



# **DashBoard Legislative Control System User Guide**

**Version 1.0**

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  - offer the best product quality and support
2. Make Cool Practical Technology
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If anything at all with your Ross experience does not live up to your expectations be sure to reach out to us at [solutions@rossvideo.com](mailto:solutions@rossvideo.com).



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9. We will go above and beyond in times of crisis. *If there's no one to authorize the required action in times of company or customer crisis - do what you know in your heart is right. (You may rent helicopters if necessary.)*

# DashBoard Legislative Control System User Guide

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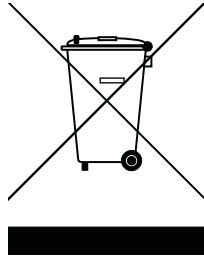
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The crossed-out wheeled bin symbol invites you to use these systems.



If you need more information on the collection, reuse, and recycling systems, please contact your local or regional waste administration.

You can also contact Ross Video for more information on the environmental performances of our products.

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# Introduction

This chapter contains the following sections:

- A Word of Thanks
- Overview
- Documentation Conventions
- Contacting Technical Support

## A Word of Thanks

Congratulations on choosing the DashBoard™ Legislative Control System (LCS). LCS is backed by Ross Video's experience in engineering and design expertise since 1974.

You will be pleased at how LCS fits into your overall working environment. Equally pleasing is the product quality, reliability, and functionality. Thank you for joining the group of worldwide satisfied Ross Video customers!

Should you have a question pertaining to the customization or operation of LCS, please contact us at the numbers listed in the section “**Contacting Technical Support**”, below. Our technical support staff is always available for consultation, training, or service.

## Overview

This guide provides a detailed overview and operational procedures for the DashBoard Legislative Control System.

## Documentation Conventions

Special text formats are used in this guide to identify parts of the user interface, text that a user must enter, or a sequence of menus and submenus that must be followed to reach a particular command.

### Interface Elements

Bold text is used to identify a user interface element such as a dialog box, menu item, or button. For example:

In the **Media Manager Client**, click **Channel 1** in the **Channels** section.

### User Entered Text

Courier text is used to identify text that a user must enter. For example:

In the **File Name** box, enter `Channel01.property`.

### Referenced Guides

Italic text is used to identify the titles of referenced guides, manuals, or documents. For example:

*DashBoard Server and User Rights Management User's Guide*

### Menu Sequences

Menu arrows are used in procedures to identify a sequence of menu items that you must follow. For example, if a step reads “**Server > Save As**,” you would click the **Server** menu and then click **Save As**.

### Interface Navigation

Navigation procedures assume that you are running Microsoft® Windows®. If you are running Mac® OS or Linux® Fedora®, menu names and options may differ.

## Important Instructions

Star icons are used to identify important instructions or features. For example:

- ★ Contact your I.T. Department if you experience communication issues with DashBoard and are running anti-virus software.

## Contacting Technical Support

At Ross Video, we take pride in the quality of our products, but if problems occur, help is as close as the nearest telephone.

Our 24-hour Hot Line service ensures you have access to technical expertise around the clock. After-sales service and technical support is provided directly by Ross Video personnel. During business hours (Eastern Time), technical support personnel are available by telephone. After hours and on weekends, a direct emergency technical support phone line is available. If the technical support person who is on call does not answer this line immediately, a voice message can be left and the call will be returned shortly. This team of highly trained staff is available to react to any problem and to do whatever is necessary to ensure customer satisfaction.

- **Technical Support:** (+1) 613-652-4886
- **After Hours Emergency:** (+1) 613-349-0006
- **E-mail:** techsupport@rossvideo.com
- **Website:** <http://www.rossvideo.com>

# LCS Overview

In a legislative environment, LCS makes it easy to steer cameras, switch video and audio, and bring up graphics, all automatically via a simple touch screen user interface. The LCS interface is very visual and is customizable to the exact layout required.

## Features

The LCS provides a comprehensive and wide range of features.

### Fully Integrated HD Production

Ross offers a complete HD video production system comprising robotic camera mounts, the popular Carbonite™ production switcher, and XPression™ graphics.

### 3D Motion Graphics

Designed to meet the demanding requirements of sports TV and live shows, including the Academy Awards™, but priced to fit within a Legislative budget, XPression™ offers state of the art graphics.

### Customized Control

The user interface is fully customizable to include artwork and seating plans that are as unique as your Legislature.

### Works with Your Delegate System

We're proud to work with the International Roll Call™ microphone system and are committed to interoperating with systems from other vendors as needed.

### Simplicity Included

Imagine what it takes to create a multicamera production with 8 or more cameras, and overlay the program out with custom graphics that are built on-the-fly. It takes a lot less than you just imagined! With its compact, intuitive, and comprehensive user interface, LCS empowers a single operator to create sophisticated content cleanly.

### Live Video in the GUI

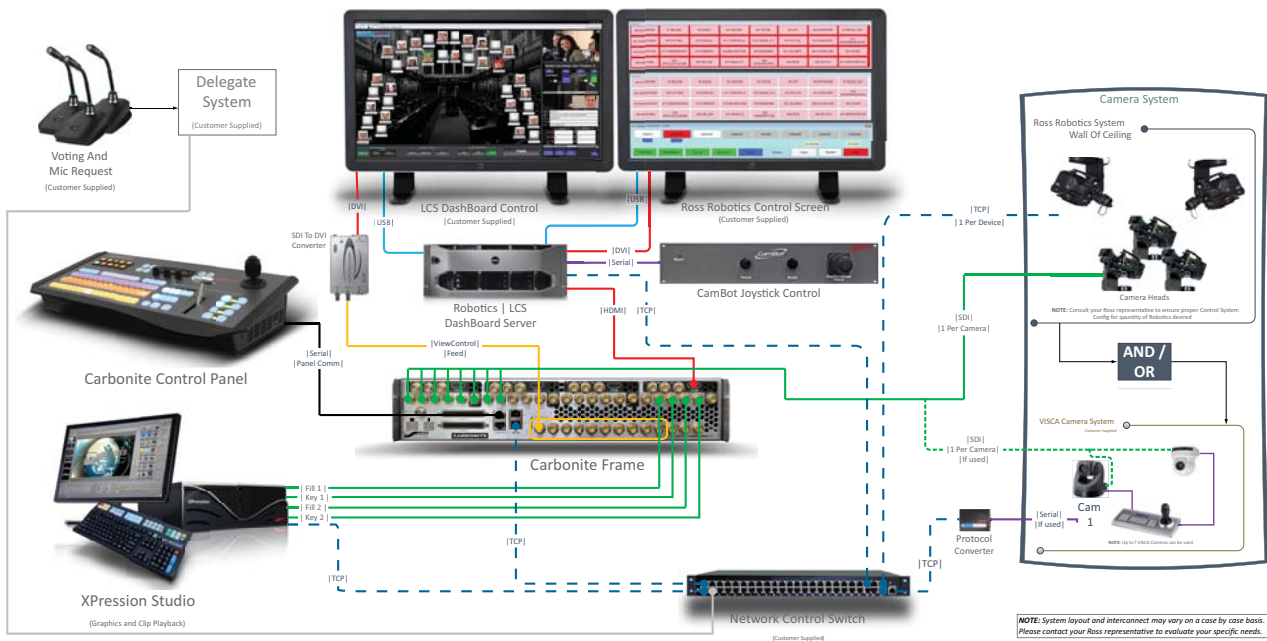
Only Ross gives you live video in the GUI with latency as low as 33ms (one video frame). This enables the operator to stay focused and make a "clean show" and potentially reduces monitoring costs.

### Adapts to Changing Requirements

Elections change seating plans. Members change portfolios. Photographs need to be updated. LCS adapts to all of these changes easily.

## LCS Workflow

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



**Figure 2.1** LCS Workflow Diagram

## User Interface Overview

The LCS interface is made up of multiple sections: a main window, a control area, a preview window, a preview setup, a next shot summary section, and a menu selection section.

★ Each LCS panel is custom built to meet the needs and layout of a specific legislature. Your LCS interface may vary according to your needs. The images of the LCS interface in this guide are used for demonstrative purposes.

The following topics are discussed in this section:

- User Interface Layout
- Menus

## User Interface Layout



Figure 2.2 LCS User Interface

1	<b>Main Window</b> — this area displays the selected menu. The menus include the Chamber menu, Search tool, On-Air menu, and Config menu.
2	<b>Transition Area</b> — use this area to add or remove graphics, select the next camera shot, and take a shot to air.
3	<b>Preview Window</b> — displays the program or preview shot, depending on what is selected in the Setup Area. Names for members of the legislature will be truncated after eleven characters.
4	<b>Setup Area</b> — use this area to configure the program and preview shots.
5	<b>Next Shot Summary</b> — use this area to view the information and to select a portfolio for the member of the legislature selected for the program or preview shot.
6	<b>Menu Selection</b> — use this area to select a menu to open in the Main Window.

### Buttons and Controls

Use the buttons and controls to quickly take shots to air, preview the next shot to take to air, select camera shots, and access the LCS menus.

Button	Description
<b>Camera Shot Selection</b>	
<b>Camera Shots</b>	Each of these buttons is used to select one of the camera shots associated with the selected member of the legislature. Clicking a button will trigger that shot recall.
<b>XPression CG Effects</b>	
<b>Name In</b>	Takes the graphic on air when <b>Manual</b> is selected in the <b>Include Graphics</b> options.

Button	Description
<b>Name Out</b>	Takes the graphic off air when <b>Manual</b> is selected in the <b>Include Graphics</b> options.
<b>Include Graphics</b>	
<b>Manual</b>	Clicking this button will perform the transition without graphics when the <b>Take</b> button is pressed.
<b>Auto</b>	Clicking this button will perform the transition with graphics when the <b>Take</b> button is pressed.
<b>TAKE</b>	Clicking this button transitions the previewed member of the legislature to air. If the <b>Auto</b> button has been selected, the graphics for the member of the legislature will transition to air. If the <b>Manual</b> button has been selected, no graphics will transition to air.
<b>Preview</b>	
<b>CAM X</b>	Each of these buttons selects the different camera shots for the current member of the legislature in preview. This enables the operator to browse through available shots for the next member to go to air. Click this button to select the camera from which to view the member of the legislature.
<b>Program Dropdown Menu</b>	Use this list to select a program bus crosspoint for the program.
<b>Program</b>	Click this button to view the program feed.
<b>Preview Dropdown Menu</b>	Use this list to select a preview bus crosspoint. If a different preview crosspoint is selected, it will be queued to go to air next.
<b>Preview</b>	Click this button to view the preview feed.
<b>NEXT SHOT SUMMARY</b>	
<b>Seat #</b>	The seat number of the selected member of the legislature for the next shot.
<b>Name</b>	The name of the selected member of the legislature for the next shot.
<b>Portfolio</b>	The portfolio of the selected member of the legislature for the next shot.
<b>District</b>	The district name of the selected member of the legislature for the next shot.
<b>District#</b>	The district number of the selected member of the legislature for the next shot.
<b>Party</b>	The political party of the selected member of the legislature for the next shot.
<b>PRIMARY</b>	
<b>Cam</b>	Displays the primary camera. A green status indicates the camera will be used.
<b>Shot</b>	Displays the primary shot. A green status indicates the shot will be used.
<b>XPT</b>	Displays the primary crosspoint number. A green status indicates the crosspoint will be used.
<b>BACKUP</b>	
<b>Cam</b>	Displays the backup camera. A green status indicates the camera will be used.
<b>Shot</b>	Displays the backup shot. A green status indicates the shot will be used.
<b>XPT</b>	Displays the backup crosspoint number. A green status indicates the crosspoint will be used.
<b>MENUS</b>	
<b>Chamber</b>	Click this button to open the legislature layout in the main window. For more information on the Chamber menu, refer to the section “Chamber” on page 2-5.
<b>Search</b>	Click this button to open the search function in the main window.

Button	Description
<b>On-Air</b>	Displays the switcher Program and Preview bus. Select crosspoints from this menu if necessary.
<b>Config</b>	Click this button to open the Basic Setup menu in the main window.

## Menus

Clicking one of the menu buttons will open the selected menu in the main window.

### Chamber

The Chamber menu displays all the seats and members of the legislature. This provides an accurate layout of the seats in the legislature that enables quick access to any member of the legislature.

Click on a seat/member thumbnail to select it as the preview. The border of the seat/member thumbnail that is selected for preview will display as green. The border for the on-air seat/member thumbnail will display as red.

If any of the images, names, or party logos in the Chamber menu need to be changed, they can be edited in the LCS **legislative\_data.xml** file.

★ Names longer than eleven characters will be truncated.

### Search

Use the Search menu to quickly access a particular member of the legislature. This is a convenient tool should a legislature have several hundred members, making navigating the Chamber time consuming. The available search parameters are:

- **By District** — use this menu to select a member of the legislature by district/district number for the preview.
- **By Name** — use this menu to select a member of the legislature by name for the preview.
- **By Seat** — enter a seat number and press **Enter** to retrieve the member information for the preview.

### On-Air

The On-Air menu provides a graphical display of the Program and Preset bus of the Carbonite switcher. If necessary, you can select program and preview crosspoints from this menu.

### Config

Use the Config menu to access the Basic Setup menu. The Basic Setup menu allows you to customize aspects of the legislature and select your MLE.

★ If any changes are made in the Basic Setup menu, the data must be reloaded by clicking the **Reload Data** button.

The following table lists the buttons and controls for the Basic Setup menu

Button	Description
<b>Num_Seats</b>	Type or select a number of seats for the legislature.
<b>Chair Images Enabled</b>	Use this list to select to enable or disable the member images for seats of the legislature in the Chamber menu. Select one of the following options: <ul style="list-style-type: none"> <li>• <b>On</b> — use member images for the seats in the legislature.</li> <li>• <b>Off</b> — do not use the member images for the seats in the legislature.</li> </ul>
<b>PGM_MLE</b>	Use this list to select the MLE that will be used for the program MLE, depending on the switcher model.  This creates a variable so that each button that changes MLE settings will use the variable, rather than needing to manually assign the task for a button to reflect the change.
<b>Debug</b>	Use this list to select to turn the Debug mode <b>ON</b> or <b>OFF</b> . Turning Debug mode on sends debug messages to the <b>openGear Debug Information</b> in Dashboard.

<b>Button</b>	<b>Description</b>
<b>Demo Mode</b>	Use this list to select to turn the Demo mode <b>ON</b> or <b>OFF</b> . Turning Demo mode on will send an image to the Preview window for demonstration purposes.
<b>Reload Data</b>	Click this button to reload the data for the legislature if any changes are made in the Basic Setup menu or the XML data file.

# Operating the LCS

This chapter provides a step-by-step procedures for preparing a preview and taking it to air.

## Setting Up a Preview Shot

Before taking the information of a legislative member to air, use the preview to prepare the camera shots and the graphics.

**To set up a preview shot:**

1. In the **Chamber** menu, select the thumbnail of the seat/member that you want to preview.  
The border of thumbnail for the seat/member turns green and the member info appears in the **NEXT SHOT SUMMARY** area.
2. In the **NEXT SHOT SUMMARY** area, use the **Portfolio** menu to select a different portfolio for the member of the legislature if necessary.
3. In the **Setup Area**, click the **Preview** button.
4. View the shot in the **Preview** window in the top-right corner of the LCS interface and make any other adjustments if necessary.

Once the preview shot is ready, it can be taken to air.

★ Names longer than eleven characters will be truncated.

For More Information on...

- taking a shot to air, refer to the section “Taking a Shot to Air” on page 3-1.

## Taking a Shot to Air

Once you’ve set up a preview shot that meets your requirements, the shot can be taken on air. Before going to air, you still have the option of adding or removing graphics for the shot.

**For More Information on...**

- setting up a preview shot, refer to the section “Setting Up a Preview Shot” on page 3-1.

**To take a shot to air:**

1. In the **Transition** area, select a camera shot by clicking on a camera shot from the **Camera Shot Selection** buttons for a different camera preset/angle than what is selected.
  2. Select an option for the graphics for the shot from the **Include Graphics** buttons:
    - **Manual** — manually add or remove the graphics if necessary.
    - **Auto** — automatically add the graphics.
  3. Click the **TAKE** button to transition the shot to air.
- ★ If you have chosen the **Manual** setting for the graphics, click the **Name In** button from the **XPression CG Effects** buttons take graphics to air for the shot. To manually take a graphic off air, click the **Name Out** button.

