

## MOS Coding Guidelines

When coding shots in an NRCS you must place MOS objects in a specific order for OverDrive to correctly interpret the contents of the shot. When MOS objects are not code in the correct order, OverDrive will report a missing clip when the shot is prepared.

### Best Practice for OverDrive

The following sections shows the order in which to code MOS objects in your NRCS and how OverDrive displays the shot in RundownControl.

#### All NRCSs Except iNews and Grass Valley Stratus

When coding an NRCS shot for use in an OverDrive rundown it is the best practice to place the OverDrive defining shot below the MOS Video Object.

| Shot | NRCS Coding                                | Display in OverDrive               |
|------|--|------------------------------------|
| A1   | ☒ [VideoMAMx] MOS Video Object             |                                    |
|      | ☒ [OverDrive] Shot defining Video Clip use | Video Shot - Clip from [VideoMAMx] |
|      | ☒ [CGx] Graphic Object                     | CG Shot                            |
| A2   | ☒ [CGx] Graphic Object                     | CG Shot                            |
|      | ☒ [VideoMAMx] MOS Video Object             | Video Shot - Clip from [VideoMAMx] |
|      | ☒ [OverDrive] Shot defining Video Clip use |                                    |

#### iNews and Grass Valley Stratus

Since the MOS Video object is hidden in iNews, the user cannot move it below the MOS CG object. When coding an NRCS shot for use in an OverDrive rundown it is the best practice to create a new row/story below the MOS CG object to contain the MOS Video object and OverDrive shot.

| Shot | NRCS Coding                                | Display in OverDrive               |
|------|--|------------------------------------|
| A7a  | ☒ [CGx] Graphic Object                     | CG Shot                            |
| A7b  | ☒ [VideoMAMx] MOS Video Object - Hidden    | Video Shot - Clip from [VideoMAMx] |
|      | ☒ [OverDrive] Shot defining Video Clip use |                                    |

## Results of Coding Practices in v15.X

The following sections show the results when using alternative coding methods in Version 15.x.

#### All NRCSs Except iNews and Grass Valley — Loophole Method

| Shot | NRCS Coding                                | Display in OverDrive               |
|------|--|------------------------------------|
| A3   | ☒ [VideoMAMx] MOS Video Object             |                                    |
|      | ☒ [CGx] Graphic Object                     | CG Shot                            |
|      | ☒ [OverDrive] Shot defining Video Clip use | Video Shot - Clip from [VideoMAMx] |

### iNews and Grass Valley Stratus

| Shot | NRCS Coding                                | Display in OverDrive               |
|------|--|------------------------------------|
| A4   | ☒ [VideoMAMx] MOS Video Object - Hidden    |                                    |
|      | ☒ [CGx] Graphic Object                     | CG Shot                            |
|      | ☒ [OverDrive] Shot defining Video Clip use | Video Shot - Clip from [VideoMAMx] |

## Previous Practices for OverDrive Version 16.X

The following sections show the results when using alternative coding methods in Version 16.x — note the change from Version 15.x. Version 17.2 restores the expected results from Version 15.x.

### All NRCSs Except iNews and Grass Valley Stratus — Loophole Method

| Shot | NRCS Coding                                | Display in OverDrive                       |
|------|--|--|
| A3   | ☒ [VideoMAMx] MOS Video Object             | Video Shot - Clip from [VideoMAMx] Default |
|      | ☒ [CGx] Graphic Object                     | CG Shot                                    |
|      | ☒ [OverDrive] Shot defining Video Clip use | Video Shot - Missing Clip                  |

### iNews and Grass Valley Stratus

| Shot | NRCS Coding                                | Display in OverDrive                       |
|------|--|--|
| A4   | ☒ [VideoMAMx] MOS Video Object - Hidden    | Video Shot - Clip from [VideoMAMx] Default |
|      | ☒ [CGx] Graphic Object                     | CG Shot                                    |
|      | ☒ [OverDrive] Shot defining Video Clip use | Video Shot - Missing Clip                  |

## Contacting Technical Support

Technical Support is staffed by a team of experienced specialists ready to assist you with any question or technical issue.

Ross Video has technical support specialists strategically located around the globe to ensure a prompt response to technical inquiries. Our primary technical support center is located in Ottawa, Ontario, Canada. In addition, we have offices in The United Kingdom (London), Australia (Sydney), and Singapore with satellite locations in New York City, The Netherlands, and China. As we expand our presence globally, we are constantly evaluating other key locations to have a local technical support specialist in order to better service our customers.

### North America

Our North America center located in Ottawa, Ontario, Canada and is open Monday to Friday 8:30 a.m. to 6:00 p.m. EST, with 24/7/365 on-call service after hours.

Our telephone number is: +1-613-686-1557

Toll free within North America: +1 844-652-0645

## EMEA

Our EMEA center is open Monday to Friday 8:30 a.m. to 5:00 p.m. GMT. After hours support is provided by our North America location.

Our telephone number is: +44 (0)1189502446

International toll free: +800 3540 3545

If the local support specialist is not available, your call will be transferred automatically to our North America center.

## Australia

Our Sydney, Australia office is located in Alexandria, NSW.

Our local support telephone number is: 1300 007 677

If the local support specialist is not available, your call will be transferred automatically to our North America center.

## Online

E-mail: [techsupport@rossvideo.com](mailto:techsupport@rossvideo.com)

Website: open a support request using the link <http://www.rossvideo.com/support/tech-support.html> to open a support request.

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