OverDrive OVD-CGM Option for VziRT

This application note details the Ross OVD-CGM (CG MOS) interface option for VizRT graphics systems. The following VizRT graphics products are supported by this interface:

- CViz Trio, including MOS content generated with Cot
- Chyron Duet LEX

The following newsroom (NRCS) systems are supported by this interface:

- Avid iNEWS v2.1, Avid Gateway 2.6.6
- AP ENPS v6
- Dalet v3

Ross OVD-CGM Interface

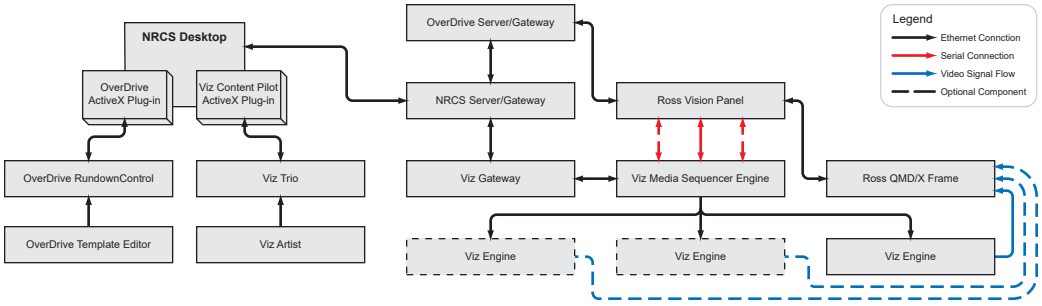
The Ross OVD-CGM interface enables the OverDrive APC (Automated Production Control) operator to manage the playout to air of VizRT CG templates placed into the NRCS rundown. This optional interface completes the path for a seamless, automated end-to-end graphics MOS production workflow which reduces human error and improves the pace and quality of the production.

The VizRT CG MOS workflow requires the use of the following components:

- OverDrive NEWS system [Part #: OVD-VNxx-xxxx]
- Ross OverDrive OVD-CGM software option [Part #: OVD-CGM]
- Ross CG device control option [Part #: QMD/X-914]
- Viz Trio
- Viz Content Pilot ActiveX NRCS plug-in
- Viz Engine
- Viz MOS Gateway
- iNEWS/ENPS/Dalet NRCS configured for CG MOS workflow (including gateway licenses)

✶ The above list is for informational purposes only and is subject to change without notice. Please contact your Ross and VizRT representatives to discuss specific requirements in detail.

The following diagram shows a typical OverDrive system with the OVD-CGM interface option to a VizRT CG MOS system:



OVD-CGM interface option in a VizRT CG MOS system

Traditional CG Workflow

The user has now placed CG content into the NRCS story. This is just the first step in creating a seamless end-to-end graphics production workflow. For OverDrive customers that use a VizRT MOS workflow but that do not purchase the OverDrive option OVD-CGM, there are three methods available to bring the CG content to air:

1. An OverDrive template is created that triggers the CG to advance and turns on a switcher keyer when a shot containing a CG element is taken to air. OverDrive does not select the CG template or page to display.

   This works fine for very simple shows where there are few changes to the NRCS rundown and the OverDrive operator never takes a story out of sequence. The disadvantage of this option is that it does not provide the level of flexibility required by most typical news productions. There is also an increased risk of human error.

2. An operator manually types in CG data (Directory, page, tag, etc.) into an OverDrive template that matches the data placed into the NRCS rundown by the CG vendor's ActiveX plug-in. OverDrive then takes the CG element to air with the shot via switcher serial or TCP/IP control.

   One disadvantage of this option is the time required and risk of error for an operator to manually type all of the required data into each OverDrive CG template. Another disadvantage is that there is no rendered CG page visible to the operator to check against, they are just copying data from the NRCS story to the OverDrive CG template.

✶ This option may not be possible with all configurations.

3. The traditional approach: An additional operator manually triggers and advances the NRCS rundown or CG playlist during the production. OverDrive does not control the CG but may be used to turn keyers on or off.

   With proper production communication, this method ensures that the correct CG template is ready regardless if rundown changes are made from the NRCS or OverDrive. Without proper communication, synchronization issues could occur whereby the shot is changed just before being taken to air and the incorrect CG is loaded. A key disadvantage of this option is that it requires an additional operator in the control room to independently manage the CG playlist.

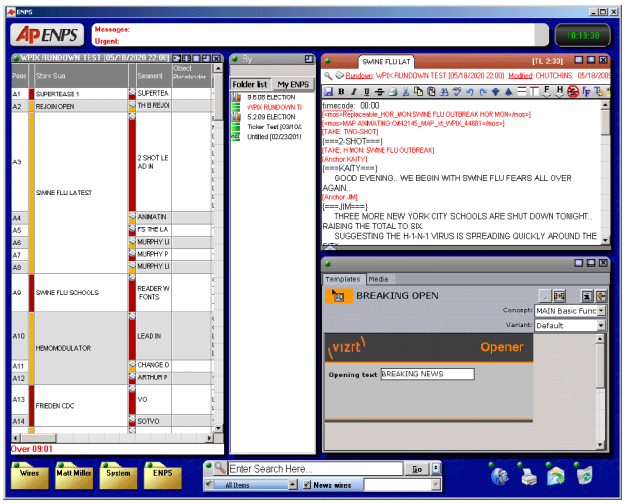
Ross OVD-CGM Workflow

By purchasing the OVD-CGM option, OverDrive can interpret the VizRT MOS objects embedded within NRCS stories and then pass this information along with the OverDrive template objects (and all other associated device information) to the OverDrive RundownControl client application. The operator then manages the playout of graphics to air along with all other story elements from within the OverDrive RundownControl client. The OVD-CGM option streamlines the workflow by removing operational steps and it also ensures accuracy between the VizRT MOS workflow within the NRCS and the playout of graphics to air.

This workflow offers the following advantages over running the Graphics/CG system using the traditional manual method:

- Enables the operator to view the graphic from within the NRCS (via proxy in the ActiveX plug-in)
- Make permissible changes without moving back to the CG desktop
- Drop CG content directly into the NRCS rundown at the appropriate spot. The CG content is now dynamically linked to the story and to the OverDrive rundown. Changes to the story order will automatically change the CG playlist order within the OverDrive rundown.
- One operator can manage the rundown including any associated CG content

The following example screen shows an ENPS NRCS client with the Viz Content Pilot ActiveX plug-in loaded:



ENPS desktop with Viz Content Pilont ActiveX plug-in

In the Viz Content Pilot ActiveX plug-in, the operator can view proxies of CG content, as well as other useful information. The operator simply drops the required VizRT template into the “Story Text” field (shown as a blue “grommet” ahead of the story text). In the ENPS client story “Instruction Panel” field, bottom center, you can see the VizRT templates displayed as MOS tags.

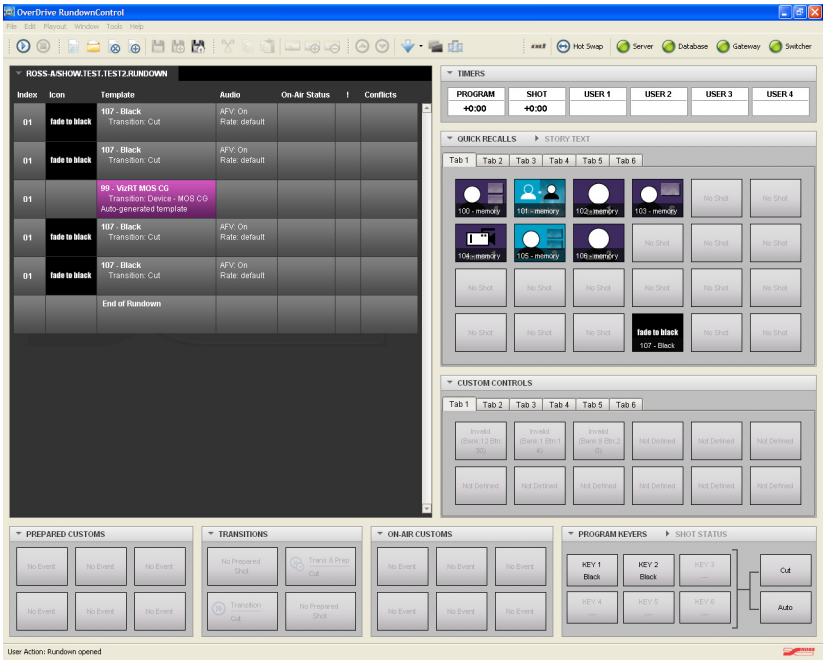
When a VizRT object is placed in the NRCS, OverDrive automatically parses the object's MOS ID and channel information. Graphic Channel play-out selection can be performed using the following three methods:

- **Method 1**: Select/Set target channel from Chyron LUCI plug-in
- **Method 2**: Enter target channel number into NRCS Story Form or CG data column
- **Method 3**: Drop the appropriate Ross CG MOS Template (generated by OverDrive) into the Story Text body before the associated CG template

The auto-generated OverDrive templates are identified starting at Template 99 and increment down by 1 (98, 97, …), for each additional CG channel available to the system. Each MOS CG channel is set up as an individual device in the Device tab of the OverDrive Template Editor.

Additional information is extracted from the VizRT object and populated into this template as required and can include; folder, page, and tag information. This MOS CG OverDrive template is then displayed in the rundown with a highlighted “opaque pink” color background (see Figure 3).

From this point on, the VizRT CG template that was placed into the story from the ActiveX plug-in will be dynamically managed by OverDrive and will always be prepared and taken to air at the correct time under operator control, regardless whether changes are made to the rundown in OverDrive or the NRCS. If a story is floated or moved in the NRCS, the same story (and associated CG content) is floated or moved in the OverDrive rundown. If the operator jumps to another story within the OverDrive rundown, the CG that was linked by the OVD-CGM option in the NRCS is prepared by OverDrive and will be taken to air under the operator's control.



RundownControl with NRCS generated VizRT MOS CG Content (pink)

This is just one example of what the rundown may look like. In many cases, there would be several CG elements within each story. To save space and show more story elements, the operator can choose to view the CG content as just one line within the rundown. Separate identification of each VizRT element allows the OverDrive operator to take CG templates out of sequence if required; even going back into the rundown to take previously aired content to air.

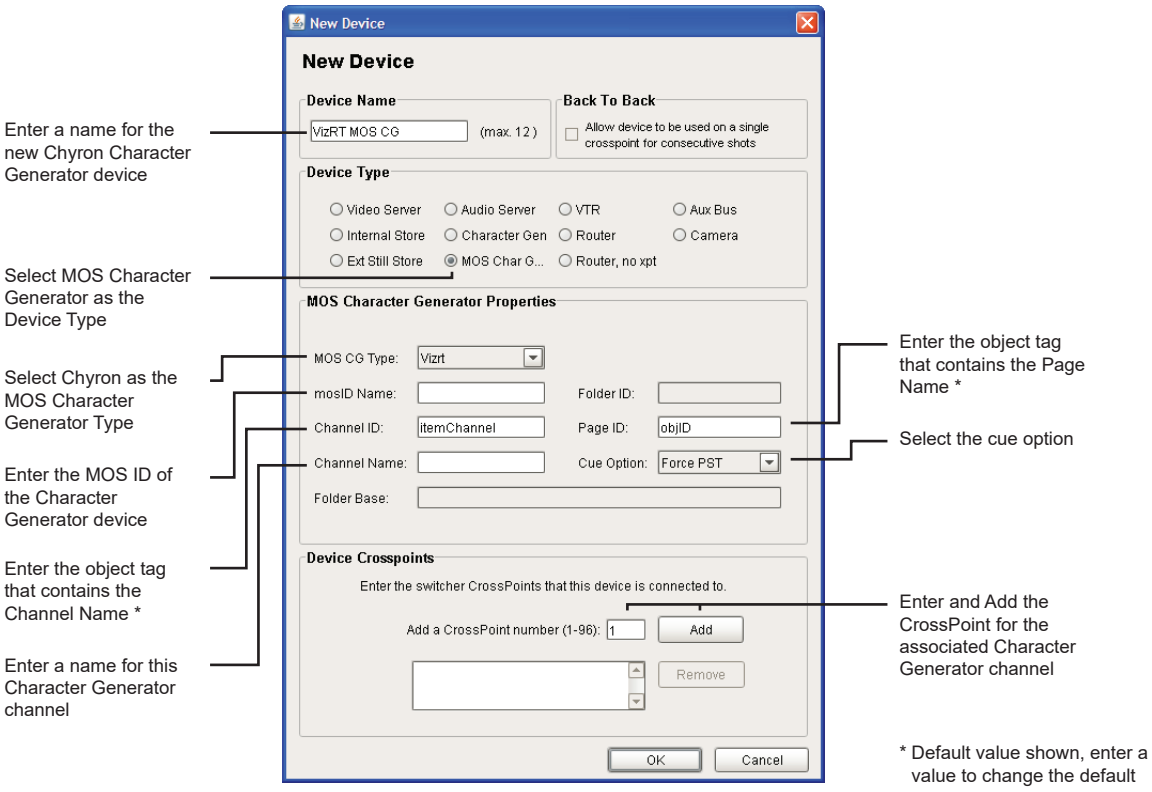
Supported XPression Features

The following commands are supported by the OverDrive OVD-CGM option for VizRT graphics devices:

Feature	Description	Support
Set Folder	Sets the default folder for pages or templates	N/A
Select Target Channel	Enables an operator to select or change the target channel for graphic from NRCS	✓
Read	Load a Page or Template into the CG Preview channel	✓
Load	Load a Page or Template into the CG Program channel	✓
Take	Transfer Page or Template from Preview to Program channel	✓
Play	Transfer Page or Template from Preview to Program channel	✓
Resume	Resume the playing of an animation to a text pause	✓
Take Out	Clear all graphics from the specified channel	✓

OverDrive VizRT MOS Device Template Setup

The following dialog box shows the OverDrive Template Device setup for a VizRT CG in a MOS workflow:



VizRT Character Generator Device Setup

Summary

Many facilities are moving to a CG/Graphics MOS workflow; however without the OVD-CGM option for OverDrive they will not realize the full power of the VizRT MOS toolset in an automated environment. In short, the OVD-CGM option streamlines the production workflow, improves the show pace, and eliminates common production errors. It is an option that allows facilities to take full advantage of an end-to-end CG MOS production workflow and provides a quick return on investment.

Additional information can be found on the following sites:

- www.vizrt.com/products/
- www.rossvideo.com
- www.mosprotocol.com

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

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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