port names Su	unctions ilticast Scan ubnet Scan plicate Scan			
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Destination F Sheets to Impo Device f Source Destinal Preview of Dev	lows ort Names Ports tion Ports Flows tion Flows	Import O	Options	0 2756 Import Fi Inged records te port names St Du	unctions ilticast Scan ubnet Scan plicate Scan	ges Source Port changes	Dest. Port changes	
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Destination F Sheets to Impo Device f Source Destinal Preview of Dev	lows ort Names Ports tion Ports Flows tion Flows	Import O	Options	0 2756 Import Fi Inged records te port names St Du	unctions ilticast Scan ubnet Scan plicate Scan	ges Source Part changes	Dest. Port changes Source Flow changes	
Destination F Sheets to Impo Device f Source Destinal Preview of Dev	lows ort Names Ports tion Ports Flows tion Flows	Import O	Options	0 2756 Import Fi Inged records te port names St Du	unctions ilticast Scan ubnet Scan plicate Scan	ges Source Port changes	Dest. Port changes Source Flow changes	
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Destination F Sheets to Impo Device f Source Destinal Preview of Dev	lows ort Names Ports tion Ports Flows tion Flows	Import O	Options	0 2756 Import Fi Inged records te port names St Du	unctions ilticast Scan ubnet Scan plicate Scan	ges Source Port changes	Dest. Port changes Source Flow changes	
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Destination F Sheets to Impo Source Destinat Preview of Dev Destinat Preview of Dev	Tows ort Names Ports tion Ports Flows tion Flows Vice Changes	Import O	Options	0 2756 Import Fi Inged records te port names St Du	unctions ilticast Scan ubnet Scan plicate Scan	ges Source Port changes	Dest. Port changes Source Flow changes	
Destination F Sheets to Impo Device f Source Destinal Preview of Dev	lows ort Names Ports tion Ports Flows tion Flows	Import O	Options	0 2756 Import Fi Inged records te port names St Du	unctions ilticast Scan ubnet Scan plicate Scan	ges Source Port changes	Dest. Port changes Source Flow changes	

Fig. 18-29: Allowing Duplicate Port Names when Importing from a Spreadsheet

# **Getting Started with Spreadsheet Import**

The **IP Configuration** spreadsheet can be created from scratch. However, when getting started, it is often easier to first export a spreadsheet from the **IP Configuration** tool in GV Orbit Client. This 'starting' **IP Configuration** should have discovered all of the devices in the GV Orbit system. The resulting exported spreadsheet will then contain all of the discovered devices in the GV Orbit system.

The spreadsheet should be edited to add router port numbers, device and source port names, multicast address details etc. Finally, the spreadsheet is imported into the **IP Configuration** tool of GV Orbit Client, and its information is validated and then is passed to the rest of the GV Orbit system.

This section describes:

- Step 1: Exporting a Spreadsheet, on page 824.
- Step 2: Editing a Spreadsheet, on page 826.
- Step 3: Importing a Spreadsheet, on page 829.

See Appendix B, IP Configuration Spreadsheet Appendix, on page 839, for more information on the spreadsheet.

**Note:** The 'Export' and 'Import' facility can be used to take a snapshot of settings and restore settings.

## Step 1: Exporting a Spreadsheet

To export a spreadsheet which contains all discovered devices, in the **Devices** tab: See also IP Configuration of End Point Devices and Spreadsheet Import, on page 75.

1 Ensure that the filter text field is empty (see Figure 18-30).

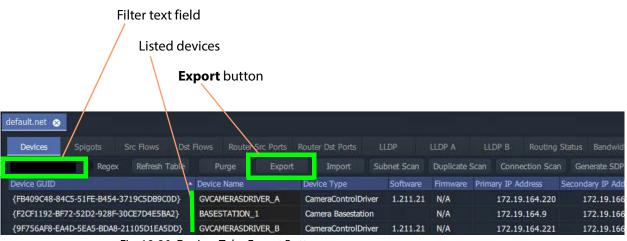


Fig. 18-30: Devices Tab - Export Button

2 Check that all devices are listed in the tab.

3 Click the **Export** button.

A small dialog window appears.

and flows tables
t

Fig. 18-31: Export Dialog

- 4 Select 'Include device GUIDs'.
- 5 Click Export.
- 6 Select a filename and location to save the spreadsheet in, and click **Save**'

An exported spreadsheet is created and a confirmation dialog is shown which lists how many records have been saved:

ully

Fig. 18-32: Export Dialog (Export Completed)

7 Click Close.

The blank settings of the new project have been exported to a spreadsheet file (extension .xlsx).

#### **Spreadsheet Format**

# See Appendix B, IP Configuration Spreadsheet Appendix, on page 839 for more information on the spreadsheet.

	А	В	С	D	E
1	GUID	IP Address	Device Name	Short Name	Host Name
2	{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	Shorty3	Hosty3
3	{0000000-0000-0000-3000000000}	172.168.100.53	100/NODE/002	Shorty4	Hosty4
4	{0000000-0000-0009-00000000000}	172.168.100.69	100/NODE/003	Shorty19	Hosty19
5	{0000000-0000-0008-00000000000}	172.168.100.68	100/NODE/011	Shorty18	Hosty18
6	{0000000-0000-0000-40000000000}	172.168.100.54	100/NODE/021	Shorty5	Hosty5
7	{0000000-0000-0000-50000000000}	172.168.100.55	100/NODE/022	Shorty6	Hosty6
8	{0000000-0000-0000-60000000000}	172.168.100.56	100/NODE/023	Shorty7	Hosty7
9	{0000000-0000-0000-70000000000}	172.168.100.57	100/NODE/024	Shorty8	Hosty8
10	{0000000-0000-0000-8000000000}	172.168.100.58	100/NODE/025	Shorty9	Hosty9
11	{0000000-0000-0000-90000000000}	172.168.100.59	100/NODE/041	Shorty10	Hosty10
12	{0000000-0000-0000-0001-00000000000}	172.168.100.61	100/NODE/042	Shorty11	Hosty11
13	{0000000-0000-0002-00000000000}	172.168.100.62	100/NODE/043	Shorty12	Hosty12
14	{0000000-0000-0003-00000000000}	172.168.100.63	100/NODE/044	Shorty13	Hosty13
15	{0000000-0000-0000-0004-00000000000}	172.168.100.64	100/NODE/045	Shorty14	Hosty14
16	{0000000-0000-0005-00000000000}	172.168.100.65	100/NODE/046	Shorty15	Hosty15
17	{0000000-0000-0006-00000000000}	172.168.100.66	100/NODE/047	Shorty16	Hosty16
18	{0000000-0000-0000-0007-00000000000}}	172.168.100.67	100/NODE/048	Shorty17	Hosty17
19	{00000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061		
	Device Names Source Ports	Destination Ports	Source Flows Destination Flows	+ : •	

Fig. 18-33: IP Configuration Spreadsheet

# **Step 2: Editing a Spreadsheet**

The worksheets in the spreadsheet file comprise:

- Device Names
- Source Ports
- Destination Ports
- Source Flows
- Destination Flows

Instructions on editing the spreadsheet to set up initial device information follow. Worksheets must be edited to:

- set up friendly device names, short names and host names (see Device Names Worksheet);
- set up an optional device descriptions (see Device Names Worksheet);
- set up user-defined traditional router port numbers and names (see Source Ports Worksheet and Destination Ports Worksheet);
- set up all possible potential sources (source flows) (see Source Flows Worksheet); and
- clear any existing routes, if required (see Destination Flows Worksheet (Clear Routes).

#### **Device Names Worksheet**

On the 'Device Names' worksheet, for each device:

- 1 Enter a friendly name in the **Device Name** column.
- 2 Enter a short, friendly device name in the Short Name column.
- 3 Enter a host name in the Host Name column.
- 4 Enter a description in the **Description** column.

	А	В		С	D	E	F
1	GUID	IP Address	Device Name		Short Name	Host Name	Description
2	{0000000-0000-0000-20000000	000} 172.168.100.52	100/NODE/001				
3	{0000000-0000-0000-0000-30000000	000} 172.168.100.53	MyDeviceName		MyShort	HostName	DescriptiveTextHere
4	{0000000-0000-0000-0009-00000000	000} 172.168.100.69	100/NODE/003				
5	{0000000-0000-0000-0008-00000000	000} 172.168.100.68	100/NODE/011				
6	{0000000-0000-0000-0000-40000000	000} 172.168.100.54	100/NODE/021				
7	{0000000-0000-0000-50000000	000} 172.168.100.55	100/NODE/022				
8	{0000000-0000-0000-60000000	000} 172.168.100.56	100/NODE/023				
9	{0000000-0000-0000-0000-70000000	000} 172.168.100.57	100/NODE/024				
10	{0000000-0000-0000-0000-80000000	000} 172.168.100.58	100/NODE/025				
11	{0000000-0000-0000-0000-90000000	000} 172.168.100.59	100/NODE/041				
12	{0000000-0000-0000-0001-00000000	000} 172.168.100.61	100/NODE/042				
	Device Names     Source	e Ports Destination Ports	Source Flows	Destination Flows	+ : •		

Fig. 18-34: Enter Device Name

Source Ports Worksheet

On the 'Source Ports' worksheet, for each source port (device source spigot):

- 1 Enter the (traditional) router source port number in the **Port Number** column.
- 2 Enter the (traditional) router source port name in the **Port Name** column.
- 3 Enter a short source port name in the **Short Name** column.

**Note:** A **Short Name** must be unique and not be more than 8 characters long. Short names that are longer than 8 characters are truncated upon import and then are checked if there is a duplicate with other truncated short names.

А	В	С	D	F	F	G
GUID	IP Address	Device Name	Spigot Index	Port Number	Port Name	Short Name
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	1	1001	100/NODE/001 S1	151
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	2	2000	100/NODE/001 S2	252
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	3	3	100/NODE/001 S3	353
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	4	4	100/NODE/001 S4	4S4
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	5	5	100/NODE/001 S5	5\$5
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	6	6	100/NODE/001 S6	6S6
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	7	7	100/NODE/001 S7	757
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	8	8	100/NODE/001 S8	858
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	9	9	100/NODE/001 S9	959
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	10	10	100/NODE/001 S1	ZZ
{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	11	11	100/NODE/001 S11	11511
Device Names     Source Por	bestination Ports	Source Flows	Destination Flows			

Fig. 18-35: Enter Source Ports (Source Spigots) Details

**Destination Ports Worksheet** 

On the 'Destination Ports' worksheet, for each source port (device source spigot):

- 1 Enter the (traditional) router destination port number in the **Port Number** column.
- 2 Enter the (traditional) router destination port name in the **Port Name** column.
- 3 Enter a short destination port name in the **Short Name** column.

**Note:** A **Short Name** must be unique and not be more than 8 characters long. Short names that are longer than 8 characters are truncated upon import and then are checked if there is a duplicate with other truncated short names.

А	В	С	D	E	F	G
GUID	IP Address	Device Name	Spigot Index	Port Number	Port Name	Short Name
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	1	273	100/NODE/061 D1	273D1
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	2	274	100/NODE/061 D2	274D2
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	3	275	100/NODE/061 D3	275D3
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	4	276	100/NODE/061 D4	276D4
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	5	277	100/NODE/061 D5	277D5
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	6	278	100/NODE/061 D6	278D6
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	7	279	100/NODE/061 D7	279D7
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	8	280	100/NODE/061 D8	280D8
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	9	281	100/NODE/061 D9	281D9
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	10	282	100/NODE/061 D10	282D10
{0000000-0000-1000-0000-10000000000}	172.168.200.51	100/NODE/061	11	283	100/NODE/061 D11	283D11
Device Names Source Ports	Destination Ports	Source Flows Destination Flows	(+) : (•			

Fig. 18-36: Enter Destination Port (Spigot) Details

#### **Source Flows Worksheet**

On the 'Source Flows' worksheet, configure each source flow, edit the following columns:

- 1 Flow Enabled Enter 'Y' to enable the source flow.
- 2 Multicast Address Enter a multicast group IP address.
- 3 **Dst RTP Port** Enter an IP port number. (To define which IP port a source flow should use at a *destination* spigot.)
- 4 Src RTP Port Enter an IP port number. (To define which IP port a source flow should use at its *source* spigot.)

В	С	D	E	F	G	Н		J	К	L
IP Address	Device Name	Spigot Index	Flow Index	Interface	Flow Type	Flow Enabled	Multicast Address	Source Address	Dst RTP Port	Src RTP Port
0000 172.168.10	0.52 100/NODE/001	1	1	Α	2022-6					
0000 172.168.10	0.52 100/NODE/001	1	1	В	2022-6					
0000 172.168.10	0.52 100/NODE/001	1	2	Α	RFC4175					
0000 172.168.10	0.52 100/NODE/001	1	2	В	RFC4175					
0000 172.168.10	0.52 100/NODE/001	1	3	Α	VC-2					
0000 172.168.10	0.52 100/NODE/001	1	3	В	VC-2					
0000 172.168.10	0.52 100/NODE/001	1	4	Α	PCM					
0000 172.168.10	0.52 100/NODE/001	1	4	В	PCM					
0000 172.168.10	0.52 100/NODE/001	1	5	Α	Meta					
0000 172.168.10	0.52 100/NODE/001	1	5	В	Meta					
0000 172.168.10	0.52 100/NODE/001	2	1	Α	2022-6					
Source Ports Destination Ports		Source Flows	Destinati	on Flows	+	: <b>4</b>				

Fig. 18-37: Enter Source Flow Details

#### **Destination Flows Worksheet (Clear Routes)**

For the initial setting up of the spreadsheet, all routes can be cleared with the spreadsheet. On the 'Destination Flows' worksheet, configure each destination flow:

- 1 In the Flow Type column, enter 'None'.
- 2 Delete all entries in the following columns:
  - Flow Enabled,
  - Multicast Address,
  - Source Address,
  - Dst RTP Port; and
  - Src RTP Port columns.

See Figure 18-38.

This will stop flows to all destinations, by clearing all routes.

С	D	E	F	G	н		J. J.	К	L
Device Name	Spigot Index	Flow Index	Interface	Flow Type	Flow Enabled	Multicast Address	Source Address	Dst RTP Port	Src RTP Port
100/NODE/061	1	1	Α	None					
100/NODE/061	1	1	В	None					
100/NODE/061	1	2	Α	None					
100/NODE/061	1	2	В	None					
100/NODE/061	1	3	Α	None					
100/NODE/061	1	3	В	None					
100/NODE/061	2	1	Α	None					
100/NODE/061	2	1	В	None					
100/NODE/061	2	2	Α	None					
100/NODE/061	2	2	В	None					
100/NODE/061	2	3	Α	None					
n Ports Sourc	ce Flows De	estination Fl	ows	÷	: [4]				

Fig. 18-38: Destination Flows Worksheet AFTER editing.

#### Save

Spreadsheet editing is now finished.

1 Save the spreadsheet file.

## Step 3: Importing a Spreadsheet

The spreadsheet contains **IP Configuration** data. It is automatically validated when being imported into the GV Orbit Client. The data is used by the **IP Configuration** tool and automatically passed on to the GV Orbit Control application for use in its routing.

#### CAUTION

Importing a spreadsheet into the IP Configuration is a potentially disruptive operation.

This is because it may affect all existing devices and routes.

To try and prevent unintentional importing and disruption, GV Orbit Client alerts you to the risk of the operation and presents an overt, prompting authorization step to go through.

The importing is presented below in the following steps:

- Step 3a: Import Preview, on page 830.
- Step 3b: Clearing Any Import Issues, on page 832.
- Step 3c: Import the Spreadsheet, on page 832.

#### **Step 3a: Import Preview**

To import the spreadsheet into the **IP Configuration** tool:

1 Select the **Devices** tab and click the **Import** button. See also IP Configuration of End Point Devices and Spreadsheet Import, on page 75.

Devices	Spigots	Src Flows	Dst I	Flows	Router Src	Ports	Router Dst Po	rts	LLDP	LLDP A
Filter	Regex	Refresh 1	Table	P	urge	Export	t Impo	rt	Subnet Scan	Duplicate S
Device GUID				Device	Name		Short N	lame	Host Name	Description
{00000000-0	000-1000-0090-	0000000000	00}	340/OPM/203 - 2B MIX#3						
{00000000-0000-1000-0080-000000000000}}				340/OPM/202 - 2B MIX#2						
{0000000-0000-1000-0070-00000000000}}				340/OPM/201 - 2B MIX#1						

Fig. 18-39: Devices Tab Import Button

2 Select the required spreadsheet file to import and click Open.

The spreadsheet is opened and its contents are initially read and compared to the current data values in the IP Configuration tool automatically. Some preliminary data checks are done, checking for the uniqueness of spreadsheet values. **Note:** The importing operation is NOT done yet.

An **Import Preview** dialog (see Figure 18-40) is then shown and if there are any issues found from the data checks, then a **Spreadsheet Duplicate Scan** dialog is also shown (see Figure 18-41), which reports any issues found from the data checking.

**Note:** The preliminary data value checking that is carried out upon spreadsheet import is insensitive to case.For example, the duplicate checking will warn you that 'MVinput' is the same as 'MVINPUT'.

If there are issues, then the **Import** button in the **Import Preview** dialog is grayed out, preventing imports. This will be un-grayed out when issues are cleared.

(See Import Preview Dialog and Spreadsheet Duplicate Scan Dialog, on page 809, for

#### more information about the dialog.)

**Note:** For information on the import data validation, see Import Preview Dialog and Spreadsheet Duplicate Scan Dialog, on page 809 and Import Data Validation - Duplicate Scan, on page 811.

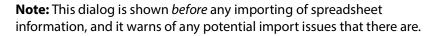
Import Preview										
Spreadsheet Summary Headers										
C:/GVOrbit_Projects/C&M/My_IP-Config_04.xlsx Open Spreadsheet										
Spreadsheet Summary										
Sheet	Total records	Changed	Unchanged	Offline	Inapplicable	Unmatched	Invalid	Additional Information		
Device Names	126	0	12	114	inapplicable	Uninaterieu	11 IV dilu	Additional information		
Source Ports				97						
Destination Ports			99	97	0					
Source Flows				588						
Destination Flows				524						
Sheets to Import	Import O	ptions		Import	Functions					
Device Names	In In	port unchang	ied records	4	lulticast Scan					
Source Ports		Iow duplicate								
A second s		iow adplicate	porchanies		Subnet Scan					
Destination Ports					uplicate Scan					
Source Flows										
Destination Flows										
Preview of Device Changes										
Device			Name		Name ch	anges Sourc	e Port changes	Dest. Port changes	Source Flow changes	
{139F0130-1DD2-11B	2-BEC9-00237	000373E}								
n.										
Select All Deselect	All									
					Import	Cancel				
'Sheets to Import	'section									

'Sheets to Import' section, select *all* options for 'Getting Going' for the first time.

Note: The Import button will be grayed out if there are any import issues (presented in the pop-up Spreadsheet Duplicate Scan dialog).

Fig. 18-40: Import Preview Dialog

#### Step 3b: Clearing Any Import Issues



Spreadsheet Duplicate Scan					
Device Addresses	Duplicates: 6	View		Device Addresses	energi
Device Names	Duplicates: 2	View		IP Address	×
Source Port Numbers	No duplicates			172.19.164.220	
Source Port Names	No duplicates			172.19.164.221	
Source Short Names	No duplicates				
Destination Port Numbers	No duplicates				
Destination Port Names	No duplicates				
Destination Short Names	No duplicates				
Details (select an item in the					
Line 15 {3C2C030A-62E7-	5E95-BF2F-2902C5E4AF77}	172.19.164.220	"IPRA Q	NX #1" "" "" ""	
		Close			

Fig. 18-41: Spreadsheet Duplicate Scan Dialog.

If there are any issues shown in the Spreadsheet Duplicate Scan dialog, then:

- 1 Inspect each issue in the dialog.
- 2 Re-visit the spreadsheet and correct any issues.

(See Spreadsheet Duplication Scan Dialog, on page 811, and Resolving Duplicate Issues, on page 812.)

Finally:

- 3 **Close** the **Spreadsheet Duplicate Scan** dialog and **Cancel** the **Import Preview** dialog. This aborts the import.
- 4 Re-import the spreadsheet.

**Note:** The default behavior on importing new values from a spreadsheet is to not allow duplicate values. For user cases where duplicate Port Names are required for some reason, there is a mechanism for getting round this. See Before Allowing Duplicate Port Names in an Import, on page 813.

#### Step 3c: Import the Spreadsheet

The Import button on the Import Preview dialog is:

- Grayed out when there are reported or unaccounted for import duplicate issues.
- Not grayed out when there are no issues or all issues are accounted for.

To import:

- In the 'Sheets to Import' section of the Import Preview dialog, select the import options required.
   When 'Getting Going' for the first time, select *all* options.
- 2 Click Import.

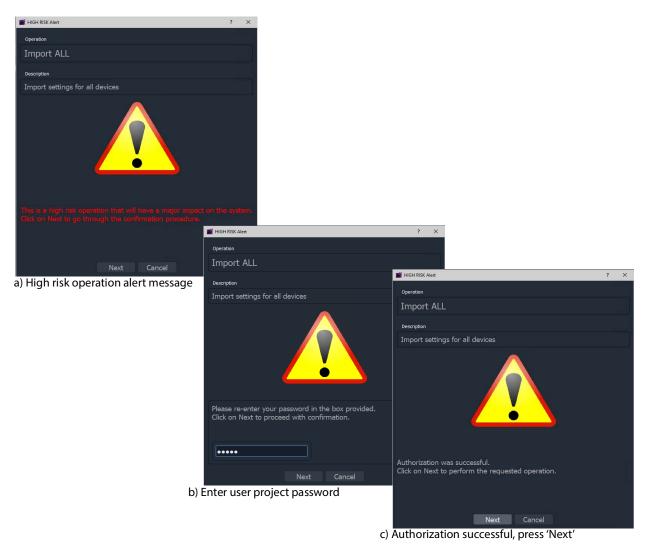
The importing of the spreadsheet information begins.

3 A **High Risk Alert** dialog is shown when importing a spreadsheet. See Figure 18-42a, b and c.

#### IMPORTANT

Importing is a potentially disruptive operation to any current IP routing being done by GV Orbit.

When 'getting started' for the first time, no routing should be currently happening, it is alright to continue.



*Fig.* 18-42: HIGH RISK Alert and Authorization: a) HIGH RISK Alert; b) Enter User Password; c) Authorization Successful.

4 Follow the on-screen instructions on the HIGH RISK dialogs to authorize the importing. To abort the importing process, click **Cancel** on the HIGH RISK dialog.

To continue, press **Next** on the dialog.

Entry of the user password is required. after which, to begin importing, press **Next** in the dialog. (Pressing **Cancel** aborts.)

The importing proceeds.

5 When the importing is complete, an **Import** summary dialog shows a summary of what configuration settings have been restored.

Import							
The import operation completed successfully.							
Restored 3 device names							
Restored 0 source ports							
Restored 0 destination ports							
Restored 144 source flows							
Restored 108 destination flows							
Close							

Fig. 18-43: Import Summary

#### 6 Click OK.

The configuration in the spreadsheet has been imported into the **IP Configuration** tool in GV Orbit Client. The information is made available to GV Orbit Control for routing.

After import, in the **IP Configuration** tool:

- · Devices will adopt the newly-set device names.
- Device ports will be mapped to the newly-defined router port numbers, with new port names.
- Device source spigots will be able to send out flows.
- Device destination spigots will be ready to receive flows.
- No flows will be routed.

#### CAUTION

Importing a spreadsheet into the **IP Configuration** is a potentially disruptive operation.

This is because it may affect all existing devices and routes. To try and prevent unintentional importing and disruption, GV Orbit Client alerts you to the risk of the operation and presents an overt, prompting authorization step to go through.

**Note:** Only settings for on-line devices are initially compared and then imported.

# **Routing Behaviours/Bindings Appendix**

GV Orbit C&M projects contain C&M project screens and XY Panel screens (see Chapter 13, Routing Control - XY Routing Panel, on page 591) which use on-screen widgets and 'behind-the-scenes' GV Orbit Client Behaviours and Bindings.

Routing type Behaviours and Bindings may be used with on-screen Button widgets etc. on XY Panel screens or soft control panels to synthesize a custom router control panel.

These Routing Behaviours and Bindings are listed in Table A-1 and Table A-2 respectively.

```
Note:
```

It is recommended that an XY panel screen created through the XY Wizard is used as the basis of a custom routing panel. This may be edited in GV Orbit and customized as required.

## **Routing Behaviours**

Behavior	Parameters	Description				
	Name, (RollCall) Address, +	When triggered on an GV Orbit C&M project XY panel screen				
ВРХ	Source,	Routes a defined Source to a defined Destination.				
	Destination	(BPX, button per crosspoint)				
Cancel	Mode	Cancels any selected Destination(s) and pre-selected Source(s).				
Destination	Destination, Level	Provides access to information about a Destination, including its name, port number and the currently-routed Source.				
Destination Button	Index, Destination, Mode	Enables a button to act like a Destination selection button.				
Destination Level Button	Index	Enables a button to act like a Destination Level selection button.				
Dialpad	Index, Sources, Clear, Delete	Enables a button widget to act like a Dial Pad button.				
Dialup Tally	Sources	Allows the currently active Dialup value to be displayed (on a panel screen).				

Table A-1: Routing Behaviours

Behavior	Parameters	Description				
	Name, (RollCall) Address, +	When triggered on an GV Orbit C&M project XY panel screen				
Filter	Sources	Applies a filter to the router Sources or Destinations.				
Load Panel	Target	Opens the GV Orbit Client Routing Panel in the client window or on a monitor display.				
Page	Page Sources, Page Offset	Switches between router panel pages				
Page Index	Page Sources, Index	Switches to a specific page index,				
Page Tally	Page Sources	Allows the current page value to be displayed (on a panel screen).				
Panel Lock	Mode	Toggles panel lock/unlock.				
Protect	-	Protects a selected Destination.				
Redo Button	-	Re-makes a route, used to implement a <b>Redo</b> button. (When placed on a panel schematic, enables <b>Redo</b> mode.)				
Salvo	Salvo	Executes a salvo.				
Source Button	Index, Source, Mode	Selects a Source.				
Source Level Button	Index	Enables a button to act like a Source Level selection button.				
Take	Mode	Router Take: Makes a route, used to implement a <b>Take</b> button. (When placed on a panel schematic, enables <b>Take</b> mode.)				
Undo Button	Undo Requires Take, Undo Timeout	Undoes a route, used to implement an <b>Undo</b> button. (When placed on a panel schematic, enables <b>Undo</b> mode.)				

Table A-1: Routing Behaviours (continued)

## **Routing Bindings**

Binding	Parameters	Description			
	Name, +	Binding binds a			
Panel Lock	Source Behaviour, Locked Caption, Unlocked Caption	Widget to Panel Lock function.			
Router Button	Source Behaviour, Normal Style, Preset Style, Routed Style	Routing Behaviour to a Button.			

Table A-2: Routing Bindings

# **IP Configuration Spreadsheet Appendix**

#### **IP Configuration Spreadsheet Appendix**

839
839
840
841
842

## Introduction

This appendix outlines the format of the IP Configuration spreadsheet used by GV Orbit Client.

Certain IP addresses are reserved by GV Orbit Control and cannot be used. Refer to the Release Notes for more information. See Related Documentation, on page 19.

**Note:** It is recommended that an exported spreadsheet from your system is used as the basis for entering settings for your system.

All IP endpoint settings (device name, spigot and flow settings etc.) of an GV Orbit Client IP routing network configuration (**IP Configuration**) may be exported (saved) to a file or imported from a file. The file is a spreadsheet file and it may be created off-line from scratch; or an exported spreadsheet may be used and edited off-line (which is easier).

The exported file is in a spreadsheet format and can:

- be edited;
- provide a 'template' spreadsheet;
- be used during system set up;
- be the primary source of information;
- be the Orbit project backup mechanism.

#### **Import and Export Buttons**

Exporting or importing is done in the **Devices** tab of the **IP Configuration** tool in GV Orbit Client. See also IP Configuration of End Point Devices and Spreadsheet Import, on page 75.

• Clicking on the **Export** or on the **Import** buttons in the tab's tool bar.

Devices	Spigots S	Src Flows Dst	Flows Route	Pro Protection Pro	an De Perte	LLDP	LLDP A	LLDP B	Routing S
Filter	Regex	Refresh Table	Purge	Export	Import	ubnet Scan	Duplicate So	can Connec	tion Scan
Device GUID			Device Name		Shore Hame	lost Name	Description	Device Type	Software
{00000000-0	000-1000-0090-00	{000000000}	340/OPM/203	- 2B MIX#3				IQMIX B	1.2.3
{00000000-0	000-1000-0080-00	{000000000}	340/OPM/202	- 2B MIX#2				IQMIX B	1.2.3
{00000000-0	000-1000-0070-00	{000000000}	340/OPM/201	- 2B MIX#1				IQMIX B	1.2.3
{00000000-0	000-1000-0060-00	{0000000000}	340/IPM/205 -	2B MIX#5				IQMIX B	1.2.3
{00000000-0	000-1000-0050-00	{000000000}	340/IPM/204 -	2B MIX#4				IQMIX B	1.2.3
{00000000-0	000-1000-0040-00	{000000000}	340/IPM/203 -	2B MIX#3				IOMIX B	1.2.3

Fig. B-1: Devices Tab - Import and Export Buttons

## **Exported Spreadsheet File**

	А	В	С	D	E	
1	GUID	IP Address	Device Name	Short Name	Host Name	Description
2	{0000000-0000-0000-20000000000}	172.168.100.52	100/NODE/001	Shorty3	Hosty3	Descriptiony3
3	{0000000-0000-0000-3000000000}	172.168.100.53	100/NODE/002	Shorty4	Hosty4	Descriptiony4
4	{0000000-0000-0009-00000000000}	172.168.100.69	100/NODE/003	Shorty19	Hosty19	Descriptiony19
5	{0000000-0000-0008-00000000000}	172.168.100.68	100/NODE/011	Shorty18	Hosty18	Descriptiony18
6	{0000000-0000-0000-4000000000}	172.168.100.54	100/NODE/021	Shorty5	Hosty5	Descriptiony5
7	{0000000-0000-0000-50000000000}	172.168.100.55	100/NODE/022	Shorty6	Hosty6	Descriptiony6
8	{0000000-0000-0000-60000000000}	172.168.100.56	100/NODE/023	Shorty7	Hosty7	Descriptiony7
9	{0000000-0000-0000-70000000000}	172.168.100.57	100/NODE/024	Shorty8	Hosty8	Descriptiony8
10	{0000000-0000-0000-8000000000}	172.168.100.58	100/NODE/025	Shorty9	Hosty9	Descriptiony9
11	{0000000-0000-0000-90000000000}	172.168.100.59	100/NODE/041	Shorty10	Hosty10	Descriptiony10
12	{0000000-0000-0000-0001-00000000000}	172.168.100.61	100/NODE/042	Shorty11	Hosty11	Descriptiony11
13	{0000000-0000-0002-00000000000}	172.168.100.62	100/NODE/043	Shorty12	Hosty12	Descriptiony12
14	{0000000-0000-0003-00000000000}	172.168.100.63	100/NODE/044	Shorty13	Hosty13	Descriptiony13
15	{0000000-0000-0000-0004-00000000000}	172.168.100.64	100/NODE/045	Shorty14	Hosty14	Descriptiony14
16	{0000000-0000-0000-0005-00000000000}	172.168.100.65	100/NODE/046	Shorty15	Hosty15	Descriptiony15
17	{0000000-0000-0000-0006-00000000000}	172.168.100.66	100/NODE/047	Shorty16	Hosty16	Descriptiony16
18	{0000000-0000-0000-0007-00000000000}	172.168.100.67	100/NODE/048	Shorty17	Hosty17	Descriptiony17
19	{00000000-0000-1000-0000-100000000000}	172.168.200.51	100/NODE/061			
	Device Names     Source Ports	Destination Ports	Source Flows Destination Flows	+ : I		

Fig. B-2: IP Configuration Spreadsheet

The exported file is in an MS Office spreadsheet format (file extension .xlsx). There are five tabbed work sheets in the file:

- Device Names Work Sheet
- Source Ports and Destination Ports Worksheets
- Source Flows and Destination Flows Worksheets

Each worksheet contains two sorts of data columns:

- **Key Field** columns these list parameters which define a **Device**, a **Spigot** or a **Flow**. These fields simply report existing settings and *should not be changed*.
- **Value Field** columns these hold user-defined values that *may be changed in the spreadsheet*.

Thus, each worksheet row has Key Fields and Value Fields.

#### **Device Names Work Sheet**

Each row represents a **Device**. A **Device** is defined either by the device GUID or by the device IP address; the IP address can be either the primary (fabric A) or secondary (fabric B) address. If both the GUID and the IP address are present then the GUID is used to identify the device.

	Key field colu	imns	Value Field	columns
1	А		В	С
1	GUID		IP Address	Device Name
2	{13A4D16E-1DD2-11B2-989B-0023700022F5}			AMD4010-02
3	{2E55E058-BEE1-4897-829E-85D5155E5E22}			Andrew Parr - Audio Live
4	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}		172.19.164.9	BASESTATION_1
5	{7AF93376-4D15-4727-8E88-54E9F754756A}			Cisco DCM
6	{00000000-0000-4000-0000-000000000000}}			DEVICE4KTEST
7	{13A71B5E-1DD2-11B2-8E4C-0023700036B6}			EDGE25-01
8	{139986CE-1DD2-11B2-92A5-0023700022B8}			EDGE40-6-01
9	{FB409C48-84C5-51FE-B454-3719C5DB9C0D}		172.19.164.220	GVCAMERASDRIVER_A
10	{9F756AF8-EA4D-5EA5-BDA8-21105D1EA5DD}		172.19.164.221	GVCAMERASDRIVER_B
11	{13A060C0-1DD2-11B2-AECF-002370009176}			IPIL50
12	{139D2C70-1DD2-11B2-AACF-002370008F10}			IPO10
13	{167F687C-1DD2-11B2-9089-002370003505}			IPOD10
	(00040047 0045 4004 D405 00000470)			100100

#### Each row represents a **Device**

Fig. B-3: Device Names Worksheet Example

In the Spreadsheet:

In the spreadsheet, the following fields are key value fields:

- Device Name (max 63 characters).
- Short Name (max 15 characters).
- Host Name (max 63 characters).
- **Description** (max 255 characters).

#### In the IP Configuration Tool:

In the **IP Configuration** tool, you can edit the following columns in the tool:

- Device Name.
- Short Name.
- Host Name.
- Description.

### **Source Ports and Destination Ports Worksheets**

These two worksheets are similar. Each row represents a spigot on a device defined by the device GUID, or by the device IP address, or by the device name. On the device, a spigot is defined by a spigot number, **Spigot Index**.

If the GUID is present, it is used in preference to either the IP address or device name. If the IP address is present, it is used in preference to the device name.

	Key	y field colu	mns	Value	lumns		
		_ /				<	
1	GUID	IP Address	C Device Name	Spigot Index	E Port Number	Port Name	G Short Name
2	{F2CF1192-BF72-32D2-328F-30CE7D4E3BA2}	172.19.104.9	BASESTATION_1	ì	-		
3	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	2			
4	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	3			
5	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	4			
6	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION 1	7	165	BASESTATION 1 S5	
7	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION 1	8	166	BASESTATION 1 S6	
8	[F2CF1192 BF72 52D2 928F 30CE7D4E5BA2]	172.10.164.0	BASESTATION 1	9	167	BASESTATION 157	
9	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	10	168	BASESTATION_1 S8	
10	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1			
11	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		2			
10	[10001105 1000 1100 0400 00007000ccos]	100 100 0 100	<u> </u>	2			

Each row represents a Source Spigot

Fig. B-4: Source Ports Worksheet Example

	Кеу	r field colun	nns	Value	field col	umns	
1	GUID	IP Address	Device Name	Spigot Index	Port Number	Port Name	Short Name
2	{F2CF1192-BF72-32D2-928F-S0CE7D4E3BA2}	172.19.104.9	BASESTATION_1	11			
3	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	12			
4	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	13			
5	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION 1	14			
6	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION 1	15			
7	dfff5748-03b5-11e9-b6d7-00190f2dd0e2		PRISM	1			
8	[1399119E 1DD2 1182 9488 002370005695]	192,168,9,100		9			
9	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		10			
10	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		11			
11	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		12			
10	[12001105 1002 1102 0400 00227000CC05]	100 100 0 100		10			

Each row represents a **Destination Spigot** 

Fig. B-5: Destination Ports Worksheet Example

In the Spreadsheet:

In the spreadsheet, the following fields are key value fields:

- Port Number (integer).
- Port Name (max 63 characters).
- Short Name (max 9 characters, but 8 characters for an IPRA routing-controlled system).

#### In the IP Configuration Tool:

In the **IP Configuration** tool, you can edit the following columns in the tool:

- Port Name.
- Short Name.
- Port Number.

## **Source Flows and Destination Flows Worksheets**

These two worksheets are similar.

Each row represents an IP flow on a device defined by the device GUID, or by the device IP address, or by the device name. On the device, a spigot is defined by a spigot number, **Spigot Index**.

If the GUID is present, it is used in preference to either the IP address or device name. If the IP address is present, it is used in preference to the device name.

**Note:** Flow Index is for information only - created at Export and ignored during Import.

	_		ey field column For information				
	IP Address	C Device Name	Spigot Index	Flow Index	F Interface	G Flow Type	Elev
F2CFI192-BF72-52D2-928F-3UCE7D4E5BA2	172.19.164.9	BASESTATION_I	1	1	A	RFC4175	<b>_</b>
F2CF1192-BF72-52D2-928F-30CE7D4E5BA2	} 172.19.164.9	BASESTATION_1	1	1	в	RFC4175	١
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2	} 172.19.164.9	BASESTATION_1	2	1	Α	RFC4175	1
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2	} 172.19.164.9	BASESTATION 1	2	1	в	RFC4175	١
{E2CE1192_BE72_52D2_928E_30CE7D4E5BA2	172 19 164 9	RASESTATION 1	2	1	Δ	REC4175	<u> </u>
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2	} 172.19.164.9	BASESTATION_1	3	1	В	RFC4175	١
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2	172.19.164.9	BASESTATION 1	4	1	A	RFC4175	
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2	} 172.19.164.9	BASESTATION 1	4	1	в	RFC4175	Y
F2CF1192-BF72-52D2-928F-30CE7D4E5BA2	} 172.19.164.9	BASESTATION 1	7	1	A	RFC4175	
F2CF1192-BF72-52D2-928F-30CE7D4E5BA2	} 172.19.164.9	BASESTATION_1	7	1	В	RFC4175	
100001100 0070 0000 0000 0000704000 0	1 170 10 161 0	DACESTATION 4	•	4		0004175	

#### Each row represents a Source Flow

Value field columns

3	н			ĸ	
) p e	Flow Enabled	Multicast Address	Source Address	Dst RTP Port	Src RTP Port
7 i	Y	233.252.0.100	172.19.164.9	50100	
7 (	Y	233.252.2.1	172.19.166.9	50100	
X	Y	233.252.0.103	172.19.164.9	11427	
71	Y	233.252.2.2	172.19.166.9	50100	
7	Ý	233.252.0.104	172.19.165.9	50100	
7 (	Y	233.252.2.3	172.19.167.9	50100	
7	Y	233.252.0.110	172.19.165.9	7631	
7 i	Y	233.252.2.4	172.19.167.9	50100	
7 i		233.252.1.5	172.19.165.9	50100	
7 i		233.252.2.5	172.19.167.9	50100	
-		222.252.4.6	173 10 164 0	50100	

Fig. B-6: Source Flows Worksheet Example

			I	Key field colu	imns			
				$\sim$				
				For informa	tion only			
1	А	В	c	D	E	F	G	E.
1	GUID	IP Address	Device Name	Spigot Index	Flow Index	Interface	Flow Type	Flow E ii 6
2	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	11	1	А	None	
3	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	12	1	Α	RFC4175	Υ
4	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	13	1	A	RFC4175	Y
5	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	14	1	Α	None	
6	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	15	1	A	None	
7	dfff5748-03b5-11e9-b6d7-00190f2dd0e2		DRISM	1	1	<u>^</u>	None	
8	dfff5748-03b5-11e9-b6d7-00190f2dd0e2		PRISM	1	1	В	None	
9	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9	1	A	RFC4175	Y
10	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9	1	В	None	
11	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9	2	Α	PCM	Y
10	11300110E 1003 1103 0400 0033700 COE1	103 169 0 100		0	2		81	
_				Value fie	eld colum	าร		
Ea	ach row represents a <b>Desti</b>	nation Flov	V					

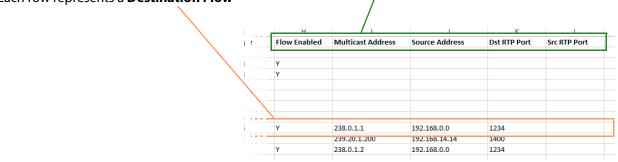


Fig. B-7: Destination Flows Worksheet Example

#### In the Spreadsheet:

In the spreadsheet, the following fields are key value fields.

- Flow Enabled.
- Multicast Address.
- Source Address.
- Dst RTP Port.
- Src RTP Port.

#### In the IP Configuration Tool:

In the **IP Configuration** tool, you can edit the following columns in each tab of the tool:

- Flow Enabled.
- Multicast Group Address.
- Source IP Address.
- Dest RTP Port.
- Source RTP Port.

## Example Spreadsheet

4	Α	В	С	D	E	F	G	H	1	1	K	L	M	N	0	Р	Q	R	1
	GUID	IP Address	Device Name																
	{13A4D16E-1DD2-11B2-989B-0023700022F5}		AMD4010-02																
3	{2E55E058-BEE1-4897-829E-85D5155E5E22}		Andrew Parr - Audio Live																
4	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1																
5	{7AF93376-4D15-4727-8E88-54E9F754756A}		Cisco DCM																
6	{0000000-0000-4000-0000-00000000000}		DEVICE4KTEST																
7	{13A71B5E-1DD2-11B2-8E4C-0023700036B6}		EDGE25-01																
8	{139986CE-1DD2-11B2-92A5-0023700022B8}		EDGE40-6-01																
9	{FB409C48-84C5-51FE-B454-3719C5DB9C0D}	172.19.164.220	GVCAMERASDRIVER_A																
10	{9F756AF8-EA4D-5EA5-BDA8-21105D1EA5DD}	172.19.164.221	GVCAMERASDRIVER_B																
11	{13A060C0-1DD2-11B2-AECF-002370009176}		IPIL50																
12	{139D2C70-1DD2-11B2-AACF-002370008F10}		IPO10																
13	{167F687C-1DD2-11B2-9089-002370003505}		IPOD10																
14	{03319817-98A5-1331-B13E-002370009179}		IPOL50																
15	{3C2C030A-62E7-5E95-BF2F-2902C5E4AF77}	172.19.164.220	IPRA QNX #1																
16	{0379CAD2-95E6-540A-8A28-F51F8BFF83A5}	172.19.164.221	IPRA QNX #2																
17	{302F7B5E-1DD2-11B2-AF1B-0023700035D4}		KahunalPI10																
18	{13A2FCAE-1DD2-11B2-B805-002370004118}		KahunalPID40																
19	{2C4BF62F-F67C-3C4B-98B4-007900000800}		KahunalPO10																
20	{13AC4B7E-1DD2-11B2-AFFB-002370003651}		KahunalPOD40																
21	{13E0EC30-1DD2-11B2-872C-0023700064E7}		Kula50_LL																
22	{13E11340-1DD2-11B2-9398-0023700064E7}		Kula50_LR																
23	{1A6B4870-1DD2-11B2-A3AF-002370002B76}		MIX-01-x																
24	{1A6AFA50-1DD2-11B2-8C9D-002370002B75}		MIX-03																
25	{1A68FE80-1DD2-11B2-ADFE-002370002B9B}		MIX-04																
26	{1A6AAC30-1DD2-11B2-9AEC-002370002B96}		MIX-07																
27	{1A69C1D0-1DD2-11B2-8166-0023700036DE}		MIX-08																
28	{1A6A5E10-1DD2-11B2-9CCF-0023700036D3}		MIX-09																
29	{1A6A8520-1DD2-11B2-83DA-002370002B94}		MIX-10																
30	{139B5B8E-1DD2-11B2-8A39-002370005D78}		MIX-101																
31	{1A69E8E0-1DD2-11B2-8784-002370002B83}		MIX-11																
32	{1A6A5E10-1DD2-11B2-83DA-0023700036C4}		MIX-16																
33	{1A6AAC30-1DD2-11B2-9AEC-0023700036BD}		MIX-19																
34	{1A699AC0-1DD2-11B2-8FB5-0023700036BC}		MIX-20																
	{1A69E8E0-1DD2-11B2-8166-002370002B74}		MIX-21																
	{1A69E8E0-1DD2-11B2-8166-0023700036CB}		MIX-22																
_																			

#### Fig. B-8: Device Names Worksheet

[12]CF1123-8F7.3202-9283-30C7           [12]CF1123-8F7.3202-9383-30C7           [12]CF1123-8F7.3202-9383-30C7           [13]991195-1002-1182-9488-0027           [13]991195-1012-1182-9488-0027           [13]991195-1012-1182-9488-0027           [13]991195-1012-1182-9488-0027           [13]991195-1012-1182-9488-0027           [13]991195-1012-1182-9488-0027           [13]991195-1012-1182-9488-0027           [13]991195-1012-1182-9488-0027           [13]991195-1012-1182-9488-0027           [13]991196-1012-1182-9488-0027           [13]991196-1012-1182-9488-0027           [13]991196-1012-1182-9488-0027           [13]991196-1012-1182-9488-0027           [13]99119-1012-1182-9488-0027           [13]99119-1012-1182-9488-0027           [13]99119-1012-1182-9488-0027           [13]99119-1012-1182-9488-0027           [13]99119-1012-1182-9488-0027           [13]99119-1012-1182-9488-0027           [13]99119-1012-1182-9488-0027	TACSBA2         T72.15.164.9           TACSBA3         T72.15.164.9           TACSBA3         T72.15.164.9           TACSBA3         T72.15.164.9           TACSBA3         T72.15.164.9           TACSBA3         T72.15.168.3.100           TO0066951         T52.168.3.100           TO0066951         T52.168.3.100	Device Name BASESTATION 1 BASESTATION 1 BASESTATION 1 BASESTATION 1 BASESTATION 1 BASESTATION 1 BASESTATION 1 BASESTATION 1	Spigot Index 1 2 3 4 7 8 9 10 1 2 3 4 5 6	Port Number	Port Name BASESTATION 155 BASESTATION_156 BASESTATION_157 BASESTATION_158	Short Name				
FPC T1192-0F7-20D-32BF-30CF           FPC T1192-0F7-20D-32BF-30CF           FPC T1192-0F7-20D-32BF-30CF           FPC T192-0F7-20D-32BF-30CF           FPC T192-0F7-20D-32BF-30CF           FPC T192-0F7-20D-32BF-30CF           FPC T192-0F7-20D-32BF-30CF           FPC T192-0F7-20D-32BF-30CF           FPC T192-0F7-20D-32BF-30CF           F1397118F-10D-1182-34B8-0237           F1399118F-10D-1182-34B8	TACSBA2         T72.15.164.9           TACSBA3         T72.15.164.9           TACSBA3         T72.15.164.9           TACSBA3         T72.15.164.9           TACSBA3         T72.15.164.9           TACSBA3         T72.15.168.3.100           TO0066951         T52.168.3.100           TO0066951         T52.168.3.100	BASESTATION_1 BASESTATION_1 BASESTATION_1 BASESTATION_1 BASESTATION_1 BASESTATION_1	2 3 4 7 8 9 10 1 2 3 4 5	166 167	BASESTATION_1 S6 BASESTATION_1 S7					
[F2C1192, 6F72-52D2, 92BF-30C27           [F2C1192, 6F72, 52D2, 92BF-30C27           [F3D191, 6F102, 6F23, 52D2, 92BF-30C27           [J399115, 10D2, 11E2, 94B8, 00237	TALESBA2         172.15.164.9           TADESBA2         172.15.164.9           TADESBA2         172.15.164.9           TALESBA2         172.15.164.9           TALESBA2         172.15.164.9           TADESBA2         172.15.165.3.100           TO006655         192.168.3.100           TADESBA5         152.168.3.100           TADESBA5         152.168.3.100           TO006655         192.168.3.100           TO006655         192.168.3.100           TO006655         192.168.3.100           TO006655         192.168.3.100           TO006655         192.168.3.100           TADESBA100         192.168.3.100           TADESBA100         192.168.3.100           TADESBA100         192.168.3.100           TADESBA100         192.168.3.100	BASESTATION_1 BASESTATION_1 BASESTATION_1 BASESTATION_1 BASESTATION_1	3 4 7 8 9 10 1 2 3 4 5	166 167	BASESTATION_1 S6 BASESTATION_1 S7					
[201192.877.302.928-302.7 [201192.877.302.928-302.7 [201192.877.302.928-302.7 [201192.877.302.938-302.7 [201192.877.302.938-302.7 [31991195.1002.118.2488.0027 [31991195.1002.118.2488.0027 [31991195.1002.118.2488.0027 [31991195.1002.118.2488.0027 [31991195.1002.118.2488.0027 [31991195.1002.118.2488.0027 [31991195.1002.118.2488.0027 [31991195.1002.118.2488.0027]	TALESBA2         T.72.15.16.4.9           TO0066953         152.168.3.100           T00060953         152.168.3.100	BASESTATION_1 BASESTATION_1 BASESTATION_1 BASESTATION_1	4 7 8 9 10 1 2 3 4 5	166 167	BASESTATION_1 S6 BASESTATION_1 S7					
[72C1192.877.5202.9287.30C7 [72C1192.877.5202.9288.30C7 [72C1192.877.5202.9288.30C7 [72C1192.877.5202.9288.30C7 [13951195.100.118.2488.0027 [13951195.100.118.2488.0027 [13951195.100.118.2488.0027 [13951195.100.118.2488.0027 [13951195.100.118.2488.0027 [13951195.100.118.2488.0027 [13951195.100.118.2488.0027 [13951195.100.118.2488.0027 [13951195.100.118.2488.0027 [13951195.100.118.2488.0027]	TALESBA2         T.72.15.164.9           TPAESBA2         172.15.164.9           TPAESBA2         172.15.165.9.100           TPORESS         192.168.9.100	BASESTATION_1 BASESTATION_1 BASESTATION_1	8 9 10 1 2 3 4 5	166 167	BASESTATION_1 S6 BASESTATION_1 S7					
[F2C1123-8F7.3202-9288-30CF7           [F2C1123-8F7.3202-9288-30CF7           [F2C1123-8F7.3202-9288-30CF7           [F2C1123-8F7.3202-9288-30CF7           [IS991158-100.1182-9488-00237           [IS991159-100.1182-9488-00237           [IS91159-100.1182-9488-00237           [IS91159-100.1182-9488-00237           [IS91159-100.1182-9488-00237      <	TPAESBA2         172.19.164.9           TPAESBA2         192.168.9.100           T0006695         192.168.9.100           T0006695         192.168.9.100           T0006695         192.168.9.100           T0006695         192.168.9.100	BASESTATION_1 BASESTATION_1	8 9 10 1 2 3 4 5	166 167	BASESTATION_1 S6 BASESTATION_1 S7					
F2CF1192-BF72-52D2-928F-30CE7	TPAESBA2         172.19.164.9           TPAESBA2         172.19.164.9           Op066953         192.168.9.100           T00066955         192.168.9.100	BASESTATION_1	9 10 1 2 3 4 5	167	BASESTATION_1 S7					
[F2CF1192-8F72-52D2 928F-30CE7           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037           [13951195-1002-1182-9488-0037	7D4E5BA2         172.19.164.9           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100		10 1 2 3 4 5							
0 [199119:-IDD-11B-9488-00237 1 [199119:-IDD-11B-9488-00237 3 [199119:-IDD-11B-9488-00237 3 [199119:-IDD-11B-9488-00237 5 [199119:-IDD-11B-9488-00237 5 [199119:-IDD-11B-9488-00237 7 [199119:-IDD-11B-9488-00237 8 [19904E:-IDD-11B-9488-00237 9 [19904E:-IDD-11B-74877-0023- 9 [19904E:-IDD-11B-7471-0023- 9 [19904E:-IDD-11B-7471-0033- 9 [19904E:-IDD-11B-748-7471-0033- 9 [19904E:-IDD-11B-748-7471-0033- 9 [19904E:-IDD-11B-748-7471-0033- 9 [19904E:-IDD-11B-748-7471-0033- 9 [19904E:-IDD-11B-748-7471-0033- 9 [19904E:-IDD-11B-748-7471-0033- 9 [19904E:-IDD-11B-748-7471-0033- 9 [19904E:-IDD-11B-748-748- 9 [19904E:-IDD-11B-748-748- 9 [19904E:-IDD-11B-748-748- 9 [19904E:-IDD-11B-748-748- 9 [19904E:-IDD-11B-748-748- 9 [19045] 9 [19045]	70006695)         192.168.9.100           70006695)         192.168.9.100           70006695)         192.168.9.100           70006695)         192.168.9.100           70006695)         192.168.9.100           70006695)         192.168.9.100           70006695)         192.168.9.100           70006695)         192.168.9.100           70006695)         192.168.9.100           70006695)         192.168.9.100	BASESTATION_1	1 2 3 4 5	168	BASESTATION_1 S8					
1         [1399119-: IDD2-11B2-9488-00237           2         [1399119-: IDD2-11B2-9488-00237           3         [1399119-: IDD2-11B2-9488-00237           4         [1399119-: IDD2-11B2-9488-00237           5         [1399119-: IDD2-11B2-9488-00237           6         [1399119-: IDD2-11B2-9488-00237           7         [1399119-: IDD2-11B2-9488-00237           8         [1399119-: IDD2-11B2-9488-00237           9         [1399119-: IDD2-11B2-9488-00237	70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100		2 3 4 5							
2         [1399119-: IDD2-11B2-9488-00237           3         [1399119-: IDD2-11B2-9488-00237           4         [1399119-: IDD2-11B2-9488-00237           5         [1399119-: IDD2-11B2-9488-00237           6         [1399119-: IDD2-11B2-9488-00237           7         [1399119-: IDD2-11B2-9488-00237           8         [1399119-: IDD2-11B2-9488-00237           7         [1399119-: IDD2-11B2-9488-00237           8         [139904E1: DD2-11B2-9488-00237           9         [139904E1: DD2-11B2-9488-00237           9         [139904E1: DD2-11B2-9488-00237	70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100		- 3 4 5							
3         (1399119E-1DD2-1182-9488-00237           4         (1399119E-1DD2-1182-9488-00237           5         (1399119E-1DD2-1182-9488-00237           6         (1399119E-1DD2-1182-9488-00237           7         (1399119E-1DD2-1182-9488-00237           8         (1399119E-1DD2-1182-9478-100233)           9         (139914EE-1DD2-1182-9478-100233)           9         (139914EE-1DD2-1182-9478-100233)	70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100           70006695         192.168.9.100		4							
4         1399119E-1DD2-1182-9488-00237           5         1399119E-1DD2-1182-9488-00237           6         1399119E-1DD2-1182-9488-00237           7         1399119E-1DD2-1182-9488-00237           8         139904EE-1DD2-1182-9488-00237           9         139904EE-1DD2-1182-A7F1-00233	70006695}         192.168.9.100           70006695}         192.168.9.100           70006695}         192.168.9.100           70006695}         192.168.9.100           70006695}         192.168.9.100		5							
5         (1399119E-1DD2-1182-9488-00237           6         (1399119E-1DD2-1182-9488-00237           7         (1399119E-1DD2-1182-9488-00237           8         (139904EE-1DD2-1182-A7F1-00233           9         (139904EE-1DD2-1182-A7F1-00233	70006695} 192.168.9.100 70006695} 192.168.9.100 70006695} 192.168.9.100		-							
(1399119E-1DD2-11B2-9488-00237           (1399119E-1DD2-11B2-9488-00237           (1399119E-1DD2-11B2-9488-00237           (1399D4EE-1DD2-11B2-A7F1-00237           (1399D4EE-1DD2-11B2-A7F1-00237	70006695} 192.168.9.100 70006695} 192.168.9.100		6							
7         (1399119E-1DD2-11B2-9488-00237           8         (1399D4EE-1DD2-11B2-A7F1-00237           9         (1399D4EE-1DD2-11B2-A7F1-00237	70006695} 192.168.9.100									
8 {1399D4EE-1DD2-11B2-A7F1-00237 9 {1399D4EE-1DD2-11B2-A7F1-00237			7							
1399D4EE-1DD2-11B2-A7F1-0023			8							
	70005E08} 192.168.14.100		1							
0 /1200DAEE 1002 1102 A7E1 0022	70005E08} 192.168.14.100		2							
	70005E08} 192.168.14.100		3							
1 {1399D4EE-1DD2-11B2-A7F1-00233	70005E08} 192.168.14.100		4							
2 {1399D4EE-1DD2-11B2-A7F1-00237	70005E08} 192.168.14.100		5							
3 {1399D4EE-1DD2-11B2-A7F1-00237	70005E08} 192.168.14.100		6							
4 {1399D4EE-1DD2-11B2-A7F1-00237	70005E08} 192.168.14.100		7							
1399D4EE-1DD2-11B2-A7F1-0023	70005E08} 192.168.14.100		8							
6 {139F0130-1DD2-11B2-BEC9-00237	7000373E} 10.10.10.3		1							
7 {139F0130-1DD2-11B2-BEC9-00237	7000373E} 10.10.10.3		2							
3 {139F0130-1DD2-11B2-BEC9-00237			3							
{139F0130-1DD2-11B2-BEC9-00237	7000373E} 10.10.10.3		4							
{139F0130-1DD2-11B2-BEC9-00237	7000373E} 10.10.10.3		5							
1 {139F0130-1DD2-11B2-BEC9-00237	7000373E} 10.10.10.3		6							
2 {139F0130-1DD2-11B2-BEC9-00237			7							
{139F0130-1DD2-11B2-BEC9-00237			8							
4 {139F2840-1DD2-11B2-896E-00237			1							
5 {139F2840-1DD2-11B2-896E-00237			2							
{139F2840-1DD2-11B2-896E-00237			3							

Fig. B-9: Source Ports Worksheet

А	В	C	D	E	F	G	н	1	J	K	L	M	N
GUID	IP Address	Device Name	Spigot Index	Port Number	Port Name	Short Name							
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	11										
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	12										
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	13										
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	14										
{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	15										
dfff5748-03b5-11e9-b6d7-00190f2dd0e2		PRISM	1										
{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9										
{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		10										
0 {1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		11										
1 {1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		12										
2 {1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		13										
3 {1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		14										
4 {1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		15										
5 {1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		16										
6 {1399D4EE-1DD2-11B2-A7F1-002370005E08}	192.168.14.100		9										
7 {1399D4EE-1DD2-11B2-A7F1-002370005E08}	192.168.14.100		10										
8 {1399D4EE-1DD2-11B2-A7F1-002370005E08}	192.168.14.100		11										
9 {1399D4EE-1DD2-11B2-A7F1-002370005E08}	192.168.14.100		12										
{1399D4EE-1DD2-11B2-A7F1-002370005E08}	192.168.14.100		13										
1 {1399D4EE-1DD2-11B2-A7F1-002370005E08}	192.168.14.100		14										
2 {1399D4EE-1DD2-11B2-A7F1-002370005E08}	192.168.14.100		15										
3 {1399D4EE-1DD2-11B2-A7F1-002370005E08}	192.168.14.100		16										
4 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		1										
5 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		2										
6 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		3										
7 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		4										
{139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		5										
9 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		6										
{139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		7										
1 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		8										
2 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		9										
3 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		10										
4 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		11										
5 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		12										
6 {139A4A1E-1DD2-11B2-9FBF-002370006085}	192.168.6.1		13										

Fig. B-10: Destination Ports Worksheet

ŕ	A	B		D	E	F	G	H		· · · · ·	K	6 070 0 I	N
	GUID	IP Address	Device Name	Spigot Index	Flow Index	Interface	Flow Type	Flow Enabled	Multicast Address	Source Address	Dst RTP Port	Src RTP Port	
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	1	1	A	RFC4175	Y	233.252.0.100	172.19.164.9	50100		
		172.19.164.9	BASESTATION_1	1	1	В	RFC4175	Y	233.252.2.1	172.19.166.9	50100		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}		BASESTATION_1	2	1	A	RFC4175	Y	233.252.0.103	172.19.164.9	11427		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}		BASESTATION_1	2	1	В	RFC4175	Y	233.252.2.2	172.19.166.9	50100		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}		BASESTATION_1	3	1	A	RFC4175	Y	233.252.0.104	172.19.165.9	50100		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	3	1	В	RFC4175	Y	233.252.2.3	172.19.167.9	50100		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	4	1	A	RFC4175	Y	233.252.0.110	172.19.165.9	7631		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	4	1	В	RFC4175	Y	233.252.2.4	172.19.167.9	50100		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	7	1	A	RFC4175		233.252.1.5	172.19.165.9	50100		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	7	1	В	RFC4175		233.252.2.5	172.19.167.9	50100		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	8	1	A	RFC4175		233.252.1.6	172.19.164.9	50100		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	8	1	в	RFC4175		233.252.2.6	172.19.166.9	50100		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	9	1	A	PCM		233.254.1.1	172.19.164.9	50104		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	9	1	в	PCM		233.254.3.1	172.19.166.9	50104		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	10	1	A	PCM		233.254.1.2	172.19.164.9	50104		
	{F2CF1192-BF72-52D2-928F-30CE7D4E5BA2}	172.19.164.9	BASESTATION_1	10	1	В	PCM		233.254.3.2	172.19.166.9	50104		
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	1	A	2022-6		239.20.1.100	192.168.14.14	1400		
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	1	В	2022-6		239.20.1.200	192.168.14.14	1400		
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	2	A	RFC4175						
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	2	в	RFC4175	Y	239.20.2.200	192.168.14.14	1400		
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	3	A	PCM						
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	3	в	PCM	Y	239.20.3.200	192.168.14.14	1400		
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	4	A	PCM						
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	4	в	PCM						
	{1399119E-1DD2-11B2-9488-002370006695}	192,168,9,100		1	5	A	PCM						
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	5	В	PCM						
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	6	4	PCM						
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	6	B	PCM						
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	7	A	Meta						
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		1	7	B	Meta						
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		2	1	A	2022-6		239.20.1.100	192.168.14.14	1400		
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		2	1	в	2022-6		239.20.1.200	192.168.14.14	1400		
	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		2	2	A	RFC4175		200120121200	171100114114	2100		
	{1399119E-1002-1182-9488-002370000053} {1399119E-1002-1182-9488-002370006695}	192.168.9.100		2	2	в	RFC4175						
	{1399119E-1002-1182-9488-002370006695} {1399119E-1002-1182-9488-002370006695}	192.168.9.100		2	3	A	PCM						
	{1555115C-1002-1162-9488-002370000095}	152.100.3.100		4	2	*	POW						

Fig. B-11: Source Flows Worksheet

i C	A	B	C Device Name	D Spigot Index	E	F	G	H			K		M	N
	GUID	IP Address			Flow Index	Interface	Flow Type	Flow Enabled	Multicast Address	Source Address	Dst RTP Port	Src RTP Port		
		172.19.164.9	BASESTATION_1	11	1	A	None	v						
		172.19.164.9	BASESTATION_1	12	1	A	RFC4175	Y						
		172.19.164.9	BASESTATION_1	13	1	A	RFC4175	Y						
		172.19.164.9	BASESTATION_1	14	1	A	None							
		172.19.164.9	BASESTATION_1	15	1	A	None							
	dfff5748-03b5-11e9-b6d7-00190f2dd0e2		PRISM	1	1	A	None							
	dfff5748-03b5-11e9-b6d7-00190f2dd0e2		PRISM	1	1	В	None							
		192.168.9.100		9	1	A	RFC4175	Y	238.0.1.1	192.168.0.0	1234			
		192.168.9.100		9	1	В	None		239.20.1.200	192.168.14.14	1400			
		192.168.9.100		9	2	A	PCM	Y	238.0.1.2	192.168.0.0	1234			
		192.168.9.100		9	2	В	None							
13	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9	3	A	PCM	Y	238.1.1.2	192.168.0.0	1234			
14	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9	3	В	None							
15	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9	4	A	PCM	Y	238.2.1.2	192.168.0.0	1234			
16	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9	4	в	None							
17	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9	5	A	PCM	Y	238.3.1.2	192.168.0.0	1234			
18	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		9	5	в	None							
19	[1399119E-1DD2-11B2-9488-002370006695]	192.168.9.100		9	6	A	None							
20	[1399119E-1DD2-11B2-9488-002370006695]	192.168.9.100		9	6	в	None							
21	[1399119E-1DD2-11B2-9488-002370006695]	192.168.9.100		10	1	Α	RFC4175	Y	238.0.2.1	192.168.0.0	1234			
22	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		10	1	в	None		239.20.1.200	192.168.14.14	1402			
23	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		10	2	A	PCM	Y	238.0.2.2	192.168.0.0	1234			
24	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		10	2	в	None							
25	{1399119E-1DD2-11B2-9488-002370006695}	192.168.9.100		10	3	A	None							
26	[1399119E-1DD2-11B2-9488-002370006695]	192.168.9.100		10	3	в	None							
27	[1399119E-1DD2-11B2-9488-002370006695]	192.168.9.100		10	4	A	None							
28	[1399119E-1DD2-11B2-9488-002370006695]	192,168,9,100		10	4	в	None							
29	[1399119E-1DD2-11B2-9488-002370006695]	192,168,9,100		10	5	A	None							
30	[1399119E-1DD2-11B2-9488-002370006695]	192.168.9.100		10	5	в	None							
		192.168.9.100		10	6	A	None							
		192.168.9.100		10	6	в	None							
		192.168.9.100		11	1	A	REC4175	Y	238.0.3.1	192,168.0.0	1234			
		192.168.9.100		11	1	B	None		239.20.1.200	192.168.14.14	1404			
		192.168.9.100		11	2	A	PCM	Y	238.0.3.2	192.168.0.0	1234			
	[1399119E-1DD2-11B2-9488-002370006695]	192.168.9.100		11	2	в	None							
				nation Flows (				: •						

Fig. B-12: Destination Flows Worksheet

# Network Device Advance Control (NDAC) NP0017

The following Network Device Advance Control (NDAC) NP0017 commands are supported.

## **General commands**

CommandId	Name	Handling
0x0000 300A	Execute System Salvo	Triggers a salvo created in GV Orbit Control by referring to it by the "external ID" of the salvo.
0x0000 310E	Register For Data Changes	Registers the client for changes to the labels within GV Orbit Control and notifies it with a '0x0000 310C Notify Mnemonic Change' when some labels are changed in GV Orbit Control.

## **Device-based support**

**Note:** We recommend to northbound control systems to use Device-base commands as gaps are properly supported.

The following set of NP0017 device-based commands for support of crosspoints and labels have been implemented in the NDAC.

CommandId	Name	Handling
0x0000 3000	Take Source To Destination	Performs a crosspoint change
0x0000 3002	Lock, Protect and Release Device	User Id of command taken into account, when performing operation. Apply LPR state on a specific input device and level, see "lock protect release level on device" command (0x00003002). See also Setting a User ID for Lock, Protect, and Release with NDAC NP0016 / NP0017 Northbound Interfaces, on page 487.
0x0000 3004	Register for Changes to Device	Registers the client for changes to the port and notifies it with a '0x0000 300B Device Status Changed' when the crosspoint changes in GV Orbit Control.
0x0000 3006	Get Destination Status	Returns the current crosspoint status.
0x0000 3008	Get Device LPR Status	Returns the output's current lock/protect/release status. If a user has an "external ID" value configured it is returned, otherwise 0 is returned.

CommandId	Name	Handling
0x0000 3012	Get Mnemonics	Allows client to retrieve the mnemonics for 'all devices', 'levels', 'sources', 'destinations' and 'categories'. Limited to 8 first characters of the "Short name" property. Categories are not supported.
0x0000 3016	Device All Levels Take	Performs a take between a source and destination on all the available levels.
0x0000 3017	Get Simple Device Status	Provides the input connected to a destination device. Returns all levels including sub-levels of composite levels.
0x0000 3018	Get Device Levels	<ul><li>Returns the levels associated to a device.</li><li>Returns all levels including sub-levels of composite levels.</li><li>Returns the levels with the right device id.</li></ul>
0x0000 3022	Get Extended Mnemonics	Returns associated device mnemonics. Only types 1,2,3 and 4 are handled. No limit on name length. This returns no category information.
0x0000 302B	Get Contents For Category	This returns no category information.
0x8000 300B	Device Output Changed Response	This is a response message sent back by clients after GV Orbit Control sends out a 0x0000 300B. GV Orbit Control simply ignores these messages.

Details about device id and level numbers

- The *Device ID* fields used in the device-based commands are 1-based values. Meaning that *Source Device ID* 1 in a command matches the logical source with external id 1 in GV Orbit Control.
- The Virtual Level ID field used in the device-based commands are 1-based values. Meaning that Virtual Level ID 1 in a command matches the logical level with ID 1 (SDI) in GV Orbit Control.

## **Port-based support**

GV Orbit Control supports the following set of NP0017 port-based commands in the NDAC.

CommandId	Name	Handling
0x0000 3001	Take Input To Output	Performs a crosspoint change
0x0000 3003	Lock, Protect and Release Port	User Id of command taken into account, when performing operation. Apply LPR state on a specific input port and level, supports NP0017 "lock protect release port" command (0x00003003). See also Setting a User ID for Lock, Protect, and Release with NDAC NP0016 / NP0017 Northbound Interfaces, on page 487.
0x0000 3005	Register for Changes to Port	Registers the client for changes to the port and notifies it with a '0x0000 300C Physical Port Changed' when the crosspoint changes in GV Orbit Control.

CommandId	Name	Handling
0x0000 3007	Get Physical Crosspoint Status	Returns the current crosspoint status.
0x0000 3009	Get Physical LPR Status	Returns the output's current lock/protect/release status. If a user has an "external ID" value configured it is returned, otherwise 0 is returned.
0x0000 3014	Get Physical Level Dimensions	Returns the logical level ids and size for the area being controlled.
0x0000 3015	Get Mnemonic For Ports	Returns the first 8 characters of 'Short name' property for the requested input or output port.
0x0000 3025	Get Extended Mnemonics For Ports	Returns the full 'Short name' property for the requested input or output port. Not limited in length.
0x8000 300C	Physical crosspoint status response.	This is a response message sent back by clients after GV Orbit Control sends out a 0x0000 300C. GV Orbit Control simply ignores these messages.

**Details about port and level numbers** 

- The *Input Port* and *Output Port* fields used in the port-based commands are 0-based values. Meaning that *Input Port* 0 in a command matches the logical source with external id 1 in GV Orbit Control.
- The port numbers (external Id values) should be sequential in GV Orbit Control. That is, port-based commands do not work properly if there are gaps in the external IDs.
- The *Physical Level ID* field used in the port-based commands are 1-based values. Meaning that *Physical Level ID* 1 in a command matches the logical level with ID 1 (SDI) in GV Orbit Control.

## User ID and Lock, Protect, and Release

User ID is a concept found in some protocols such as NP0016 and NP0017. It allows a northbound controller to identify the user which is performing lock/protect or take operations. In turn GV Orbit Control, will try to match the provided user ID to one of its users by looking up the **External Id** parameter value and perform the operations internally using it.

See also Setting a User ID for Lock, Protect, and Release with NDAC NP0016 / NP0017 Northbound Interfaces, on page 487.

NOTE: GVG NP and Probel SW-P-08 protocols do not have user ID concepts, so all their operations are performed as the GV Orbit Control *admin* user.

## GV Orbit Control user external id configuration

NP0016 and NP0017 protocols provide the user ID for various operations. The user ID is defined as an unsigned integer value from 0 to 4294967295 but it's recommended to NOT use values beyond 2147483647 to avoid any conversion or any special handling of users ID in GV Orbit Control systems. If the recommendation cannot be applied, please contact

Grass Valley support for further details on how to configure those values in GV Orbit Control systems. See Grass Valley Technical Support, on page 862.

NDAC Client	User ID
iControl - NP0017 device based	0 An iControl system property can be configured to change this.
iControl - NP0017 port based	0
iControl - NP0016	61441 (0xF001)
GV Orbit Routing service - NP0017 device based	0 or <b>Control External Id</b> parameter; see above.
Image Video - NP0017 device based	0

User IDs used by Northbound Control Systems

## Troubleshooting

For troubleshooting, GV Orbit Control has **GV Orbit Control** *audit.logs* found on GV Orbit Admin web interface under **Log Files** that show the user name and its external ID, the northbound interface (for example, NP0017), type of commands (Device-based, Portbased, etc.) and if the command was received from a panel. Refer to **Log Files Task** in the *GV Orbit Admin Guide*. See Related Documentation, on page 7.

## How to...

How to configure iControl or Kaleido to control GV Orbit Control using NP0017 device-id-based driver

- 1 Add and configure a physical router:
  - a Add the physical router in router manager or Xedit.
  - b Select the 'NVEP NV9000 Device Takes (NP0017)' router protocol.
  - c Set the Connection type to: TCP/IP
  - d Enter the GV Orbit Control controller IP address.
  - e Set the TCP/IP port to 9193 + 'external id'. For example: if the area 'external id' in GV Orbit Control is '0' use port 9193, if area 'external id' in GV Orbit Control is '1' use port 9194.
  - f Add a physical level.
  - g Configure its size and enter any number in the 'Level or frame ID' field. Kaleido and iControl only do all 'level takes'.

The matrix size should be at least the 'amount of sources of the topology with the most sources' X 'amount of destinations of the topology with the most destinations' as shown in the GV Orbit Control Alias Editor of the area. If you intend to remove/add sources or destinations in GV Orbit Control you should make the router size bigger as 'NP0017 ID' aren't reused.

- 2 Create a logical router:
  - a Set the size and add the logical level.
    - The logical level can be a subset of all the physical inputs or outputs in GV Orbit Control. That way you can control only certain sources or destinations.
  - b Select the physical levels configured.
  - c Perform the auto-map of sources and destinations.
  - d Save.
- 3 Control GV Orbit Control using router matrix.

How to configure iTX to control GV Orbit Control using NP0017 device-idbased driver

• Create a router in iTX and select the 'NV9000' driver.

How to configure NV9000 to control GV Orbit Control using NP0017 device-id-based driver

• NV9000 doesn't support this mode of communication with a router controller.

How to configure iControl or Kaleido to control GV Orbit Control using NP0017 port-based driver

- 1 Add and configure a physical router:
  - a Add the physical router in router manager or Xedit.
  - b Select the 'NVEP NV9000 Port Takes (NP0017)' router protocol.
  - c Set the Connection type to: TCP/IP
  - d Enter the GV Orbit Control controller IP address.
  - e Set the TCP/IP port to 9193 + 'external id'. For example: if the area 'external id' in GV Orbit Control is '0' use port 9193, if area 'external id' in GV Orbit Control is '1' use port 9194.
  - f Add a physical level.
  - g Configure its size and enter '1' in the 'Level or frame ID' field.

The matrix size should be the total amount of source and destination 'External IDs' within the GV Orbit Control Alias Editor of the area.

- h Add other levels as needed.
- 2 Create a logical router:
  - a Set the size and add the logical level.

The logical level can be a subset of all the physical inputs or outputs in GV Orbit Control. That way you can control only certain sources or destinations.

- b Select the physical levels configured.
- c Perform the auto-map of sources and destinations.
- d Save.
- 3 Control GV Orbit Control using router matrix.

How to configure NV9000 to control GV Orbit Control using NP0017 port based driver

- 1 Configure the 'area id' in GV Orbit Control to '0'.
- 2 Access the SE-Utilities application.
- 3 Add a router:
  - a Go to Configuration > Routers and click the 'Add router' button.
  - b Enter a name for the router.
  - c Select 'NV Control System Ethernet' as the protocol
  - d Click next.
  - e Add a Physical Level and configure the level '#' value to match the GV Orbit Control logical level 'external Id' from within Area.
  - f Enter '0' for the 'Input Start' and 'Output Start'.
  - g Enter the number of GV Orbit Control inputs 1 in 'Input End'
  - h Enter the number of GV Orbit Control outputs 1 in the 'Output End'
- 4 Add a level set:
  - a Go to Configuration > Level Sets and click the 'add level set' button.
  - b Enter a name for the level set.
  - c Select a 'Virtual Level' value for 'display index' 1.
  - d Select a Physical level from the pull down.
- 5 Add devices:
  - a Go to Configuration > Devices and click 'Add Device' button.
  - b Enter a mnemonic, select a level set and optionally enter a description.
  - c Click the 'Next' button.
  - d In the 'Device Level Detail' section enter the input or output numbers used by the Device.
  - e Repeat to add more devices.
- 6 Apply the DB to the controller:
  - a Go to System Management and select the NV9000 controller.
  - b Click the 'Write configuration to NV9000' button.
  - c Once the copying is done, click the 'Restart controller 1' button.
- 7 Control GV Orbit Control using SE-Utilities:
  - a Go to System Management > NV9000 controller > Routers and select the router representing GV Orbit Control.

There is a bug in SE-Utilities when output 0 is used. It's status isn't displayed in the 'Connections' table. If you wish to view the status of output 0, you can change the 'Starting Output' value to 0 instead of 1, but you will loose the status of the last output. The 'Display Count' value cannot be higher than the last output number of the physical level, which is one less than the output count when using 0-based values.

b You can perform takes by using 0-based input and output values.

## Northbound Control through Sony LSM (NS-BUS Router Matrix protocol)

GV Orbit Control system's northbound interface has the ability to control crosspoints through Sony LSM (NS-BUS router matrix protocol).

With this integration, logical sources/destinations from GV Orbit Control systems, including those created for NMOS devices, are now available northbound to be used by Sony panels and commands received through *NS-BUS router matrix protocol* are handled.

LSM does not allow the configuration of the TCP port to which it connects to on an NS-BUS router device and uses 9720 by default. Because of this limitation, only one area of GV Orbit Control systems can be controlled. GV Orbit Control systems allow control of the area with the lowest external ID through the NS-BUS protocol.

When adding a GV Orbit Control system as an NS-BUS Device in the LSM configuration, the selected Protocol must be TCP and the Device Port Number value must be 8079. Device IP Address1 field should be the Virtual IP address of the GV Orbit Control system. Device IP Address2 field must be empty.

NS-BUS Device Reg	gistration	×
Enter device access inform	ation	Register
⊙ Enable ◯ Disable		
Protocol O TLS	💿 тср	
Device IP Address1 *	10.37.72.12	
Device IP Address2		
Device Port Number	8079 🗘	
		Close

See Configuring a Controller Group, on page 179 for the Virtual IP address of the GV Orbit Control system.

# Glossary

3G Proxy	An ST-2110 video IP stream representing another video signal in a production system. The proxy has the same video and audio content as the signal it represents. The proxy's video standard is '3G'.
Alarm	An indication that a component or device or module or unit within a facility is not operating at normal established parameters.
Alarm Acknowledgment	An on-line, live action to notify other users that new alarms were raised in a facility. This is usually manually done by a user and is usually followed by actions to resolve cause of the alarms in question. Alarms in the system will flash when raised, or be in some alert state, until they are acknowledged.
Client	Computer software that accesses services made available by a server. The server itself resides on a different piece of computer hardware. The client can be downloaded from the server on a local computer.
Client Domain	A GVOP Domain used by the GV Orbit Client to interact with devices and services in a GV Orbit system.
Cluster	Multiple devices grouped or merged together to increase the capacity of inputs, outputs, or processing power.
Clustered Multiviewer Project, Clustered MV Project	A GV Orbit project type which defines one or more video walls served by a cluster of multiviewer devices.
Domain	A group of devices on a network that are administered as a unit with common rules and procedures.
Dynamic Destination Assignment	A mode of operation of a Clustered Multiviewer project where video wall tiles are automatically assigned a router destination when a Room Layout changes, based on the needs of the currently-shown Room Layout. Dynamic assignment can apply to all tiles, or a sub-set of tiles on the video wall.
Fabric	A combination of hardware and software that forms a network.
Fabric A & Fabric B	Two identical network systems that form an IP media network with a redundant network topology.
GV Orbit Client	Graphical client user application in a GV Orbit configuration, control and monitoring system. A user can run various projects in a client and can configure devices, control routing, and monitor systems. Graphical soft control and monitoring user panels can be designed and run. Graphical video walls can be designed for multiviewers.

GV Orchestration Protocol, GVOP	The main messaging protocol used in GV Orbit configuration, control and monitoring systems.
GVOP Domain	A GV Orbit system employs GVOP Domains to segregate internal communications. The various GV Orbit services, system devices, and GV Orbit Client applications all communicate with one another; communications may be segregated by using GVOP Domains.
GVOP Domain ID	A GV Orbit system employs GVOP Domains specified with a Domain ID number (1 to 252).
Head, Head Display Output, Multiviewer Output	A multiviewer output to be shown on a monitor display. The MV-821-IP multiviewer has up to 12 Head Display Outputs and offers these as signals on rear physical connectors and as full ST-2110 video IP streams.
Home Page	First page (also known as 'current home' or 'default home') that is displayed by default when a site is opened, or by clicking a dedicated home button, in a site or panel. This page is usually set by you at configuration time.
Log Server Domain	A GV Orbit Domain used by the Log Server Service to collect RollCall- protocol device logging data.
Log Server Service	A GV Orbit service which collects and collates logging information from RollCall-protocol devices for the GV Orbit system. The service typically provides logging data to the GV Orbit Monitoring Service.
MapView	A control and monitoring GV Orbit project (C&M project) that contains custom screens to enable you to control and monitor a system.
Media IP Network	A high-capacity network dedicated to carrying high bit rate media.
Monitor Layout	The grid of tiles on a monitor of a video wall and the tiles populated on the grid. This refers to video walls designed with the Room Editor tool in GV Orbit Client. 'Monitor Layout' is analogous to 'Wall Layout' for video walls designed with the Wall Editor tool.
Monitor Wall, Video Wall	One or more monitor display screens arranged and configured to form one larger screen area.
Multiviewer	A device that consolidates multiple video sources onto one or more head display outputs for ultimate display on monitor screens.
Multiviewer Input	A video source routed into a multiviewer.
Multiviewer Output	A multiviewer head display output. See 'Head'.
Multiviewer Cluster, MV Cluster	A cluster of multiviewer devices configured together and all acting together to serve one or more video walls. A cluster contains one or more MV-8 Series multiviewer devices.
MV Cluster Manager Service	A GV Orbit service which enables a user to configure a cluster of MV-8 series multiviewers as a single multiviewing system, rather than as separate, individual multiviewer devices.
MV-8 Series Multiviewer	A Grass Valley multiviewer series which includes router-integrated devices (for example, MV-831) and stand-alone devices (for example, MV-821-IP IP

	multiviewer). All MV-8 Series multiviewers share the same core multiviewer functionality.
Network Map	A tree view representation of system devices and services.
Network View	A window that displays a network map. Various device operations can be carried out from this view, such as opening device configuration screens and device alarm history views.
NP0017	An established Grass Valley dedicated router control protocol.
PiP	'Picture-in-Picture' and another word for a multiviewer video wall Tile.
Overall Alarm	A type of virtual alarm that indicates the overall condition of a device or service. It is based on the combined state of constituent alarms and is often generated automatically by a monitoring system.
Relay Service	A GV Orbit service which passes selected GVOP data between two GVOP Domains. For example, to an MV-821 multiviewer Domain.
Room	A video wall comprising one or more monitors - for example, in a production room of a broadcast facility or OB truck. A Room is served by a cluster of multiviewers. A 'Room' is designed in the 'Room Editor' tool.
Room file, .room file	A data file used by a GV Orbit Clustered MV project and which contains the definition of a Room video wall. This cannot be edited outside of GV Orbit Client. The Room file is usually referred to as the Room.
Room Design	A design for a Room, a video wall, including monitor arrangement, tile layouts, source and destination assignments. A 'Room Design' is stored in a 'Room File' in a 'Clustered MV' project.
Room Editor	An editing facility in GV Orbit Client enabling a video wall to be designed and edited in a GV Orbit Clustered MV project.
Room Layout	The grid of tiles on an entire video wall and the tiles populated on the grid. This refers to video walls designed with the Room Editor tool in GV orbit Client.
Routing Domain	A GVOP Domain used by the 'Routing Service' for routing control messages in a GV Orbit system.
Routing Service	A GV Orbit service which provides a translation between dedicated routing protocols and the GV Orbit router controller for GV Orbit clients and other services. The service enables the state of all routes and routing levels to be saved as a snapshot. The service allows routes to be made from the GV Orbit Client and source and destination names to be known by GV Orbit Client.
Scaler	An image re-sizing 'engine'. Several are found within a multiviewer. For example, the MV-8 Series of multiviewers contains 48 'Scalers', one per multiviewer input.
Spigot	A logical connector on an IP media network. A spigot which sources (originates, transmits) an IP stream is a source spigot. One which receives an IP stream is a destination spigot.
Stream	A flow of data, video, audio or metadata which arrives at or leaves a device through one of its ports.

Tally	A 'Tally' refers to a state of a production system. For example: "On Air", "Iso", or "Preview".
Tally Routing	The identity or label of the actual source that is routed to a destination (routed source).
Tile, PiP	(Multiviewer video wall context:) A rectangular area on a video wall screen, usually displaying video inputs and other supporting information. For example, a tile (or PiP) may display a video picture with audio bars and other related label and status information, including Tally information. Other information may be displayed in tiles. For example: time; images; or text.
Tile Grid	The arrangement of tiles on a monitor of a video wall. A tile grid specifies the position of tiles. A tile grid is then populated with tiles of the required type/ configuration. The default is a video tile.
Тороlоду	The logical or physical arrangement of the various devices within a broadcast facility.
Video Wall, Monitor Wall	One or more monitor display screens arranged and configured to form one larger screen area.
Wall,	A 'Wall' is the name given to a monitor wall that has been designed in the Wall Editor tool of GV Orbit Client (or Orbit Client). '
Wall Editor	An editing facility in GV Orbit Client (and in Orbit Client) enabling a video wall to be designed and edited in a GV Orbit multiviewer project. The video wall is served by a single multiviewer.
Wall Layout	The grid of tiles on a monitor of a video wall and the tiles populated on the grid. Typically, this refers to video walls designed with the Wall Editor tool.
Widget	A graphical element that displays information or let a user interact with various tasks of a control system.

GV Orbit User Guide



## **Grass Valley Technical Support**

For technical assistance, contact our international support center, at 1-800-547-8949 (US and Canada) or +1 530 478 4148.

To obtain a local phone number for the support center nearest you, please consult the Contact Us section of Grass Valley's website (www.grassvalley.com).

An on-line form for e-mail contact is also available from the website.

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