

OverDrive OVD-CGM Option for XPression

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

- XPression Studio AE

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

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

Ross OVD-CGM Interface

The Ross OVD-CGM interface enables the APC (Automated Production Control) operator to manage the playout to air of XPression CG templates placed in 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 XPression CG MOS workflow with OverDrive requires 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]
- XPression Studio AE [Part #: XAE2-0101, dual channel; XAE1-0101, single channel]
- XPression ActiveX plug-in [Part #: XAE-ENPS; XAE-INEWS]
- XPression MOS Gateway [Part #: XAE-MOSGW]
- XPression CII Gateway [Part #: XAE-CIIGW]
- XPression MOS Preview Rendering Engine [Part #: XAE-MOSRE]
- iNEWS/ENPS 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 representative to discuss specific requirements in detail.

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

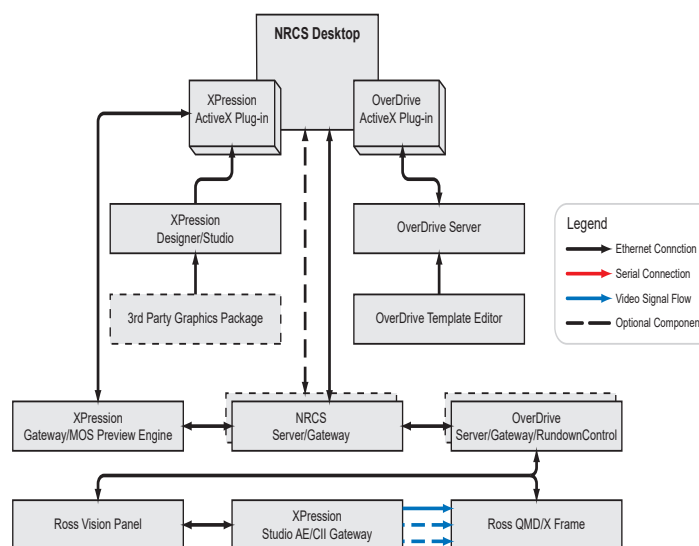


Figure 1 OVD-CGM interface option in a Chyron CG MOS system

Traditional CG Workflow

For OverDrive customers who have an XPression 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 contains a Custom Control which uses a GPO to trigger the CG playlist 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, it only triggers a CG playlist.

This method works well 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 for most typical news productions. There is also an increased risk of human error.
2. An operator manually types the Take ID in the Page field of the 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 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 however, 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.

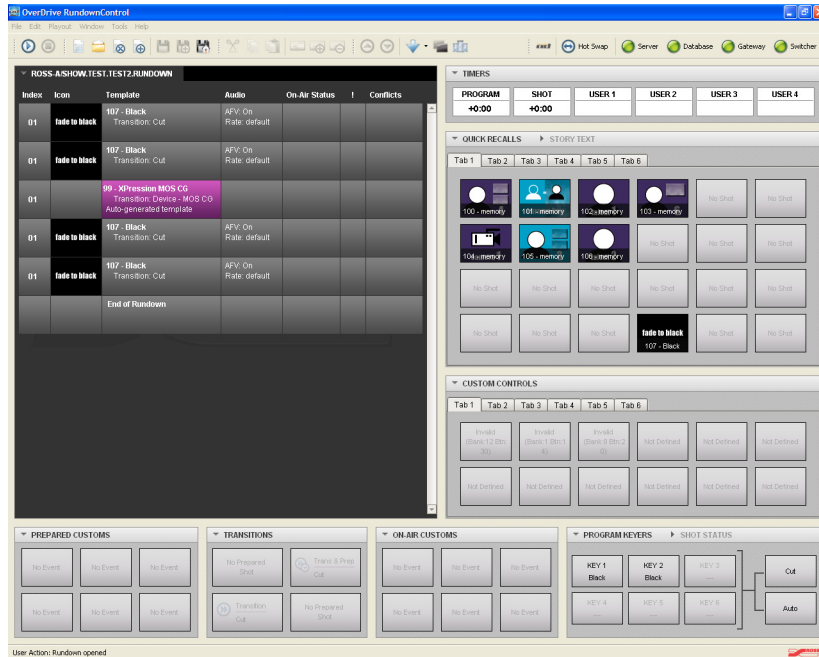
Ross OVD-CGM Workflow

By purchasing the OVD-CGM option, OverDrive can interpret the Ross Video XPression 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 XPression 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 an operator to view (via proxy in the ActiveX plug-in) the actual graphic they are working with directly from within the NRCS desktop
- Make permissible changes without moving back to the CG desktop
- Drop CG content directly into the rundown at the appropriate spot. The CG content is now dynamically linked to the story. Changes to the story order will automatically change the CG playlist order
- One operator can take the shot to air, including any associated CG content

The following example screen capture shows an OverDrive OVD-CGM supported rundown displaying the NRCS generated XPression CG MOS content. The MOS Abstract will be displayed within the rundown row element providing a clear indication to the operator which template is being managed.



RundownControl with NRCS generated XPression 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 XPression 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 again.

Supported XPression Features

The following commands are supported by the OverDrive OVD-CGM option for XPression 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 XPression MOS Device Template Setup

The following dialogue shows the OverDrive Template Device setup for an XPression CG in a MOS workflow:

Annotations for the 'New Device' dialog:

- Enter a name for the new Inscrber CG device (points to Device Name field)
- Select MOS Character Generator as the Device Type (points to MOS Char G... radio button)
- Select XPression as the MOS CG Type. (points to MOS CG Type dropdown)
- Enter the MOS ID of the CG device (points to mosID Name field)
- Enter the object tag that contains the Channel Name * (points to Channel Name field)
- Enter a name for this Character Generator channel (points to Folder Base field)
- Enter the object tag that contains the Page Name (points to Page ID field)
- Select the cue option (points to Cue Option dropdown)
- Enter and Add the CrossPoint for the associated CG channel (points to Add button)

* Default value shown, en value to change the def:

XPression 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 Ross Video XPression 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.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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