DashBoard Legislative Control System Configuration Guide

Version 1.0

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DashBoard Legislative Control System Configuration Guide

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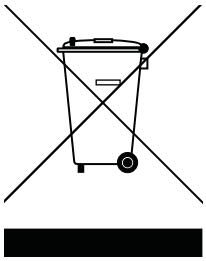

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Contents

LCS Configuration

This chapter provides an overview of the LCS workflow and the procedures for setting up Carbonite and the LCS.

Overview

The following diagram illustrates how the LCS operates within a legislative broadcast workflow.

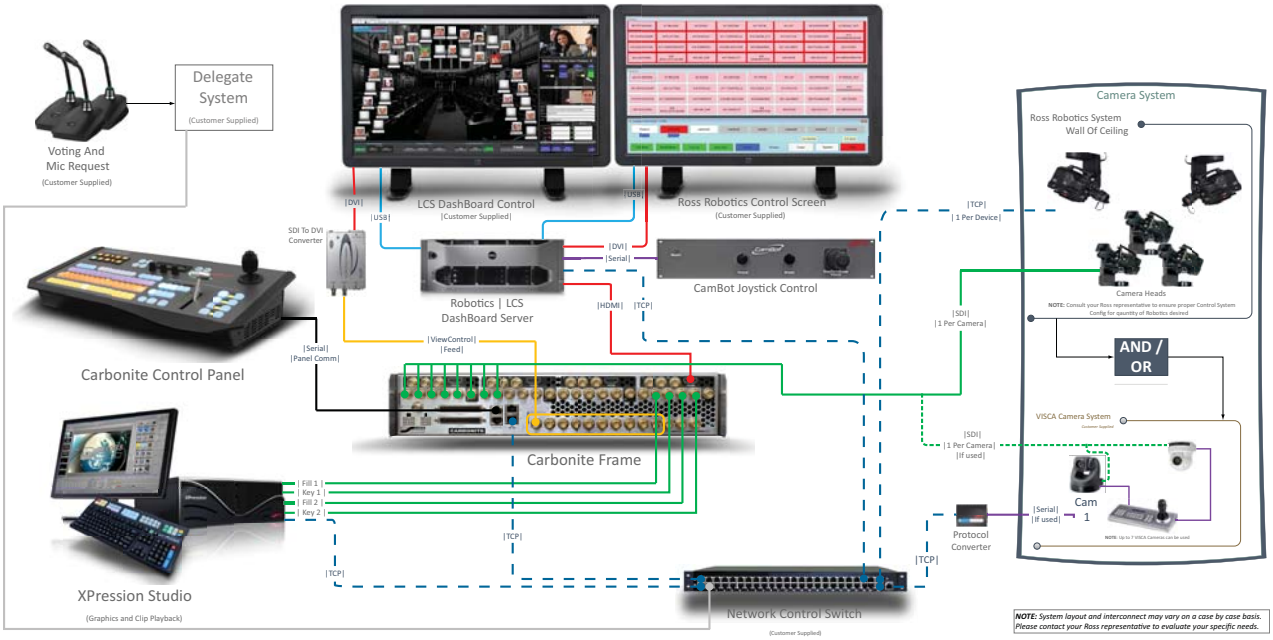

Figure 1.1 *LCS Workflow Diagram*

Setting Up Carbonite for the LCS

Connect the cameras, XPression system, and LCS computer to the Carbonite frame.

To set up Carbonite:

1. Connect the cameras to **INPUTS 1** to **8** on the Carbonite frame.
2. Connect XPression to **INPUTS 20** to **23** on the Carbonite frame:
   - Fill1 — **INPUT 20**
   - Alpha1 — **INPUT 21**
   - Fill2 — **INPUT 22**
   - Alpha2 — **INPUT 23**
3. Connect the LCS computer to HDMI **INPUT 24** on the Carbonite frame.
4. Connect the SDI to DVI converter to SDI **OUTPUT 01** on the Carbonite frame.
5. Load the LCS switcher settings file to the Carbonite switcher panel.

Setting Up the LCS

Use the following procedures to set up the LCS .grid file in DashBoard.

To setup the LCS:

1. Ensure that the LCS files are in the correct folders.

   Deploy the Legislative folder. Keep all files in the root (**LCS_<Legislatature Name>_<Chamber Name>.grid**, **Legislative_data_<Legislature Name>_<Chamber Name>.xml**, and all images).

2. Set up the Representative data by modifying and saving the **legislative_data.xml** file with the information of each member of the legislature.

   The member info includes Seat Number, Name, Party, District Name, District Number, Title, Primary and Secondary Camera, Camera shots for each camera (up to three cameras; leave blank for No Shot), and the Image and head shot names.

   For information about updating the LCS database, refer to the section “Updating the LCS Database” on page 2-1.

3. Set up device communication:

   a. In **DashBoard**, open the **Legislative.grid** file.

   b. Click **PanelBuilder Edit Mode** to enter edit mode.

   c. Double-click inside the grid.

      The **Edit Component** window opens.

   d. Select **lookup [id=hosts]** from the Component Tree.

   e. In the **Attribute Editor** area, modify the **Host** and **Port** values for:

      - **Switcher**
      - **XPression**
      - **CamBot**

   f. Click **Apply and Close**.

4. Set up the Data Source for the panel:

   a. In **DashBoard**, ensure that Carbonite is connected.

   b. In PanelBuilder edit mode, click **Data Sources** in the **Edit Mode** menu.

      The **Data Sources** dialog box opens.

   c. In the **Data Sources** dialog box, click the **Edit** button for a Carbonite switcher.

      The **Select Device for Context** dialog box opens.

   d. Select the Carbonite switcher from the **Select a device** list.

   e. Click **OK**.

      A prompt opens that warns of a device change.

   f. Click **Yes**.

      A prompt opens that informs you of multiple occurences of the data source.

   g. Click **Yes**.

5. If you would like to use MLE 1 as the Program MLE, perform the following steps (if not, proceed to step 6):

   a. In the **Preview Setup** area of the LCS panel, double-click the **Program** menu (or the **Preview** menu if you’ve already set up the Program).

      The **Edit Component** window opens.

b. In the **Parameter Settings** section of the **Param Attributes** tab, use the **OID** menu to select the MLE PGM bus that you want to display and control:

- **0xE06 - MLE1 PGM**
- **0xE0C - MLE2 PGM**

c. Click **Apply and Close**.

d. In the **Preview Setup** area of the LCS panel, double-click the **Preview** menu.

The **Edit Component** window opens.

e. In the **Parameter Settings** section of the **Param Attributes** tab, use the **OID** menu to select the MLE PST bus that you want to display and control:

- **0xE07 - MLE1 PST**
- **0xE0D - MLE2 PST**

f. Click **Apply and Close.**

g. In the **Menu Selection** area, click **On-Air**.

The **On-Air** menu opens in the **Main Window**.

h. Double-click the **PGM Bus Xpt** buttons.

The **Edit Component** window opens.

i. In the **Parameter Settings** section of the **Param Attributes** tab, use the **OID** menu to select MLE PGM bus that you want to display and control.

j. Repeat steps **h** to **i** for the **PST Bus Xpt** buttons.

6. Set up the Carbonite view control:

a. Send Carbonite **Input 24** to DashBoard **Output 1**.

b. Send **MV1** to **Output 2**.

c. In the **Basic Tree View** in DashBoard, double-click on the **Configuration** node for the Carbonite.

The **Configuration** tab opens.

d. Configure Multiviewer 1:

- Layout ULeft
- Overlay: 24
- Clip: 6.25
- Using Box 3 Only
- Set Box 1, 2, 4-13
  - › Set to Black
  - › Border: Off
  - › Label: Off
  - › Marker: Off
  - › Green/Red Tally: Off

7. Configure the legislature:

a. In the **Menu Selection** area, click **Config**.

The **Basic Setup** menu opens in the **Main Window**.

b. In the **Num_Seats** box, enter or select the number of seats for the legislature. The default is 50.

c. Use the **PGM_MLE** menu to select the MLE that will be used for transitions.

8. Lock the .grid file:

a. Double-click inside the grid.

The **Edit Component** window opens.

b. In the **Component Tree**, select the top-level component. The top-level component is an **Abs** component.

c. Select the **Source** tab.

The **Source** tab is displayed.

d. In the first line of the XML code, change the `editlock` value to `true`. The code should look similar to the following example:

```
<?xml version="1.0" encoding="UTF-8"?><abs contexttype="opengear"
objectid="Legislative.xml" virtualheight="987" virtualwidth="1918">
```

Updating the LCS Database

This chapter explains how to update the LCS database XML file.

Overview

Updating the LCS database XML file is necessary in the event of an election, a portfolio shuffle, or any other event that affects the seats in the legislature. Use the information in this chapter to add, remove, or update the information of each representative. You may need to do this if you are commissioning or maintaining the system.

Before Updating

- It is strongly recommended that you make a backup copy of the **Legislative_data_<Legislature Name>_<Chamber Name>.xml** file.

The database file and all the image files that it references must be stored in the same folder or directory as the DashBoard .grid file.

Before updating, you will need:

- Read and write privileges for the files in the LCS folder
- A text editor

  Text editors that come with the OS are adequate, though text editors that provide syntax highlighting, such as Notepad++©, are freely available and facilitate the task.

Data File Structure

The data file is an XML file with a top-level tag named <Representatives/> that contains the following tags:

* Indicates mandatory requirement

Table 2.1 <Representative/> Child Tags

Tag	Description	Ordinality	Attributes
Legislature*	Provides information on the legislature that is using the LCS.	1	Table 2.2
UI_Images	References to image files used to customize the LCS UI.	1	Table 2.3
Party	Provides names and image references for the parties in the legislature.	0..N	Table 2.4
Seat	Provides metadata on each member of the legislature and information used for automated production.	1..N	Table 2.5

Table 2.2 Attributes for <Legislature/>

Attribute Name	Description	Syntax	Example
Country	Name of top-level geopolitical organizing unit.	UTF-8 encoded string	Country=”Canada”
State	Name of subsidiary level.		State=”Ontario”
Body	Name of legislature.		Body=”House of Commons”

Table 2.3 Attributes for <UI_Images/>

Attribute Name	Description	Recommended Resolution	Syntax	Example
MainBackgroundImage	The filename of the background image used in the main part of the UI. See **Figure 2.1**.	3500 x 1500 approximately	UTF-8 encoded string	MainBackgroundImage=”AssemblyWideMono.jpg”
SidePanelImage	The filename of the image used for the lower-right part of the control panel. See **Figure 2.1**.	350 x 600 approximately		SidePanelImage=”Gradient.jpg”
CameraSim	Simulated camera view. Not used in production. See **Figure 2.1**.	850 x 560 approximately		CameraSim=”SimulatedCam.jpg”

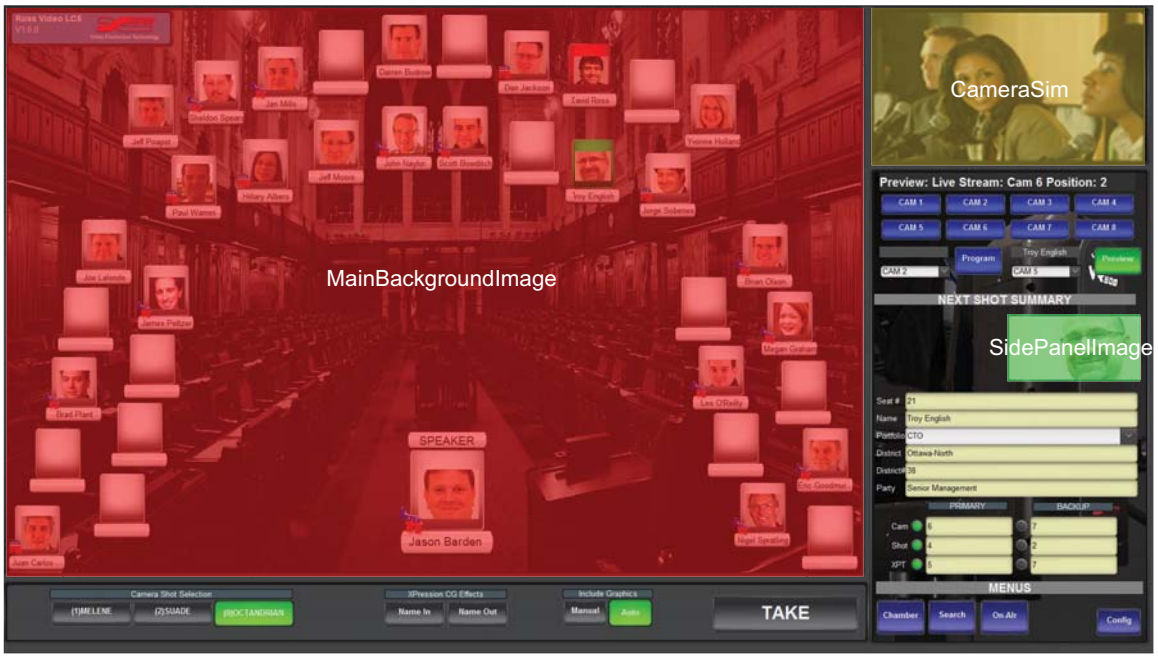

Figure 2.1 *<UI_Images/> Locations*

Table 2.4 Attributes for <Party/>

Attribute Name	Description	Syntax	Example
Name	The name of one of the parties in the legislature.	UTF-8 encoded string	Name=”Liberal”
Image	The filename of a suitable element of the party, such as a logo. Recommended resolution is approximately 80 x 80.		Image=”Grit.png”

Table 2.5 Attributes for <Seat/>

Attribute Name	Description	Syntax	Example
Number*	The seat number of a representative. It must be unique. It is used by the system as a lookup key for information on each member of the legislature.	Decimal integer, encoded as UTF-8 string	Number=”22”
Name	The name of the representative.	UTF-8 string	Name=”Sir Winston Churchill”
Party	The party affiliation of the representative.		Party=”Conservative”
District_Number	The constituency or district number of the representative.	Decimal integer, encoded as UTF-8 string	District_Number=”10”
District_Name	The constituency or district name of the representative.	UTF-8 string	District_Name=”Dundee”
Title	The main portfolio of the representative.		Title=”Prime Minister”
Title2	An alternative or secondary portfolio of the representative.		Title2=”1st Lord of the Admiralty”
Title3	An alternative or tertiary portfolio of the representative.		Title3=”War Minister”
Primary_Camera*	The ID of the main camera used on the seat of the representative.	Decimal integer, encoded as UTF-string. Range constrained from 1 to number of cameras.	Primary_Camera=”1”
Secondary_Camera*	The ID of the second camera used on the seat of the representative.		Secondary_Camera=”3”

Table 2.5 Attributes for <Seat/>

Attribute Name	Description	Syntax	Example
Camera_Shot*	The three presets for the Primary Camera. For example: tight, standard, and wide.	Decimal integer, encoded as UTF-string.	Camera_Shot=”12”
Camera_Shot2			Camera_Shot=”13”
Camera_Shot3			Camera_Shot=”14”
Secondary_Camera_Shot*	The three presets for the Secondary Camera.		Secondary_Camera=”48”
Secondary_Camera_Shot2			Secondary_Camera=”64”
Secondary_Camera_Shot3			Secondary_Camera=”65”
SwitcherXPT*	The switcher crosspoint to which the Primary Camera is mapped.		SwitcherXPT=”7”
Secondary_SwitcherXPT*	The switcher crosspoint to which the Secondary Camera is mapped.		SwitcherXPT=”12”
Image	The filename of the image of the representative.	UTF-8 string	Image=”WChurchill.png”
Head_Shot	The filename of the smaller image of the representative.	UTF-8 string	Head_Shot=”WChurchillSmall.png”

- The recommended resolution for the images is approximately 320 x 150 (horizontal x vertical) for images indicated by the Image attribute and 120 x 100 (horizontal x vertical) for those indicated by the Head_Shot attribute.

Editing the Data File

Use the following procedures to add or remove a representative and to edit the metadata of a representative or the production automation information.

To add a representative:

1. Backup the XML database. The name pattern is defined as **Legislative_data_<Legislature Name>_<Chamber Name>.xml** file.
2. Open the XML database in a text editor.
3. Navigate to the bottom of the file, above the tag close for **<Representatives/>**. This is the location where you will insert the data for the new representative.

   It is convenient to duplicate the information for the representative immediately above this insertion point.
4. Update the attributes according to the semantics and syntax defined in Table 2.5. Be sure to update the mandatory attributes and update or delete the optional attributes.
5. Ensure that the value for the **Number Attribute** is unique.
6. Ensure that the LCS behaves as expected for all camera presets defined in the newly created entry. In particular, ensure that the image files referenced by the database match with the correct picture files.

To remove a representative:

1. Backup the XML database. The name pattern is defined as **Legislative_data_<Legislature Name>_<Chamber Name>.xml** file.
2. Open the XML database in a text editor.
3. Navigate to the line that contains the information on the representative you want to delete.

4. Delete the entire line. Ensure that the all the text between the start of the tag (**<Seat …**) and its end (**… />**) is deleted, otherwise the file will be corrupted.

To change the metadata of a representative or the production automation information:

1. Backup the XML database. The name pattern is defined as **Legislative_data_<Legislature Name>_<Chamber Name>.xml** file.
2. Open the XML database in a text editor.
3. Navigate to the line that contains the information on the representative you want to update.
4. Update the attributes that you need to change according to the semantics and syntax defined in Table 2.5.

Restore Previous Database

If any of the above procedures have caused unwanted behavior, restore the backup of the database.