OverDrive

User Guide

Version 24.0



ROSS

Thank You for Choosing Ross

You've made a great choice. We expect you will be very happy with your purchase of Ross Technology.

Our mission is to:

1. Provide a Superior Customer Experience
   - offer the best product quality and support
2. Make Cool Practical Technology
   - develop great products that customers love

Ross has become well known for the Ross Video Code of Ethics. It guides our interactions and empowers our employees. I hope you enjoy reading it below.

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*.



David Ross
CEO, Ross Video
dross@rossvideo.com

Ross Video Code of Ethics

Any company is the sum total of the people that make things happen. At Ross, our employees are a special group. Our employees truly care about doing a great job and delivering a high quality customer experience every day. This code of ethics hangs on the wall of all Ross Video locations to guide our behavior:

1. We will always act in our customers' best interest.
2. We will do our best to understand our customers' requirements.
3. We will not ship crap.
4. We will be great to work with.
5. We will do something extra for our customers, as an apology, when something big goes wrong and it's our fault.
6. We will keep our promises.
7. We will treat the competition with respect.
8. We will cooperate with and help other friendly companies.
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.)*

OverDrive · User Guide

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Patents

Patent numbers US 7,034,886; US 7,508,455; US 7,602,446; US 7,802,802 B2; US 7,834,886; US 7,914,332; US 8,307,284; US 8,407,374 B2; US 8,499,019 B2; US 8,519,949 B2; US 8,743,292 B2; GB 2,419,119 B; GB 2,447,380 B; and other patents pending.

Notice

The material in this manual is furnished for informational use only. It is subject to change without notice and should not be construed as commitment by Ross Video Limited. Ross Video Limited assumes no responsibility or liability for errors or inaccuracies that may appear in this manual.

Important Regulatory and Safety Notices to Service Personnel

Before using this product and any associated equipment, read all the Important Safety Instructions listed below so as to avoid personal injury and to prevent product damage.

The OverDrive system makes use of a number of individual component products to make up a complete turnkey system. The Important Safety Instructions section of this manual is intended to compliment individual OEM product manuals and the User must refer to, and heed, any safety instruction outline in these supplementary product manuals. Separate manuals are included for the following component products:

- Server PC(s)
- LCD Flat Screen Display(s) & Power Supply

This system may also require specific equipment, and /or installation procedures be carried out to satisfy certain other regulatory compliance requirements. Notices have been included in this publication to call attention to these specific requirements.

Symbol Meanings



Protective Earth — *This symbol identifies a Protective Earth (PE) terminal, which is provided for connection of the supply system's protective earth (green or green/yellow) conductor.*



This symbol on the equipment refers you to important operating and maintenance (servicing) instructions within the Product Manual Documentation. Failure to heed this information may present a major risk of damage or injury to persons or equipment.



Warning — *The symbol with the word "Warning" within the equipment manual indicates a potentially hazardous situation which, if not avoided, could result in death or serious injury.*



Caution — *The symbol with the word "Caution" within the equipment manual indicates a potentially hazardous situation which, if not avoided, may result in minor or moderate injury. It may also be used to alert against unsafe practices.*



Warning Hazardous Voltages — *This symbol is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product enclosure that may be of sufficient magnitude to constitute a risk of shock to persons.*



ESD Susceptibility — *This symbol is used to alert the user that an electrical or electronic device or assembly is susceptible to damage from an ESD event.*

Important Safety Instructions

- Read these instructions.
- Keep these instructions.
- Heed all warning.
- Follow all instructions.

Warning The safe operation of this product requires that a protective earth connection be provided. A grounding conductor in the equipment's supply cord provides this protective earth. To reduce the risk of electrical shock to the operator and service personnel, this ground conductor must be connected to an earthed ground.

Use only power cords specified for this product and certified for the country of use. Refer to the Product Power Cord Requirement Section that follows.

Do not defeat safety purpose of the grounding-type plug. A grounding type plug has two blades and a third grounding prong. The third prong is prong is provided for your safety. If the provided plug does not fit in to your outlet, consult an electrician for replacement of the obsolete outlet.

Protect the power cord from being walked on or pinching particularly at plugs, convenience receptacles, and point where they exit from the apparatus.

Warning Indoor Use: “WARNING – TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPARATUS TO RAIN OR MOISTURE”

Do not use this apparatus near water.

Do not block any ventilation openings. Install in accordance with manufacturer’s instructions.

Do not install near heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

Only use attachments/accessories specified by the manufacturer.

Unplug this apparatus during lightning storms or when unused for long periods of time.

Clean only with a dry cloth.

Warning Refer all servicing to qualified personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug damage, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

Caution To reduce the risk of fire, replacement fuses must be the same type and rating.

Warning This product contains safety critical parts, which if incorrectly replaced may present a risk of fire or electrical shock. Components contained within the product’s power supplies and power supply area, are not intended to be customer serviced and should be returned to the factory for repair

Product Power Cord Requirements

Warning **North American Line Voltages 100 - 120 Volt**

This product is supplied with certified 10A/125V SVT type supply cords.

Conductors are color coded white (neutral), black (line) and green or green/yellow (ground).

Operation of this equipment at line voltages exceeding 130V requires that alternative supply cords with appropriate voltage and current ratings be used.

Warning **International Line Voltages 200 - 240 Volt**

This product has been designed for use with certified IEC 320- C13 10A/250V - H03 VV-F3G 1.00mm2 type line cord.

International product orders are supplied with a certified 10A/250V line cords, utilizing a molded 3-pin IEC 320-C13 type connector at one end and stripped conductors on the other. One line cord is provided. Conductors are CEE color coded; blue (neutral), brown (line), and green/yellow (ground).

Installation by a qualified Electrician, of an appropriately approved A/C wall plug certified for the country of use, is required.

Alternatively, other IEC 320 C-13 type power cords may be used, provided that they meet the necessary safety certification requirements for the country in which they are to be used. Refer to the correctly specified line cord above.

EMC Notices

US FCC Part 15

This equipment has been tested and found to comply with the limits for a class A Digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a Commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Notice Changes or modifications to this equipment not expressly approved by Ross Video Ltd. could void the user's authority to operate this equipment.

CANADA

This Class "A" digital apparatus complies with Canadian **ICES-003**.

Cet appareil numerique de la classe "A" est conforme a la norme **NMB-003** du Canada.

EUROPE

This equipment is in compliance with the essential requirements and other relevant provisions of **CE Directive 93/68/EEC**.

INTERNATIONAL

This equipment has been tested to **CISPR 22:1997** along with amendments **A1:2000** and **A2:2002** and found to comply with the limits for a Class A Digital device.

Notice This is a Class A product. In domestic environments, this product may cause radio interference, in which case the user may have to take adequate measures.

Warranty and Repair Policy

The OverDrive Live and OverDrive News systems are backed by a comprehensive one-year warranty on all components.

Notice — *Changes or modifications to this equipment not expressly approved by Ross Video Limited could void the user's authority to operate this equipment.*

If an item becomes defective within the warranty period Ross will repair or replace the defective item, as determined solely by Ross.

Warranty repairs will be conducted at Ross, with all shipping FOB Ross dock. If repairs are conducted at the customer site, reasonable out-of-pocket charges will apply. At the discretion of Ross, and on a temporary loan basis, plug in circuit boards or other replacement parts may be supplied free of charge while defective items undergo repair. Return packing, shipping, and special handling costs are the responsibility of the customer.

This warranty is void if products are subjected to misuse, neglect, accident, improper installation or application, or unauthorized modification.

In no event shall Ross Video Limited be liable for direct, indirect, special, incidental, or consequential damages (including loss of profit). Implied warranties, including that of merchantability and fitness for a particular purpose, are expressly limited to the duration of this warranty.

This warranty is TRANSFERABLE to subsequent owners, subject to Ross' notification of change of ownership.

Extended Warranty

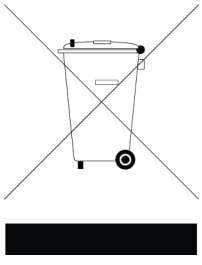
For customers that require a longer warranty period, Ross offers an extended warranty plan to extend the standard warranty period by one year increments. For more information about an extended warranty for your OverDrive system, contact your regional sales manager.

Environmental Information

The equipment that you purchased required the extraction and use of natural resources for its production. It may contain hazardous substances that could impact health and the environment.

To avoid the potential release of those substances into the environment and to diminish the need for the extraction of natural resources, Ross Video encourages you to use the appropriate take-back systems. These systems will reuse or recycle most of the materials from your end-of-life equipment in an environmentally friendly and health conscious manner.

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.

Use of Hazardous Substances in Electrical and Electronic Products (China RoHS)

Ross Video Limited has reviewed all components and processes for compliance to:

“Management Methods for the Restriction of the Use of Hazardous Substances in Electrical and Electronic Products” also known as China RoHS.

The “Environmentally Friendly Use Period” (EFUP) and Hazardous Substance Tables have been established for all products. We are currently updating all of our Product Manuals.

The Hazardous substances tables are available on our website at:

http://www.rossvideo.com/about-ross/company-profile/green-practices/china-rohs.html

电器电子产品中有害物质的使用

Ross Video Limited 按照以下的标准对所有组件和流程进行了审查：

“ 电器电子产品有害物质限制使用管理办法 ” 也被称为中国 RoHS。

所有产品都具有 “ 环保使用期限 ”（EFUP）和有害物质表。目前，我们正在更新我们所有的产品手册。

有害物质表在我们的网站：

http://www.rossvideo.com/about-ross/company-profile/green-practices/china-rohs.html

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Introduction

Thank you, and congratulations on choosing the OverDrive Production Control System. With extensive experience in external device control united with over 40 years of production switcher design and manufacturing, Ross Video is proud to present the next evolution in production control systems. As you read through this guide, you will discover that Ross Video has again broken new ground with OverDrive.

About This Guide

This guide covers the use of the OverDrive system. The following chapters are included:

1. "**Introduction**" summarizes the guide and provides important terms conventions and feature descriptions.
2. "**New Features**" provides an overview of the new features in OverDrive 24.0.
3. "**Getting Started**" provides an overview of the features and functions of OverDrive.
4. "**Configuration Options**" provides instructions on setting OverDrive options.
5. "**ME Use Option**" provides instructions on using this option in OverDrive.
6. "**OverDrive Server**" provides instructions on configuring the OverDrive Server.
7. "**MOS Gateway**" provides instructions on installing and configuring the OverDrive MOS Gateway.
8. "**OverDrive ProjectServer**" provides instructions on configuring and using the OverDrive ProjectServer.
9. "**OverDrive CentralServer**" provides instructions on configuring and using the CentralServer to act as the MOS Gateway for multiple OverDrive nodes.
10. "**TemplateEditor**" describes how to use TemplateEditor to create the required elements for a show.
11. "**RundownControl™**" provides instructions on how to use the features of RundownControl.
12. "**DirectControl™**" provides instructions on how to use the features of DirectControl.
13. "**Control Surfaces**" provides instructions on how to the CX Panel, SideShot module, SideSlide module, and the SideStick module to control OverDrive.
14. "**Customize Your Layout**" describes how to use perspectives to set the size and position of RundownControl components on the screen.
15. "**OverDrive Show Setup**" explains how to set up a show using OverDrive Live.
16. "**Inception Show Setup**" explains how to set up a show using the Ross Video Inception newsroom.
17. "**iNEWS Show Setup**" explains how to set up a show using the iNEWS newsroom.
18. "**ENPS Show Setup**" explains how to set up a show using the ENPS newsroom.
19. "**Dalet Show Setup**" explains how to set up a show using the Dalet newsroom.
20. "**Octopus Show Setup**" explains how to set up a show using the Octopus newsroom.
21. "**OverDrive NRCS Plugin**" explains how to use the Ross Video OverDrive NRCS plugin to create shots in the stories of an NRCS rundown.
22. "**Rundown Playout**" describes how to playout a rundown.
23. "**Smart Quick Recalls**" explains how to enable quick access to unscripted elements in a rundown.
24. "**Multiple Rundowns and MOS Gateways**" explains how to work with multiple rundowns.
25. "**QuickTurn™**" explains how to setup and use the automatic division of broadcast content for the web or streaming.

26. "**QuickTurn™ - Legacy**" explains the legacy method of how to setup and use the automatic division of broadcast content for the web or streaming.
27. "**RapidRestore™**" explains how to backup and restore settings and rundowns.
28. "**Redundant OverDrive Server System**" provides instructions for switching between Primary and Redundant OverDrive systems in a Redundant Server system.
29. "**Troubleshooting**" explains the meaning of error messages and warnings and describes how to correct them.

If, at any time, you have a question pertaining to the installation or operation of your OverDrive Production Control System, please contact us at the numbers listed in the section "**Contact Technical Support**" on page 1–3. Our technical staff are always available for consultation, training or service.

For More Information on...

- setting up and configuring an OverDrive system, refer to the ***OverDrive Installation and Configuration Guide***.

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 sub-menus that must be followed to reach a 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 **IBP SD 4:2:0 Compression Options** dialog box, Select the **ZigZag Scan** option, and click **OK**.

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:

For more information, refer to the section "**Input Channel Configuration**" on page 4–16 in the ***OverDrive Installation and Configuration 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 Select the **Server** menu and then click **Save As**.

Important Instructions

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

✶ Only one instance of RundownControl can be running at any time on a client computer.

Get Help

The OverDrive Online Help system can be accessed from any component of OverDrive by selecting **Help > Contents.** Online Help opens in an web browser window.

The OverDrive Online Help system displays, by default, the **Contents** pane. To access the **Search** or **Glossary** panes, click the **Search** or **Glossary** button in the Online Help system toolbar.

Contact 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: +1 833-859-0499

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.

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 https://support.rossvideo.com/ to open a support request.

OverDrive Community

The OverDrive Community is an exciting benefit available to OverDrive customers. This forum is designed specifically for OverDrive users and enthusiasts to communicate, share ideas, and browse valuable product information. Please visit the forum often and feel free to participate, share experiences, and offer expertise.

- https://rossvideo.community/search?s=tags%3A%22OverDrive%22&executesearch=true

New Features

Take advantage of the new features in OverDrive 24.0 to help simplify and streamline your workflow. Use the topics in this section to learn about the new features in OverDrive 24.0.

The following features are new in OverDrive 24.0:

- Lockout QuickTransitions
- Control NRCS Template Unused Message in RundownControl
- On Air and Prepared Color Option
- Switcherless Mode

Lockout QuickTransitions

The **Lockout QuickTransition** check box to in the Shot Summary tab of the OverDrive NRCS plugin enables you to control whether or not the video transition for a shot is overridden by the video transition set in the NRCS.

For More Information on...

- using the OverDrive NRCS plugin to edit NRCS story shots, refer to the section "**Edit an OverDrive Shot in an NRCS Story**" on page 21–9.

Control NRCS Template Unused Message in RundownControl

The **Show "Unused" Keywords** check box in the **NRCS Template Tag Configuration** section of the **OverDrive Server** enables you to show or hide unused QuickTemplate keywords in the **QuickCode** column of the **Rundown** table in **RundownControl**.

For More Information on....

- controlling display of unused QuickTemplate keywords, refer to the section "**Enable QuickCode**" on page 22–87.

On Air and Prepared Color Option

You can now customize the background color used by RundownControl to highlight the **On Air** and **Prepared** shots in the Rundown table.

✶ Ross Video recommends selecting a unique background color for the **On Air** and **Prepared** shots so that you can easily identify them in the Rundown table.

For More Information on....

- customizing the background color of the On Air and Prepared shots in the Rundown table, refer to the section "**Customize Rundown Table Background Colors**" on page 11–14.

Switcherless Mode

Switcherless mode enables you to continue controlling Caprica connected devices from OverDrive and Caprica in the event that the switcher in your OverDrive system falters.

For More Information on....

- configuring and operating Switcherless mode, refer to the chapter "**Switcherless Mode**" on page 29–1.

Getting Started

This chapter describes basic principles and procedures to follow when using OverDrive. The following topics are discussed in this chapter:

- OverDrive Overview
- What Can be Done in OverDrive
- Start OverDrive
- How OverDrive Works
- Switcher Requirements

OverDrive Overview

Ross Video developed the OverDrive Automated Production Control System for live events, including sports, faith-based, and live entertainment productions. Using an intuitive touch screen Graphical User Interface (GUI), OverDrive allows operators direct control over production devices including the production switcher, DVEs, video and audio servers, robotic cameras, audio mixers, and more. A unique advantage of OverDrive is its ability to be used in semi or fully automated productions, while still allowing full manual access to the production equipment. Productions are cleaner, more consistent and staffing can be optimized for each production to suit requirements.

The OverDrive MOS newsroom interface provides a LiveLink™ between the Newsroom Control System (NRCS) and the OverDrive rundown. Any changes made in the newsroom rundown will automatically and instantly update the rundown in OverDrive, providing continuity and the ability to bring last second changes to air. Stories can be floated, dropped or changed, and OverDrive automatically reassigns all resources associated with the shot.

Warning messages are provided to indicate upcoming events that may require additional user input, such as a video server clip name, allowing the operator to correct for errors before they make it to air, always ensuring a clean production. The centralized control of production devices combined with the newsroom interface in one intuitive GUI allows the operator to focus on the quality of the on-air product, leaving management of resources to OverDrive.

The UTF-8 Unicode character set is supported by the OverDrive user interface to enable the entry, processing, and display of international characters. International characters can be directly entered by a user or received from an NRCS through MOS.

For More Information on...

- the international character set support in OverDrive clients, refer the appendix "**Appendix C. International Character Set**" on page 33–1.

What Can be Done in OverDrive

OverDrive enables live shows to pre-build in a rundown format, or newsroom rundowns to be imported from a connected NRCS. After a rundown is built, the touch-screen, keyboard, or mouse can be used to take the show to air.

Through integration with a switcher, OverDrive enables access to external devices in a production environment. DirectControl provides touch-screen control of video servers and robotic cameras to provide on-the-fly operation during a show. On-screen sliders in DirectControl also enables the control of audio levels.

OverDrive Integration

At Ross Video, we realize that no two productions have the same requirements. OverDrive is designed to accommodate different types of productions within the same system. OverDrive can be integrated in any of the following ways:

- **Full Integration** — A fully integrated production system with OverDrive controlling all devices and providing a live link to the newsroom system line-up.
- **Partial Integration** — A partially integrated production system where some devices are driven by the OverDrive system and others are run by operations staff. For example, a production could have camera operators to provide a more "live feel" to the show or in a character generator intensive show, the character generator could be run manually.
- **Production Switcher Only** — By tying the production switcher into the line-up, the Technical Director can use OverDrive to drive Master templates, delivering a consistent, error-free show.

Multiple Client System Architecture

OverDrive also enables a multiple-client system architecture for a production environment. This allows several client systems to access the same OverDrive Server and Gateway, providing a centralized repository for both Live rundowns, NRCS rundowns, and templates for all clients. Having one server and switcher for many clients also provides a streamlined communication system, which allows flexibility with production staff.

Multiple clients enable several users to edit rundowns simultaneously, as well as provide a monitoring system when a rundown is taken to air. One client can take a rundown to air, and the rest can monitor while that client is in Playout mode.

For More Information on...

- how a Multiple client architecture is used in OverDrive, refer to the section "**Multiple-Client Playout**" on page 22–60.

Start OverDrive

OverDrive software requires communication between the switcher, Gateway, database, and NRCS. Within the system, communication between the OverDrive Server and all OverDrive client systems is required before any OverDrive Client system can be used to create rundowns and take shows to air.

Establish Communication

When ready to use OverDrive, communications must be established between components before a show can be built and run in RundownControl, or devices controlled from DirectControl. OverDrive MOS Gateway and OverDrive Server are the main OverDrive applications that establish and control communications between the other OverDrive applications.

Keep the following in mind when starting an OverDrive system:

- The OverDrive MOS Gateway must be started and left running in order to establish communications to both OverDrive and the NRCS.
- The OverDrive Server must be started and left running in order to establish communications to the switcher, the OverDrive system(s), and the internal network.
- Network connection settings are configured in the RundownControl Options dialog box, which is accessed from the Tools menu.

For More Information on...

- OverDrive MOS Gateway communication refer to the section "**Check the MOS Gateway Status**" on page 24–5.
- OverDrive Server communication refer to the section "**Connection Status**" on page 6–4.
- configuring network settings refer to the section "**Configure OverDrive Communication Settings**" on page 4–8.

Start OverDrive Applications

After establishing communications with OverDrive MOS Gateway and OverDrive Server, RundownControl, DirectControl, and TemplateEditor can be started to begin building a show. The following sections provide instructions to start each application:

- To start RundownControl, refer to the section "**Start RundownControl**" on page 11–2.
- To start DirectControl, refer to the section "**Start DirectControl**" on page 12–2.
- To start TemplateEditor, refer to the section "**Network Connection Area**" on page 10–4.

For More Information on...

- connection status indicators, refer to the section "**Network Connection Area**" on page 11–7 for RundownControl, and "**Network Connection Area**" on page 12–4 for DirectControl.
- how to use TemplateEditor, refer to the section "**TemplateEditor**" on page 10–1.

How OverDrive Works

The following sections provide an overview of the steps involved to go from the initial setup of an OverDrive system setup to using the OverDrive to take a show to air.

Set Up the Switcher

Before OverDrive system can be used, all devices required for a show must be connected to the production switcher and configured correctly.

✶ OverDrive uses the first available Floating ME on the switcher to recall memories. This means that when a memory is created on the switcher, the exact same effect must be stored in the same register on each ME.

For More Information on...

- configuring specific external devices, refer to the switcher ***Engineering/Installation Manual*** set for detailed instructions
- OverDrive system setup instructions, cabling diagrams, and switcher requirements, refer to the ***OverDrive Installation and Configuration Guide***

Create Templates

Templates are used to define what is needed to create a shot in a rundown. Templates provide the OverDrive system with information such as memories, crosspoint and connection properties for external devices, transitions, and Custom Controls used in each shot.

Before a show can be prepared and run, specific OverDrive templates must be created for each device and transition assigned in the Master templates that will be used to create the show. Templates are re-used every time the show is prepared and run.

Since Master templates use Device and Transition template information, templates should be created in the following order:

1. **Device** — Create a Device template for each external device requiring control and indicate which switcher crosspoints or remote ports are used by each device.
2. **Transition** — Create a Transition template for each type of transition used in a show. For example, a separate template would be created for each type of Wipe used in a show.
3. **Switcher** — Create Master templates to specify the template type, transition type, devices used, Custom Controls, and audio channels to use in the shot.

✶ Before assigning Custom Controls to Master templates, view all Custom Controls saved on the switcher to confirm that they are correctly configured.

For More Information on...

- using Custom Controls in OverDrive, refer to the section "**Custom Controls**" on page 10–67.

Build a Show

After all the required templates have been created, the new templates can be used in RundownControl to build a rundown for a show. Templates can be modified to build customized shots for a rundown.

Master templates can be assigned to buttons in the QuickRecall view of RundownControl, to be used to build customized on-the-fly shots.

Switcher Requirements

To ensure the proper function of your OverDrive system, please comply with the following requirements:

- OverDrive uses the first available Floating ME on the switcher to recall memories. Each ME must be fitted with identical options to enable OverDrive to properly recall memories. This means that when creating a memory on the switcher, the exact same effect must be stored in the same register on each ME.
- Only map one crosspoint to a given ME. When more than one crosspoint is mapped to an ME, OverDrive may see a crosspoint as available when in fact it is not available.
- Any devices to be controlled from OverDrive must be connected to the switcher and checked for proper configuration before being added to Device templates.
- GPI Lines must be enabled on the switcher before configuring GPI Events in OverDrive.
- When copying a memory to a PGM ME, the EDITOR button must be toggled off. If the EDITOR button is left on, any active keys on air may be turned off.
- In an Acuity or Vision MultiPanel configuration, OverDrive is only able to interface with the Master Panel. OverDrive cannot interface with the Satellite panels in an Acuity or Vision MultiPanel configuration.
- The number of video clips per video server channel is limited to 10,000 video clips. In the non-MOS workflow, this limitation impacts video selection lists in the following OverDrive components:
  - › Direct Control
  - › Rundown Control
  - › QuickRecalls
  - › Ross Video OverDrive NRCS plugin

For More Information on...

- setting up a switcher to properly work with OverDrive, refer to the switcher ***Engineering/Installation*** manual set.

Software Compatibility

To ensure the proper function of an OverDrive system, the version of software installed on the switcher must be compatible with the installed OverDrive software. To check version compatibility, visit the Ross Video web site at http://www.rossvideo.com, and follow the links to the OverDrive area.

Configuration Options

This chapter provides instructions on setting user options in OverDrive using the Options dialog box. The Options dialog box is used to specify the rundown settings, network settings, Story Text filter options, hot key settings, and GPI events to use when working with OverDrive. The Options dialog box is accessed from the Tools menu in RundownControl.

The following areas and their functions are discussed in this chapter:

- Configure Rundown Settings
- Configure GPI Events
- Configure OverDrive Communication Settings
- Customize Story Text Settings
- Configure Rundown Display Settings
- Configure Visual Story Grouping Settings
- View and Edit Hot Keys
- View and Edit Switcher Events

For More Information on...

- configuring options in the ME Use tab of the Options dialog box, refer to the section "**Configure the ME Use Option**" on page 5–9.

Show Settings

Some RundownControl user options are show settings. The value set for a show setting is set the same for all RundownControl users on an OverDrive system. When a RundownControl user changes the value of a show setting, the new value is automatically set for all RundownControl users on the OverDrive system. A toast message informs users working in RundownControl that show settings have been updated.

The following RundownControl user options are global options:

- User Timers
- Quick Recalls
- Smart Quick Recalls
- Custom Controls
- Variable Presets
- Rundown settings
- Live Preview settings
- Playout Status settings
- CG Timing settings

OverDrive CentralServer System

An OverDrive CentralServer system contains an OverDrive CentralServer and multiple OverDrive nodes that gather their show, global configuration, and MOS Gateway settings from the CentralServer.

In an OverDrive CentralServer system, you must be attentive when logged into RundownControl on two or more OverDrive nodes at the same time with the same OverDrive user. Each time you make a change to User level setting, the settings change is automatically applied to the same OverDrive user on the other OverDrive nodes. The OverDrive CentralServer always applies the last User level settings change made by an OverDrive user to the same user logged into other nodes in an OverDrive CentralServer system, for example:

1. The OverDrive user **tcollins** logs into the **News** OverDrive node.
2. The same OverDrive user **tcollins** logs into the **Sports** OverDrive node.
3. On the **News** OverDrive node, the OverDrive user **tcollins** makes a User level setting change.

   The OverDrive CentralServer automatically applies the setting change to **tcollins** on the **Sports** OverDrive node. It can take up to ten seconds from making a settings change on an OverDrive node before the settings change is applied to the same OverDrive user on other OverDrive nodes in an OverDrive CentralServer system.

✶ If **tcollins** on the **Sports** OverDrive node makes a settings change before receiving the settings change made on the **News** OverDrive node, then the settings change made on the **Sports** OverDrive node will override the initial setting change made on the **News** OverDrive node. Both the **News** and **Sports** OverDrive node will now use the settings set on the **Sports** OverDrive node.

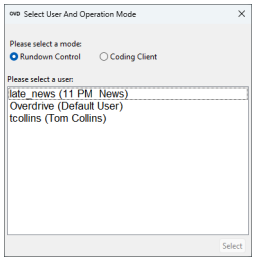
Configure Rundown Settings

The options in the Rundown Settings tab of the Options dialog box are used to control when to cue clips in shots and re-prepare shots.

To configure rundown settings

1. Use one of the following methods to start **RundownControl**:
   - On the desktop, double-click the **RundownControl** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **RundownControl**.

The **Select User And Operation Mode** dialog box opens.



2. In the **Please select a mode** section, select one of the following modes in which to use RundownControl:

   - **RundownControl** — use the full capabilities of RundownControl to create, edit, and control the playout OverDrive rundowns.
   - **Coding Client** — use a limited set of RundownControl capabilities to monitor OverDrive rundown playout.

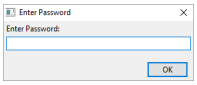
   The available mode options depend on the number of **RundownControl** and **Coding Client** licenses on your OverDrive system.

3. From the **User** list, select the user to work with for the RundownControl session.

   Any preference changes made during an RundownControl session are saved with the selected user.

4. Click **Select User**.

   For users that have a password, the **Enter Password** dialog box opens.

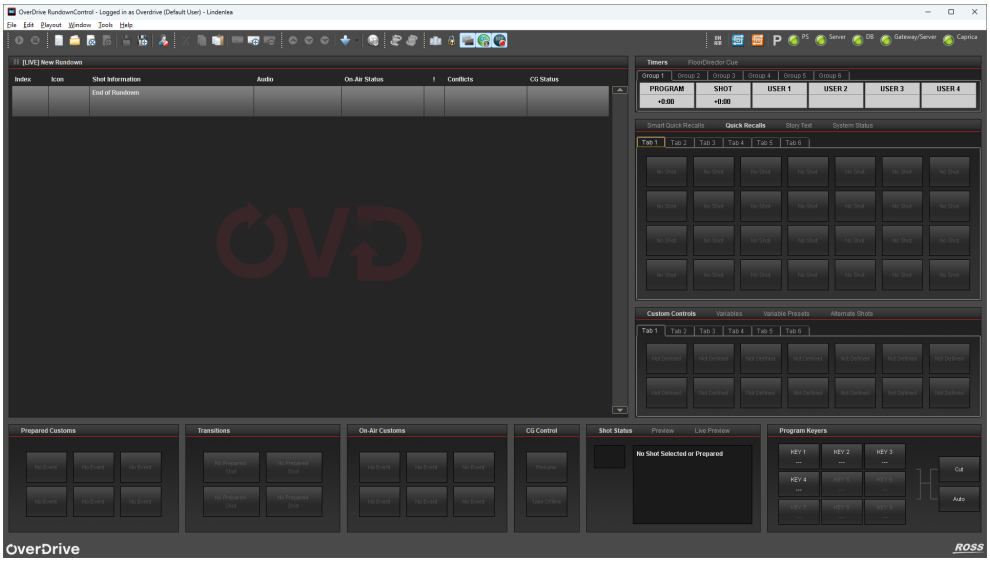


   To enter a user password, follow these additional steps:

   a. In the **Enter Password** box, enter the password for the selected user.

   b. Click **OK**.

   RundownControl opens in the selected mode using the user preferences from the selected user. The RundownControl title bar displays the name of the user selected to open RundownControl.

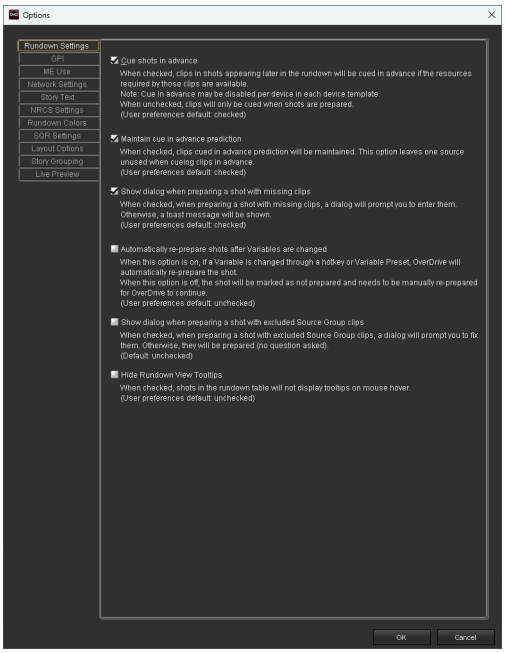


5. Use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

6. Click the **Rundown Settings** tab.

   The **Rundown Settings** tab opens.



7. Select the **Cue Shots in Advance** check box to cue clips contained in shots following the prepared shot if the required crosspoints are available. Shots containing cued in advance clips are highlight in the rundown with a light green background (default: selected). When this check box is cleared, clips are only cued when shots are prepared.

   The **Cue Shots in Advance** option also controls device channel prediction for the next shot as follows:

   - **Off** — use the **first** available channel for the device in the next shot. The following example rundown shows how OverDrive assigns device channels when the **Cue Shots in Advance** option: is turned **Off**:

Shot	Inserted By	Assigned Channel
CAM1		
VIDEO SERVER		
ROUTER Template	QuickRecall	Router Source 1
ROUTER Template Boxes	QuickRecall	Router Source 1 and Router Source 2
XPT Template	QuickRecall	Router Source 2
CAM1		
ROUTER Template	QuickRecall	Router Source 1 (First available channel)

- **On** — use the **next** available channel for the device in the next shot. The following example rundown shows how OverDrive assigns device channels when the **Cue Shots in Advance** option: is turned **On**:

Shot	Inserted By	Assigned Channel
CAM1		
VIDEO SERVER		
ROUTER Template	QuickRecall	Router Source 1
ROUTER Template Boxes	QuickRecall	Router Source 1 and Router Source 2
XPT Template	QuickRecall	Router Source 2
CAM1		
ROUTER Template	QuickRecall	Router Source 3 (Next available channel)

8. Select the **Maintain cue in advance prediction** check box to maintain clips cue in advance prediction. When select this option OverDrive leaves one source unused when cueing clips in advance.
   - A clip added above the on-air shot is not considered for prediction by cued in advance.
   - In the prepared shot OverDrive uses all channels and cues all clips.
   - When Back to Back is enabled, the "No Free Device Output" does not occur when there no free channels.

   This option is only available when you select the **Cue Shots in Advance** check box.
9. Select the **Show dialog when preparing a shot missing clips** check box to display a dialog box prompting you to enter clips missing from the preparing shot. Clear this check box to display the missing clips prompt in a toast message instead of a dialog box.
10. Select the **Automatically re-prepare shots after variables are changed** check box to automatically re-prepare a shot when a hot key, variable preset, or DirectControl changes a variable used by the shot. Clear this check box to mark a shot as not prepared and must be manually re-prepared for OverDrive to continue when a variable used by the shot changes.
11. If you do not want to view tooltips when you hover the mouse over a **shot** in the **Rundown** table, select the **Hide Rundown View Tooltips** check box. Clear this check box to view shot tooltips.

For More Information on...

- how the **Cue Shots in Advance** option affects RundownControl, refer to the section "**Cue Shots in Advance Option**" on page 22–10.

Configure GPI Events

The Configure GPI tab enables OverDrive to respond to automatic transition functions transmitted through the switcher.

✶ Before GPI events can be configured and added to OverDrive, GPI lines must be set up on the switcher. GPI line setup is covered in the switcher ***Operator's Manual***.

To configure OverDrive to listen for GPI events

1. In **RundownControl**, use the **Tools** menu to select **Options**.

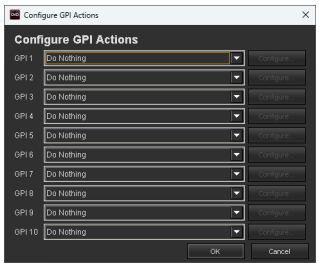
   The **Options** dialog box opens.
2. Click the **GPI** tab.

The **GPI** tab opens.



3. Select the **Listen for GPI Events** check box.
4. Click **Configure GPI**.

   The **Configure GPI Actions** dialog box opens.



5. For each GPI, use the list to the right to select the action to perform. The available actions are as follows:
   - **Do Nothing** — Ignore GPI triggers received from the switcher. This is the default action.
   - **Play Rundown** — Switch OverDrive into playout mode when a GPI trigger is received from the switcher.
   - **Stop Rundown** — Switch OverDrive into edit mode when a GPI trigger is received from the switcher.
   - **Do Take** — Automatically advance the rundown and prepare the next shot when a GPI trigger is received from the switcher. When this action is selected, click **Configure** to set the transition type.
   - **Prepare Next** — Prepare the next shot in the rundown when a GPI trigger is received from the switcher.
   - **Reprepare** — Send commands to the switcher and any coded devices to reprepare the template already in preview.
   - **Prepare Previous** — Prepare the previous shot in the rundown when a GPI trigger is received from the switcher.
   - **Open Rundown** — Open a selected rundown when a GPI trigger is received from the switcher. When this action is selected, click **Configure** to select the rundown to open.

★ When the **Do Take**, **Prepare Next**, or **Prepare Previous** GPI action is used to prepare a shot that is missing a clip, OverDrive will not prompt for missing clip information.

✶ Starting with OverDrive v11.0.2; **Do Take**, **Prepare Next**, or **Prepare Previous** GPI events received from the switcher during a transition or prepare are held in a cue to be executed after the completion of the current transition or prepare. Prior to OverDrive v11.0.2, GPI events were ignored if a transition or prepare was in progress.

6. Click **OK** to save changes close the **Configure GPI Actions** dialog box.

7. Click **OK** to save changes and close the **Options** dialog box.

For More Information on...

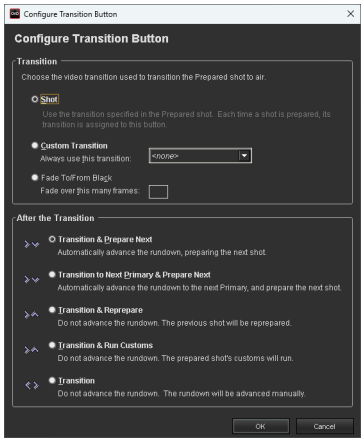
- setting a transition for the Do Take GPI action, refer to the procedure "**To set a transition for the Do Take GPI Action**" on page 4–7.
- selecting a rundown for the Open Rundown GPI action, refer to the procedure "**To select a rundown for the Open Rundown GPI Action**" on page 4–8.
- using transitions in OverDrive, refer to the section "**Transition Templates**" on page 10–31.

To set a transition for the Do Take GPI Action

1. The **Configure GPI Actions** dialog box, select **Do Take** as the action for a GPI.

2. Click **Configure** to right of the GPI.

   The **Configure Transition Button** dialog box opens.



3. In the **Configure Transition Button** dialog box, select one of the following options to set the transition used by the GPI event:

   - **Shot** — Use the transition specified in the Master template of the prepared shot.
   - **Custom Transition** — Use the list to the right of this option to select a transition. The selected transition is used to transition a shot no matter what transition is specified in the Master template of the prepared shot.
   - **Fade To/From Black** — Fade to or from black over a specified number of frames. In the box to the right of this option, enter the number of frames (2 to 999) to over which to fade the shot. Enter 0 or 1 to configure this option to use a Cut transition.

4. Click one of the following options to set the system action to run after the prepared shot is taken to air:

   - **Transition & Prepare Next** — After the transition, automatically advance the rundown and prepare the next shot.
   - **Transition** — After the transition, the rundown must be advanced manually.

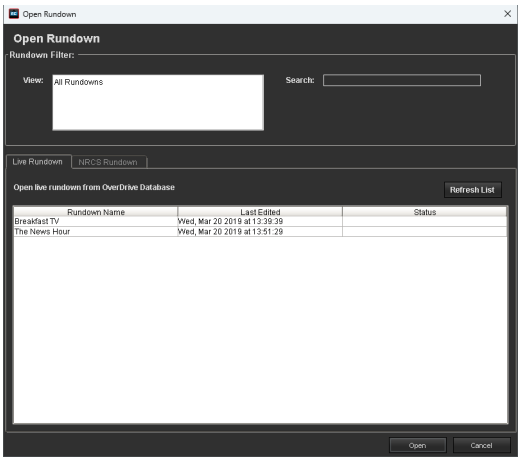
   These options are not available for the **Fade To/From Black** option.

5. Click **OK** to save changes and close the **Configure Transition Button** dialog box.

To select a rundown for the Open Rundown GPI Action

1. The **Configure GPI Actions** dialog box, select **Open Rundown** as the action for a GPI.
2. Click **Configure** to right of the GPI.

   The **Open Rundown** dialog box opens.



3. Do one of the following:
   - To select a Live rundown, click to the **Live Rundown** tab.
   - To select a Newsroom Control System (NRCS) rundown, click to the **NRCS Rundown** tab.
4. Click **Refresh List** to update the list of available rundowns.
5. Select the rundown to open.
6. Click **Open** to open the selected rundown.

   The **Open Rundown** dialog box closes.
7. Click **OK** to save changes and close the **Configure GPI Actions** dialog box.

Configure OverDrive Communication Settings

The settings used by OverDrive to communicate with other systems and applications are configured in the Network tab of the Options dialog box.

✶ Network settings are case sensitive and must be entered correctly before OverDrive can communicate with the OverDrive MOS Gateway or NRCS.

OverDrive Primary System Settings

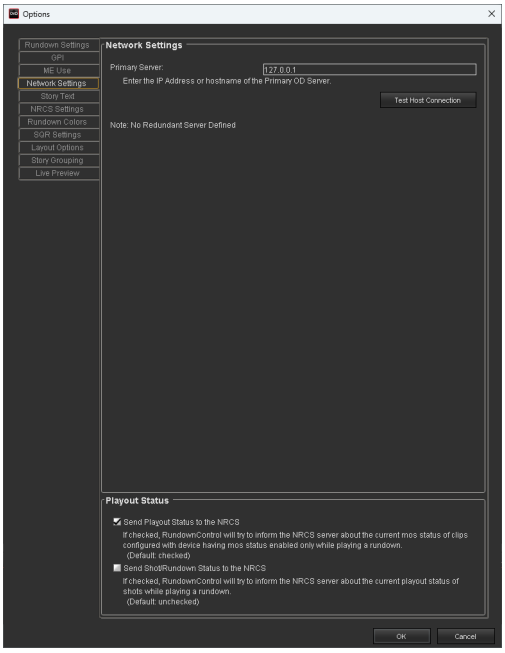
OverDrive Primary system settings must be configured to enable RundownControl to communicate with the OverDrive Server and the NRCS. In a Redundant Server system, these settings enable RundownControl to communicate with the OverDrive Server on the Primary system.

To configure Primary system settings for RundownControl

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.
2. Click the **Network Settings** tab.

The **Network Settings** tab opens.



3. In the **Networks Settings** section, enter the IP address or hostname of the OverDrive Primary Server in the **Primary Server** box.
4. Click **Test Host Connection**.

   OverDrive tests the connection between **RundownControl** and the set **Primary Server**, and reports one of the following results:

   - **Succeeded** — RundownControl is connected to the set Primary Server.
   - **Failed** — RundownControl could not connect to the set Primary Server.

   When the set **Primary Server** has an associated **Redundant Server**, OverDrive displays the IP address of the Redundant Server along with the following check boxes:

   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Primary Server.
   - **Connect to the Redundant Server** — select this check box to connect RundownControl to the Redundant Server.
5. Select the **Connect to the Primary Server** check box to connect RundownControl with the OverDrive Server running on the Primary System. Selecting this check box automatically clears the **Connect to the Redundant Server** check box. Under normal operation, RundownControl communicates with the OverDrive Server on the Primary system.
6. In the **Playout Status** section, select the **Send Playout Status to the NRCS** check box to try to inform the NRCS Server about the current MOS status of clips configured with a device having MOS status enabled only while playing a rundown. Clear this check box to not inform the NRCS about the current MOS status of clips.
7. Select the **Send Shot/Rundown Status to the NRCS** check box to try to inform the NRCS Server about the current status of shots while playing a rundown. Clear this check box to not inform the NRCS about the current status of shots.
8. Click **OK** to save changes and close the **Options** dialog box.

For More Information on...

- switching between Primary and Redundant OverDrive servers, refer to the section "**Redundant OverDrive Server System**" on page 28–1.

Configure Playout Status

When an NRCS rundown plays in OverDrive, the rundown status of shots can be relayed back to the NRCS. Before choosing to relay playout status to the NRCS, refer to the following sections for specific NRCS setup instructions:

- "**Inception Playout Status**" on page 16–9
- "**ENPS Playout Status**" on page 18–14
- "**Configure Playout Status in iNEWS**" on page 17–12

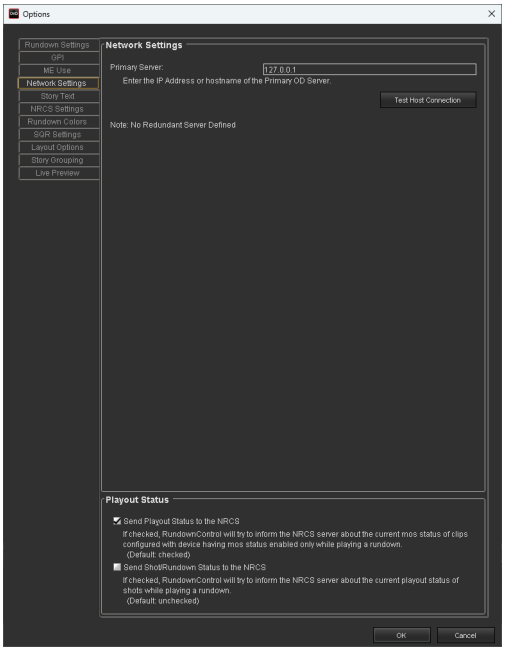
To relay playout status back to the NRCS while playing an NRCS rundown in OverDrive

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Network Settings** tab.

   The **Network Settings** tab opens.



3. In the **Playout Status** section, select the **Send Playout Status to the NRCS** check box to relay playout status back to the NRCS.

   When RundownControl is used with a Redundant Server system, also select the **Send Playout Status to the NRCS** check box on the **Redundant System** tab.

4. Click **OK** to save changes and close the **Options** dialog box.

Customize Story Text Settings

The Story Text tab contains settings to control the display of NRCS story text, production cues, and story presenter tags in the RundownControl Story Text view. The Story Text Filter buttons along the top of the Story Text view can also be used to change story text display filters.

Display Settings

The Display Settings section in the Story Text tab contains settings to control the color and size of the text that displays story text, production cue, and story presenter in the RundownControl Story Text view.

To customize text color and size for the RundownControl Story Text view

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Story Text** tab.

   The **Story Text** tab opens.



3. In the **Display Settings** section, select the type of information to display in the **Story Text** tab. The available information types are as follows:

   - **Story Text** — Select this check box to display story text.
   - **Production Cues** — Select this check box to display production cues.
   - **Story Presenter** — Select this check box to display the talent names associated with the story text.

4. For each selected information type, use the **Color** list to the right of the type to select the color in which to display the type information.

5. For each selected information type, use the **Font** list to the far right of the type to select the font size in which to display the type information. Font size ranges from 2 (smallest) to 6 (largest).

Content Visibility

The Content Visibility section in the Story Text tab enables you to select the MOS message story text content to display in the RundownControl Story Text view for an NRCS shot.

To select the story text content to display in the RundownControl Story Text view

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Story Text** tab.

3. In the **Content Visibility** section, use the **MOS Story Text content visibility** list to select the story text content to display in the RundownControl Story Text view. The available option are as follows:
   - **All** — display story text, production cues, and story presenter content for all shots in a rundown.
   - **On Air/Preview** — only display story text content for the on-air and prepared shots in a rundown.
   - **None** — do not display story text content for the shots in a rundown.
4. Click **OK** to save changes and close the **Options** dialog box.

For More Information on...

- how to use the Story Text Filter buttons, refer to the section "**Story Text Filter Buttons**" on page 11–44.

Configure Rundown Display Settings

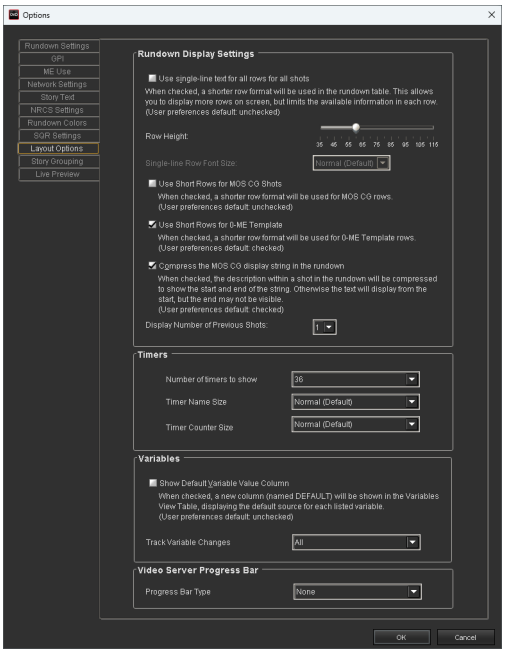
The options in the Rundown Display Settings section in the Layout Options tab of the Options dialog box are used to control the display of information in the Rundown table.

To customize the Rundown table appearance

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.
2. Click the **Layout Options** tab.

   The **Layout Options** tab opens.



3. In the **Rundown Display Settings** section, select the **Use single-line text for all rows for all shots** check box to use a short row height (30 pixels) and selected **Short Row Font Size** to display all Rundown table rows.

   A short row height enables the Rundown table to display more rows but limits the amount of information that a single row can display. Clear this check box to use the row height set by the Row Height slider to display all Rundown table rows (default: cleared).

4. Use the **Single-line Row Font Size** list the to select the font size in which to display text in Rundown table rows. Font size ranges from **Smallest** to **Extra Large**.



Smallest **Extra Large**

This list is only available when you select the **Use single-line text for all shots** check box.

5. When the **Use single-line text for all shots** check box is cleared, drag the **Row Height** slider along the scale to set the row height in pixels to display all Rundown table rows (default 60 pixels).

   This slider is only available when you clear the **Use single-line text for all shots** check box.

6. Select the **Use Short Rows for MOS CG Shots** check box to use a short row height (30 pixels) to display MOS CG shot rows in the Rundown table.

   A short row height enables the Rundown table to display more MOS CG shot rows but limits the amount of information that a single MOS CG shot row can display. Clear this check box to use the row height set by the **Row Height** slider to display MOS CG shots in the Rundown table (default: cleared).

7. Select the **Use Short Rows for 0-ME Template** check box to use a short row height (30 pixels) to display 0-ME template shot rows in the Rundown table.

   A short row height enables the Rundown table to display more 0-ME template shot rows but limits the amount of information that a single 0-ME template shot row can display. Clear this check box to use the row height set by the **Row Height** slider to display 0-ME template shots in the Rundown table (default: selected).

8. Select the **Compress the MOS CG display string in the rundown** check box to use the compressed row format to display the start and end of MOS CG shot descriptions in the Rundown table. Clear this check box to display the full uncompressed description of MOS CG shots in the Rundown table (default: selected).

   The end portion of long MOS CG shot descriptions maybe hidden by the next column in the Rundown table.

9. Use the **Display Number of Previous Shots** list to select the number of shots to display in the **Rundown** table ahead of the current on-air shot. You can select to display 0 to 5 shots.

   When a rundown does not contain enough shots to meet your **Display Number of Previous Shots** setting, RundownControl displays the available shots.

10. Click **OK** to save changes and close the **Options** dialog box.

Configure Visual Story Grouping Settings

The Story Grouping tab contains settings to visually group shots an NRCS rundown that belong a story. Visually grouping shots makes it easier to view the layout of a rundown in the Rundown table. You can use colored borders or background shading to group shots in the Rundown table.

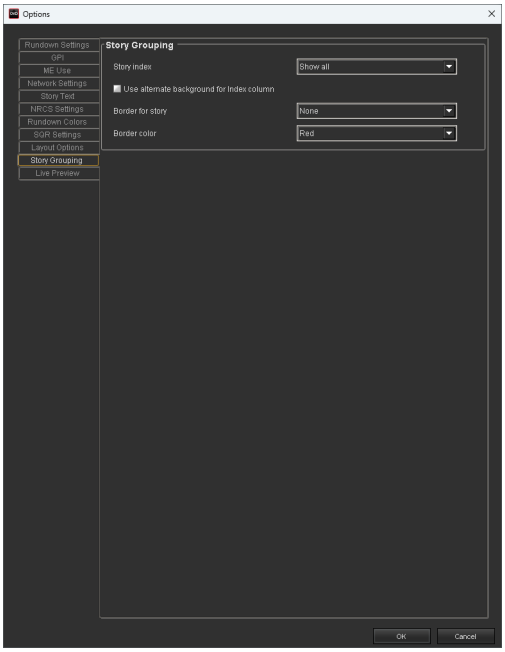
To configure visual story grouping in the Rundown table

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

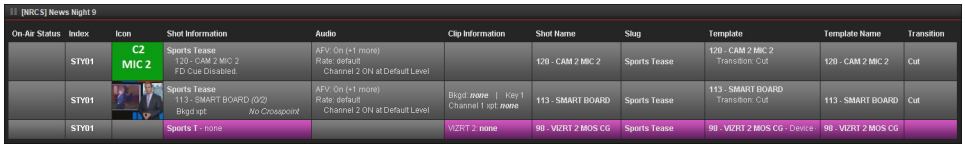
2. Click the **Story Grouping** tab.

The **Story Grouping** tab opens.

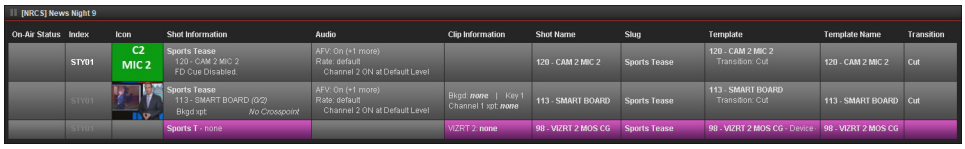


3. In the **Story Grouping** section, use the **Story Index** list to select how the **Rundown** table displays story indexes in the **Index** column. The available options are as follows:

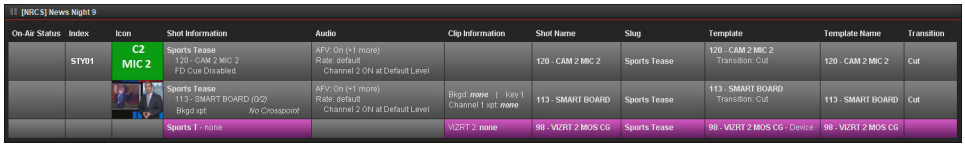
   - **Show all** — display the story index for every shot in a story.



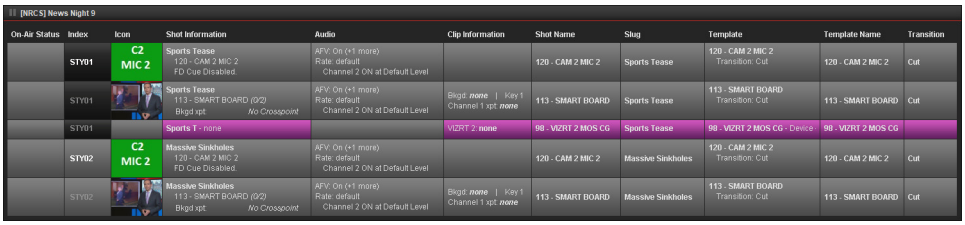
   - **Fade index of non-first shots in story** — within a story display the story index of the first shot in white and then display the story index of the remaining shots in gray.



   - **Hide index of non-first shots in story** — only display the story index for the first shot in a story and hide the story index of the remaining shots in the story.

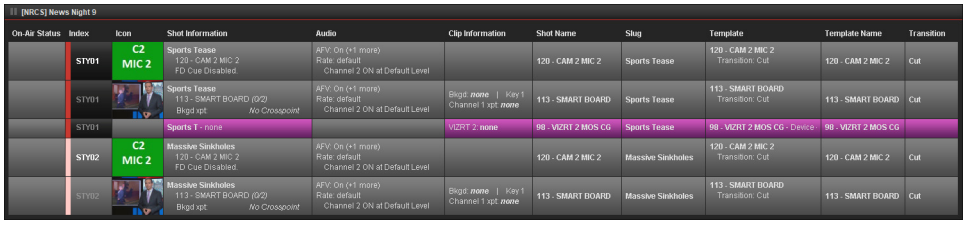


4. Select the **Use alternate background of Index column** check box to use alternating background shading of the Rundown table Index column to visually group the shots in a story.

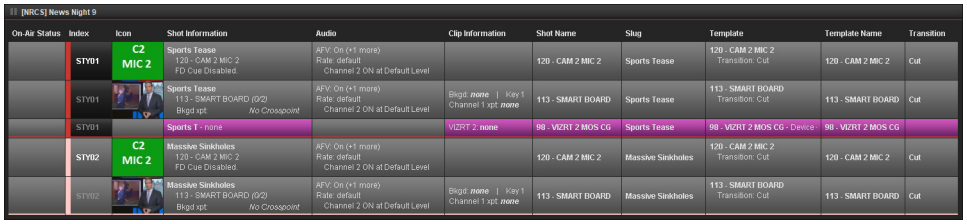


5. Use the **Border for Story** list to select the location around the shots in a story to display a border to visually group the stories in the **Rundown** table. The available options are as follows:

   - **None** — do not display a colored border around the shots in a story.
   - **Left** — display a colored border along the left edge of shots in a story.



   - **Left and bottom** — display a colored border along the left edge of shots in a story.



6. Use the **Border color** list to select the colors of the borders that visually group the stories in the **Rundown** table. The available options are as follows:

   -  **Red**
   -  **Green**
   -  **Purple**
   -  **High Contrast**
   -  **Black and White**

7. Click **OK** to save changes and close the **Options** dialog box.

View and Edit Hot Keys

Hot keys, or keyboard shortcuts, are used to enable quick access to frequently accessed menu commands or view buttons. OverDrive comes with default hot key assignments, which can be customized.

- Currently hot keys only work when the operating system keyboard and input language is set to **English - US**. For example, hot keys will not work when **Chinese (Traditional)** is the set keyboard and input language.

To view the hot keys assigned to RundownControl

1. In **RundownControl**, use the **Window** menu to select **Preferences**.

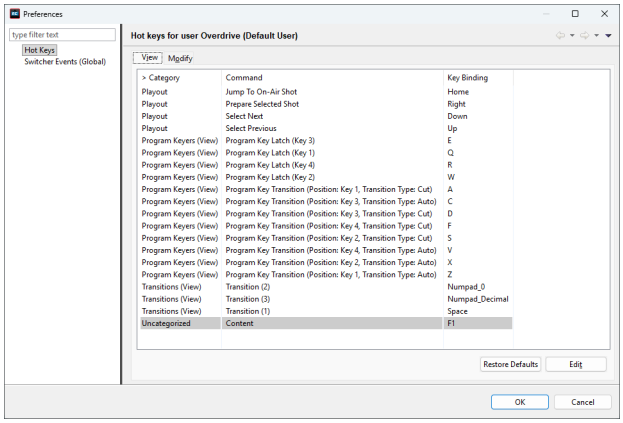
   The **Preferences** dialog box opens.

2. In the tree view, select **Hot Keys**.

   The **Hot Keys** panel opens.

3. Click the **View** tab.

   The **View** tab opens displaying the list hot keys assigned for RundownControl.

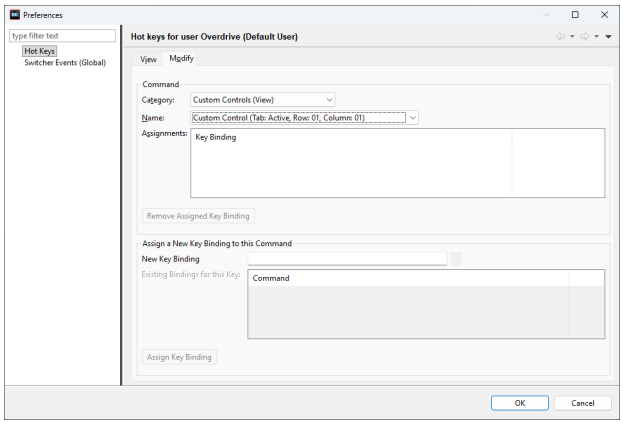


- Even though the **Key Sequence** column displays **Letter** keys as capital letters, just press the **Letter** key to run the associated command. Only hold down the **Shift** key when **Shift+** is displayed along with a **Letter** key (Shift+A).

To assign hot keys to RundownControl functions

1. In the **Hot Keys** panel of the **Preferences** dialog box, click the **Modify** tab.

   The **Modify** tab opens.

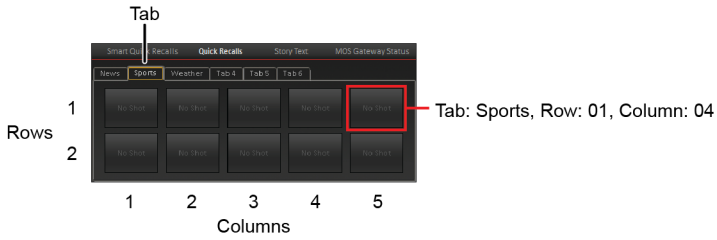


2. In the **Command** section, use the **Category** menu to select the RundownControl menu or view to assign a hot key.

3. Use the **Name** menu to select the menu command or view button to assign a hot key.

   Buttons in the **On-Air Custom Controls**, **Prepared Custom Controls**, **Program Keyers**, and **Transitions** views are identified by position starting from the upper left corner of the view.

   Buttons in the **Custom Controls** and **QuickRecalls** views are identified as follows:



   Selecting a tab name sets a hot key for the select tab only. Select the **Active** tab name to set a hot key for the currently active tabs.

4. In the **Assign a New Key Binding to this Command** section, enter a key or modifier and key to assign as the hot key in the **New Key Binding** box. The **Shift** and **Ctrl** keys can be used as modifiers for hot keys.

   When an entered key or modifier and key is currently assigned to a command, the **Existing Bindings for this Key** box displays the assigned command. In this case, enter a different key or modifier and key that is not currently assigned to a command.

✶ Do not assign hot keys used by Windows to OverDrive functions. For a list of Windows hot keys, refer to the Microsoft® Support document ***Keyboard shortcuts for Windows*** (http://support.microsoft.com/kb/126449).

5. Click **Assign Key Binding**.

   The entered key sequence is assigned to the selected command as a hot key and added to the **Command** table.

6. Click **OK** to save changes and close the **Preferences** dialog box.

To edit hot keys

1. In the **Hot Keys** panel of the **Preferences** dialog box, click the **View** tab.

   The **View** tab opens.

2. From the listed hot keys, select the hot key to edit.

3. Click **Edit**.

   The **Modify** tab opens with the settings for the selected hot key.

4. In the **Assign a New Key Binding to this Command** section, enter a new key or modifier and key to assign as the new hot key in the **New Key Binding** box.

5. Click **Assign Key Binding**.

   The entered key sequence is assigned to the selected command as a new hot key. Hot keys are added to the **Command** table.

6. Click **OK** to save changes and close the **Preferences** dialog box.

To restore all default hot key assignments

1. In the **Hot Keys** panel of the **Preferences** dialog box, click the **View** tab.

   The **View** tab opens.

2. Click **Restore Defaults**.

   The **Restore Keyboard Defaults** alert opens.

3. Click **OK**.

   All hot key assignments are restored to default hot key assignments.

4. Click **OK** to save changes and close the **Preferences** dialog box.

For More Information on...

- using hot keys in RundownControl, refer to the section "**Use Hot Keys**" on page 22–10.

View and Edit Switcher Events

In order to conserve GPIs, specific Custom Controls can be run on the OverDrive switcher that send messages to OverDrive to activate RundownControl functions. Switcher Custom Controls can be used to activate a predefined RundownControl function or send an event that can be used by OverDrive to activate a user assigned RundownControl function.

Table 4.1 lists the predefined RundownControl functions that can be assigned to a switcher Custom Control.

Table 4.1 Predefined RundownControl Functions

Command	Value Sets
Take and Prepare	
Prepare Next	
Prepare Previous	
Preview Custom Control	0 based index of the item to activate
On-Air Custom Control	0 based index of the item to activate
Transition	0 based index of the item to activate
Rundown	Event number (0-999)

Switcher event RundownControl function assignments can be viewed and edited using the Preferences dialog box in RundownControl.

To view the OverDrive actions assigned to switcher events

1. In **RundownControl**, use the **Window** menu to select **Preferences**.

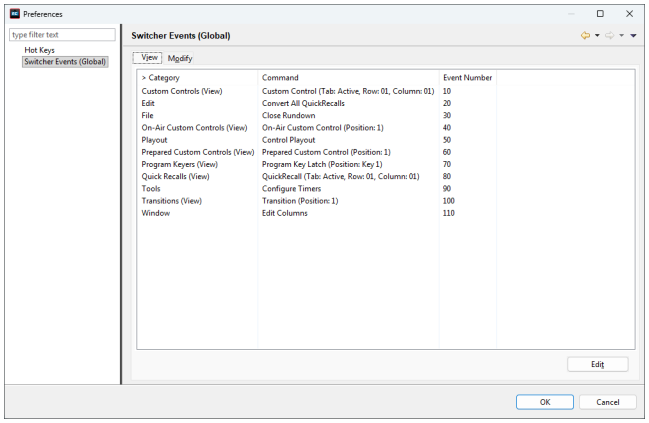
   The **Preferences** dialog box opens.

2. In the tree view, selected **Switcher Events**.

   The **Switcher Events** panel opens.

3. Click the **View** tab.

The **View** tab opens displaying the list switcher events assigned to OverDrive actions.



For More Information on...

- switcher Custom Controls, refer to the chapter "**Custom Controls**" in the ***Switcher Engineering Manual***.

Assign Switcher Events to RundownControl Functions

When the Rundown command is inserted into a switcher Custom Control, the Value is used to set the event number sent to OverDrive when the Custom Control is run on the switcher. When OverDrive receives an event number, it runs the RundownControl function assigned to the received event number.

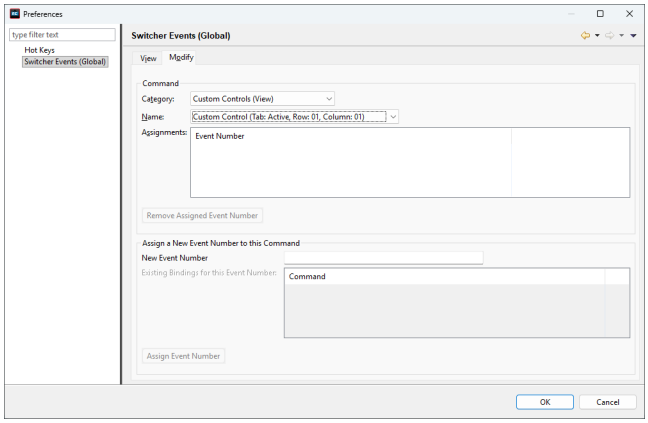
To assign switcher events to RundownControl functions

1. On the switcher, use the following steps to create a Custom Control that contains a switcher event for OverDrive:
   a. Press **HOME** > **Custom Controls**.
   b. Select the Custom Control to record to.
   c. Press **Start Recording** > **Insert Special**.
   d. Press **Special**.
   e. Use the **Function** knob to select **Overdrive Cmd**.
   f. Use the **Command** knob to select **Rundown**.

      Predefined OverDrive RundownControl functions can be selected instead of the Rundown command.
   g. Use the **Cmd** knob to select the switcher event number (0-999) for OverDrive.

      Predefined OverDrive RundownControl functions may not require a value to be set with the Cmd knob.
   h. Press **Insert**.
   i. Finish recording the selected Custom Control.
2. In the **Switcher Events** panel of the **Preferences** dialog box, click the **Modify** tab.

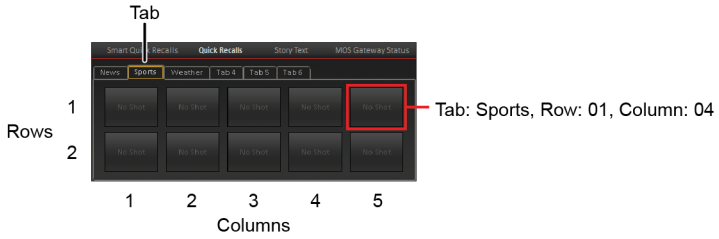
The **Modify** tab opens.



3. In the **Command** section, use the **Category** menu to select the RundownControl menu or view that contains the menu command or view button to assign a switcher event.
4. Use the **Name** menu to select the menu command or view button to assign a switcher event.

   Buttons in the **On-Air Custom Controls**, **Prepared Custom Controls**, **Program Keyers**, and **Transitions** views are identified by position starting from the upper left corner of the view.

   Buttons in the **Custom Controls** and **QuickRecalls** views are identified as follows:



   Selecting a tab name sets a hot key for the select tab only. Select the **Active** tab name to set a hot key for the currently active tabs.
5. In the **Assign a New Event Number to this Command** section, enter the switcher event number (0-999) to run the OverDrive function set in the **Command** section.
6. Click **Assign Event Number**.

   The entered switcher event number is assigned to the OverDrive function set in the **Command** section. The switcher event number is added to the **Assignments** list in the **Command** section. The OverDrive function is added to the **Existing Bindings for this Event Number** list in the **Assign a New Event Number to this Command** section.

   More than one switcher event number can be assigned to an OverDrive function.
7. Click **OK** to save changes and close the **Preferences** dialog box.

To edit switcher event assignments

1. In the **Switcher Events** panel of the **Preferences** dialog box, click the **View** tab.

   The **View** tab opens.
2. From the list of switcher events, select the switcher event to edit.
3. Click **Edit**.

   The **Modify** tab opens with the OverDrive function for the selected switcher event.

4. Do the following to remove a switcher event from an OverDrive function:

   a. In the **Assignments** list, select the **Event Number** to remove from the current OverDrive function.

   b. Click **Remove Assigned Event Number**.

      The current OverDrive Function is no longer assigned to the selected switcher event.

5. Do the following to add a switcher event number to an OverDrive function:

   a. In the **Assignments** list of the **Assign a New Event Number to this Command** section, enter the switcher event number (0-999) to run the OverDrive function set in the **Command** section.

   b. Click **Assign Event Number**.

      The entered switcher event number is assigned to the current OverDrive Function.

6. Click **OK** to save changes and close the **Preferences** dialog box.

ME Use Option

The ME Use option enables the selection of which MEs on the switcher are available for Fixed ME and Floating ME templates, based on the switcher model connected to OverDrive.

The following topics are discussed in this chapter:

- ME Use Options
- 2 ME Switcher Operation with OverDrive
- MultiViewer Operation with OverDrive
- Limitations of the ME Use Option
- Configure the ME Use Option

ME Use Options

The ME Use tab in the Options dialog box contains the options used to select the MEs on the switcher that are available for Fixed ME and Floating ME templates. Depending on the switcher model and the selected configuration of the ME Use options, OverDrive can be set to use all Fixed ME templates, all Floating ME templates, or a combination of both. Fixed ME and Floating ME templates are two different types of Master templates that can be created with TemplateEditor:

- **Fixed ME** — This type of template recalls memories to specific MEs that can be directed to separate outputs, such as an external monitor.
- **Floating ME** — This type of template is used to create shots for the on-air show.

OverDrive requires two Effects MEs to prepare and transition output to air. Some combinations of Fixed ME and Floating ME settings, as configured in the ME Use option, will only show the combinations of Fixed ME and Floating ME templates that are allowed in the same rundown.

✶ When the PGM ME is part of the ME configuration, the DSK 1, DSK 2, DSK 3, and DSK 4 buttons on a switcher are disabled.

For More Information on...

- template types and when to use a certain template type in an OverDrive rundown, refer to the section "**Fixed ME and Floating ME Templates**" on page 10–2.
- configuring the other OverDrive options in the **Options** dialog box, refer to the section "**Configure Rundown Settings**" on page 4–2.
- Master templates and how they are used in OverDrive, refer to the section "**Master Templates**" on page 10–8.
- limitations, refer to the section "**Limitations of the ME Use Option**" on page 5–9.

2 ME Switcher Operation with OverDrive

When your OverDrive system uses a 2 ME switcher, you must configure OverDrive to use 1 Floating ME and define a Copy-Down Custom Control that triggers at the end of each OverDrive transition. In most instances there is no difference running OverDrive with a 2 ME switcher that with a larger switcher.

When your OverDrive system uses a 2 ME switcher, you must configure OverDrive as follows:

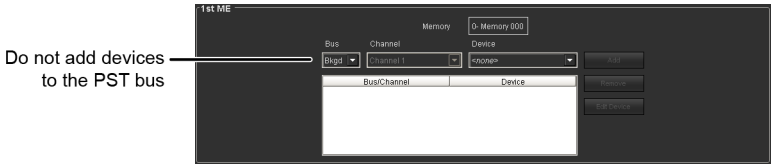
- Define the Copy-Down post transition Custom Control to use with OverDrive transitions.
- Add the Copy-Down Custom Control to OverDrive transitions as a post transition Custom Control.
- Configure OverDrive to use 1 Floating ME.

The following sections provide instructions on how to configure your OverDrive system to work with a 2 ME switcher.

The Limitation of Using a 2 ME Switcher with OverDrive

The following limitation applies when using a 2 ME switcher with your OverDrive system:

- Since the Copy-Down Custom Control does not copy the PST bus, OverDrive users should avoid using Master templates or shots with devices on the PST bus. Devices are added to the PST bus in the ME sections of the MEs and Buses tab of the New Master Template dialog box.



Define the Copy-Down Post Transition Custom Control

When your OverDrive system uses a 2 ME switcher, you must configure OverDrive to use 1 Floating ME. In order to run OverDrive using 1 Floating ME, each OverDrive transition must finish by triggering a Copy-Down Custom Control that copies the required key bus information and keys down to the Program bus. The Copy-Down Custom Control is a Caprica Custom Control that triggers a macro on the switcher to copy keys.

✶ Every transition in a rundown must run the Key Copy Custom Control as post transition Custom Control.

Create the Switcher Custom Control

The Custom Control that you create on your switcher depends on the capabilities of your switcher and whether you want to reserve keys for CGs.

CG Keys

When you want to reserve one or more keys on the program ME for CGs or your switcher does not support clean copy, build the following Custom Control:

- On your switcher, build a **Key Copy** Custom Control that copies each key you want brought down to the program bus. Build our **Key Copy** Custom Control to copy keys from the top-most layer down to avoid any flashes that might occur.

Clean-Copy Capability

When your switcher is capable of on-air clean ME copy (no keys flash during copy) and you do not need to reserve keys on the program ME, build the following Custom Control:

- On your switcher, build a **Key Copy** Custom Control that does an ME copy.

Since most rundowns contain CGs, this Key Copy Custom Control definition is a rare case.

For More Information on...

- creating switcher Custom Controls, refer to your switcher user guide.

Create the Caprica Custom Control

The Copy-Down Custom Control triggered at the end of each transition in a rundown copies the required key bus information and keys down to the Program bus. The Copy-Down Custom Control is a Caprica Custom Control that triggers the Key Copy Custom Control on your switcher to copy keys. Keep in mind the following points while you build your Copy-Down Custom Control:

- Insert pauses in the **Key Copy** macro wherever necessary to ensure that no flashes happen on air.
- When doing anything by key, always start at the top-most layer and work down to prevent flashes on air. The top-most layer will cover any oddities that occur below it.

In Caprica, build a **Copy-Down** Custom Control that contains the following steps:

1. If the **Key Copy** Custom Control on your switcher does not include the key source (Clean-Copy Capability), use the Caprica **Copy Bus** event to copy the key bus information down.
2. Call the **Key Copy** Custom Control on your switcher.
3. If the **Key Copy** Custom Control on your switcher does not copy the on-air state of the keys, whether the keys are on-air or not, use the Caprica **Key State Copy** event to copy the on-air state down.
4. Use the Caprica **Copy Bus** event to copy the upper **ME Bkgd** bus to **Program Bkgd**.
5. Insert a **Pause** event as the last event in the **Copy-Down** Custom Control to ensure that all events in the Custom Control complete before it finishes.

For More Information on...

- creating Caprica Custom Controls, refer to the ***Caprica User Guide***.

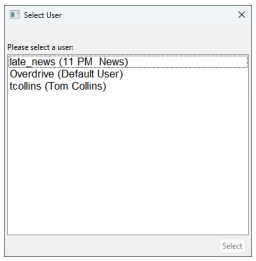
Set the Transition Post Custom Control

After creating the Copy-Down Custom Control for your switcher, you must configure each of your OverDrive transitions to run the Copy-Down Custom Control after the transition finishes.

To set the post transition Custom Control for a transition

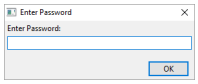
1. Use one of the following methods to start **TemplateEditor**:
   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.

   The **Select User** dialog box opens.



2. From the **User** list, select the user with which to log in to TemplateEditor.
3. Click **Select**.

   For users that have a password, the **Enter Password** dialog box opens.

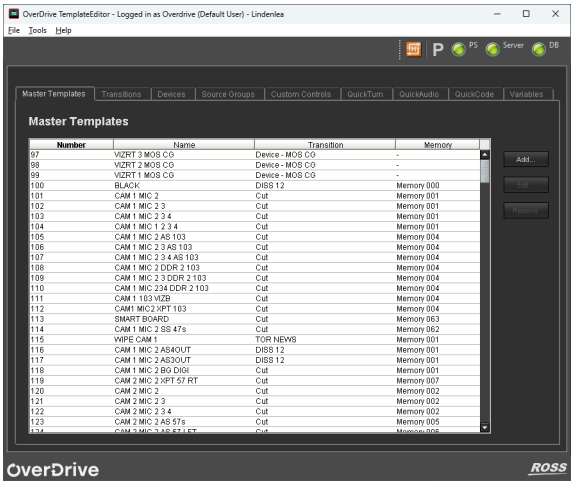


   To enter a user password, follow these additional steps:

   a. In the **Enter Password** box, enter the password for the selected user.

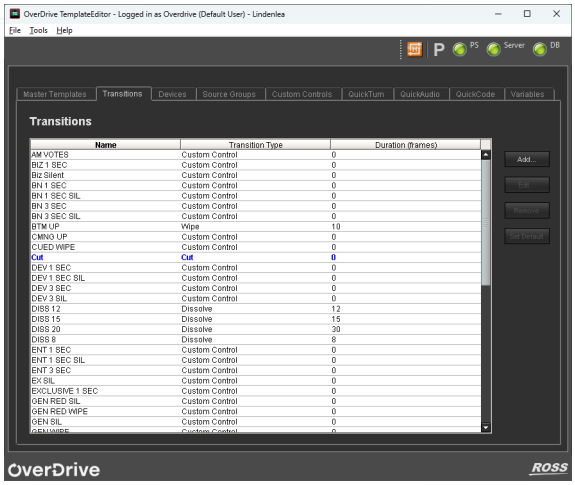
   b. Click **OK**.

   TemplateEditor opens.



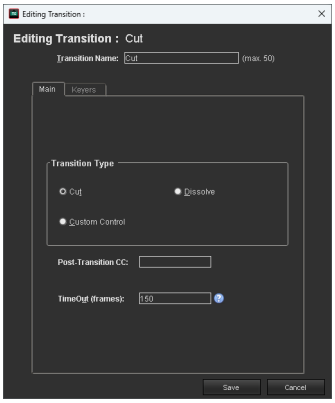
4. In **TemplateEditor**, click the **Transitions** tab.

   The **Transitions** tab opens.



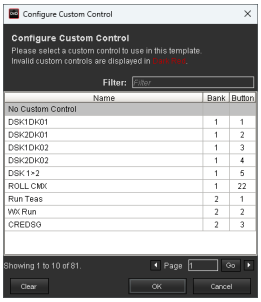
5. Use the **Transitions** list to select the **Transition** template to add a post transition Custom Control.
6. Click **Edit**.

   The **Editing Transition** dialog box opens.



7. Click in the **Post-Transition CC** box.

   The **Configure Custom Control** dialog box opens.



   The **Configure Custom Control** dialog box only lists the Custom Controls that are stored on the switcher. Invalid switcher Custom Controls in the list are displayed in **Dark Red**.

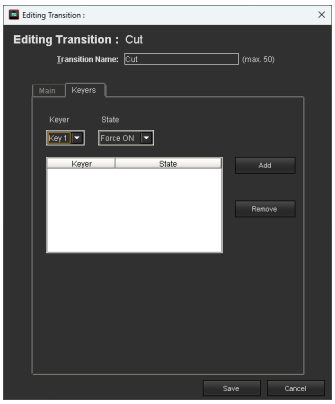
8. Use the following methods to view the available Custom Controls:
   - **Filter** — enter in this box a portion of the Custom Control name you are looking for. As you type, the Custom Control list automatically updates to show the Custom Controls that contain the entered text.
   - **Page** — each page of the **Configure Custom Control** dialog box lists ten Custom Controls. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.
9. Use the **Name** column to select your **Copy-Down** Custom Control as the Custom Control to run after the transition finishes.
10. Click **OK**.

    The **Configure Custom Control** dialog box closes, and the **Editing Transition** dialog box displays the name of the selected Custom Control in the **Post-Transition CC** box.
11. In the **Timeout** box, enter the maximum number of frames to wait for a transition to complete before advancing the rundown. An **Alert** dialog box opens when the Program ME transition does not take place before the set maximum timeout.

✶ The entered number of frames should be greater than the total number of frames required by the transition and Post-Transition CC to finish. When a Custom Control contains the Hold CC, a variable length pause, make sure that the set number of frames is enough to cover all applications of the Custom Control.

12. Click the **Keyers** tab.

    The **Keyers** tab opens.



13. For each keyer in the transition, complete the following steps to force the keyer off:
    a. Use the **Keyer** list to select the keyer to force off.
    b. Use the **State** list to select **Force OFF**.
    c. Click **Add**.

       The **Keyer** table displays the selected keyer and state.

    Forcing keys off cleanly takes the Program bus keys off air in time to get them ready for the copy-down.
14. Click **OK** to save property changes for the selected Transition template and close the **Editing Transition** dialog box.

For More Information on...

- creating Transition templates, refer to the **TemplateEditor** chapter in the "***OverDrive User Guide***".

Configure OverDrive to use 1 Floating ME

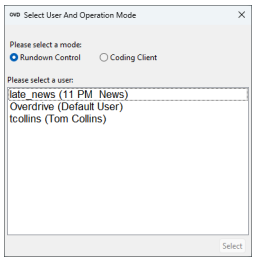
After configuring your OverDrive transitions to run the Copy-Down Custom Control after the transition finishes, you must configure OverDrive to use 1 Floating ME.

To configure OverDrive to use 1 Floating ME

1. Use one of the following methods to start **RundownControl**:

   - On the desktop, double-click the **RundownControl** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **RundownControl**.

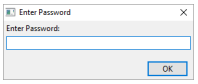
   The **Select User And Operation Mode** dialog box opens.



2. In the **Please select a mode** section, select **RundownControl** as the mode in which to use RundownControl.
3. From the **User** list, select the user to work with for the RundownControl session.

   Any preference changes made during an RundownControl session are saved with the selected user.
4. Click **Select User**.

   For users that have a password, the **Enter Password** dialog box opens.



   To enter a user password, follow these additional steps:

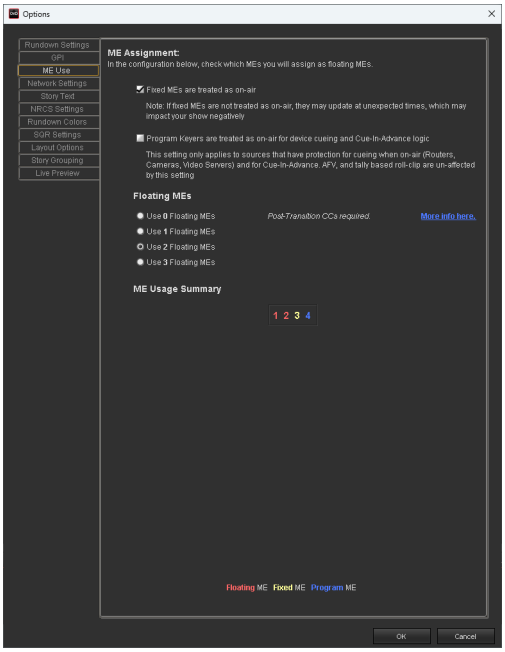
   a. In the **Enter Password** box, enter the password for the selected user.

   b. Click **OK**.

   RundownControl opens in the selected mode using the user preferences from the selected user. The RundownControl title bar displays the name of the user selected to open RundownControl.
5. From the **Tools** menu, select **Options**.

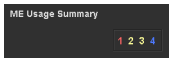
   The **Options** dialog box opens.
6. Click the **ME Use** tab.

The **ME Use** tab opens.



7. In the **Floating MEs** section, select the **Use 1 Floating MEs** option.

   The **ME Usage Summary** section displays the results of the selected Floating ME configuration. The numbers in the box represent the available MEs and the color of the numbers identify the ME use. For example:

   - **Floating MEs** — 1
   - **Fixed MEs** — 2 and 3
   - **Program ME** — 4

8. Click **OK** to save changes and close the **Options** dialog box.

   TemplateEditor, **RundownControl**, and **DirectControl** are updated to work with the assigned Floating and Fixed MEs.

MultiViewer Operation with OverDrive

When connecting OverDrive to a switcher with MultiViewer configured, the MEs on the switcher must be configured as follows:

- ME 1 must be set for OverDrive use.
- Setting the PGM ME depends on the OverDrive Editor Protocol level used by the switcher.
  - › **Protocol 1** — the PGM ME can be set to ME 4 or lower (2, 3, or 4).
  - › **Protocol 2** — the PGM ME can be set to any available ME, except for ME 1.
- All the MEs between the ME 1 and the set PGM ME must be set for OverDrive use. For example: on a switcher where ME 4 is set as the PGM ME, MEs 1, 2, and 3 must also be set for OverDrive use.

Limitations of the ME Use Option

OverDrive uses the bottom ME of a switcher as both a BKGD/PST ME and a PGM/PST ME. If the PGM ME is also being used as an Effects ME, there are several special limitations. These limitations apply to both the switcher and the OverDrive Editor. If full functionality of the switcher is required, toggle the EDITOR button off to return to normal switcher operation.

Acuity

- When connected to a QMD/X switcher, the two External DSK buttons act the same as the Internal DSK buttons.
- If a key is included in a shot which is set up on the bottom ME, a transition of both the Background and keys will be required. A Squeeze & Tease Wipe can be performed with the key included, using Multi DSKs.
- If a key is flown in the memory recall on the bottom ME, a Squeeze & Tease Wipe cannot be used to transition the memory on air. This limitation applies whether the key is on air or not.
- When using the Active ME Transition Custom Control, the transition cannot be preview on the bottom ME, as it can on the upper MEs.
- OverDrive must recall memories on the bottom ME, and memories must be duplicated on each ME in order to recall them properly.
- OverDrive requires that all buses on the switcher are assigned the same Button Map. OverDrive does not support different button maps on different buses.
- When copying a memory to a PGM ME, the EDITOR button must be toggled off. If the EDITOR button is toggled on, any active keys on air may be turned off.
- To recall Aux selections with OverDrive, the option for auto-recall must be on and the Include DVE button on the switcher control panel must be on when the memory is stored as well as when it is recalled.
- The DVE must be set to fixed in the personality menu when working with an MD/X or QMD/X switcher.

Configure the ME Use Option

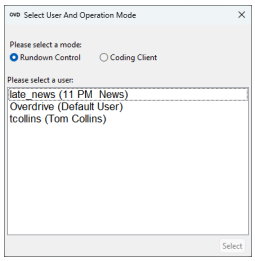
OverDrive automatically detects the model of the connected switcher and populates the ME Use tab with the appropriate configuration options. OverDrive can connect to switchers with between 2 and 8 MEs. A maximum of 4 MEs can be configured as Floating MEs, while up to 8 MEs can be configured as Fixed MEs.

When OverDrive is disconnected from the switcher, configuration options are set based an 8 ME switcher. Configuration options are unavailable when OverDrive is disconnected from both the server and switcher.

To configure the ME Use option

1. Use one of the following methods to start **RundownControl**:
   - On the desktop, double-click the **RundownControl** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **RundownControl**.

   The **Select User And Operation Mode** dialog box opens.



2. In the **Please select a mode** section, select one of the following modes in which to use RundownControl:

   - **RundownControl** — use the full capabilities of RundownControl to create, edit, and control the playout OverDrive rundowns.
   - **Coding Client** — use a limited set of RundownControl capabilities to monitor OverDrive rundown playout.

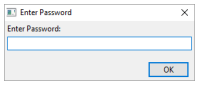
   The available mode options depend on the number of **RundownControl** and **Coding Client** licenses on your OverDrive system.

3. From the **User** list, select the user to work with for the RundownControl session.

   Any preference changes made during an RundownControl session are saved with the selected user.

4. Click **Select User**.

   For users that have a password, the **Enter Password** dialog box opens.



   To enter a user password, follow these additional steps:

   a. In the **Enter Password** box, enter the password for the selected user.

   b. Click **OK**.

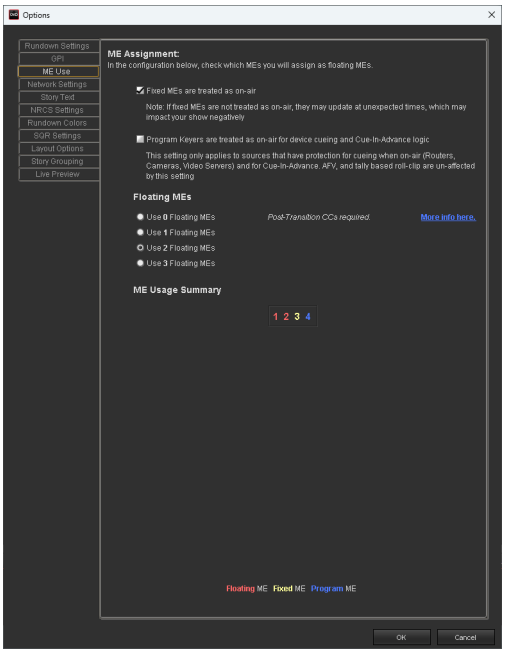
   RundownControl opens in the selected mode using the user preferences from the selected user. The RundownControl title bar displays the name of the user selected to open RundownControl.

5. From the **Tools** menu, select **Options**.

   The **Options** dialog box opens.

6. Click the **ME Use** tab.

   The **ME Use** tab opens.



7. Select the **Fixed MEs are treated as on-air** check box to treat Fixed MEs as on-air, the default operation mode where you cannot use devices from a Fixed ME in a Floating ME. In this mode RundownControl reports "No devices available" when you try to use a device in a Floating ME that is already used by a Fixed ME.

   When you want to use devices from a Fixed ME in a Floating ME, clear the **Fixed MEs are treated as on-air** check box to treat Fixed MEs as off-air (default: selected).

✶ Clearing the **Fixed MEs are treated as on-air** check box may introduce cue in advance video side effects or other issues during rundown playout.

   While playing a rundown in RundownControl you can toggle between treating Fixed MEs as on-air or off-air. For more information, refer to section "**Toggle How OverDrive Treats Fixed MEs**" on page 5–12.

✶ Toggling between Fix ME modes in Rundown Control also changes the **Fixed MEs are treated as on-air** check box setting.

8. Select the **Program keyers are treated as on-air** check box to treat Program keyers as on-air and report the channels used by the on-air shot as in use. When OverDrive prepares the next shot, it will preform cueing on channels not used by the on-air shot. If there are not enough free channels available for cueing, the shot will not prepare.

   When you need to reuse channels to cue devices, clear the **Program keyers are treated as on-air** check box (default: cleared).

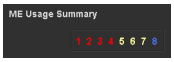
✶ Clearing the **Program keyers are treated as on-air** check box enables OverDrive to cue over top of on-air channels during rundown playout.

9. In the **Floating MEs** section, use the available options to select the number of MEs to use as of Floating MEs.

   The number of available Floating MEs depends on the model of the connected switcher. Only MEs 1 to 4 can be configured as Floating MEs. MEs 1 to 4 offer additional channels for DVEs.

10. Use the **ME Usage Summary** section to view the results of the selected Floating ME configuration.

    The numbers in the box represent the available MEs and the color of the numbers identify the ME use. For example:



- **Floating MEs** — 1, 2, 3, and 4
- **Fixed MEs** — 5, 6, and 7
- **Program ME** — 8

When connected to a switcher in .5 ME mode, OverDrive uses the .5 ME as the program ME. For example:



- **Floating MEs** — 1 and 2
- **Fixed MEs** — none
- **Program ME** — .5

11. Click **OK** to save changes and close the **Options** dialog box.

    TemplateEditor, **RundownControl**, and **DirectControl** are updated to work with the assigned Floating and Fixed MEs.

For More Information on...

- setting up a switcher in .5 ME mode (Mix/DSK), refer to the switcher ***Engineering/Installation Manual*** set.

Toggle How OverDrive Treats Fixed MEs

While playing a rundown in RundownControl you can toggle between treating Fixed MEs as on-air or off-air.

✶ Toggling between Fix ME modes in Rundown Control also changes the **Fixed MEs are treated as on-air** check box setting in the **ME Use** tab of the **Options** dialog box.

To toggle Fixed ME treatment

1. In **RundownControl**, open a rundown.

   The **Rundown** table displays the shots contained in the selected rundown.

2. To toggle between treating Fixed MEs as on-air or off-air, click the **Toggle Fixed MEs** icon in the main toolbar.



   Clicking the **Toggle Fixed MEs** icon toggles Fixed MEs between the following states:

   - **On-air** — the default operation mode where you cannot use devices from a Fixed ME in a Floating ME. In this mode RundownControl reports “No devices available” when you try to use a device in a Floating ME that is already used by a Fixed ME.
   - **Off-air** — enable the use of devices from a Fixed ME in a Floating ME.

✶ Toggling the **Toggle Fixed MEs** icon to **Off-air** may introduce cue in advance video side effects or other issues during rundown playout.

   When you exit RundownControl, OverDrive saves the current state of the **Toggle Fixed MEs** icon.

OverDrive Server

The OverDrive Server informs OverDrive components of changes made on the switcher, backup systems and other attached devices. It also collects switcher and audio mixer information and performs switcher control as directed by RundownControl and DirectControl.

The following topics are discussed in this chapter:

- Access OverDrive Server Settings
- Manage OverDrive Services
- Set Up Amazon S3 Storage for RapidRestore
- Specify the NRCS Template Matching Strategy
- Configure OverDrive Logs
- OverDrive Users
- Monitor OverDrive Server Log
- Server and Diagnostic Backups
- Automate Daily Server Backups
- CG Take Delay Server Configuration
- Cue Command For Missing Clips Option
- Manage the OverDrive SNMP Agent
- NRCS Timing Sources
- FloorDirector Configuration
- Accessing XPression Thumbnails from RundownControl
- Clear Cached Running Orders

Access OverDrive Server Settings

OverDrive Server settings are accessed and configured through a web browser by opening the OverDrive Server Web Administration web page.

✶ **Microsoft Internet Explorer® 9.0** or greater with the **Display intranet sites in Compatibility View** setting turned **Off** is required to access the OverDrive Server Web Administration web page.

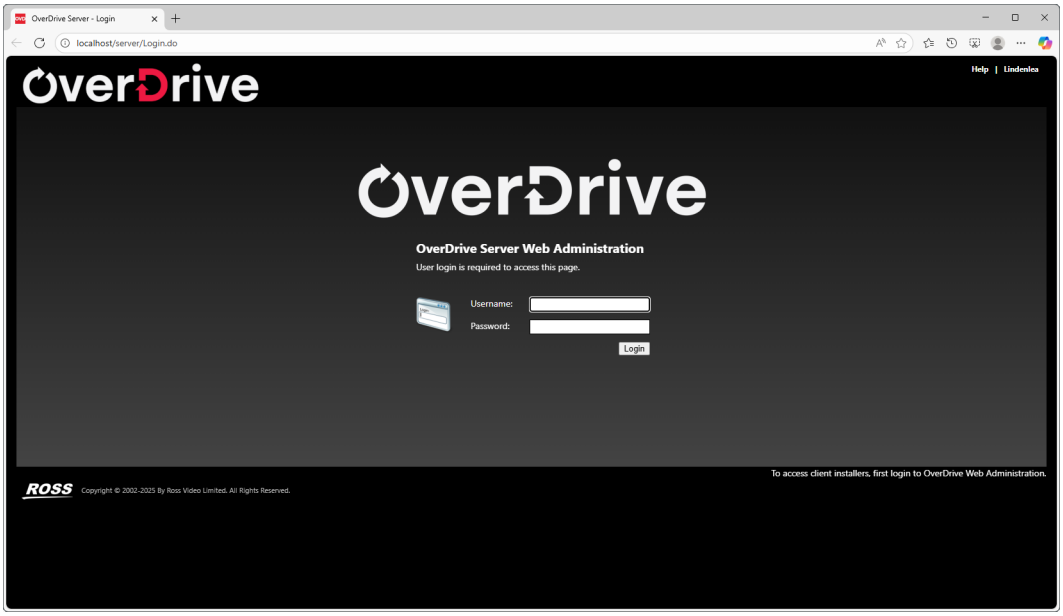
To turn off Microsoft Internet Explorer® compatibility view for intranet sites

1. In **Microsoft Internet Explorer®**, press **ALT**.
2. Use the **Tools** menu to select **Compatibility View Settings**.
3. In the **Compatibility View Settings** dialog box, clear the **Display intranet sites in Compatibility View** check box.
4. Click **Close**.

To access OverDrive Server settings

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.
   - On a computer connected to the same subnetwork as your OverDrive Server computer, use a supported web browser to open `http://<OverDrive Server>/server`. In the URL, `<OverDrive Server>` is the hostname or IP address of the OverDrive Primary or OverDrive Redundant system in your OverDrive Redundant Server System.

   The **OverDrive Server Web Administration** web page opens in a web browser window.



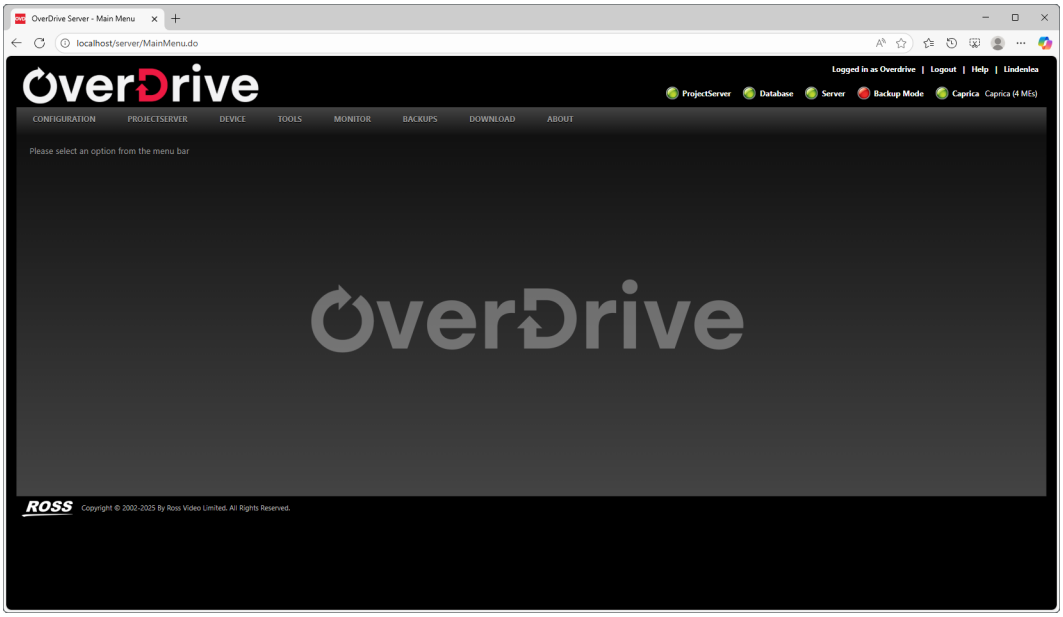
2. Enter the following user name and password in the provided boxes:
   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

✶ Only users with **Administrator** privileges can log in to the **OverDrive Server Web Administration** web page

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.



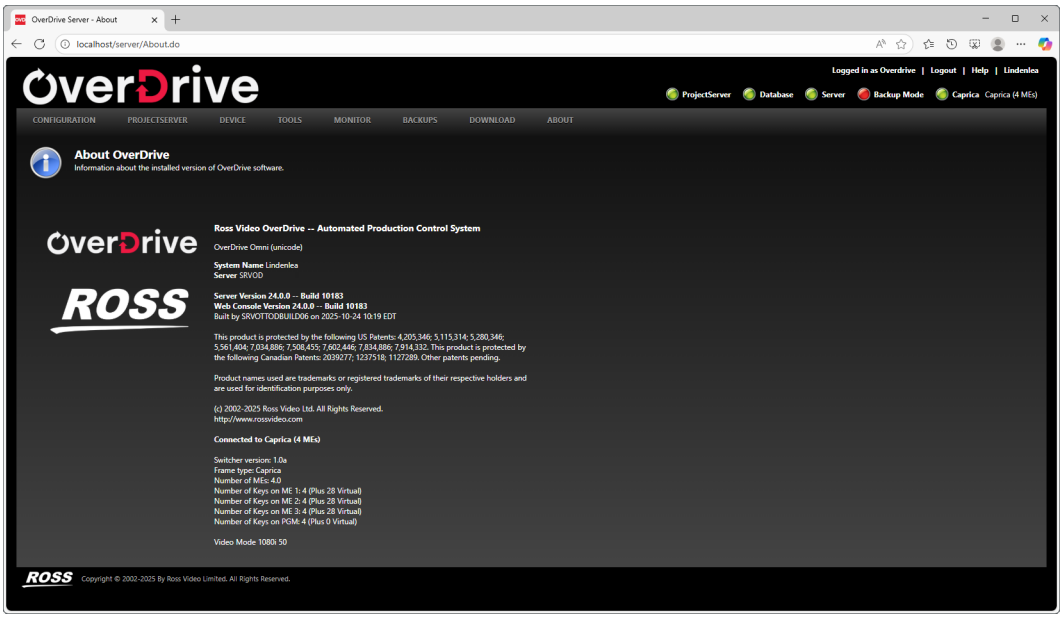
   The **OverDrive Server Web Administration** and the **ProjectServer** web page favicons and labels identify the type of server you are connected to. The following favicons and labels identify server types in your OverDrive system:

   - — Licensed OverDrive Servers that are not central: node, stand-alone, and stand-alone with a ProjectServer. Node **OverDrive Server Web Administration** web pages also display the **Node** label to the right of the OverDrive logo at the top of the web page.
   - — **CentralServer**. The **OverDrive Server Web Administration** web page also displays the **CentralServer** label to the right of the OverDrive logo at the top of the web page.
   - — **ProjectServer**

✶ After 30 minutes of inactivity on any of the OverDrive Server web pages, OverDrive automatically logs you out and returns you to the **OverDrive Server Web Administration** web page.

4. Check the **Database**, **Server** and **Switcher** connection status LEDs to verify that the OverDrive Server is running.
5. Click the **ABOUT** menu.

6. The **About OverDrive** web page opens displaying the Server IP address, Server version and build number, Web console version and build number, Ross Video copyright, Connected switcher, and Switcher Status.



For More Information on...

- licensing OverDrive software, refer to the section "**License OverDrive Software**" on page 4–23 of the ***OverDrive Installation and Configuration Guide***.
- software version mismatch errors, refer to the section "**Client/Server Version Mismatches**" on page 30–4.

Connection Status

The four connection LEDs in the top right-hand corner of the OverDrive Server Web Administration web page indicate the connection status of the OverDrive Database, Server, Backup system, and Switcher. The LEDs turn green, yellow, or red to display connection status. To view additional connection status information, hover the mouse over a connection LED to display a tooltip summary for the selected LED.

✶ When you use **Microsoft Internet Explorer®** through a Remote Desktop Connection to view the **OverDrive Server Web Administration** web page, the OverDrive Server connection LEDs along the top of the web page may not display in the proper location. To properly display OverDrive Server connection LEDs, follow these steps:

a. In **Microsoft Internet Explorer®** on the remote computer, press **ALT**.

b. Use the **Tools** menu to select **Compatibility View Settings**.

c. In the **Compatibility View Settings** dialog box, clear the **Display intranet sites in Compatibility View** check box.

d. Click **Close**.

The OverDrive Server connection LEDs are automatically re-displayed in the correct location.

OverDrive ProjectServer

The OverDrive ProjectServer LED indicates the connection state between the OverDrive Server Web Administration web page and the OverDrive ProjectServer that manages a central show repository. Hover the mouse over the OverDrive ProjectServer LED to view the hostname of the OverDrive ProjectServer computer in a Tool Tip. This icon reports the following states:



The OverDrive Server Web Administration web page is connected to the OverDrive ProjectServer.



The OverDrive Server Web Administration web page is not currently connected to the OverDrive ProjectServer. Check that the following:

- The entered communication settings are correct for the OverDrive ProjectServer.
- The OverDrive ProjectServer is running.
- The entered API key on the OverDrive Server matches the API key of the OverDrive ProjectServer.

For More Information on...

- working with the OverDrive ProjectServer, refer to the chapter "**OverDrive ProjectServer**" on page 8–1.

Database

The Database LED indicates the connection state between the OverDrive Server Web Administration web page and the OverDrive Database that manages templates, transitions, and Custom Controls. Hover the mouse over the Database LED to view the hostname of the OverDrive Database computer in a Tool Tip. This icon reports the following states:



The OverDrive Server Web Administration web page is connected to the OverDrive Database.



The OverDrive Server Web Administration web page is not currently connected to the OverDrive Database. Check that the OverDrive Database service is running.

Server

The Server LED indicates the connection state between the OverDrive Server Web Administration web page and the OverDrive Server. Hover the mouse over the Server LED to view the hostname of the OverDrive Server computer in a Tool Tip. This icon reports the following states:



The OverDrive Server Web Administration web page is connected to the OverDrive Server.



The OverDrive Server Web Administration web page is not currently connected to the OverDrive Server. Check that the OverDrive Server service is running.

Backup Mode

The Backup Mode LED indicates whether Backup Mode is enabled for the OverDrive Server. Hover the mouse over the Backup Mode LED to view the Backup Mode status in a Tool Tip. This icon reports the following states:



Backup Mode is enabled for the OverDrive Server.



The OverDrive Server is attempting to enter Backup Mode.



The OverDrive Server is in active mode.

For More Information on...

- configuring Backup Mode, refer to the section "**OverDrive Redundant Server Configuration**" on page 28–4.

Caprica

The Caprica LED indicates the connection state between the OverDrive Server and the Caprica Server. The model of the connected switcher is displayed to the right of Caprica LED. For example, **Ultrix Carbonite (3 MEs)** is displayed when connected to a 3 ME Ultrix Carbonite switcher. Hover the mouse over this icon to view the switcher connection status in a Tool Tip or the switcher Editor status for a Ross Acuity switcher. This icon reports the following states:



The OverDrive Server is connected to the Caprica Server.



This state indicates one of the following situations:

- The OverDrive Server is currently connecting to the Caprica Server.
- The OverDrive Server is properly connected with the Caprica Server, but the Editor setting on the switcher is disabled.
- The switcher control panel is disconnected.
- The audio mixer is disconnected.



The OverDrive Server is not communicating with the Caprica Server. Check that the cable connections, switcher serial/Ethernet settings, and Caprica Server configuration are correct. In this situation, **Not Connected** is displayed to the right of this LED instead of the switcher model.

Manage OverDrive Services

OverDrive services run in the background on the OverDrive Server computer as a Windows services. OverDrive services automatically start after Windows starts on an OverDrive Server computer. After the OverDrive Server computer starts, the OverDrive Server services establishes communications with the switcher, the OverDrive system(s), and the internal network. For OverDrive to communicate within the production environment, the OverDrive Server service must be running.

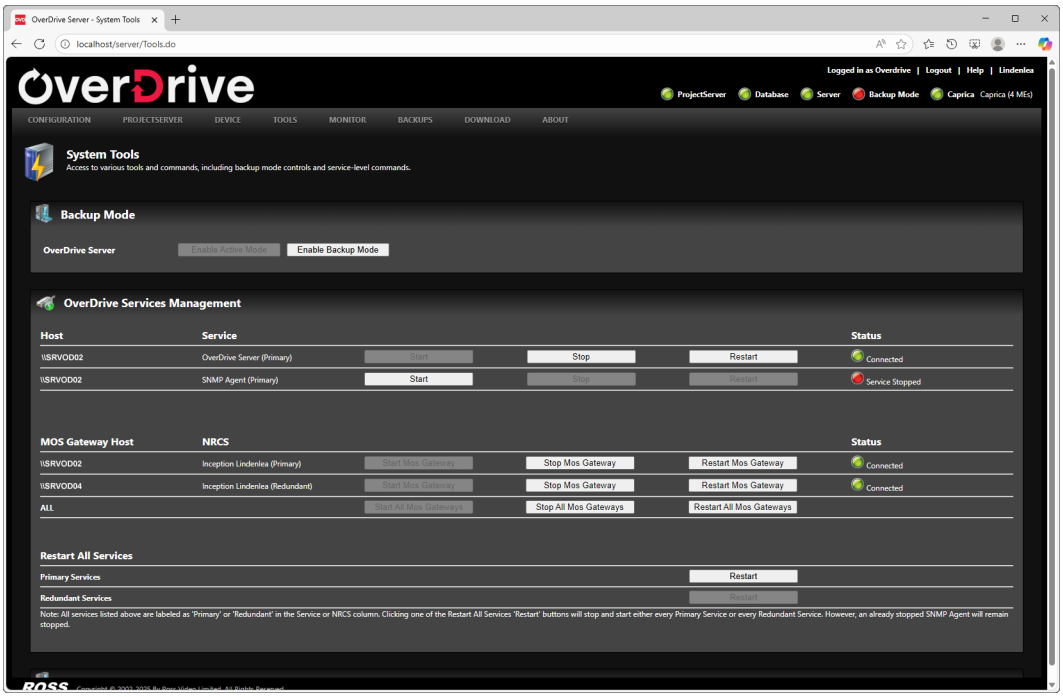
✶ The OverDrive Database must be running before the OverDrive Server service can start. Under normal operating conditions the OverDrive Database automatically starts before the OverDrive Server service. If the OverDrive Server services does not start, check that the OverDrive Database is running.

You can use the **OverDrive Server Web Administration** web page to start, stop, or restart OverDrive services on the OverDrive Server computer.

To manage OverDrive services

1. In the **OverDrive Server** web page, use the **TOOLS** menu to select **System Services**.

   The **System Tools** web page opens.



2. In the **OverDrive Services Management** section, use the following buttons to the left of the **OverDrive Server (Primary)** service to manage the OverDrive Server service on your OverDrive Server computer:

   - **Start** — start the OverDrive Server service on the OverDrive Server computer.
   - **Stop** — stop the OverDrive Server service on the OverDrive Server computer.
   - **Restart** — stop and then start the OverDrive Server service on the OverDrive Server computer.

   The **Status** column reports the current status of the OverDrive Server service.

3. Use the following buttons to the left of the **SNMP Agent (Primary)** service to manage the Simple Network Management Protocol (SNMP) agent on your OverDrive Server computer:

   - **Start** — start the SNMP agent on the OverDrive Server computer.
   - **Stop** — stop the SNMP agent on the OverDrive Server computer.
   - **Restart** — stop and then start the SNMP agent on the OverDrive Server computer.

   The **Status** column reports the current status of the SNMP agent.

4. In the **MOS Gateway Hosts** section, use the following buttons to the left of the **NRCS (Primary)** services to manage the MOS Gateway services running on your OverDrive Server computer:

   - **Start** — start the selected MOS Gateway service on the OverDrive Server computer.
   - **Stop** — stop the selected MOS Gateway service on the OverDrive Server computer.
   - **Restart** — stop and then start the selected MOS Gateway service on the OverDrive Server computer.

   The **Status** column reports the current status of each MOS Gateway service.

Set Up Amazon S3 Storage for RapidRestore

The RapidRestore client archives and restores OverDrive settings and rundowns. You can store and retrieve RapidRestore backup files from your local computer or Amazon S3 cloud storage. By default RapidRestore only has access to your local computer. RapidRestore must be configured to access Amazon S3 cloud storage.

To configure RapidRestore to access Amazon S3 storage

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.

2. In the **S3 Client Configuration Properties** section, select the **Use S3 Interface** check box.

   The **S3 Client Configuration Properties** section expands to display the S3 configuration properties.

3. In the **S3 Bucket** box, enter the name of the Amazon S3 bucket in which to store and retrieve RapidRestore backup files.

4. In the **Region** box, enter the Amazon Web Services (AWS) region that is geographically close to you.

5. In the **Access Key Id** box, enter the access key ID for the selected Amazon S3 bucket.

6. In the **Secret Access Key** box, enter the secret access key for the selected Amazon S3 bucket.

7. When you the Amazon S3 bucket you selected for RapidRestore is not your own bucket, complete the following additional configuration:

   a. Select the **MFA** check box.

   b. In the **Session Token** box, enter the session token for the selected Amazon S3 bucket.

✶ When your **Session Token** expires you must enter your new **Access Key Id**, **Secret Access Key**, and **Session Token** to regain access to the Amazon S3 bucket

8. When your Amazon S3 storage is managed by a third-party vendor, enter your access URL in the **Endpoint** box.

9. Click **Test Connection** to verify your entered credentials.

   One of the following alerts opens:

   - Connection was successful!
   - The provided token is malformed or otherwise invalid.

   If required, edit your credentials and then click **Test Connection**.

10. Click **Apply** to save and apply the set Amazon S3 configuration properties.

    The next time you used RapidRestore you will have access the set Amazon S3 bucket to store and retrieve RapidRestore backup files. If you no longer require access to the Amazon S3 bucket you can clear the **Use S3 Interface** check box. OverDrive save your Amazon S3 credentials so you can select the **Use S3 Interface** check box to once again access the Amazon S3 bucket.

For More Information on...

- using RapidRestore, refer the to the chapter "**RapidRestore™**" on page 27–1.
- working with AWS, refer to the ***AWS Documentation*** web site (docs.aws.amazon.com).

Specify the NRCS Template Matching Strategy

The Matching Strategy option enables you to specify the information that OverDrive uses to match the transitions and devices in an NRCS rundown with the required OverDrive Transition and Device templates.

To specify the information used to match NRCS transitions and devices with OverDrive templates

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.

2. In the **NRCS Configuration - Transitions and Devices** section, use the **Matching Strategy** list to select the information that OverDrive uses to match the transitions and devices in an NRCS rundown with the required OverDrive Transition and Device templates. The available options are as follows:

   - **By ID and name** — use the ID and name of a transition or device in an NRCS rundown to match the required OverDrive Transition or Device template.
   - **By name only** — use only the name of a transition or device in an NRCS rundown to match the required OverDrive Transition or Device template.

3. Click **Apply Configuration** to save and apply the new logging level settings.

Configure OverDrive Logs

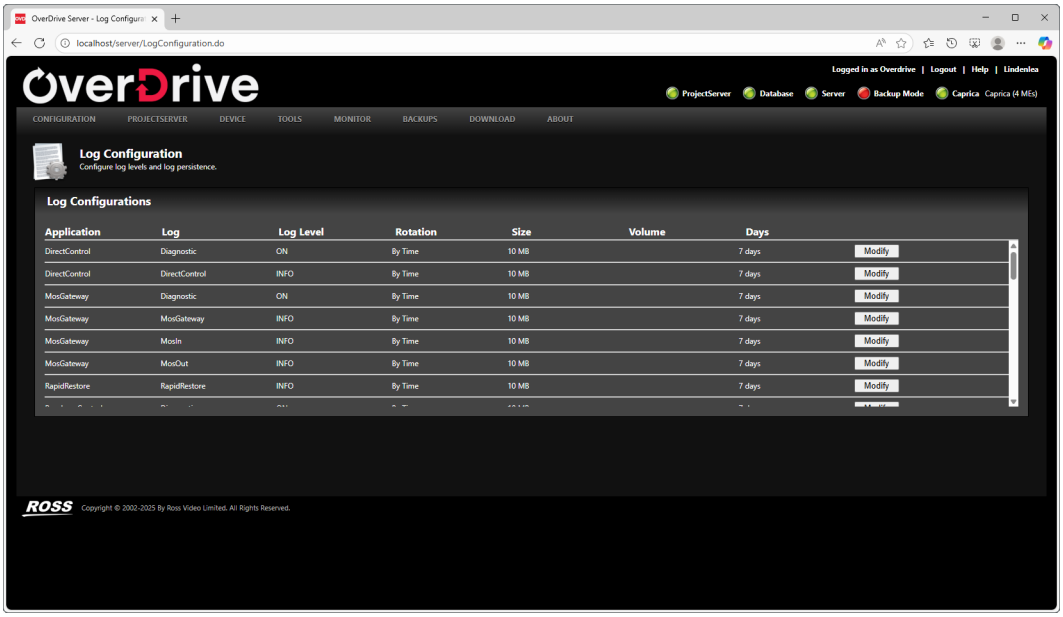
Through the **Log Configurations** page of the **OverDrive Server Web Administration** web page you can configure the level and persistence of the logs in which OverDrive saves captured communication events and errors. OverDrive creates logs for RapidRestore, TemplateEditor, RundownControl, Gateway, MOS Gateway, Server, SNMP Agent, and the Web Server.

To view logs while working in RundownControl, use the **Tools > View Logs** list to select the log file to view. The selected log file opens in a log viewer window that automatically updates when it receives new messages.

To configure the level and persistence of a log

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Logs**.

   The **Log Configurations** page opens.



2. In the **Log Configurations** section, click **Modify** to the right of the application for which to configure log files.

   The **Edit Log Configuration** section opens.



3. In the **Edit Log Configuration** section, use the **Log Level** list to select the level of detail to capture for the selected application. The available log detail levels are as follows:

   - **SEVERE** — log severe warning messages only.
   - **WARNING** — log warning and severe warning messages.
   - **INFO** — log information, warning, and severe warning messages. This is the standard logging detail level.
   - **CONFIG** — log configuration, information, warning, and severe warning messages.
   - **FINE** — log troubleshooting messages along with all previous levels of messages.
   - **FINER** — log finer detail troubleshooting messages along with all previous levels of messages.
   - **FINEST** — log the finest detail troubleshooting messages along with all previous levels of messages.

   The **SEVERE** level captures the lowest level of information, while **FINEST** captures the highest level of information.

4. Use the **Rotation Scheme** list to select the amount of log files to keep on the OverDrive Server for the selected application. The available option are as follows:

   - **By Volume** — set an amount disk space to use on the OverDrive Server to save log files for the selected application. After selecting this option, enter in the **Set Maximum Volume** box the MB of disk space on the OverDrive Server to use for application logs.
   - **By Time** — set the number of days to keep log files on the OverDrive Server for the selected application. After selecting this option, enter in the **Set Maximum Time** box the number of days to keep application logs on the OverDrive Server.

5. In the **Maximum Log** box, enter the maximum size in MB for individual log files. When a log file reaches the maximum log size, OverDrive saves the current log file and starts a new log file.

6. In the **Maximum Time** box, enter the maximum number of days for individual log files. When a log file reaches the maximum time, OverDrive saves the current log file and starts a new log file.

7. Click **Apply** to save and apply the set log configuration settings.

   When editing an application log file you can revert to the default log configuration settings by clicking **Default**.

For More Information on...

- viewing logs in RundownControl, refer to the section "**Monitor OverDrive Logs**" on page 11–66.

OverDrive Users

Overdrive users are used to log in to the OverDrive Server, TemplateEditor, DirectControl, and RundownControl. RundownControl also uses OverDrive users to control client access permissions and save preferences between sessions. The following RundownControl preferences are saved with OverDrive users:

- Custom perspective layout
- Hot key assignments
- Timer settings
- QuickRecall button assignments
- Custom Control button assignments
- Variables view variable preset button assignments
- Rundown table column layout
- Settings on the **Rundown Settings**, **GPI**, and **NRCS Settings** tabs in RundownControl **Options** dialog box.

The User Configuration web page is used to create and/or manage OverDrive users.

✶ The OverDrive Server must be in Active Mode to create and/or manage OverDrive users. The controls to create and/or manage users are not available when the OverDrive Server is in Backup Mode.

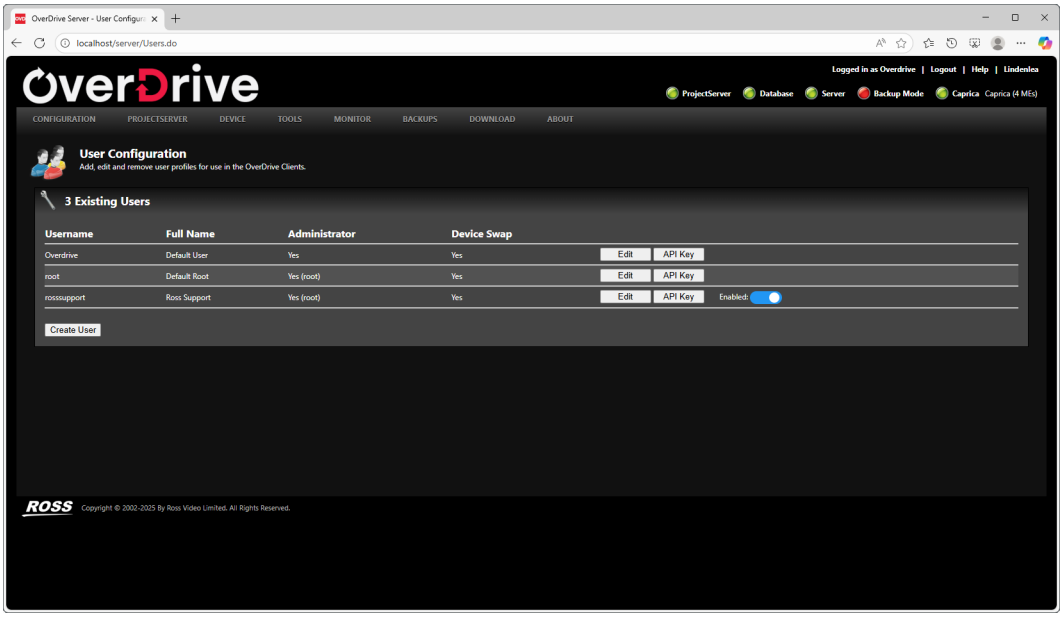
For More Information on...

- using a user ID for a RundownControl session, refer to the section "**Start RundownControl**" on page 11–2.
- customizing your RundownControl perspective, refer to the section "**RundownControl Perspective Customization**" on page 14–2.
- assigning shots to QuickRecall buttons, refer to the section "**Assign Shots to QuickRecall Buttons**" on page 11–27.
- switcher Custom Controls to RundownControl Custom Control buttons, refer to the section "**Assign a Custom Control to a Button**" on page 11–46.
- selecting Rundown table columns, refer to the section "**Rundown Table**" on page 11–10.
- swapping devices, refer to the section "**Video Server Sync Roll**" on page 22–78.

To create an OverDrive user

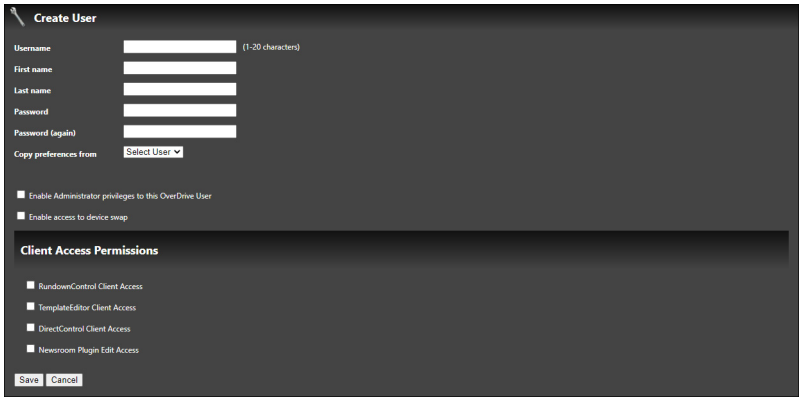
1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Users**.

   The **User Configuration** web page opens.



2. Click **Create User**.

   The **Create User** section opens.



3. In the **Username** box, enter a name for the user. The length of the username must be at least 1 character, but not longer than 20 characters. Usernames are not case sensitive.

   The username is selected when starting RundownControl or entered when logging on to the OverDrive Server.

4. In the **First Name** box, enter the first or proper name of the user. The length of the username must be at least 1 character, but not longer than 255 characters.

5. In the **Last Name** box, enter the last or family name of the user. The length of the username must be at least 1 character, but not longer than 255 characters.

   The first and last name are displayed with the username when starting RundownControl.

6. If the user requires a password for security purposes, complete the following steps:

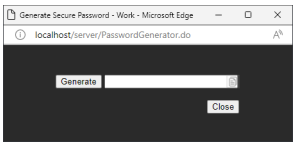
   a. In the **Password** box, enter a password for the user. The **Password** box can be left blank.

   b. In the **Password (again)** box, enter the same password as entered in the **Password** box.

   To generate a secure password, complete the following steps:

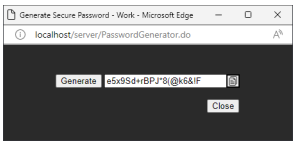
   a. use the **TOOLS** menu to select **Password Generator**.

   The **Generate Secure Password** dialog box opens.



   b. Click **Generate**.

   The **Password** box displays a generated secure password.



   c. Click the **Copy** icon to copy the generated password.

   d. Click **Close**.

   The **Generate Secure Password** dialog box closes.

   e. Paste the copied password into the **Password** and **Password (again)** boxes.

   When a user does not require a password, clear the **Password** and **Password (again)** boxes.

7. To copy **RundownControl** preferences from an existing OverDrive user to the new user, use the **Copy Preferences From** list to select the existing user from which to copy preferences.

8. Select the **Enable client access** check box to add the user to the RundownControl user list. Clear this check box to remove the user from the RundownControl user list.

9. If the user requires root privileges to the OverDrive Server, select the **Enable root privileges to this OverDrive Server** check box. Clear this box for **RundownControl** users.

   Accounts with root privileges are OverDrive super users that can edit all settings and control all processes on an OverDrive Server, including the following:

   - Edit accounts that have root privileges.
   - Access Advance Configuration settings.

✶ All root users should have a secure password.

10. If the user requires administrative access to the OverDrive Server, select the **Enable Administrator privileges to this OverDrive Server** check box. Clear this box for **RundownControl** users.

✶ All administrative users should have a secure password.

11. If the user requires the ability to swap devices while using RundownControl to monitor the playout of a rundown, select the **Enable access to device swap** check box. Clear this box for users that do not require device swap ability.

12. Control the user's access to OverDrive clients using the following options in the **Client Access Permissions** section:

    - **RundownControl Client Access** — select this check box to allow the user to open and use the RundownControl client.

      Clear this check box to stop the user from opening the **RundownControl** client. The **Select User and Operation Mode** dialog box will not display the user's name when they start **RundownControl**.

    - **TemplateEditor Client Access** — select this check box to allow the user to open and use the TemplateEditor client.

      Clear this check box to stop the user from opening the **TemplateEditor** client. The **Select User and Operation Mode** dialog box will not display the user's name when they start **TemplateEditor**.

    - **DirectControl Client Access** — select this check box to allow the user to open and use the **DirectControl** client.

      Clear this check box to stop the user from opening the DirectControl client. The **Select User and Operation Mode** dialog box will not display the user's name when they start **DirectControl**.

    - **Editing in the Newsroom Plugin** — select this check box to allow the user to create templates and shots and save the edits that they make to existing templates and shots in OverDrive. The OverDrive NRCS plugin displays the OverDrive logo with a red line above the OverDrive text for users assigned the **Editing in the Newsroom Plugin** permission.

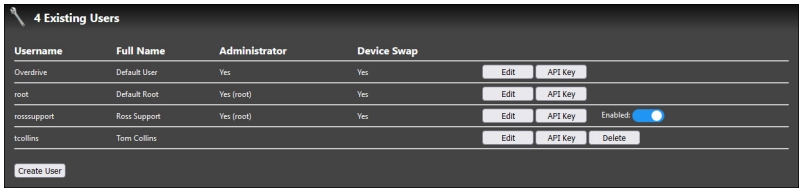
      

      Clear this check box to limit the user to viewing the templates and shots in the OverDrive NRCS plugin. Users with view only permission for the OverDrive NRCS plugin can edit a shot in the plugin and add the edited shot to a Newsroom rundown, but they cannot save the edited shot in OverDrive. The OverDrive NRCS plugin displays the OverDrive logo with a white line above the OverDrive text for users without the **Editing in the Newsroom Plugin** permission.

13. Click **Save**.

    OverDrive adds the defined user to the **Existing Users** list.



Edit an OverDrive User

When requirements change for an OverDrive user, you can edit the OverDrive user.

✶ You must log in to the **OverDrive Server Web Administration** web page with an account that has **root** privileges to edit other accounts that have root privileges.

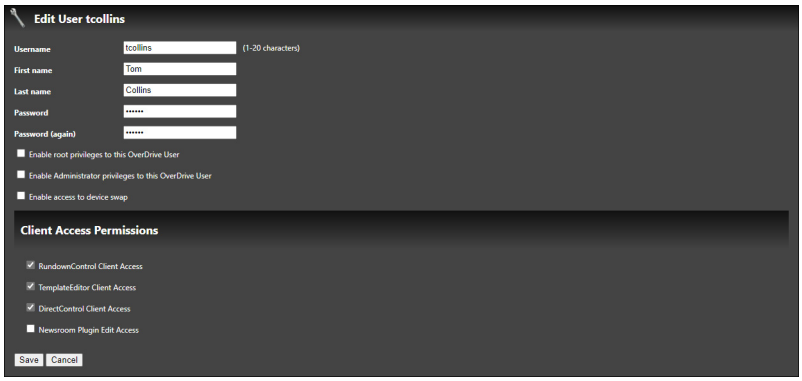
To edit an existing OverDrive user

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Users**.

   The **User Configuration** web page opens.

2. In the **Existing Users** list, locate the user to edit and click **Edit** to the right of the username.

   The **Edit User** section opens.



3. Edit the user settings as required.
4. Click **Save**.

   OverDrive updates the selected user with the entered settings.

Delete an OverDrive User

When you no longer require an OverDrive user on your OverDrive system, you can delete the OverDrive user.

To delete an OverDrive user and associated preferences

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Users**.

   The **User Configuration** web page opens.

2. In the **Existing Users** list, locate the user to delete and click **Delete** to the right of the username.

   An **Alert** dialog box opens.

3. Click **OK** to delete the user.

   OverDrive deletes the selected user from the **Existing Users** list along with any associated preferences.

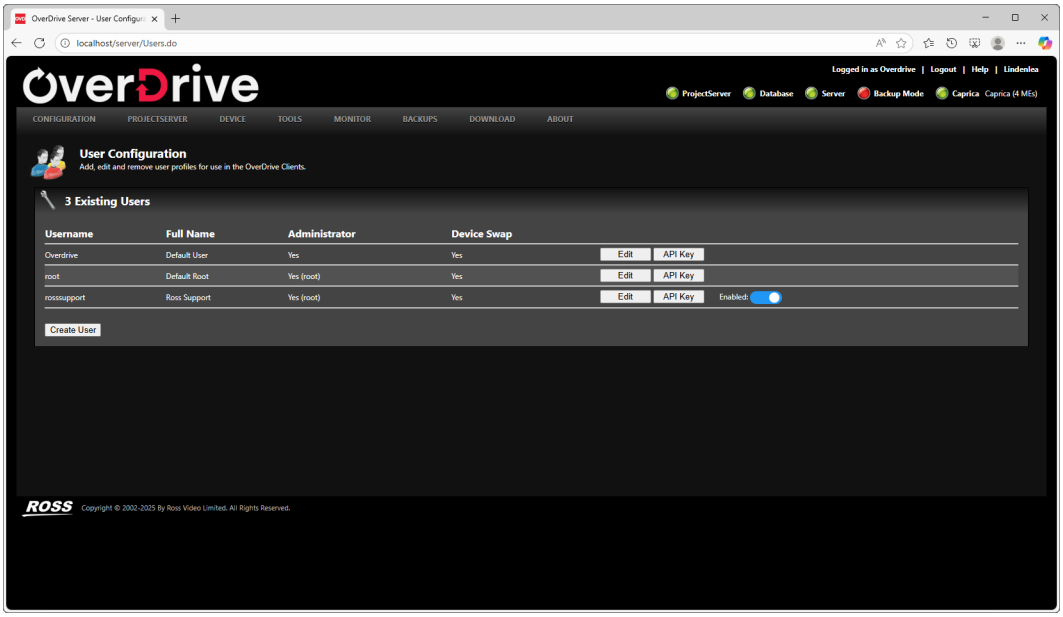
Control Ross Support Account Access

After you set up the Ross Support account you can use the User Configuration web page to control when Ross Technical Support can use the Ross Support account to access your OverDrive Server.

To control Ross Support account access to your OverDrive Server

1. On an **OverDrive Server Web Administration** web page, use the **Configuration** menu to select **Users**.

   The **User Configuration** web page opens.



2. The **Enabled** slider to the right of the **Ross Support** account displays the current access state of the account. Click the **Enabled** slider to toggle the access state for the Ross Support account as follows:

   - — Ross Support account access is **enabled**. Click the **Enabled** slider to **disable** the Ross Support account from accessing your OverDrive Server.
   - — the Ross Support account is **disabled**. Click the **Enabled** slider to **enable** the Ross Support account to access your OverDrive Server.

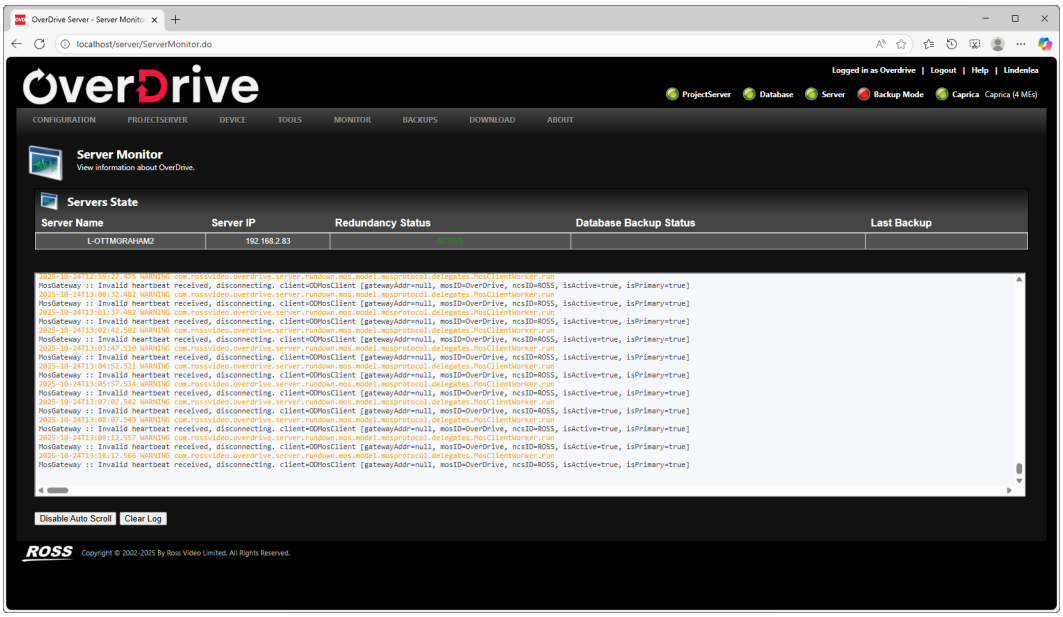
Monitor OverDrive Server Log

All communication events and errors logged by the OverDrive Server are displayed in the Server Monitor web page. RapidRestore can be used to save OverDrive Serve log files.

To monitor the OverDrive Server log

1. In the **OverDrive Server** web page, use the **MONITOR** menu to select **Server > Server**.

   The **Server Monitor** web page opens.



2. Use the **Servers State** table to view information about the OverDrive Server. The **Servers State** table contains the following columns:

   - **Server Name** — the name of the OverDrive Server computer as reported by DNS. If the computer is not in DNS, the IP address of the server is displayed instead of the computer name.
   - **Server IP** — the IP address of the OverDrive Server computer.
   - **Server Status** — the status of the server, which can be one of the following states:
     - **UNKNOWN** — the current status is not known. This status is displayed when the OverDrive Server is not running on the OverDrive Server computer.
     - **ACTIVE** — the OverDrive Server is Active, and it is the preferred server for OverDrive client to send commands.
     - **BACKUP** — the OverDrive Server is not Active, which this usually indicates that the OverDrive Server has been switched to Backup Mode.
   - **Database Backup Status** — the status of the Database replicator component, which can be one of the following states:
     - No entry (empty column) — the Database replicator is idle on this server
     - **Pending** — when an OverDrive system is determining which OverDrive Server should be the backup server, there is a 2-minute period in which no database are created to enable quick swaps between OverDrive Servers without triggering a backup.
     - **Backing Up** — the Database replicator is continuously backing up data from the Active OverDrive Server database.
     - **Backup Stalled** — there appears to be no database replication activity. If this state persists, contact tech support.
   - **Last Backup** — the time of the last backup on a server if it is in Backing Up status. Only the time is displayed for backups that occurred today, while the time and date are displayed for backups that occurred yesterday and beyond.

3. Click **Disable Auto Scroll** to stop the automatic scrolling of the OverDrive Server log. Click **Enable Auto Scroll** to re-start automatic scrolling of the OverDrive Server log.

   By default, the OverDrive Server log automatically scrolls when the OverDrive Server logs a communication event or error.

4. Click **Clear Log** to clear the OverDrive Server log.

5. Use the **MONITOR** > **Server** menu to select the following types of information to view about the OverDrive Server:

   - **Caprica**
   - **Frame**
   - **Panel**
   - **Thumbnail**
   - **QuickTurn**
   - **FloorDirector**
   - **DataGrid**

6. Use the **MONITOR** > **Web Server** menu to select the following types of information to view about the Web Server:

   - **Web Server**
   - **FloorDirectorWeb**
   - **DataGridWeb**
   - **Replication**

For More Information on...

- using Rapid Restore to save OverDrive Server log files, refer to the chapter "**Back Up Settings and Rundowns**" on page 27–2.
- Redundant Server Systems, refer to the chapter "**Redundant OverDrive Server System**" on page 28–1.

Server and Diagnostic Backups

The OverDrive Server Web Administration web page is used to create and manage server and diagnostic backups. Server backups can be used with RapidRestore to restore an OverDrive system. Diagnostic backups can be used to trouble shoot server problems and are small enough to be sent to Ross Video for analysis.

Server and diagnostic backups are stored in the local file storage or S3 cloud storage folder set in the Daily Backup Configuration section of the of the OverDrive Server web page.

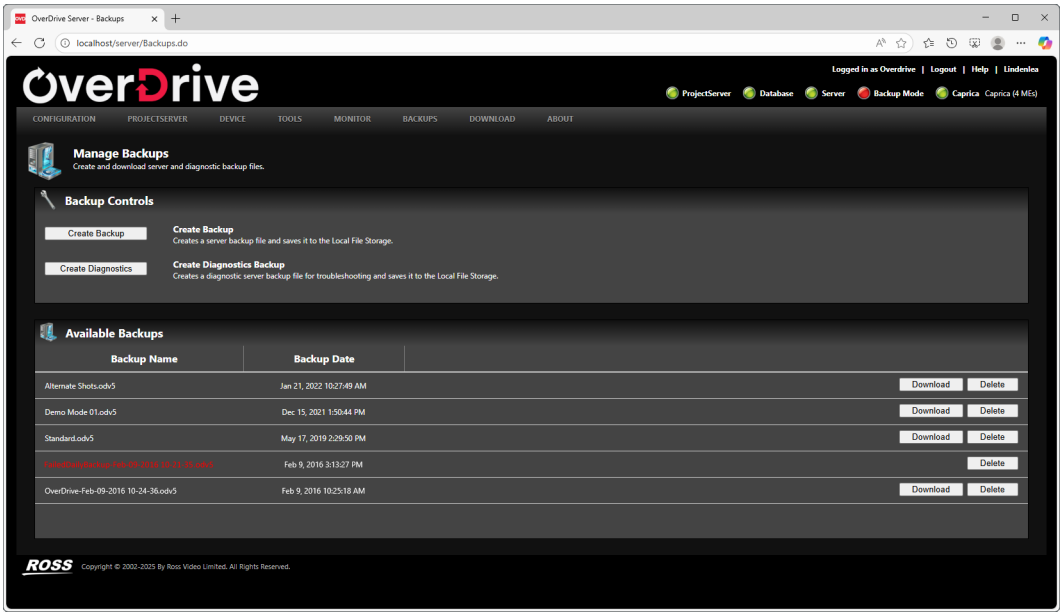
For More Information on...

- setting the local file storage or S3 cloud storage folder for server and diagnostic backups, refer to the section "**Automate Daily Server Backups**" on page 6–19.

To create a server and/or diagnostic backup

1. In the **OverDrive Server** web page, click the **BACKUPS** menu.

   The **Manage Backups** web page opens.



   In the **Available Backups** list, click the **Backup Name** or **Backup Date** column heading to sort the list by the information in the selected column.

2. In the **Backup Controls** section, use one of the following methods to create a backup:

   - Click **Create Backup** to create a server backup.
   - Click **Create Diagnostics** to create a diagnostic server backup for troubleshooting.

   The created backup file is added the **Available Backups** list and saved in the local file system of the OverDrive Server computer. When a backup does not successfully complete, OverDrive creates an empty backup file titled “FailedDailyBackup”.

3. To sort the **Available Backups** list, do the following:

   - Click the **Backup Name** column heading to sort the **Available Backups** list by backup name. Click the column heading once again to reverse the sort order of the list.
   - Click the **Backup Date** column heading to sort the **Available Backups** list by backup date. Click the column heading once again to reverse the sort order of the list.

Download a Backup

You can download a backup from the OverDrive Server to your local computer to use the backup for server restoration or troubleshooting.

To use a backup for server restoration or troubleshooting

1. In the **Available Backups** list, click **Download** to the right of the backup to use for server restoration or troubleshooting.

   The selected backup file downloads to your local computer.

2. Use **RapidRestore** to open the downloaded backup.

For More Information on...

- using RapidRestore, refer to the section “**RapidRestore™**” on page 27–1.

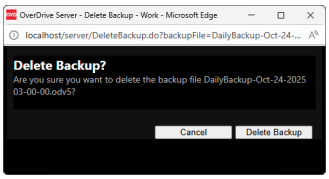
Delete a Backup

When you no longer require a backup, you can delete the backup to save storage space.

To Delete a backup

1. In the **Available Backups** list, click **Delete** to the right of the backup to delete.

   The **Delete Backup** dialog box opens



2. Click **Delete Backup**.

   OverDrive removes the selected backup from the **Available Backups** list and deletes it from the OverDrive Server.

Periodic System Backups

In addition to OverDrive Server and diagnostic backups, periodic backups of OverDrive settings and rundowns should be performed using RapidRestore. The following storage devices can be used to save OverDrive Primary system backups, settings, and rundowns:

- Network drive
- USB Key
- External hard drive

When the saved settings and rundowns are required on the OverDrive Redundant system, just connect the storage device to the OverDrive Redundant system and use RapidRestore to restore the data to the OverDrive Redundant system.

For More Information on...

- using RapidRestore, refer to the chapter "**RapidRestore™**" on page 27–1.

Automate Daily Server Backups

You can configure OverDrive to automatically create a server backup at a set time every day. Daily server backup files are added the Available Backups list of the Manage Backups web page and saved in the local file system of the OverDrive Server computer. Just like manually created server backup files, you can use daily server backup files with RapidRestore to restore an OverDrive system.

To configure an OverDrive Server to create daily server backups

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.

2. In the **Daily Backup Configuration - Primary Server** section, select the **Enable Daily Backup** check box.

   OverDrive enables the **Daily Backup Time** and **Max Daily Backup Files** settings.



3. Use the **Daily Backup Time** lists to set the time of day to create a daily server backup file and save it in the local file system of the OverDrive Server computer.

✶ To not impact OverDrive Server performance, always schedule daily server backups during off-hours.

4. In the **Max Daily Backup Files** box, enter the maximum number of daily server backup files to save and store.

   When OverDrive meets the sent number of daily server backup files to keep, OverDrive deletes the oldest server daily backup before saving the most recent daily server backup file. OverDrive does not automatically delete “FailedDailyBackup” files, you must manually delete “FailedDailyBackup” files.

5. When your OverDrive system is configured to use S3 Cloud Storage you can use the **Daily Backup Storage** list to select the location to store daily server backup files. The available storage locations are as follows:

   - **Local File Storage** — local file system of the OverDrive Server computer.
   - **S3 Cloud Storage** — S3 bucket configured for your OverDrive system.

   The selected storage location is also used to store server and diagnostic backups.

6. Click **Apply Configuration** to save and apply the new daily server backup configuration.

For More Information on...

- configuring S3 Cloud Storage, refer to the section “**Set Up Amazon S3 Storage for RapidRestore**” on page 6–8.

CG Take Delay Server Configuration

The CG Take Delay setting enables you to add a delay before a CG Take when doing a CUE_Take.

To configure a delay for CG Take

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.

2. In the **CG Take Delay Server Configuration** section, enter the amount of delay to add before a CG Take in the **CG Take Delay** box. Delays must be a positive value.

3. Click **Apply Configuration** to save and apply the **CG Take Delay** setting.

Cue Command For Missing Clips Option

The Send Cue Command for missing clips option enables OverDrive to send an empty cue message to the video server when a rundown encounters a missing clip.

To send an empty cue command for missing clips

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.

2. In the **Cue Command For Missing Clips** section, select the **Send Cue Command for missing clips** check box to send an empty cue message to the video server when a rundown encounters a missing clip. Clear this check box to not send empty cue messages for missing clips.

3. Click **Apply Configuration** to save and apply the **Cue Command for missing clips** option setting.

Manage the OverDrive SNMP Agent

Ross Video uses two Simple Network Management Protocol (SNMP) agents to monitor the software and hardware of your OverDrive system. SNMP traps enable an agent to send unsolicited SNMP messages to the Network Management Station (NMS) to notify the station of significant events.

The OverDrive SNMP agent monitors the OverDrive Server and reports significant events to your NMS as SNMP traps. OverDrive Server hardware changes and errors are monitored by the Windows SNMP agent running on the OverDrive Server computer. The OverDrive SNMP agent forwards SNMP traps from the Windows SNMP agent to your NMS (**Figure 6.1**).

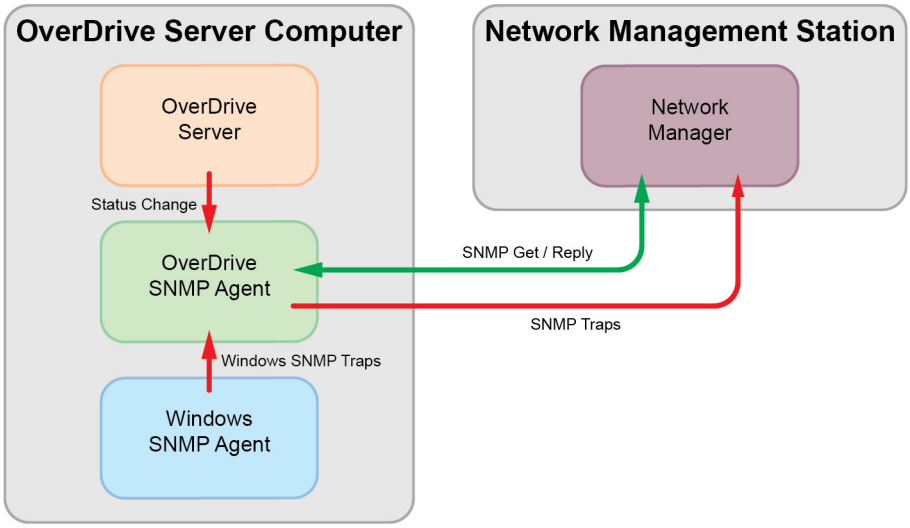


Figure 6.1 SNMP Connections

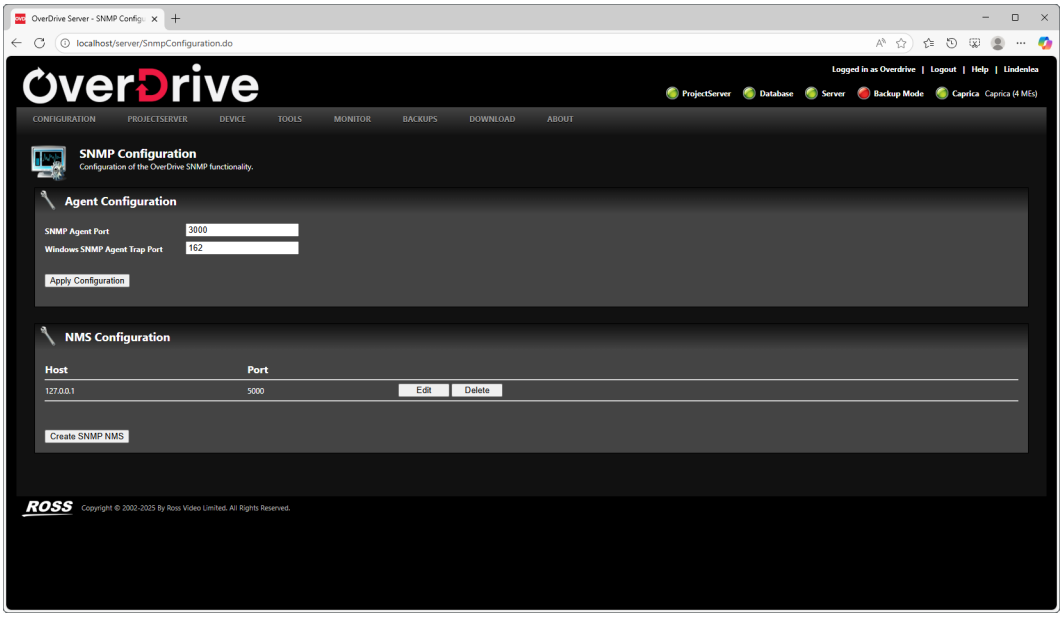
Configure the OverDrive SNMP Agent

You use the **OverDrive Server Web Administration** web page to configure the OverDrive SNMP agent to send SNMP trap messages to your NMS.

To configure the OverDrive SNMP agent

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **SNMP**.

   The **SNMP Configuration** web page opens.



2. In the **SNMP Agent Port** box of the **Agent Configuration** section, enter the port number through which the OverDrive SNMP agent receives commands from and replies to the NMS.
3. In the **Windows SNMP Agent Trap Port** box, enter the port number that the Windows SNMP agent running on the OverDrive Server computer uses to send SNMP trap messages.

   The OverDrive SNMP agent forwards SNMP trap messages from the Windows SMNP agent to your NMS through the NMS Trap Port.
4. Click **Apply Configuration** to save and apply the OverDrive SNMP agent settings.

Add an NMS

To send OverDrive SNMP agent SNMP trap messages to another NMS, you need to add an NMS that defines the IP address and trap port of the additional NMS.

To add an NMS

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **SNMP**.

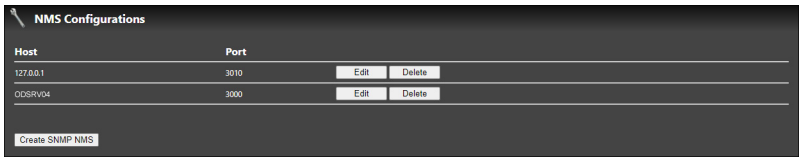
   The **SNMP Configuration** web page opens.
2. In the **NMS Configuration** section, click **Create SNMP NMS**.

   The **Create SNMP NMS** section opens.



3. In the **IP Address** box, enter the IP address of your NMS.
4. In the **Trap Port** box, enter the port number that your NMS uses to receive SNMP trap messages from the OverDrive SNMP agent.
5. Click **Save**.

   OverDrive adds the defined NMS to the **NMS Configurations** list. The OverDrive SNMP agent sends SNMP trap messages to each NMS in the **NMS Configurations** list.



Edit an NMS

When the IP address or port of your NMS changes, you can edit the NMS configuration.

To edit an existing NMS

1. In the **NMS Configurations** list, locate the NMS to edit and click **Edit** to the right of the NMS.

   The **Edit SNMP NMS** section opens.



2. Edit the NMS settings as required.
3. Click **Save**.

   OverDrive updates the selected NMS with the entered settings.

Delete an NMS

When you no longer require an NMS, you can delete the NMS configuration.

To delete an NMS

1. In the **NMS Configurations** list, locate the NMS to delete and click **Delete** to the right of the NMS.

   An **Alert** dialog box opens.

2. Click **OK** to delete the NMS.

   OverDrive deletes the selected NMS from the **NMS Configurations** list.

Configure Your NMS for OverDrive

You must load the Ross Video and OverDrive Management Information Base (MIB) files into your NMS to enable it to interpret the SNMP trap messages it receives from an OverDrive SNMP agent. The OverDrive MIB file describes the SNMP trap messages sent by the OverDrive SNMP agent.

To load Ross Video and OverDrive MIB files into your NMS

1. Get the **ROSS-VIDEO.mib** and **OVD-MIB.mib** files from one of the following locations:
   - Copy from the OverDrive Server (C:\ross\OverDrive\SNMP)
   - Download from the Ross Video web site (http://www.rossvideo.com)
2. Load the **ROSS-VIDEO.mib** file into your NMS.
3. Load the **OVD-MIB.mib** file into your NMS.

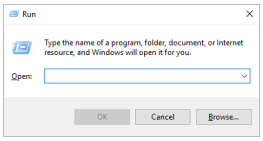
Configure the Windows SNMP Agent

To enable the OverDrive SNMP agent to forward hardware SNMP trap messages to your NMS, you need to configure the Windows SNMP agent.

To configure the OverDrive SNMP agent

1. From the Windows Desktop, press **Windows Key+R**.

   The Run dialog box opens.

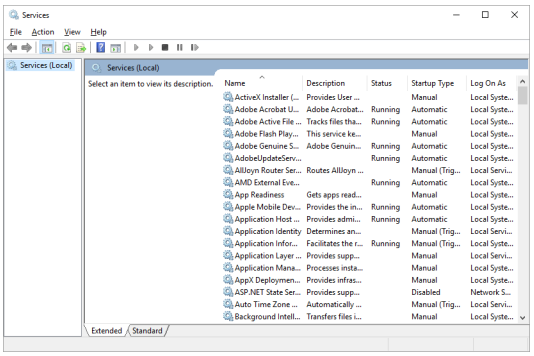


2. In the **Open** box, type the following application name:

   `services.msc`

3. Click **OK**.

   The **Services** window opens.

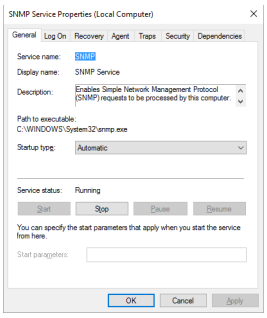


4. In the **Services** list, locate the **SNMP Service** service.

✶ If you cannot find the **SNMP Service** service in the **Services** list, you will have to install the **SNMP Service** on your OverDrive Server computer.

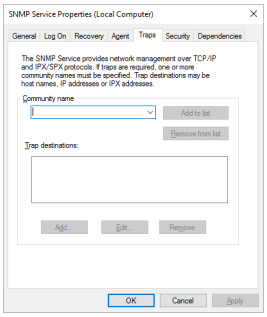
5. Right-click the **SNMP Service** service and select **Properties** from the **Shortcut** menu.

   The **SNMP Service Properties** dialog box opens.



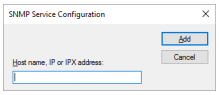
6. Click the **Traps** tab.

   The **Traps** tab opens.



7. In the **Community name** box, enter `public`.
8. Click **Add to list**.
9. In the **Trap destinations** section, click **Add**.

   The **SNMP Service Configuration** dialog box opens.



10. In the **Host name, IP or IP address** box, enter `localhost`.
11. Click **Add**.

    The **SNMP Service Configuration** dialog box closes.

12. In the **SNMP Service Properties** dialog box, click **OK**.

    The **SNMP Service Properties** dialog box closes.

13. In the **Services** window, click **Restart** for the **SNMP Service** service.
14. Use the **File** menu to select **Exit**.

    The **Services** window closes.

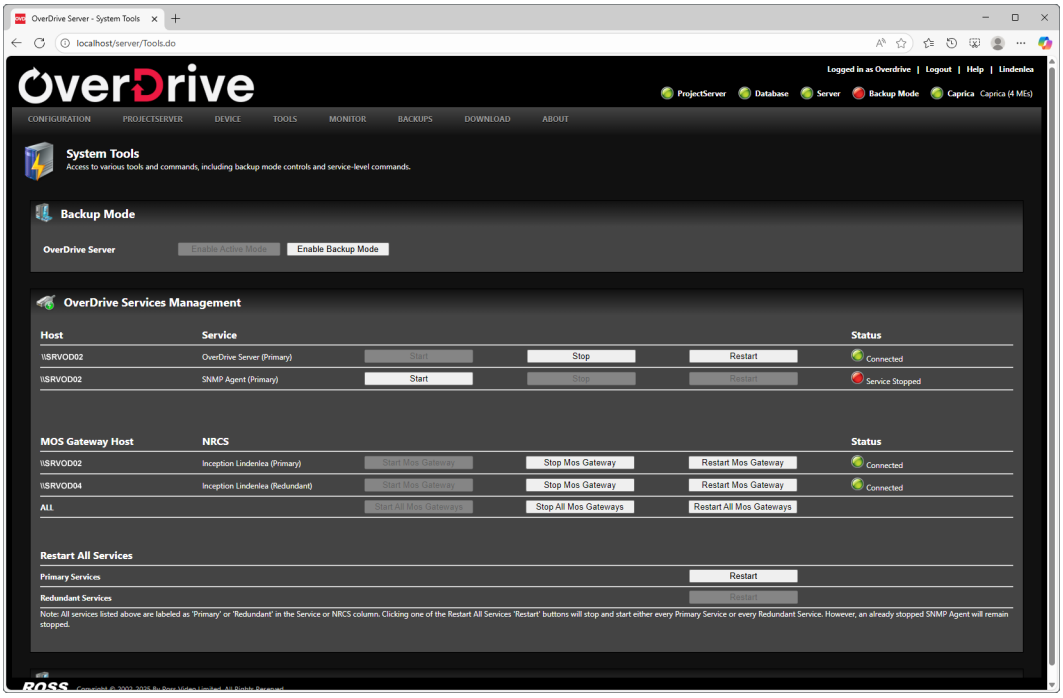
OverDrive SNMP Agent Service

The OverDrive SNMP agent runs in the background on the OverDrive Server computer as a Windows service. You need to manually start the OverDrive SNMP agent service to send OverDrive and Windows SNMP trap messages to your NMS.

To start the OverDrive SNMP service

1. In the **OverDrive Server** web page, use the **TOOLS** menu to select **System Services**.

   The **System Tools** web page opens.



2. In the **OverDrive Services Management** section, click **Start SNMP Agent**.

   The OverDrive SNMP agent service starts. You can click **Stop SNMP Agent** to stop the OverDrive SNMP agent service or click **Restart SNMP Agent** to stop and then start the service.

NRCS Timing Sources

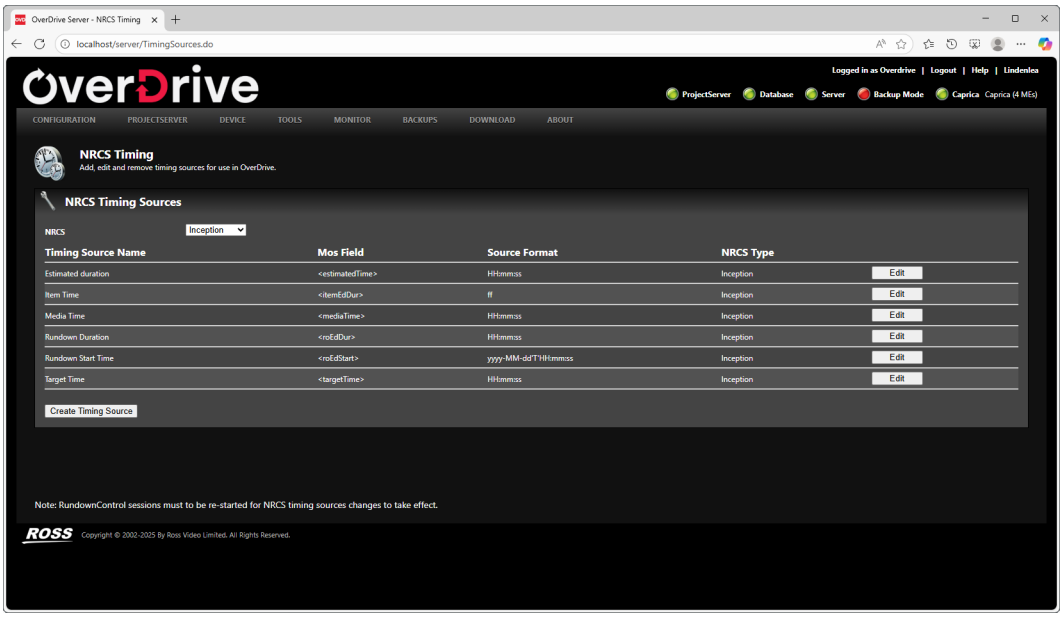
Users working in an NRCS enter timing information for media time, cues, and estimated times. MOS objects generate some times based on clip durations, while other times are calculated manually or automatically. Directors or producers use the NRCS times to hit targets for specific events or the scheduled end of a show.

Using the NRCS timing sources configured on the OverDrive Server, RundownControl can display NRCS times in the Timers view to help directors or producers with keeping shows on time. You can use the NRCS Timing web page create custom NRCS timing sources or edit the definition of default NRCS timing sources.

To create a custom NRCS timing source

1. In the **OverDrive Server** web page, use the **DEVICE** menu to select **NRCS Timing**.

   The **NRCS Timing** web page opens.



2. Use the **NRCS** list to select the NRCS for which you want to create a custom NRCS timing source.

   The **NRCS** list contains all the NRCS supported by OverDrive.

3. Click **Create Timing Source**.

   The **Create Timing Source** section opens.



4. In the **Timing Source Name** box, enter a name for the NRCS timing source. The length of the NRCS timing source name must be at least 1 character, but not longer than 30 characters.

5. In the **Source Mos Field** box, enter the name of the Mos field that contains the timing for the NRCS timing source.

6. Use the **Source Format** list to select the format in which to display the NRCS timing source in the RundownControl Timers view. The available formats are as follows:

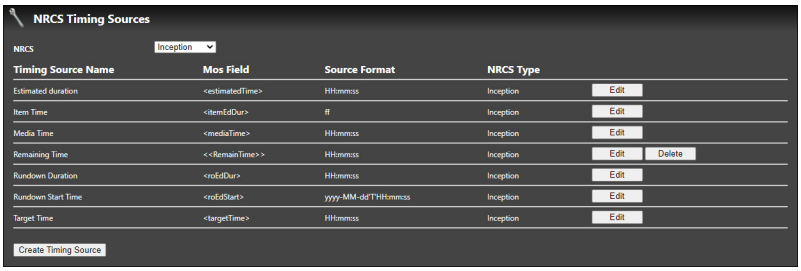
   - **hh:mm:ss** — 11:33:55
   - **yyyy-MM-dd'T'hh:mm:ss** — 2016-04-24T11:33:55
   - **ss** — Seconds
   - **SSS** — Milliseconds
   - **ff** — Frames

7. Use the **Source Behavior** list to select how to trigger the timer associated with the NRCS timing source. The available triggers start the timer as follows:

   - **SHOT** — when a new shot goes on air.
   - **STORY** — when the story index number changes.
   - **MEDIA_TIME** — on clip play.
     - › When a story contains multiple shots (CAM1, VO) the timer starts when OverDrive takes the shot containing the video server.
     - › When there are multiple video server shots in a story, the first video server shot triggers the countdown and OverDrive ignores the remaining video server shots.
   - **RO_DURATION** — when the Rundown Start Time ends.
   - **RO_START** — use the rundown start date and time to countdown to 00:00:00, when the show should start.

8. Click **Save**.

   OverDrive adds the defined custom NRCS timing source to the **NRCS Timing Sources** list and makes the NRCS timing source available to the RundownControl Timers view.



9. Restart all open **RundownControl** clients to use the new NRCS timing source in the **Timers view** of **RundownControl**.

10. To display timers in the **Timers view** of **RundownControl**, refer to the section "**Configure Timers in a Group**" on page 11–18.

Edit an NRCS Timing Source

When requirements change for a default NRCS timing source or a custom NRCS timing source, you can edit the configuration of the NRCS timing source.

To edit an NRCS timing source

1. In the **OverDrive Server** web page, use the **DEVICE** menu to select **NRCS Timing Sources**.

   The **NRCS Timing** web page opens.

2. Use the **NRCS** list to select the NRCS associated with the NRCS timing source to edit.

3. In the **NRCS Timing Sources** list, locate the NRCS timing source to edit and click **Edit** to the right of the NRCS timing source.

   The **Edit Timing Source** section opens.



4. Edit the NRCS timing source settings as required.

5. Click **Save**.

   OverDrive updates the selected NRCS timing source with the entered settings.

6. Restart all open **RundownControl** clients to use the updated NRCS timing source in the **Timers view** of **RundownControl**.

Delete a Custom NRCS Timing Source

When you no longer require a custom NRCS timing source, you can delete the NRCS timing source. You cannot delete the default NRCS timing sources.

To delete a custom NRCS timing source

1. In the button bar of the **OverDrive Server Web Administration** web page, click **NRCS Timing Sources**.

   The **NRCS Timing** web page opens.

2. Use the **NRCS** list to select the NRCS associated with the NRCS timing source to delete.

3. In the **NRCS Timing Sources** list, locate the NRCS timing source to delete and click **Delete** to the right of the NRCS timing source.

   An **Alert** dialog box opens.

4. Click **OK** to delete the NRCS timing source.

   OverDrive deletes the selected NRCS timing source user from the **NRCS Timing Sources** list. Deleting an NRCS timing sources also removes the NRCS timing source from the RundownControl Timers view.

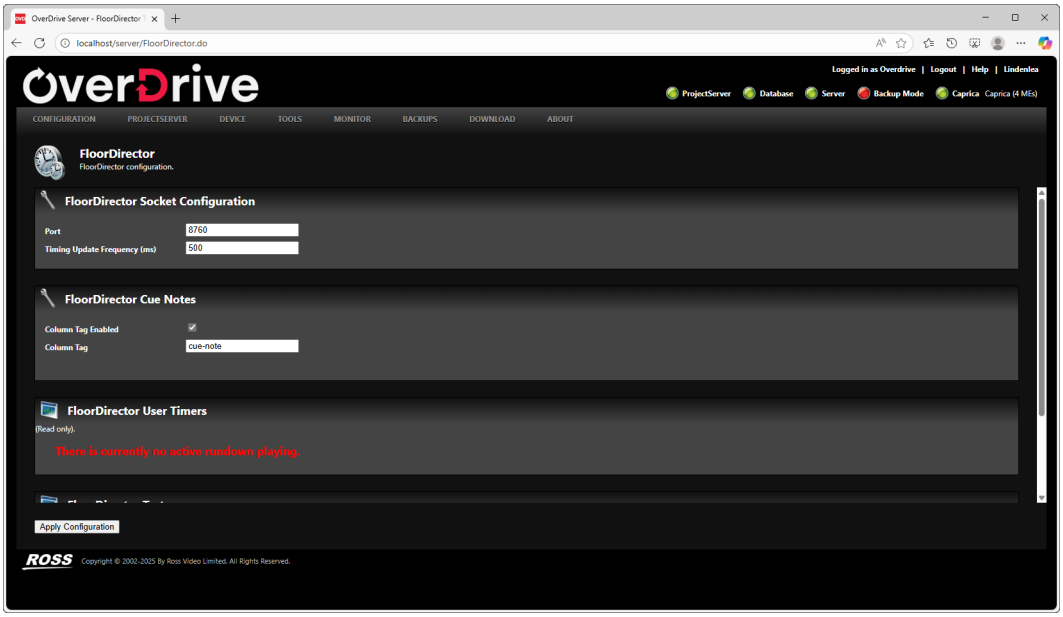
FloorDirector Configuration

FloorDirector enables users to add production cues to shots and display the production cues associated with a shot in RundownControl. Using the FloorDirector API, users can also create custom DashBoard panels and web pages to display shot production cues.

To configure FloorDirector

1. In the **OverDrive Server** web page, use the **DEVICE** menu to select **FloorDirector**.

   The **FloorDirector** web page opens.



   The FloorDirector Timers section lists the OverDrive timers that the FloorDirector API can access.

2. In the **FloorDirector Socket Configuration** section, enter the network communication port number in the **Port** box.
3. In the **Timing Update Frequency (ms)** box, enter the time in milliseconds that FloorDirector waits before sending out the next update.
4. In the **FloorDirector Cue Notes** section, select the **Column Tag Enabled** check box to use an NRCS column as the source of the production cue for a rundown shot.
5. In the **Column Tag** box, enter the name of the NRCS column to use as the source for shot production cues.

Accessing XPression Thumbnails from RundownControl

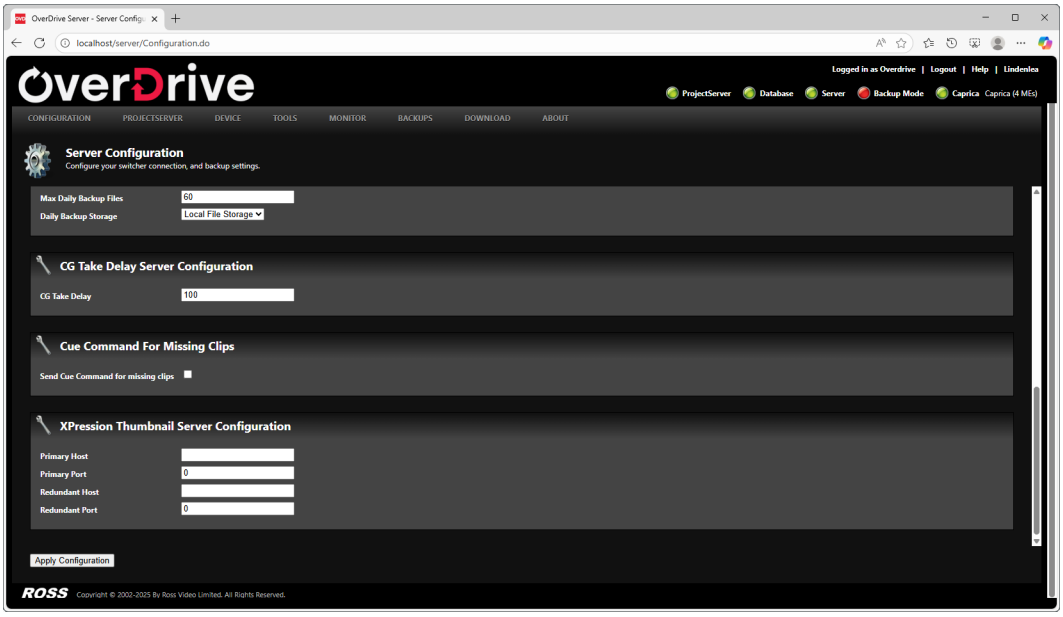
When a shot in a rundown contains an XPression CG device, RundownControl can display a thumbnail image for the shot in the Rundown table and in the Preview view. RundownControl requests the thumbnail for an XPression CG shot from the XPression Thumbnail Server in your production environment.

✶ Thumbnails are only available from XPression systems running XPression v6.5.3600 or greater.

To configure OverDrive to communicate with an XPression Thumbnail Server

1. In the **OverDrive Server** web page, use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.



2. In the **XPression Thumbnail Server Configuration** section, enter the hostname or IP address of the primary XPression Thumbnail Server in the **Primary Host** box.
3. In the **Primary Port** box, enter the network port number of the primary XPression Thumbnail Server.
4. In the **Redundant Host** box, enter the hostname or IP address of the redundant XPression Thumbnail Server.
5. In the **Redundant Port** box, enter the network port number of the redundant XPression Thumbnail Server.
6. Click **Apply Configuration** to save and apply the XPression Thumbnail Server settings.

For More Information on...

- viewing XPression CG thumbnails in RundownControl, refer to the section "**Streamline and XPression Thumbnails**" on page 22–93.

Clear Cached Running Orders

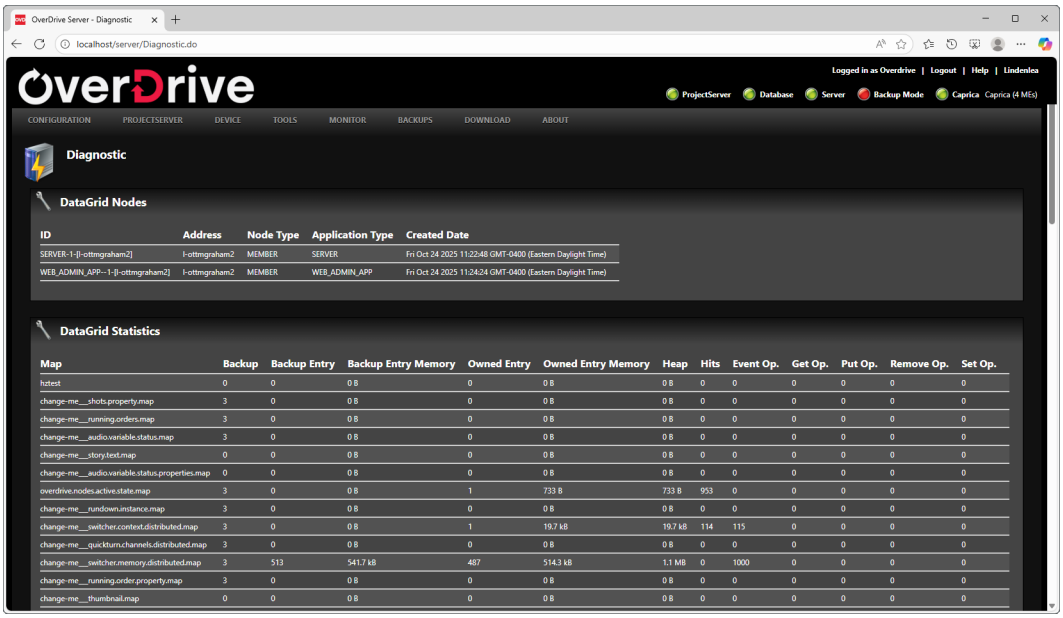
When closed rundowns are not properly cleared from the OverDrive running order cache, you can clear the cache to resynchronize RundownControl.

✶ Before you clear the OverDrive running order cache, your OverDrive system should be off air with no rundowns playing, loading, or open.

To clear cashed running orders

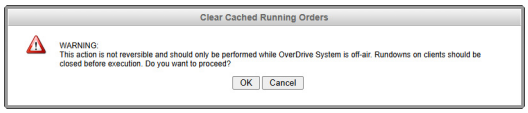
1. Make sure that there are no rundowns playing, loading, or open on your OverDrive system.
2. Inform all OverDrive system users that OverDrive running order cache is about to be cleared and that they should not open, load, or play any rundowns.
3. In the **OverDrive Server** web page, use the **TOOLS** menu to select **Diagnostic**.

   The **Diagnostic** web page opens listing information about your OverDrive Server.



4. In the **Clear Cached Running Orders** section, click **Clear Cached Running Orders**.

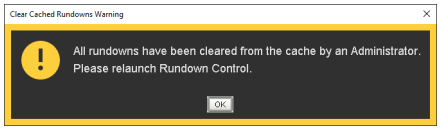
   The following **Alert** opens listing the possibility active RundownControl clients.



5. Click **OK** to clear the running order cache or **Cancel** to not clear the cache.

✶ Clearing the running order cache is not reversible.

When you choose to clear the running order cache, the **Clear Cached Rundowns Warning** dialog box opens in all open **RundownControl** clients:



6. Users working in a **RundownControl** client should complete the following steps:
   a. In the **Clear Cached Rundowns Warning**, click **OK**.
   b. Close all open rundowns without saving.
   c. Close the **RundownControl** client.
   d. Restart **RundownControl** to resynchronize the rundowns list.

MOS Gateway

The MOS Gateway communicates with OverDrive, manages OverDrive rundowns, and coordinates playout status for OverDrive clients in the system. The MOS Gateway can handle multiple rundowns and multiple clients simultaneously. The MOS Gateway also communicates with the NRCS and routes MOS messages from the NRCS to OverDrive clients. An OverDrive system can contain multiple MOS Gateways, one for each NRCS connected to the system.

The following topics are discussed in this chapter:

- Manage the MOS Gateway Service
- Access MOS Gateway Settings
- Configure a MOS Gateway for OverDrive Live Rundowns
- Configure a MOS Gateway for OverDrive NRCS Rundowns
- Monitor MOS Gateway Status
- View MOS In Messages
- View MOS Out Messages
- Monitor Client Connections
- MOS Log Playback
- Enable the XPression Extended Work Flow

Manage the MOS Gateway Service

The MOS Gateway runs in the background on the OverDrive Server computer as a Windows service. The MOS Gateway service automatically starts after Windows starts on the OverDrive Sever computer. After starting, the MOS Gateway establishes communications with the NRCS, the OverDrive system(s), and the internal network. For OverDrive to communicate within the NRCS, a MOS Gateway service must be running.

MOS Gateway services are managed through the **OverDrive Server Web Administration** web page. You can start, stop, or restart a MOS Gateway service from the **OverDrive Services Management** section of the **System Tools** page.

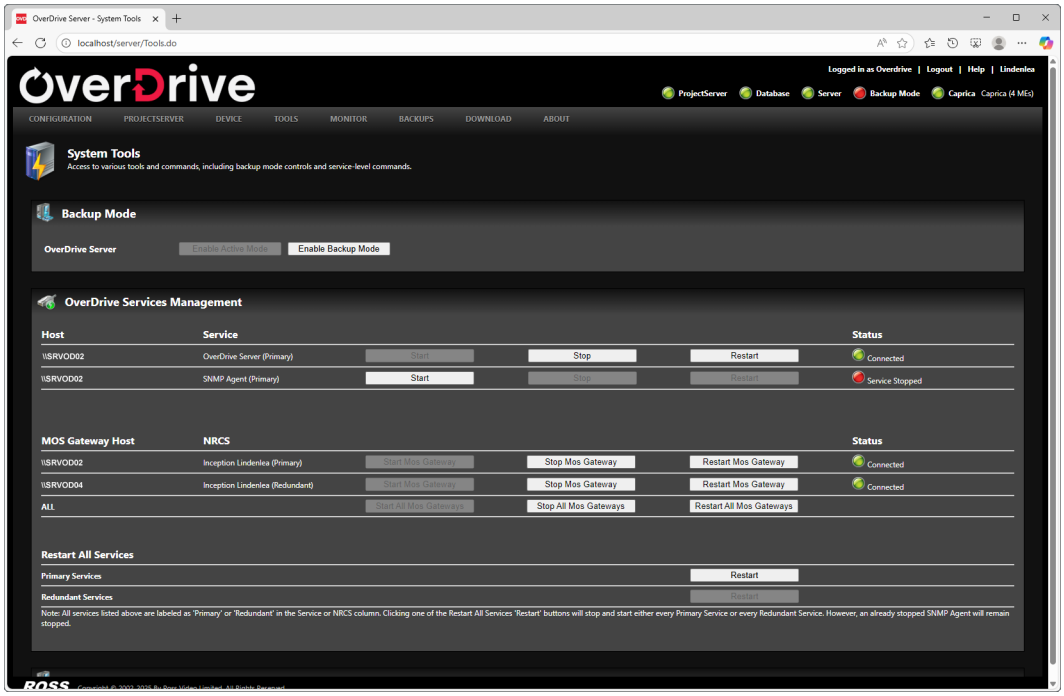


Figure 7.1 System Tools Page

Control Remote MOS Gateway Services

Before you can view the status of or control MOS Gateway services running on remote computers:

- The OverDrive Server computer must have Administrator access to the remote computers running MOS Gateway services.
- The OverDrive Server Computer and the remote computers running MOS Gateway services must be part of the same Windows domain.

To grant the OverDrive Service Administrator access to a remote MOS Gateway computer

1. Log in to the MOS Gateway computer as a system administrator.
2. On the desktop, right-click **My Computer** and select **Manage** from the **Shortcut** menu.

   The **Computer Management** dialog box opens.
3. In the tree view, expand the **System Tools** node.

4. Expand the **Local Users and Groups** node.
5. Select **Groups**.

   The **Group** list displays the available groups.
6. In the **Group** list, double-click the **Administrators** group.

   The **Administrators Properties** dialog box opens.
7. Click **Add**.

   The **Select Users, Computers, Service Accounts, or Groups** dialog box opens.
8. Click **Object Types**.

   The **Object Types** dialog box opens.
9. Select the **Computers** check box.
10. Click **OK**.

    The **Object Types** dialog box closes.
11. In the **Enter the object names to select** box, enter the name of the OverDrive Server computer.
12. Click **OK**.

    With Administrator access to the MOS Gateway computer you can view the status of the remote MOS Gateway and control the remote MOS Gateway service.

Access MOS Gateway Settings

MOS Gateway settings are accessed and configured through a web browser by opening the OverDrive Server Web Administration web page.

To access MOS Gateway settings

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

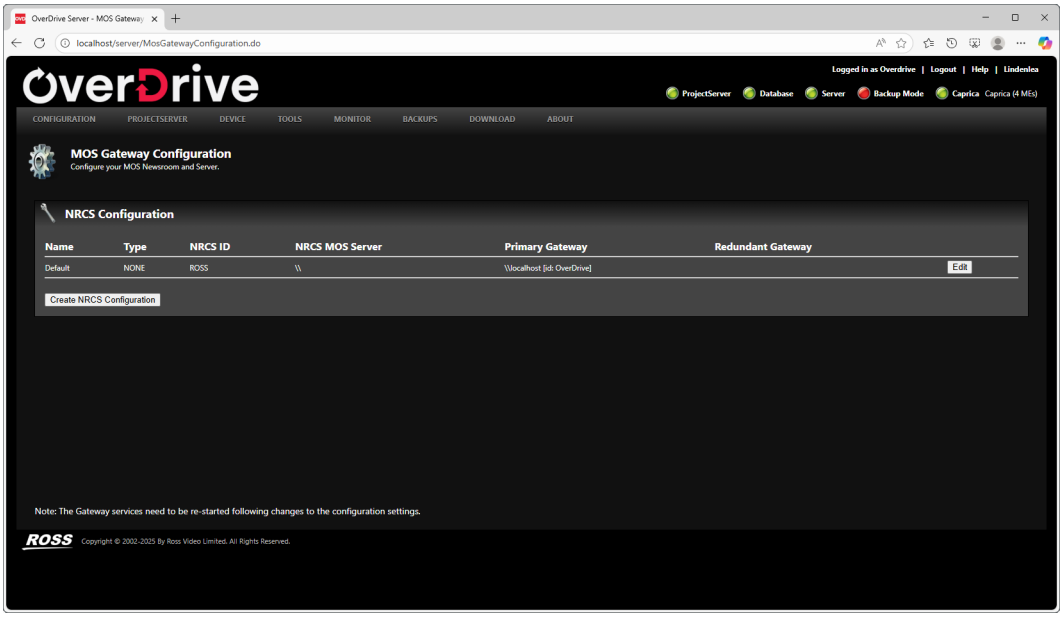
   The **OverDrive Server Web Administration** web page opens in a web browser window.
2. Enter the following user name and password in the provided boxes:
   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.
3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

4. Use the **Configuration** menu to select **MOS Gateway**.

   The **MOS Gateway Configurations** page opens, listing the MOS Gateways on an OverDrive system.



For More Information on...

- MOS Gateway status, refer to the section "**Check the MOS Gateway Status**" on page 24–5.

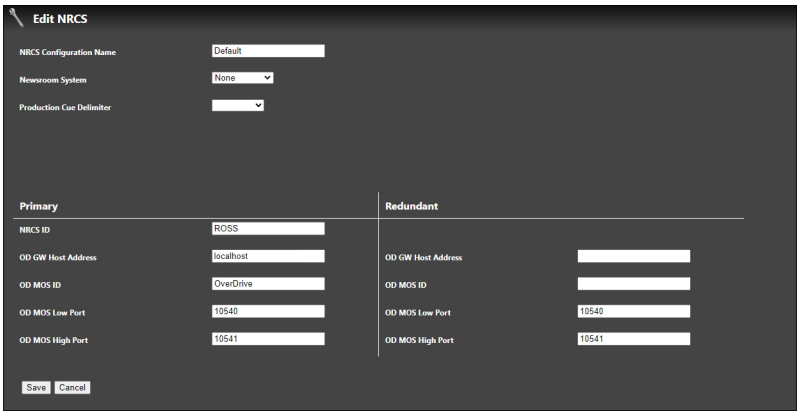
Configure a MOS Gateway for OverDrive Live Rundowns

For OverDrive Live rundowns, you must set the hostname or IP address of the MOS Gateway computer and configure the MOS Gateway to not communicate with an NRCS. When used with Live rundowns, a MOS Gateway enables monitoring RundownControl clients to display shot and QuickRecall changes made on the Control client.

To configure MOS Gateway settings for OverDrive Live rundown playout

1. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the **Default** MOS Gateway.

   The **Edit NRCS** section opens.



2. Use the **Newsroom System** list to select **None**.
3. In the **Primary** section, enter the hostname or IP address of the Primary MOS Gateway computer **OD GW Host Address** box.

4. When your OverDrive system contains a Redundant MOS Gateway, use the **Redundant** section to enter the hostname or IP address of the computer running the Redundant MOS Gateway in the **OD GW Host Address** box.

5. Click **Save**.

   OverDrive saves the MOS Gateway settings and the **Edit NRCS** section closes.

Configure a MOS Gateway for OverDrive NRCS Rundowns

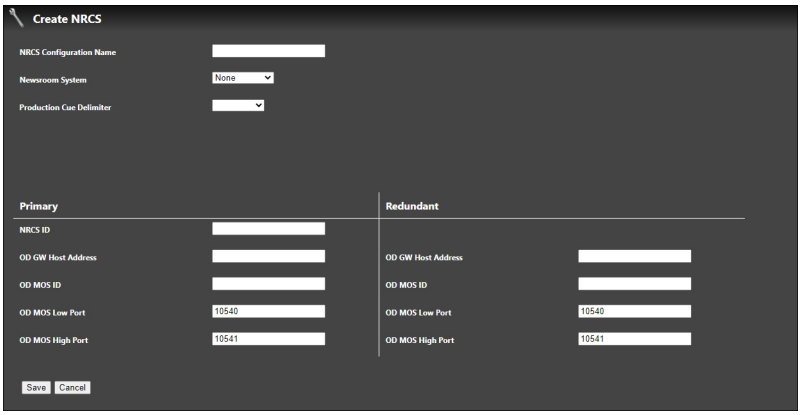
To enable OverDrive to access NRCS rundowns you need to configure a MOS Gateway for the NRCS in your OverDrive system. The MOS Gateway also communicates with the NRCS and routes MOS messages from the NRCS to OverDrive clients.

✶ MOS Gateway settings are case sensitive and must be entered correctly to enable OverDrive to communicate with the NRCS.

To configure MOS Gateway settings for an NRCS

1. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Create NRCS Configuration**.

   The **Create NRCS** section opens.



2. Use the **Newsroom System** list to select the NRCS used in your production environment.

3. Select the **Enable MOS command control in gateway** check box to add the **Command** section to the **Rundown Info** tab. Clear this check box to hide the **Command** section in the **Rundown Info** tab. This check box is cleared by default.

   You can use the **Command** section to monitor MOS Messages and troubleshoot communications between the NRCS and OverDrive.

4. Verify that the **Send MOS Heartbeats to NRCS** check box is selected to send heartbeat data to the NRCS selected from the **Newsroom System** list. The NRCS uses heartbeat information to verify network and gateway continuity.

✶ You should only clear the **Send MOS Heartbeats to NRCS** check box under the direction of Ross Video Technical Support when troubleshooting connectivity issues between your NRCS and OverDrive.

5. Select the **Log Heartbeats** check box to capture heartbeat data in the MOS IN and MOS OUT logs. By default, this check box is cleared to save resources on the OverDrive system.

6. Use the **Mos Version** list to select the version of Media Object Server Communications Protocol (MOS) that the OverDrive Server uses to communicate with the Inception. The available MOS versions are as follows:

   - **2.8** — on premise connections.
   - **4.0** — Cloud connections.

   When you select **4.0** as the **Mos Version**, complete the following steps to configure the additional MOS 4.0 settings that display:

   a. Use the **WebSocket Mode** list to select **Active** or **Passive** as the mode for the OverDrive end of the OverDrive Gateway to Inception connection. You must configure one end of the OverDrive Gateway to Inception connection to run in **Active** mode and the other end to run in **Passive** mode.

   b. Use the **Remote Protocol** list to select the WebSocket protocol security level. The available options are as follows:

      - **ws** — unsecured WebSocket protocol.
      - **wss** — secured WebSocket protocol. Use this protocol when connecting to a secure NRCS. This setting is only available you select **Active** from the **WebSocket Mode** list.

   c. In the **EndPoint** box, enter the endpoint for the OverDrive Gateway. For most configurations you should not need to change the default endpoint. This setting is only available you select **Active** from the **WebSocket Mode** list.

   d. In the **EndPoint Port** box, enter the port of the NRCS. For most configurations you should not need to change the default endpoint port.

   e. Select the **Allow Untrusted Certificates** check box to allow the use of self-signed certificates. Clear this check box to disallow self-signed certificates. This setting is only available you select **wss** from the **Remote Protocol** list.

✶ If change the port number in the **EndPoint Port** box you must also change AWS SSL settings to match the entered endpoint port number.

7. In the **NRCS Timeout** box, enter the amount of time in milliseconds used by the MOS Gateway to verify that the selected NRCS is connected to the MOS Gateway. The set time length cannot be less than 1,000 milliseconds (1 second) or greater than 60,000 milliseconds (60 seconds).

8. When the time zone set on the NRCS server computer differs from the time zone set on OverDrive Client computers, use the **NRCS Timezone** list to select the time zone that matches the time zone set on the NRCS server computer.

   Setting the **NRCS Timezone** enables users to view and enter times in the time zone set for their computer. When you select **Not Specified** from the **NRCS Timezone** list, users view and enter times on their computers in the time zone set for the NRCS server computer.

9. In the **Primary** section, enter the ID that OverDrive uses to access the NRCS in the **NRCS ID** box. Refer to the NRCS client for the correct NRCS ID.

10. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the NRCS server computer.

11. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the primary MOS Gateway.

12. In the **OD MOS ID** box, enter the MOS ID assigned to the OverDrive Primary system by the NRCS.

13. In the **MOS Low Port** box, confirm the default value of **10540**.

    Changing the port number of the **MOS Low Port** setting stops all running services and disconnects all clients from the MOS Gateway. Ross Video recommends using the default port number unless otherwise specified.

14. In the **MOS High Port** box, confirm the default value of **10541**.

    Changing the port number of the **MOS High Port** setting stops all running services and disconnects all clients from the MOS Gateway. Ross Video recommends using the default port number unless otherwise specified.

15. When your OverDrive system contains a Redundant MOS Gateway or Buddy MOS Server, use the **Redundant** or **Redundant/Buddy** section to configure the following settings for the Redundant MOS Gateway:

    a. For a **Ross Inception** or **ENPS** NRCS, enter the NRCS ID for the Buddy MOS Server in the **NRCS ID** box.

    b. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the Redundant NRCS server computer. For a **Ross Inception** or **ENPS** NRCS, enter the hostname or IP address of the Buddy Server in this box.

    c. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Redundant MOS Gateway.

    d. In the **OD MOS ID** box, enter the MOS ID assigned to the OverDrive Redundant system by the NRCS.

    e. In the **MOS Low Port** box, confirm the default value of **10540**.

    Changing the port number of the **MOS Low Port** setting stops all running services and disconnects all clients from the Redundant MOS Gateway. Ross Video recommends using the default port number unless otherwise specified.

    f. In the **MOS High Port** box, confirm the default value of **10541**.

    Changing the port number of the **MOS High Port** setting stops all running services and disconnects all clients from the Redundant MOS Gateway. Ross Video recommends using the default port number unless otherwise specified.

16. Click **Save**.

    OverDrive saves the MOS Gateway settings and the **Edit NRCS** section closes.

For More Information on...

- configuring a MOS Gateway to work with the XPression extended work flow, refer to the section "**Enable the XPression Extended Work Flow**" on page 7–15.
- enabling RundownControl to work with NRCS rundowns that contain shots coded from multiple OverDrive Servers, refer to the section "**MOS Redirection**" on page 7–7.

MOS Redirection

You can configure an OverDrive MOS Gateway to enable an NRCS to build a show using Master templates and shots from multiple OverDrive Servers. Configuring MOS redirection for a MOS Gateway also enables you to move NRCS rundowns from one control room to another without the need to recode MOS IDs for RundownControl playout.

The OverDrive MOS Gateway uses a regular expression search pattern to match the MOS IDs of multiple OverDrive Servers, for example:

Table 7.1 MOS Redirection Examples

	OverDrive Server MOS ID	
MOS ID Pattern	**Matches**	**Does Not Match**

`CR[1-3]\.OVERDRIVE`	`CR1.OVERDRIVE`
	`CR2.OVERDRIVE`
	`CR3.OVERDRIVE`
		`CR4.OVERDRIVE`

`.+\.NEWS.\OVERDRIVE`	`CR1.NEWS.OVERDRIVE` `CR2.NEWS.OVERDRIVE`	`CR3.SPORTS.OVERDRIVE`
`OVERDRIVE$`	Ending with `OVERDRIVE`	Not ending with `OVERDRIVE`
`OVERDRIVE`	Containing `OVERDRIVE`	Not containing `OVERDRIVE`

Profile 6 of the MOS Protocol recommends using the following naming convention for MOS IDs for MOS redirection:

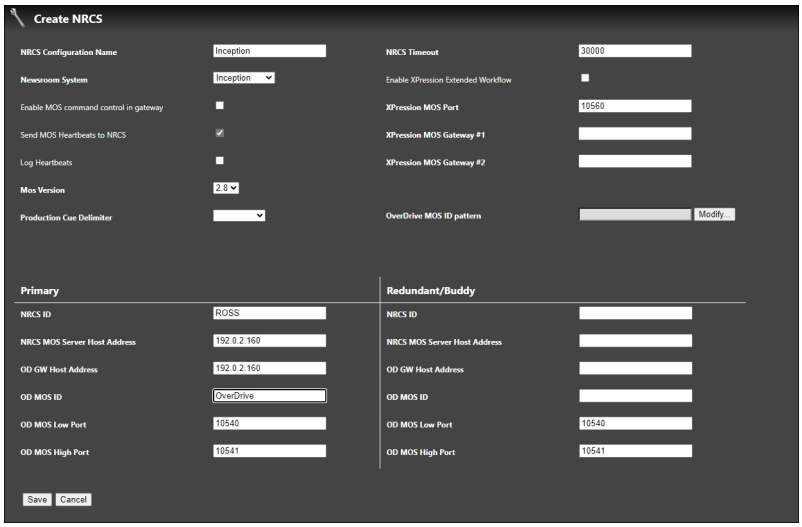
`<family>.<machine>.<location>.<enterprise>.mos`

- OverDrive Servers must contain compatible Master templates and Device template to enable you to code NRCS shows using multiple OverDrive Servers.

To configure MOS redirection for an OverDrive MOS Gateway

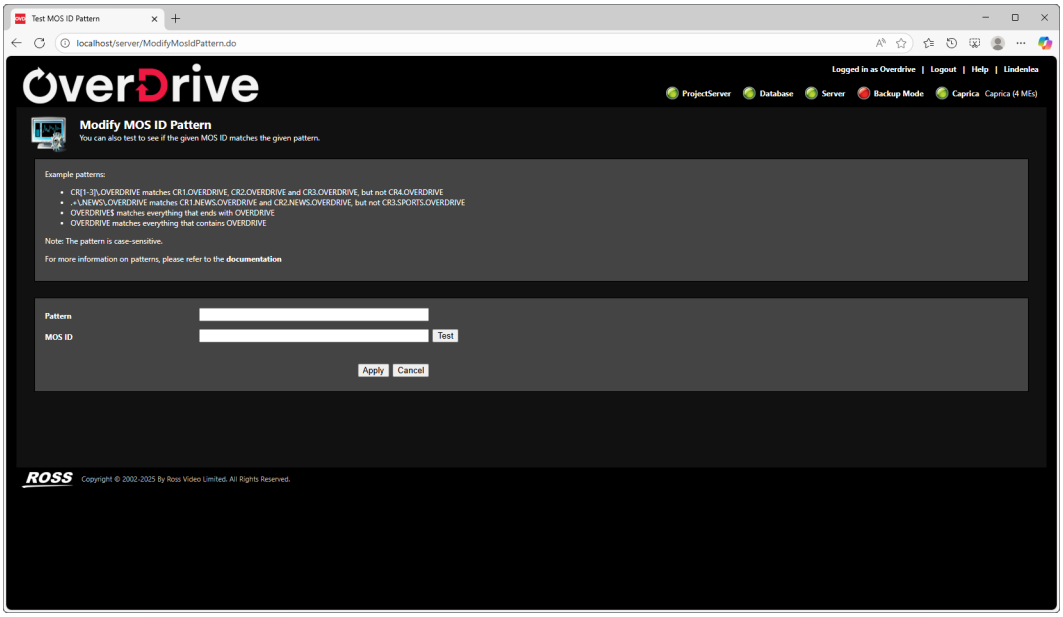
1. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the MOS Gateway for which to enable the XPression extended work flow.

   The **Edit NRCS** section opens for the selected MOS Gateway.



2. In the **Edit NRCS** section, click Modify to the right of the **OverDrive MOS ID** pattern box.

   The **Modify MOS ID Pattern** page opens.



3. In the **Pattern** box, enter a regular expression search pattern to match the MOS IDs of the OverDrive Servers that contain the templates and shots used to code NRCS rundowns. Regular expressions are case sensitive.

   For information about writing regular expressions, refer to "**Appendix D. Regular Expressions**" on page 34–1.

4. To test if the MOS ID of an OverDrive Server matches the regular expression entered in the Pattern box, complete the following steps:

   a. In the **MOS ID** box, enter the MOS ID of the OverDrive Server to test.

   b. Click **Test**.

      OverDrive displays the test results as a message at the top of the **MOS Gateway Configurations** page. Test result messages displayed in green text indicates an successful test, while red text indicates an failed test. Possible test result messages are as follows:

      - **The given MOS ID matches the given pattern**
      - **The given MOS ID does not match the given pattern**
      - **The given pattern is invalid**

      Green text indicates an successful test, while red text indicates an unsuccessful test

5. After entering a regular expression search pattern in the **Pattern** box that matches the correct MOS IDs, click **Apply** to save the pattern.

   The **MOS Gateway Configurations** page closes and the **OverDrive MOS ID** pattern box on the **Configure NRCS page** displays the set pattern.

For More Information on...

- configuring the OverDrive NRCS ActiveX plugin to work with different OverDrive Servers, refer to the section "**Select the OverDrive Server for the OverDrive NRCS ActiveX Plugin**" on page 21–4.

Configure Additional MOS Gateways

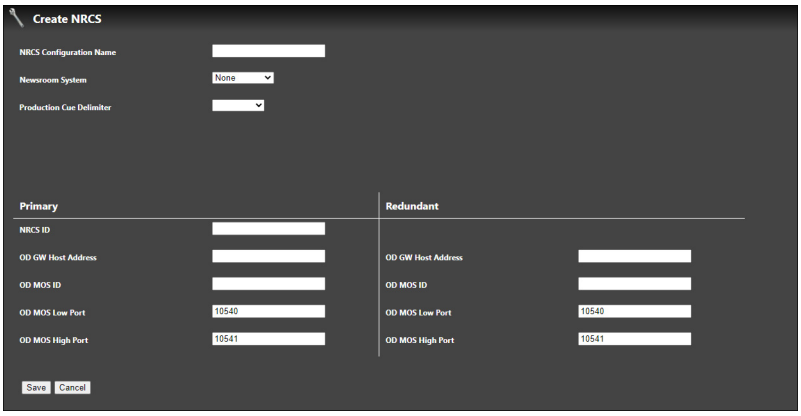
The MOS Gateway also communicates with the NRCS and routes MOS messages from the NRCS to OverDrive clients. An OverDrive system can contain multiple MOS Gateways, one for each NRCS connected to the system.

✶ Only one MOS Gateway can run on a computer.

To configure a MOS Gateway for an additional NRCS in your OverDrive system

1. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Create NRCS Configuration**.

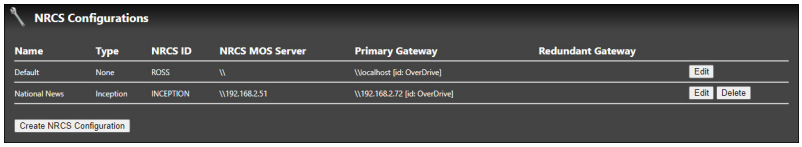
   The **Create NRCS** section opens.



2. In the **NRCS Configuration Name** box, enter a name for your new MOS Gateway.
3. Edit the remaining MOS Gateway settings as required.

4. Click **Save**.

   OverDrive saves the new MOS Gateway and the **Edit NRCS** section closes. The **NRCS Configurations** section lists the available MOS Gateways on an OverDrive system, including the one you just created.



Edit MOS Gateways

You can edit a MOS Gateway to change configuration settings.

To edit a MOS Gateway

1. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the MOS Gateway to edit.

   The **Edit NRCS** section opens for the selected MOS Gateway.

2. Edit the MOS Gateway settings as required.

3. Click **Save**.

   OverDrive saves the MOS Gateway settings and the **Edit NRCS** section closes.

4. Use the **Tools** menu to select **System Services**.

5. In the **OverDrive Services Management** section, click **Restart Mos Gateway** to the right of the MOS Gateway you just finished editing.

   OverDrive restarts the selected MOS Gateway to use the new configuration. The LED in Status column turns green to indicate that the MOS Gateway is connected to the NRCS. The NRCS status LED reports the following states:

    The MOS Gateway is connected to the NRCS.

    The MOS Gateway is in the process of connecting to the NRCS.

    The MOS Gateway is not connected to the NRCS. Check all the connection properties set for both the MOS Gateway and the NRCS to ensure they are entered correctly.

Delete MOS Gateways

After you delete a MOS Gateway, OverDrive users will not be able to access rundowns from the NRCS related to the deleted MOS Gateway.

To delete a MOS Gateway

1. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Delete** to the right of the MOS Gateway to delete.

   A confirmation message opens, asking whether you want to delete the selected MOS Gateway. To keep the MOS Gateway, click **Cancel**.

2. In the confirmation message, click **OK**.

   OverDrive deletes the selected MOS Gateway from the **NRCS Configuration** section.

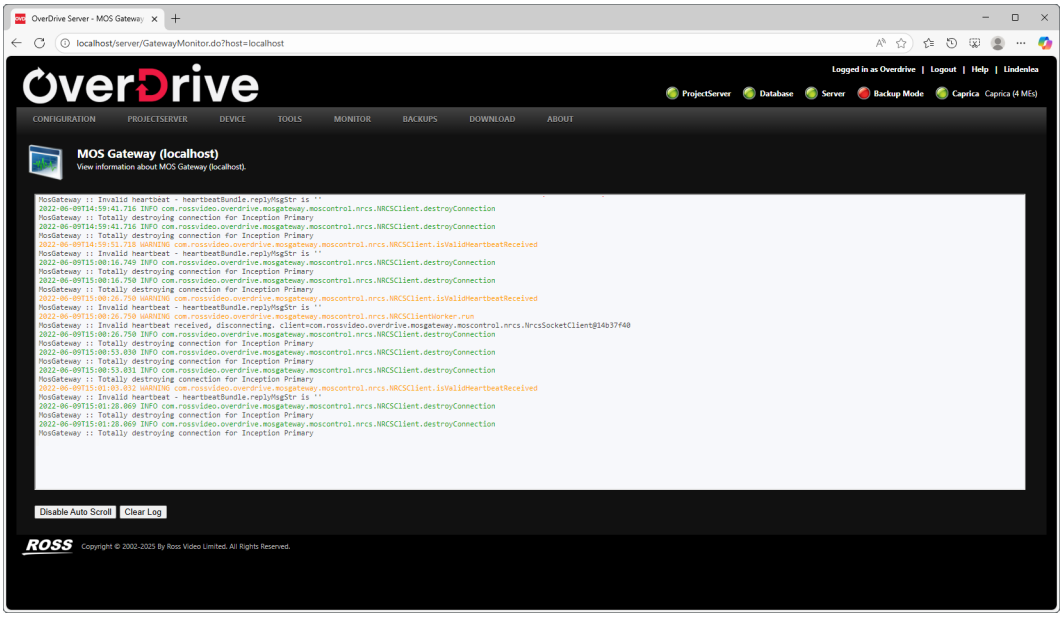
Monitor MOS Gateway Status

All MOS Gateway communication messages are displayed in the MOS Gateway web page for the MOS Gateway running on the OverDrive Server computer. The displayed messages include status messages generated by MOS Gateway during communication with OverDrive or the NRCS.

To monitor MOS Gateway status

1. In the **OverDrive Server Web Administration** web page, use the **Monitor** menu to select **MOS Gateway > <hostname> > MOS Gateway**, where **<hostname>** is the hostname or IP address of the MOS Gateway computer.

   The **MOS Gateway** web page opens.



2. Click **Refresh** to show the latest available MOS Gateway information in the **MOS Gateway** web page.

3. Click **Disable Auto Refresh** to stop OverDrive from automatically refreshing the **MOS Gateway** web page with the latest available MOS Gateway information. Click Refresh to manually refresh the **MOS Gateway** web page.

   After clicking **Disable Auto Refresh**, the button changes to **Enable Auto Refresh**. Click **Enable Auto Refresh** to automatically refresh the **MOS Gateway** web page with the latest available MOS Gateway information.

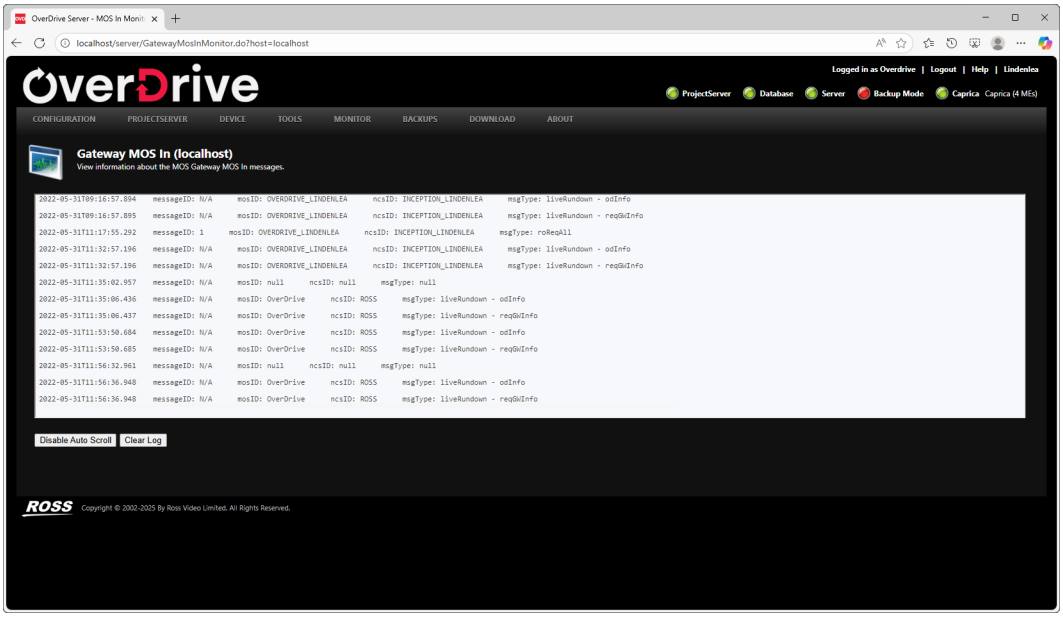
View MOS In Messages

The MOS Gateway sends and receives MOS messages when a MOS device, such as an NRCS, is connected to the MOS Gateway. The MOS In tab logs the MOS messages received from the MOS Server and OverDrive clients by the MOS Gateway running on the OverDrive Server computer.

To view MOS messages received by the MOS Gateway

1. In the **OverDrive Server Web Administration** web page, use the **Monitor** menu to select **MOS Gateway > <hostname> > MOS In**, where **<hostname>** is the hostname or IP address of the MOS Gateway computer.

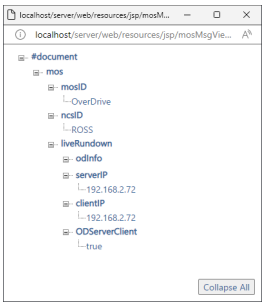
   The **Gateway MOS In** web page opens.



2. Click **Refresh** to show the latest received MOS messages in the **Gateway MOS In** web page.
3. Click **Disable Auto Refresh** to stop OverDrive from automatically refreshing the **Gateway MOS In** web page with the latest received MOS messages. Click Refresh to manually refresh the **Gateway MOS In** web page.

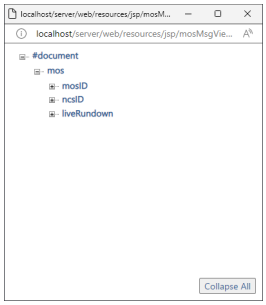
   After clicking **Disable Auto Refresh**, the button changes to **Enable Auto Refresh**. Click **Enable Auto Refresh** to automatically refresh the **Gateway MOS In** web page with the latest received MOS messages.
4. To view details about a message, click a MOS message.

   The **MOS Message** window opens.



5. Click individual nodes to collapse the selected node or click **Collapse All** to collapse all the nodes.

   An example of a **MOS Message** window with all nodes collapsed.



6. Click individual nodes to expand the selected node or click **Expand All** to expand all the nodes.
7. Click the window **Close** button to close the **MOS Message** window.

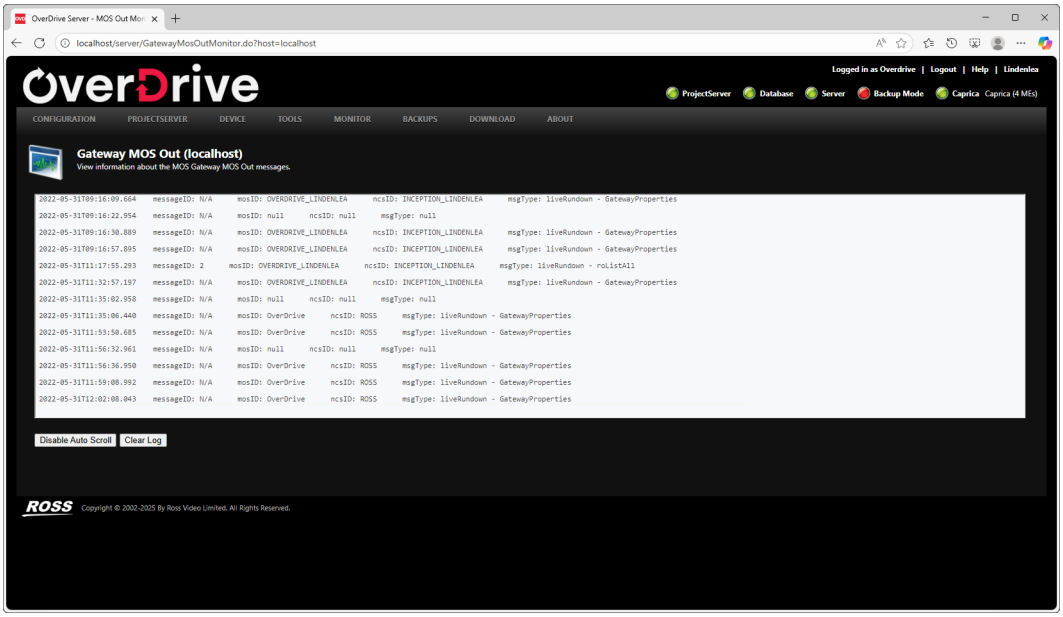
View MOS Out Messages

The MOS Gateway sends and receives MOS messages when a MOS device, such as an NRCS, is connected to the MOS Gateway. The MOS Out tab logs the MOS messages by the MOS Gateway running on the OverDrive Server computer to the NRCS and OverDrive clients.

To view MOS messages sent by the MOS Gateway

1. In the **OverDrive Server Web Administration** web page, use the **Monitor** menu to select **MOS Gateway > <hostname> > MOS Out**, where **<hostname>** is the hostname or IP address of the MOS Gateway computer.

   The **Gateway MOS Out** web page opens.

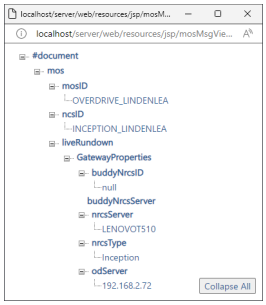


2. Click **Refresh** to show the latest sent MOS messages in the **Gateway MOS Out** web page.
3. Click **Disable Auto Refresh** to stop OverDrive from automatically refreshing the **Gateway MOS Out** web page with the latest sent MOS messages. Click Refresh to manually refresh the **Gateway MOS Out** web page.

   After clicking **Disable Auto Refresh**, the button changes to **Enable Auto Refresh**. Click **Enable Auto Refresh** to automatically refresh the **Gateway MOS Out** web page with the latest sent MOS messages.

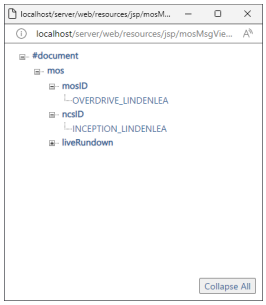
4. To view details about a message, click a MOS message.

   The **MOS Message** window opens.



5. Click individual nodes to collapse the selected node or click **Collapse All** to collapse all the nodes.

   An example of a **MOS Message** window with all nodes collapsed.



6. Click individual nodes to expand the selected node or click **Expand All** to expand all the nodes.
7. Click the window **Close** button to close the **MOS Message** window.

Monitor Client Connections

At any time in the **OverDrive Server Web Administration** web page, use the **Monitor** menu to select **MOS Gateway > MOS Gateway Clients** to view the clients currently connected to the MOS Gateway running on the OverDrive Server computer.

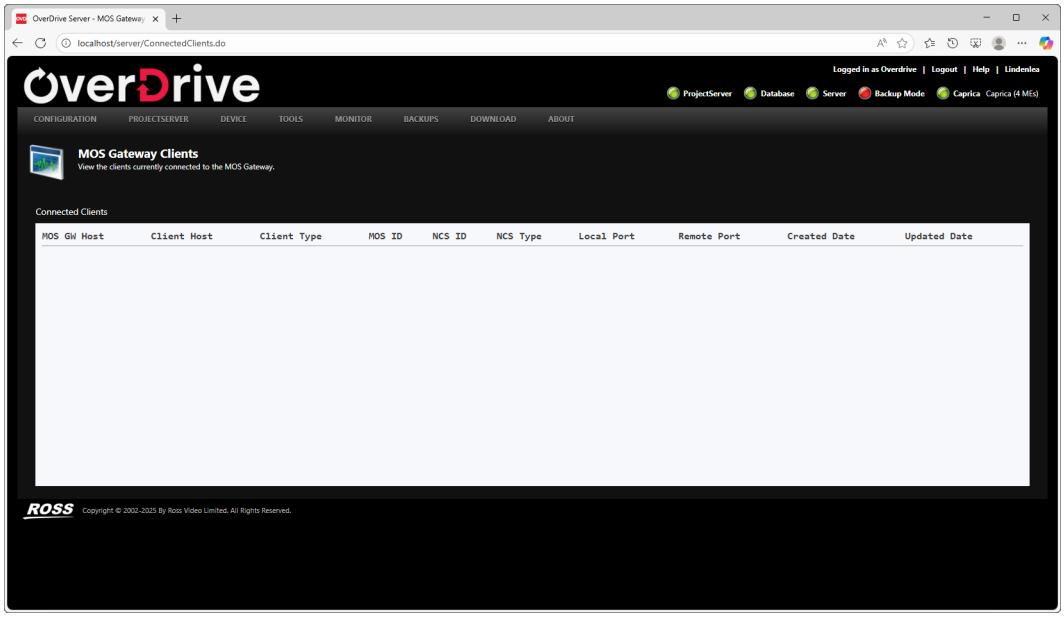


Figure 7.2 MOS Gateway Connect Clients Page

The MOS Gateway only allows a single OverDrive Client system to connect at any time. The **MOS Gateway Clients** page automatically updates when clients connect or disconnect from the MOS Gateway

MOS Log Playback

The MOS Log Playback tab enables Ross Video Technical Support staff to playback the MOS messages in a MOS In or MOS Out log to RundownControl. MOS messages can be sent step by step or continuously.

MOS log playback enables Ross Video Technical Support staff to replay a customer issue, which greatly helps with finding a solution to the issue.

Enable the XPression Extended Work Flow

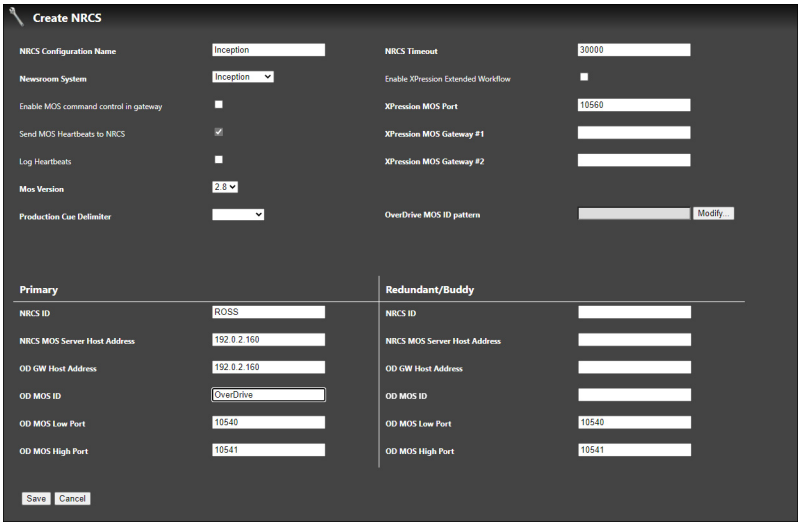
The XPression extended work flow enables XPression to automatically open the same NRCS rundown that you open in OverDrive. When an NRCS rundown opens in OverDrive, the MOS Gateway sends the name of the NRCS rundown to XPression so that XPression can open the same NRCS rundown.

✶ The XPression extended work flow is only available on XPression systems running XPression v6.5.3600 or greater.

To configure the MOS Gateway to inform XPression when an NRCS rundown opens in OverDrive

1. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the MOS Gateway for which to enable the XPression extended work flow.

   The **Edit NRCS** section opens for the selected MOS Gateway.



2. In the **Edit NRCS** section, select the **Enable XPression Extended Workflow** check box.
3. Confirm that the **XPression MOS Port** box contains the default value of **10560**.

   Ross Video recommends using the default port number unless otherwise specified.
4. In the **XPression MOS GW #1** box, enter the hostname or IP address of the Primary XPression MOS Gateway computer.
5. In the **XPression MOS GW #2** box, enter the hostname or IP address of the Redundant XPression MOS Gateway computer.
6. Click **Save**.

   OverDrive saves the MOS Gateway settings and the **Edit NRCS** section closes.

OverDrive ProjectServer

The OverDrive ProjectServer enables the storage and management of OverDrive show and global system configurations in a central location. The current show and global system configurations can be published from an OverDrive Server to the OverDrive ProjectServer. Other OverDrive Servers with connection to the OverDrive ProjectServer can deploy show and global system configurations from the OverDrive ProjectServer to configure the their OverDrive system for a specific production.

- The OverDrive ProjectServer must be installed on a the same computer as the OverDrive Server from which you will publish show and global system configurations. An OverDrive Server must be able to connect to the OverDrive ProjectServer to deploy show and global system configurations to the OverDrive system.

  For information on how to install and configure your OverDrive ProjectServer, refer to the section **OverDrive ProjectServer Installation** in the ***OverDrive Installation and Configuration Guide***.

The following topics are discussed in this chapter:

- Configuration Settings Managed by Your ProjectServer
- Create a Show on the OverDrive ProjectServer
- Publish the Show Configuration from an OverDrive Server
- Manage Show Revisions
- Deploy a Show to an OverDrive Server
- Publish the Global System Configuration from an OverDrive Server
- Manage Global System Configuration Revisions
- Deploy the Global System Configuration to an OverDrive Server

Configuration Settings Managed by Your ProjectServer

The OverDrive ProjectServer enables the storage and management of OverDrive show and global system configuration settings in a central location. For a complete list of the OverDrive show and global system configuration settings stored by the OverDrive ProjectServer, refer to "**Appendix H. ProjectServer Managed Settings**" on page 38–1.

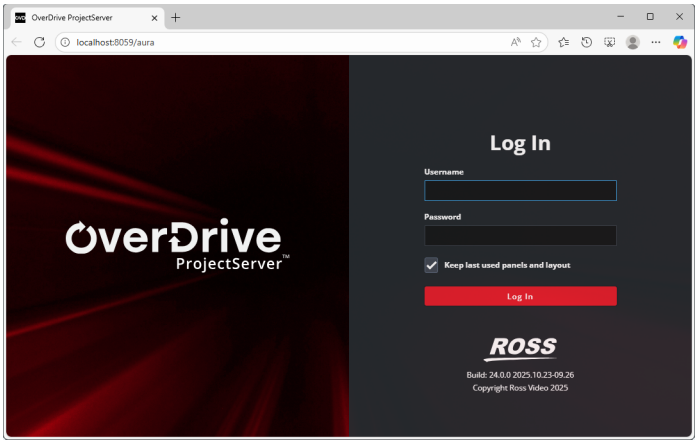
Create a Show on the OverDrive ProjectServer

Before you can publish show configurations from an OverDrive Server to the OverDrive ProjectServer, you must create a show on the OverDrive ProjectServer. Shows are the containers that store show configurations published to an OverDrive ProjectServer. Each time an OverDrive Server publishes a show configuration, the OverDrive ProjectServer creates a revision for the show.

To create a show on the OverDrive ProjectServer

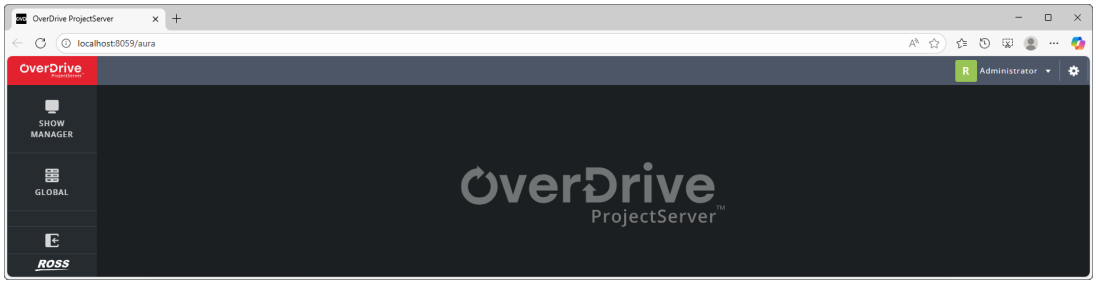
1. Use one of the following methods to open the **OverDrive ProjectServer** web page:
   - On the desktop, double-click the **Ross OverDrive ProjectServer** icon.
   - Use the **Start** menu to select **Ross OverDrive ProjectServer** > **Ross OverDrive ProjectServer**.
   - On a computer connected to the same subnetwork as your OverDrive ProjectServer computer, use a supported web browser to open `http://<OverDrive ProjectServer>:8059/`. In the URL, `<OverDrive ProjectServer>` is the hostname or IP address of the OverDrive ProjectServer in your OverDrive System.

   The **Log In** web page opens.



2. In the **Log In** section, enter the login credentials of an OverDrive user with administrator privileges in the **Username** and **Password** boxes.
3. Click **Log In**.

   The **OverDrive ProjectServer** opens.

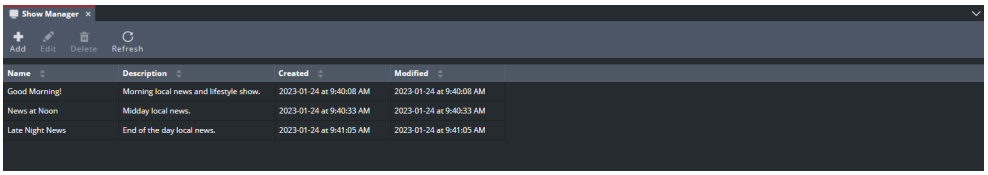


The **OverDrive Server Web Administration** and the **ProjectServer** web page favicons and labels identify the type of server you are connected to. The following favicons and labels identify server types in your OverDrive system:

- — Licensed OverDrive Servers that are not central: node, stand-alone, and stand-alone with a ProjectServer. Node **OverDrive Server Web Administration** web pages also display the **Node** label to the right of the OverDrive logo at the top of the web page.
- — **CentralServer**. The **OverDrive Server Web Administration** web page also displays the **CentralServer** label to the right of the OverDrive logo at the top of the web page.
- — **ProjectServer**

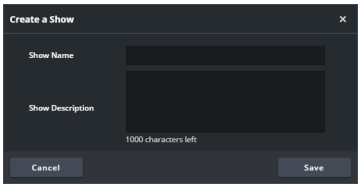
4. From the side navigation, click the **SHOW MANAGER**.

   The **Show Manager** panel opens.



5. From the **Show Manager** toolbar, click the **Add** icon.

   The **Create a Show** dialog box opens.



6. In the **Show Name** box, enter a name for the new show. All shows must have a name.

   Show names must meet the following conditions:

   - The name of a show must be unique on an OverDrive ProjectServer.
   - Show names can be up to 256 characters in length.

7. In the **Description** box, enter a description for the show.

   Descriptions can be up to 1000 characters in length and are optional.

8. Click **Save**.

   The **Shows** table displays your new show.

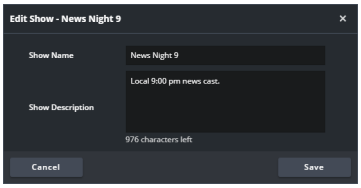
Edit a Show

You can use the Edit Show dialog box to modify the properties of an existing show.

To edit a show

1. In the **Show Manager** table, select the show to edit.
2. From the **Show Manager** toolbar, click the **Edit** icon.

The **Edit Show** dialog box opens displaying the properties of the selected show.



3. In the **Edit Show** dialog box edit the show properties as required.
4. After you finish editing the show, click **Save** to save the modified show and close the **Edit Show** dialog box.

Delete a Show

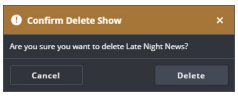
You can delete any show that you created on the OverDrive ProjectServer.

✶ Deleting a show also deletes all of the OverDrive Server configurations contained in the revisions of the show. Shows deleted from an OverDrive ProjectServer cannot be restored.

To delete a show

1. In the **Show Manager** table, select the show to delete.
2. From the **Show Manager** toolbar, click the **Delete** icon.

   The **Confirm Delete Show** alert opens.



   If another ProjectServer user deletes the same show while you have the **Confirm Delete Show** alert open for the show, the name of the show changes to **undefined**. Click **Cancel** to close the **Confirm Delete Show** alert.
3. Click **Delete**.

   The OverDrive ProjectServer deletes the selected show and removes it from the **Show Manager** table.

Publish the Show Configuration from an OverDrive Server

With shows added to the OverDrive ProjectServer, you can publish the show configuration of an OverDrive Server to a show revision. The active revision of a show can be deployed to any OverDrive Server connected to the OverDrive ProjectServer.

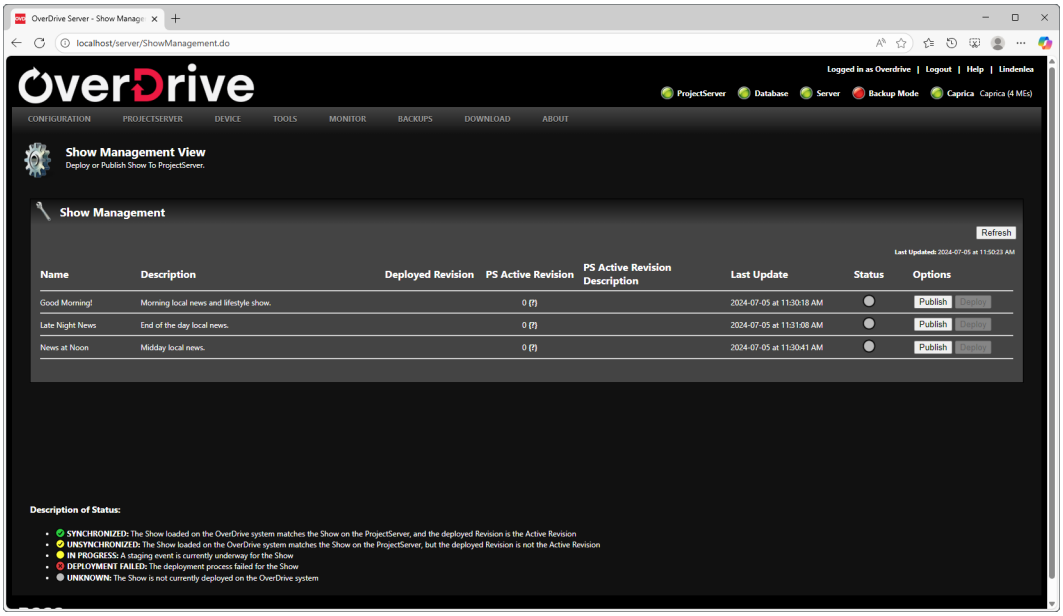
✶ You can only publish show configurations from the OverDrive Server installed on the same computer as the OverDrive ProjectServer. In a Redundant OverDrive System, you can only publish show configuration from the Primary OverDrive Server.

You can also publish shot and folder changes from the Ross Video OverDrive NRCS plugin to the OverDrive ProjectServer. For more information on publishing from the Ross Video OverDrive NRCS plugin, refer to the section "**Publish Shot and Folder Changes**" on page 21–37.

To publish the show configuration from an OverDrive Server

1. From the **OverDrive Server** installed on the **OverDrive ProjectServer** computer, use the **PROJECTSERVER** menu to select **Show Management**.

   The **Show Management View** web page opens.

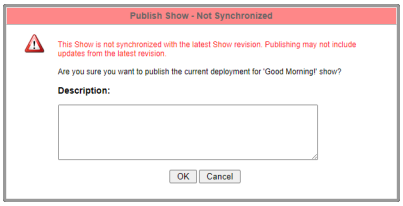


2. In the **Options** column of the show to publish the current OverDrive Server show configuration, click **Publish**.

   The **Publish Show** dialog box opens.



   When the show you are publishing is not synchronized with the latest show revision, the deployed revision does not match the ProjectServer active revision, the The **Publish Show - Not Synchronized** dialog box opens.



✶ Publishing an unsynchronized show may not included updates from the latest show revision.

3. In the **Description** box, enter a description for the show revision.

   Descriptions can be up to 245 characters in length and are optional.

4. Click **OK**.

   The OverDrive Server publishes the current show configuration to the OverDrive ProjectServer. The OverDrive ProjectServer creates a new show revision for the published show configuration. The OverDrive ProjectServer also sets the newly published revision as the active revision for the show.

   To view additional information about the ProjectServer active revision of a show, hover the mouse over **{?}** In the **PS Active Revision** column to display a tooltip summary for the associated show.

The **Status** column icon updates to indicate the revision status as follows:



Synchronized — the show loaded on the OverDrive Server matches the show on the OverDrive ProjectServer, and the deployed show revision is the active revision.



Unsynchronized — the show loaded on the OverDrive system matches the show on the ProjectServer, but the deployed Revision is not the Active Revision.



Staging — the active show revision is in transit between the OverDrive ProjectServer and the OverDrive Server.



Deployment Failed — the show selected from the OverDrive ProjectServer did not deploy to the OverDrive Server. Check that the OverDrive ProjectServer is running.



Unknown — the OverDrive Server cannot verify the status of the OverDrive ProjectServer. Check that the API key entered on the OverDrive Server matches the API key generated on the OverDrive ProjectServer.

Publishing Errors

When an error occurs publishing the show configuration from an OverDrive Server to a show revision, the OverDrive Server displays an error message on the following web pages to help you fix the error:

- **Show Management View** — from the OverDrive Node Server, use the **PROJECTSERVER** menu to select **Show Management** to open this web page.
- **ProjectServer Monitor** — from the OverDrive Node Server, use the **MONITOR** menu to select **Server > ProjectServer** to open this web page.

The possible publishing errors and corresponding error messages are as follows:

Table 8.1 Publish Error Messages

Publishing Error	Error Message
Timed out waiting for the Caprica file.	Timed out waiting for Caprica publish action to complete.
Timed out waiting for the switcher file.	Timed out waiting for Switcher publish action to complete.
Caprica returned a failure status for the Caprica backup file.	Failed to create backup of Caprica file.
Caprica returned a failure status for the switcher backup file.	Failed to create backup of Switcher file.
OverDrive file upload to the OverDrive ProjectServer failed (OverDrive file not created, or API call failure).	Failed while trying to upload OverDrive file to ProjectServer.
Caprica file upload to the OverDrive ProjectServer failed.	Failed while trying to upload Caprica file to ProjectServer.
Switcher file upload to the OverDrive ProjectServer failed.	Failed while trying to upload Switcher file to ProjectServer.

Manage Show Revisions

Each time the OverDrive Server publishes a show configuration to a show, the OverDrive ProjectServer creates a new revision for the show. A show can have many revisions, but only one revision can be set as the active revision for deployment to OverDrive Servers.

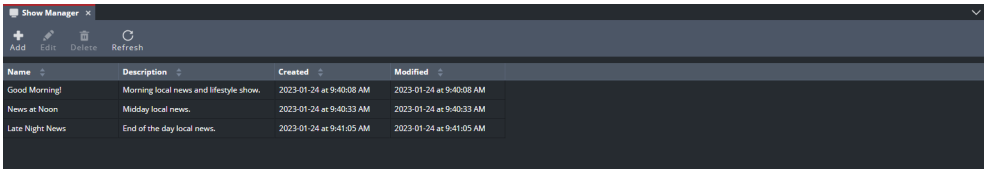
To view the revisions for a show

1. Log in to the **OverDrive ProjectServer** using the login credentials of an OverDrive user with administrator privileges.

   The **OverDrive ProjectServer** opens.

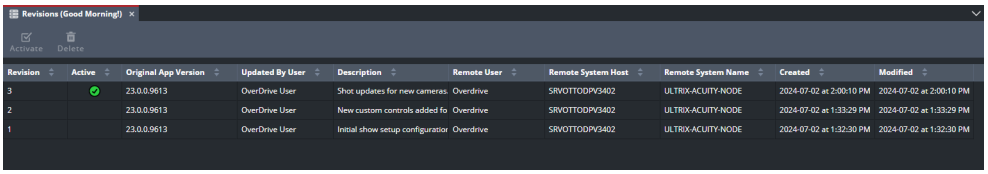
2. From the side navigation, click the **SHOW MANAGER** icon.

   The **Show Manager** panel opens.



3. In the **Show Manager** table, double-click the show for which to view revisions.

   The **Revisions** panel opens displaying the name of the selected show in the panel title.



   The  icon displayed in the **Active** column identifies the currently active revision for the show. When a show is deployed to an OverDrive Server, the OverDrive ProjectServer deploys the configuration contained in the active revision.

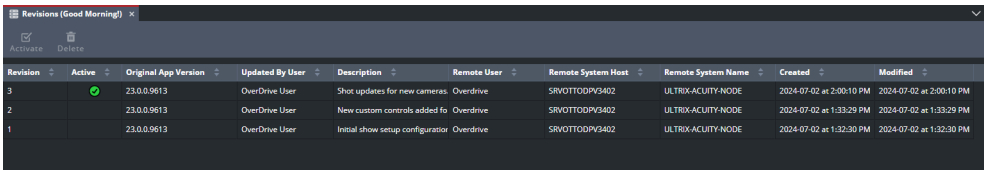
Set the Active Revision for a Show

A show can have multiple revisions, but only one revision can be active. When the OverDrive Server publishes to show, the latest show revision is set as the active revision. You can also select any revision of a show to be set as the active revision for deployment to other OverDrive Servers.

To set the active revision for a show

1. In the **Show Manager** panel, double-click the show for which to view revisions.

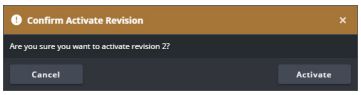
   The **Revisions** panel opens displaying the name of the selected show in the panel title. The  icon displayed in the **Active** column identifies the currently active revision of the selected show.



2. In the **Revisions** panel, select an inactive show revision to set as the active revision.

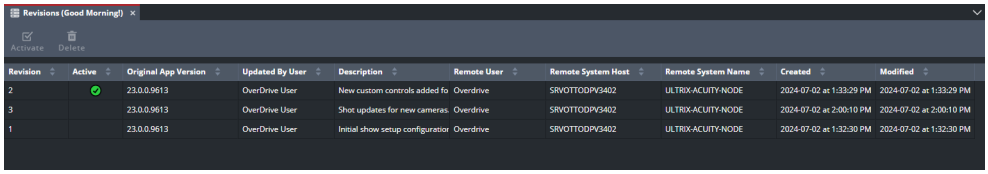
3. From the **Revisions** toolbar, click the **Activate** icon.

   The **Confirm Activate Revision** alert opens.



4. Click **Activate**.

   The selected revision moves at the top of the panel and the icon displays in the **Active** column to identify the new active revision for the selected show.



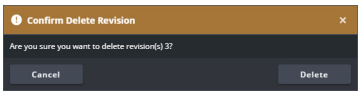
Delete a Revision from a Show

You can delete any inactive revision from a show.

To delete a revision from a show

1. In the **Revisions** table, select one or more inactive show revisions to delete.
2. From the **Revisions** toolbar, click the **Delete** icon.

   The **Confirm Delete Revision** alert opens.



3. Click **Delete** to delete the selected show revision or revisions.

   The OverDrive ProjectServer deletes the selected show revision or revisions and removes them from the **Revisions** panel.

Deploy a Show to an OverDrive Server

The active revision of a show can be deployed to an OverDrive Server to configure it run the show.

✶ When the active revision of a show is deployed to an OverDrive Server, the configuration settings contained in the selected show overwrite the OverDrive Server configuration.

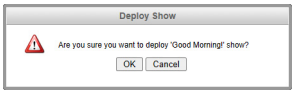
To deploy the active revision of a show to an OverDrive Server

1. On the **OverDrive ProjectServer**, set the **show revision** to deploy.
2. On the **OverDrive Server** to deploy the active revision of a show, use the **PROJECTSERVER** menu to select **Show Management**.

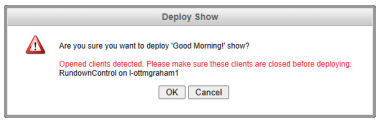
   The **Show Management View** web page opens.

3. In the **Options** column of the show to deploy to the OverDrive Server, click **Deploy**.

   The **Deploy Show** alert opens.



   When an OverDrive client is open, the **Deploy Show** alert opens.



4. Click **OK** to deploy the active revision of the selected show or **Cancel** to cancel the deployment.

   An **Progress** dialog box opens when you select to deploy the active show revision. The **Progress** dialog box automatically closes when the deployment completes. You cannot manually close the **Progress** dialog box.

   The OverDrive Server starts using the configuration contained in the deployed show revision. The **Status** column icon updates to indicate the show state.

Deployment Errors

When an error occurs deploying the active revision of a show to an OverDrive Server, the OverDrive Server displays an error message on the following web pages to help you fix the error:

- **Show Management View** — from the OverDrive Node Server, use the **PROJECTSERVER** menu to select **Show Management** to open this web page.
- **ProjectServer Monitor** — from the OverDrive Node Server, use the **MONITOR** menu to select **Server > ProjectServer** to open this web page.

The possible deployment errors and corresponding error messages are as follows:

Table 8.2 Publish Error Messages

Publishing Error	Error Message
Failed to restore the OverDrive file (corrupt file).	Failed while restoring OverDrive file. File contains no restorable data and may be corrupt.
Failed to restore the Caprica file (corrupt file).	Failed while applying previous Caprica configurations.
Failed to restore the Switcher file (corrupt file).	Failed while applying previous Switcher configurations.
Failed to get the OverDrive file from the OverDrive ProjectServer.	OverDrive file was not returned by the ProjectServer.
Failed to get the Caprica file from the OverDrive ProjectServer.	Caprica file was not returned by the ProjectServer.
Failed to get switcher file from the OverDrive ProjectServer.	Switcher file was not returned by the ProjectServer.
Timed out waiting for the Caprica Server.	Timed out waiting for Caprica deploy action to complete.
Timed out waiting for the switcher.	Timed out waiting for Switcher deploy action to complete.
Caprica returned a failure status for the Caprica file command.	Failed while applying previous Caprica configurations.
Caprica returned a failure status for the Switcher file command.	Failed while applying previous Switcher configurations.

Show Configuration Deployment Rollback

Deploying the active revision of a show overwrites the current show configuration of an OverDrive Server. As a precaution, OverDrive creates a RapidRestore backup file before deploying the active show revision. Pre-deployment RapidRestore backup files are saved in your RapidRestore folder with the following filename:

`PreDeployShowBackup-<Date> <Time>.odv5`

In the filename, `<Date>` is the deployment date and `<Time>` is the deployment time in 24 hour format, for example:

`PreDeployShowBackup-Mar-06-2023 14-30-45.ovd5`

If the deployed show configuration is not right for your OverDrive Server, you can use RapidRestore to restore the pre-deployment RapidRestore backup file.

For More Information on...

- on using RapidRestore restore a RapidRestore backup file, refer to the section "**Restore Settings and Rundowns**" on page 27–6.

Publish the Global System Configuration from an OverDrive Server

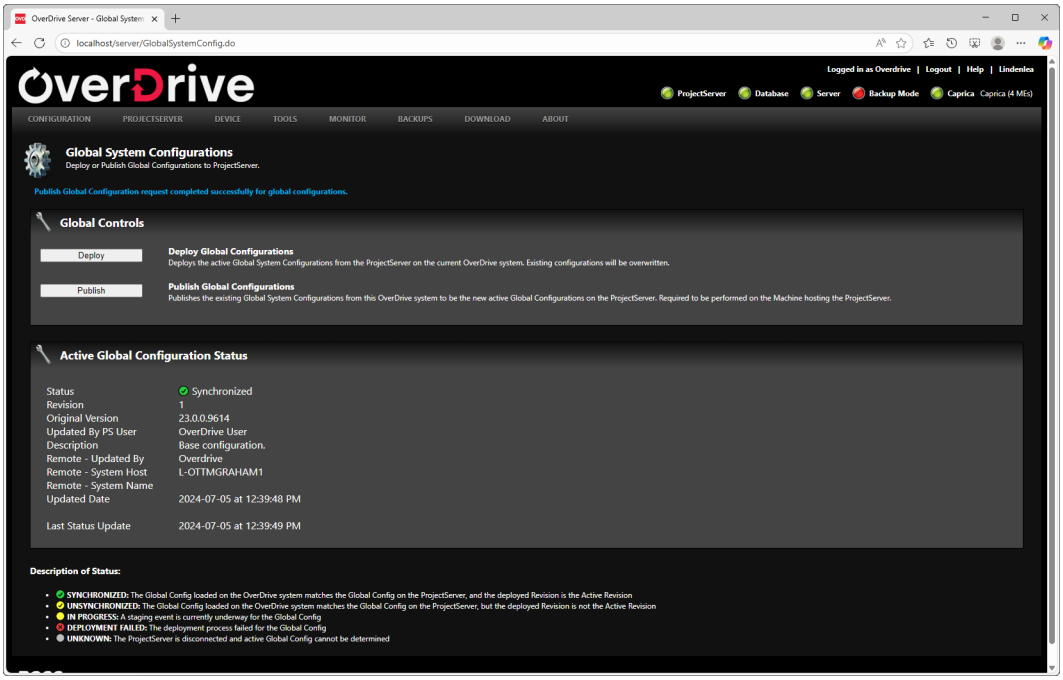
Publishing the current global system configuration of an OverDrive Server creates a revision of the global system configuration on the OverDrive ProjectServer. The active revision of global system configuration can be deployed to any OverDrive Server connected to the OverDrive ProjectServer.

✶ You can only publish the global system configuration from the OverDrive Server installed on the same computer as the OverDrive ProjectServer. In a Redundant OverDrive System, you can only publish the global system configuration from the Primary OverDrive Server.

To publish the global system configuration from an OverDrive Server

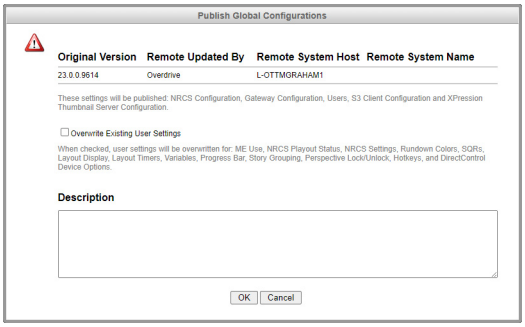
1. From the **OverDrive Server** installed on the **OverDrive ProjectServer** computer, use the **PROJECTSERVER** menu to select **Global System Config**.

   The **Global System Configurations** web page opens.



2. In the **Global Controls** section, click **Publish**.

The **Publish Global Configuration** dialog box opens.



3. To save the current OverDrive user settings in the global system configuration, select the **Overwrite Existing User Settings** check box. Clear the **Overwrite Existing User Settings** check box to not save the current OverDrive user settings in the global system configuration.

   • In the **Description** box, enter a description for the global system configuration revision.

   Descriptions can be up to 245 characters in length and are optional.

4. Click **OK**.

   The OverDrive Server publishes the global system configuration to the OverDrive ProjectServer. The OverDrive ProjectServer creates a new revision for the global system configuration. The OverDrive ProjectServer also sets the newly published revision as the active global system configuration revision.

   The **Active Global Configuration Status** section displays information about the currently active global system configuration.



The **Status** field icon updates to indicate the active revision status as follows:



Synchronized — the global system configuration revision loaded on the OverDrive Server matches the active revision set on the OverDrive ProjectServer.



Unsynchronized — the global system configuration loaded on the OverDrive system matches the global system configuration on the ProjectServer, but the deployed Revision is not the Active Revision.



Staging — the active global system configuration is in transit between the OverDrive ProjectServer and the OverDrive Server.



Deployment Failed — the active global system configuration on the OverDrive ProjectServer did not deploy to the OverDrive Server. Check that the OverDrive ProjectServer is running.



Unknown — the OverDrive Server cannot verify the status of the OverDrive ProjectServer. Check that the API key entered on the OverDrive Server matches the API key generated on the OverDrive ProjectServer.

Manage Global System Configuration Revisions

Each time the OverDrive Server publishes a global system configuration, the OverDrive ProjectServer creates a new revision of the global system configuration. The OverDrive ProjectServer can maintain many revisions of the global system configuration, but only one revision can be set as the active revision for deployment to OverDrive Servers.

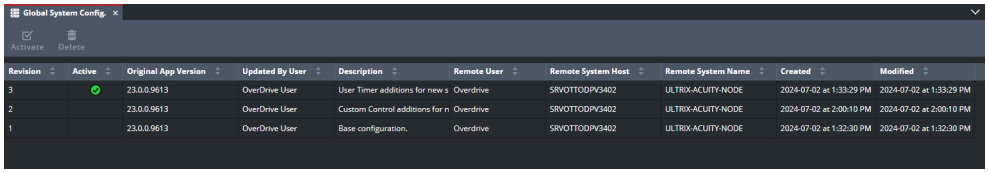
✶ To view the revisions for a show

1. Log in to the **OverDrive ProjectServer** using the login credentials of an OverDrive user with administrator privileges.

   The **OverDrive ProjectServer** opens.

2. From the side navigation, use the **GLOBAL** icon to select **System Configurations**.

   The **Global System Configurations** panel opens.



   The  icon displayed in the **Active** column identifies the currently active global system configuration revision. When the global system configuration is deployed to an OverDrive Server, the OverDrive ProjectServer deploys the active revision of the global system configuration.

Set the Active Global System Configuration Revision

Newly published global system configuration revisions are automatically set as the active revision. You can also select the global system configuration revision to set as the active revision for deployment to OverDrive Servers.

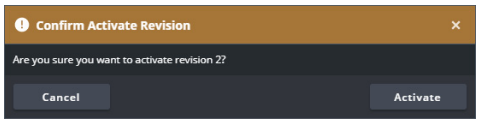
To set the active global system configuration revision

1. In the **Global System Configurations** panel, select an inactive global system configuration revision to set as the active revision.

   The  icon displayed in the **Active** column identifies the currently active global system configuration revision.

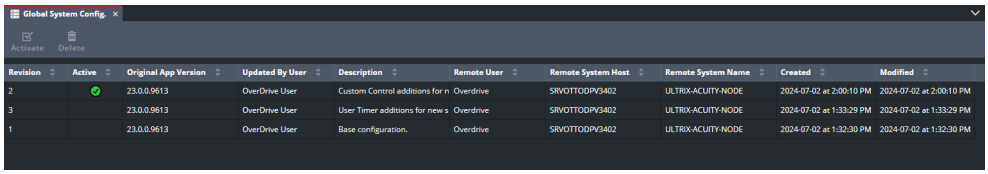
2. From the **Global System Configurations** toolbar, click the  **Activate** icon.

   The **Confirm Activate Revision** alert opens.

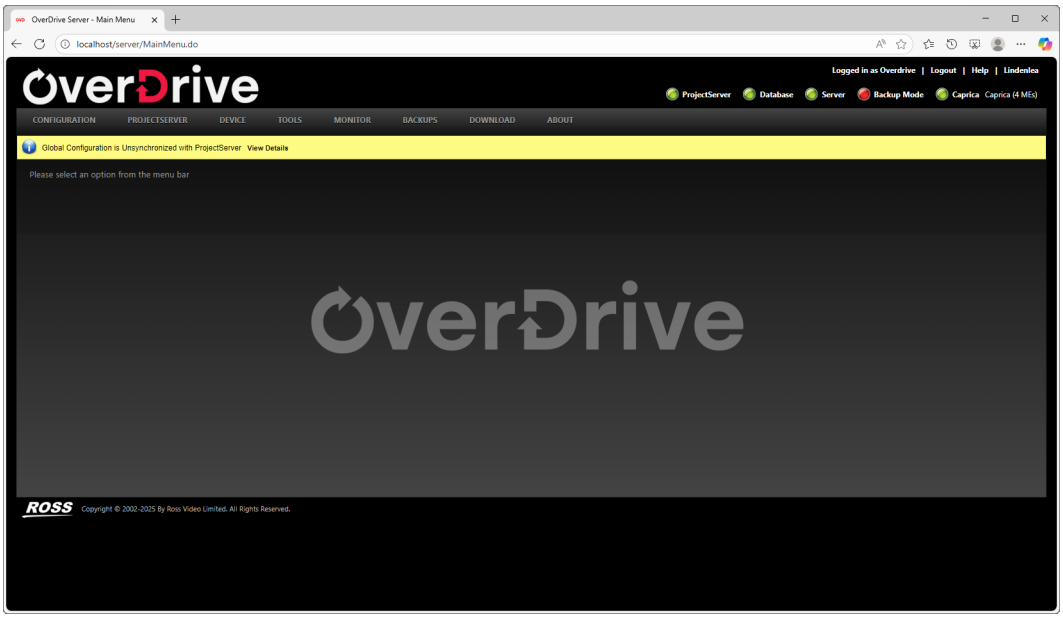


3. Click **Activate**.

   The selected revision moves at the top of the panel and the  icon displays in the **Active** column to identify the new active global system configuration revision.



When the active global system configuration revision is different than the revision deployed on an OverDrive Server, the following **Alert** banner displays at the top of all **OverDrive Server Web Administration** web pages:



In the **Alert** banner, click **View Details** to open the **Global System Configurations** web page to deploy the currently active global system configuration revision and resynchronize the OverDrive Server with the OverDrive ProjectServer. For more information on deploying global system configurations, refer to the section "**Deploy the Global System Configuration to an OverDrive Server**" on page 8–14.

Delete a Global System Configuration Revision

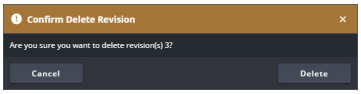
You can delete any inactive global system configuration revision.

To delete a global system configuration revision

1. In the **Global System Configurations** panel, select one or more inactive global system configuration revisions to delete.

2. From the **Global System Configurations** toolbar, click the **Delete** icon.

   The **Confirm Delete Revision** alert opens.



3. Click **Delete** to delete the selected global system configuration revision or revisions.

   The OverDrive ProjectServer deletes the selected global system configuration revision or revisions and removes them from the **Global System Configurations** panel.

Deploy the Global System Configuration to an OverDrive Server

The active global system configuration revision can be deployed to an OverDrive Server to set global configurations for all of the OverDrive Server users.

✶ When the global system configuration is deployed to an OverDrive Server, the settings contained in the deployed revision overwrite the OverDrive Server global system configuration.

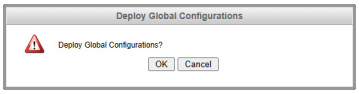
You can also deploy the Master templates and shots in a show to the Ross Video OverDrive NRCS plugin. For more information on deploying a show to the Ross Video OverDrive NRCS plugin, refer to the section "**Deploy a Show to the Ross Video OverDrive NRCS Plugin**" on page 21–36.

To deploy the global system configuration to an OverDrive Server

1. On the **OverDrive ProjectServer**, set the **global system configuration** to deploy.
2. On the **OverDrive Server**, use the **PROJECTSERVER** menu to select **Global System Config**.

   The **Global System Configurations** web page opens.
3. In the **Global Controls** section, click **Deploy**.

   The **Deploy Show** alert opens.



4. Click **OK** to deploy the active global system configuration revision or **Cancel** to cancel the deployment.

   An **Progress** dialog box opens when you select to deploy the active global system configuration revision. The **Progress** dialog box automatically closes when the deployment completes. You cannot manually close the **Progress** dialog box.

   The OverDrive users start using the deployed revision of the global system configuration. The **Active Global System Configuration Status** section updates and displays information about the deployed global system configuration revision.

Automatically Deploy the Global System Configuration

You can configure an OverDrive Server to automatically deploy the active global system configuration revision when it is different than the revision deployed on the OverDrive Server.

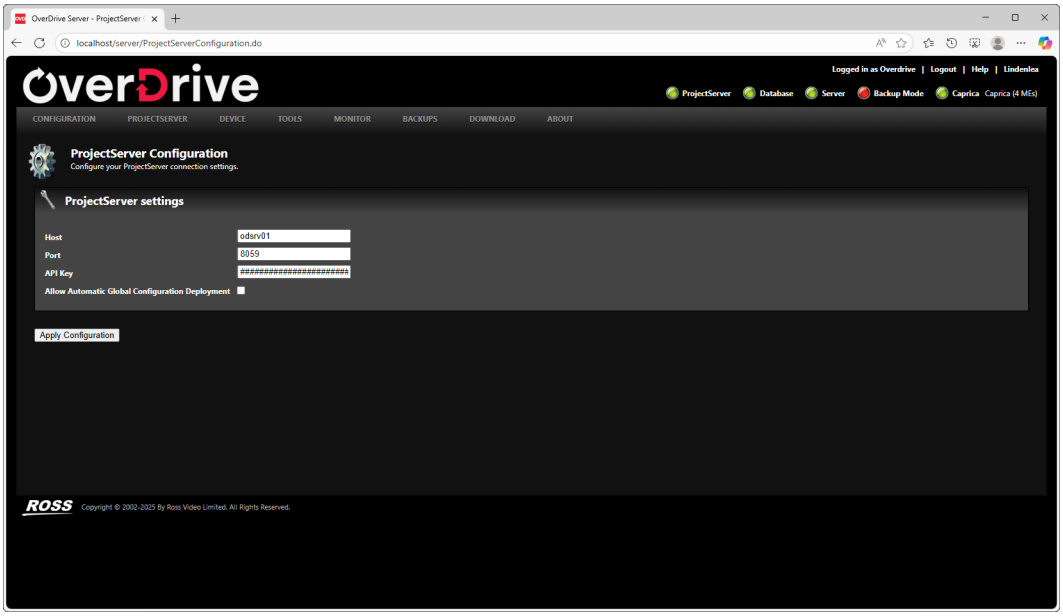
✶ When automatic deployment is enabled:

- › Some configuration setting changes require a restart of services.
- › The OverDrive Server does not stop configuration settings from changing while shows are on-air.

To configure automatic global system configuration deployment for an OverDrive Server

1. From the **OverDrive Server** installed on the **OverDrive** computer to automatically deploy the active global system configuration revision, use the **PROJECTSERVER** menu to select **Configuration**.

   The **ProjectServer Configuration** web page opens.



2. Select the **Allow Automatic Global Configuration Deployment** check box.

3. Click **Apply Configuration**.

   OverDrive updates the OverDrive ProjectServer configuration to enable automatic deployment of the active global configuration to the OverDrive Server.

Global System Configuration Deployment Rollback

Deploying the active revision of the global system configuration overwrites the current global system configuration of an OverDrive Server. As a precaution, OverDrive creates a RapidRestore backup file before deploying the active global system configuration revision. Pre-deployment RapidRestore backup files are saved in your RapidRestore folder with the following filename:

`PreDeployShowBackup-<Date> <Time>.odv5`

In the filename, `<Date>` is the deployment date and `<Time>` is the deployment time in 24 hour format, for example:

`PreDeployShowBackup-Mar-06-2023 14-30-45.ovd5`

If the deployed global system configuration is not right for your OverDrive Server, you can use RapidRestore to restore the pre-deployment RapidRestore backup file.

For More Information on...

- on using RapidRestore restore a RapidRestore backup file, refer to the section "**Restore Settings and Rundowns**" on page 27–6.

OverDrive CentralServer

In your OverDrive system, you can dedicate a computer as a CentralServer to configure OverDrive Server settings and act as the MOS Gateway for multiple OverDrive nodes. The following topics are discussed in this chapter:

- CentralServer System Connections
- Set Up an OverDrive CentralServer System
- Deploy CentralServer Settings to OverDrive Nodes
- MOS Gateway Hot Swap from the CentralServer
- Redundant CentralServer System

CentralServer System Connections

In your OverDrive system, you can dedicate a computer as a CentralServer to configure OverDrive Server settings and act as the MOS Gateway for multiple OverDrive nodes. A CentralServer contains an OverDrive Server, a MOS Gateway, an OverDrive ProjectServer, and the Ross Platform Manager. An OverDrive Node computer runs an OverDrive Primary Server, an optional OverDrive Redundant Server, and a Caprica Server (**Figure 9.1**).

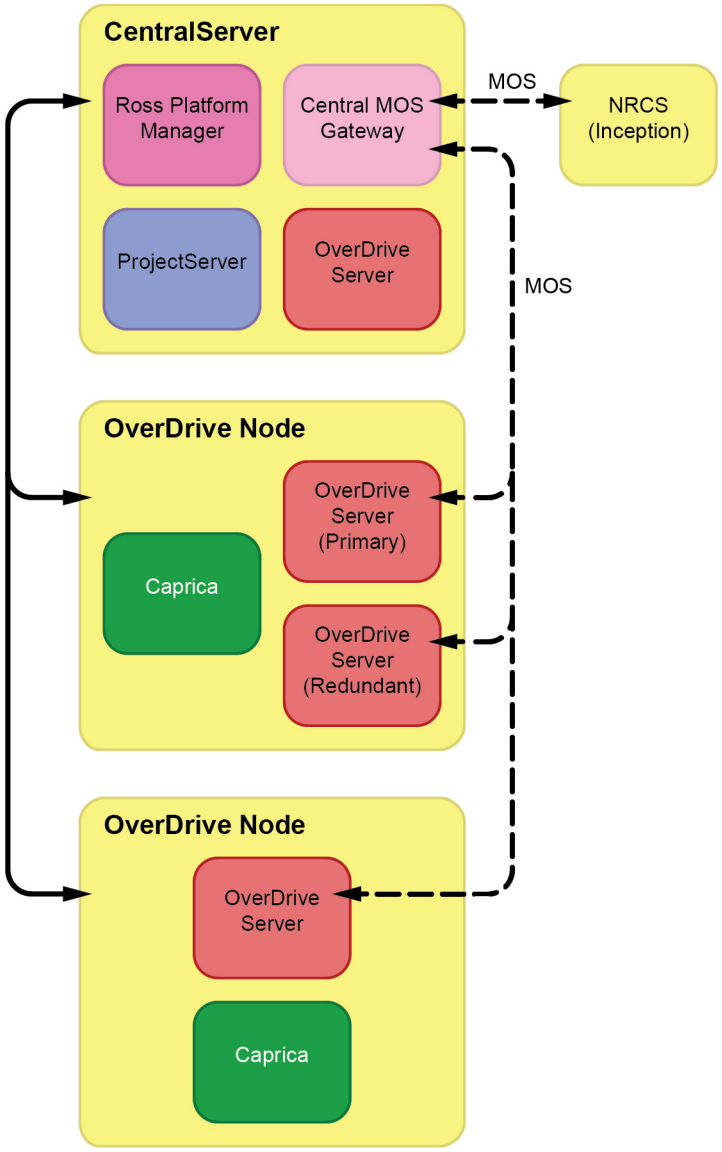


Figure 9.1 CentralServer OverDrive System Configuration

✶ The OverDrive Server running on the CentralServer computer must be licensed with a product key that enables the ProjectServer and CentralServer features. The OverDrive Servers running on each OverDrive Node computer must be licensed with a product key that enables the CentralServer Node feature.

The **OverDrive Server Web Administration** and the **ProjectServer** web page favicons and labels identify the type of server you are connected to. The following favicons and labels identify server types in your OverDrive system:

-  — Licensed OverDrive Servers that are not central: node, stand-alone, and stand-alone with a ProjectServer. Node **OverDrive Server Web Administration** web pages also display the **Node** label to the right of the OverDrive logo at the top of the web page.
-  — **CentralServer**. The **OverDrive Server Web Administration** web page also displays the **CentralServer** label to the right of the OverDrive logo at the top of the web page.
-  — **ProjectServer**

Set Up an OverDrive CentralServer System

An OverDrive CentralServer system contains an OverDrive CentralServer and multiple OverDrive nodes that gather their show, global configuration, and MOS Gateway settings from the CentralServer.

To set up an OverDrive CentralServer system

1. On the **OverDrive CentralServer computer** in your system, install the following software:
   - **Ross Platform Manager** — refer to the section "**Install Ross Platform Manager**" on page 4–19 in the ***OverDrive Installation and Configuration Guide***.
   - **ProjectServer** — refer to the section "**OverDrive ProjectServer Installation**" on page 4–28 in the ***OverDrive Installation and Configuration Guide***.
   - **OverDrive Server** — refer to the section "**OverDrive Server Software Installation**" on page 4–2 in the ***OverDrive Installation and Configuration Guide***.
2. License the **ProjectServer** installed on the **CentralServer** computer with the product key you received from Ross Video Technical Support.
   - For information on how to license a **ProjectServer**, refer to the section "**License Your OverDrive ProjectServer Software**" on page 4–34 in the ***OverDrive Installation and Configuration Guide***.
3. License the **OverDrive Server** installed on the **CentralServer** computer with a product key that enables the **ProjectServer** and **CentralServer** features.

   Refer to the section "**License OverDrive Software**" on page 4–23 in the ***OverDrive Installation and Configuration Guide***.
4. On each **OverDrive Node computer** in your system, install the following software:
   - **Caprica** — refer to the chapter "**Software Installation**" on page 3–1 in the ***Caprica User Guide***.
   - **OverDrive Server** — refer to the section "**OverDrive Server Software Installation**" on page 4–2 in the ***OverDrive Installation and Configuration Guide***.
5. License **Caprica** installed on each **OverDrive Node computer** in your system with the product key you received from Ross Video Technical Support.

   Refer to the section "**Caprica Server Software License**" on page 3–13 in the ***Caprica User Guide***.
6. License the **OverDrive Server** installed on each **OverDrive Node computer** in your system with a product key that enables the **ProjectServer** and **CentralServer Node** features.

   Refer to the section "**License OverDrive Software**" on page 4–23 in the ***OverDrive Installation and Configuration Guide***.

Deploy CentralServer Settings to OverDrive Nodes

With the computers in your CentralServer system set up, you can publish and deploy settings through the ProjectServer on the CentralServer to the connected OverDrive Nodes. The OverDrive Server Nodes deploy show and global configuration settings from the ProjectServer on the CentralServer.

✶ MOS Gateway settings are view only on OverDrive Nodes, updates are deployed from the CentralServer.

To publish and deploy CentralServer Settings

1. On the **OverDrive CentralServer computer** in your system, publish settings for the OverDrive Nodes as follows:
   a. Configure the **show** settings to publish to the **ProjectServer**.
   b. Configure the **global system configuration** settings to publish to the **ProjectServer**.
   c. Configure **MOS Gateway** settings for the **NRCS** in your OverDrive system.

      For information on how to configure MOS Gateway settings, refer to the section "**Configure a MOS Gateway for OverDrive NRCS Rundowns**" on page 7–5.
   d. On the **ProjectServer**, create the **shows** to deploy to the **OverDrive Node computers**.

      For information on how to create ProjectServer shows, refer to the section "**Create a Show on the OverDrive ProjectServer**" on page 8–2.
   e. Publish **show** settings to the **ProjectServer**.

      For information on how to publish show settings, refer to the section "**Publish the Show Configuration from an OverDrive Server**" on page 8–4.
   f. Publish **global system configuration** settings to the **ProjectServer**.

      For information on how to publish global system configuration settings, refer to the section "**Publish the Show Configuration from an OverDrive Server**" on page 8–4.
2. On each **OverDrive Node computer** in your system, deploy settings from the **CentralServer** as follows:
   a. Deploy **show** settings from the **ProjectServer** on the **CentralServer**.

      For information on how to deploy show settings, refer to the section "**Deploy a Show to an OverDrive Server**" on page 8–8.
   b. Deploy **global system configuration** settings from the **ProjectServer** on the **CentralServer**.

      For information on how to deploy global system configuration settings, refer to the section "**Deploy the Global System Configuration to an OverDrive Server**" on page 8–14.

MOS Gateway Hot Swap from the CentralServer

When your OverDrive system contains redundant MOS Gateways, you can use the OverDrive Server Web Administration web page on the CentralServer to hot swap between the Primary and Redundant MOS Gateways.

✶ You can only hot swap MOS Gateways from a CentralServer. Hot swap controls on the OverDrive Server Web Administration web page of Nodes are disabled.

To hot swap the MOS Gateway from the CentralServer

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page on the **CentralServer** in your OverDrive system:

   - On the desktop of the **CentralServer** computer, double-click the **OverDrive Server** icon.
   - On a computer connected to the same subnetwork as your **CentralServer** computer, use a supported web browser to open `http://<CentralServer>/server`. In the URL, `<CentralServer>` is the hostname or IP address of the **CentralServer** in your OverDrive System.

2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

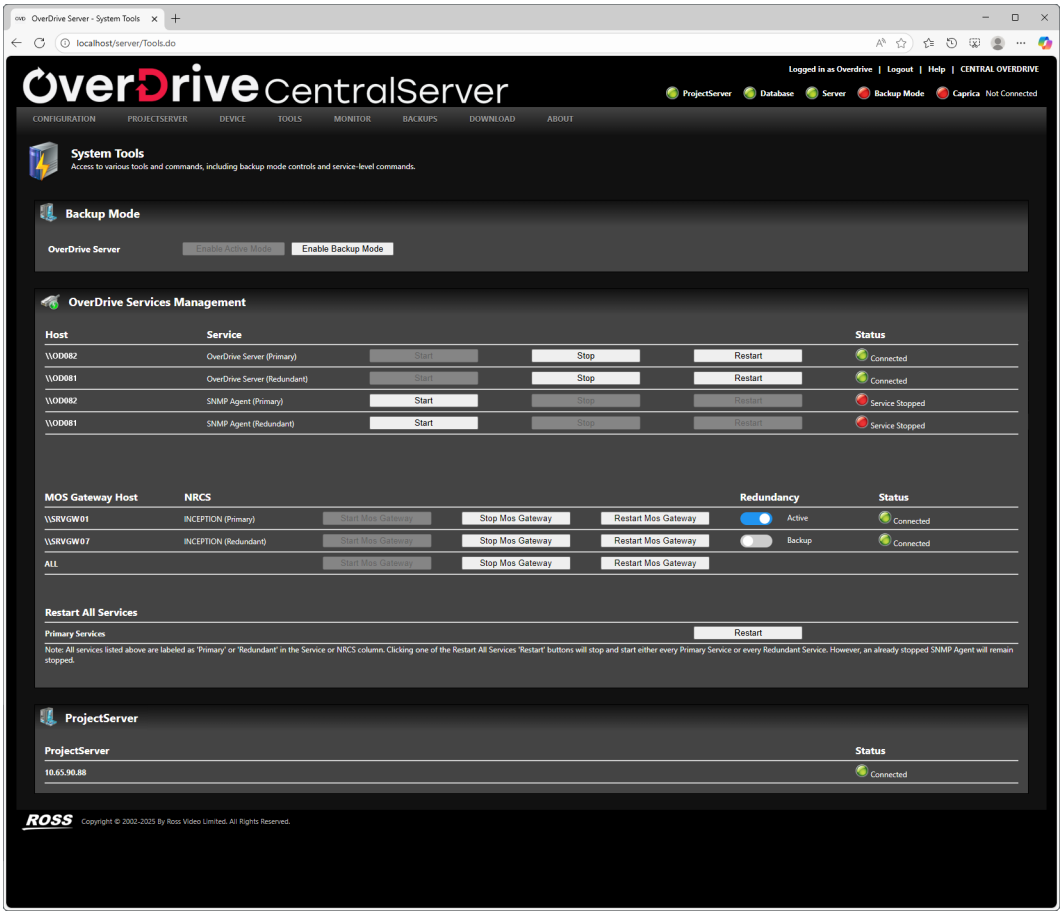
   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

4. Use the **TOOLS** menu to select **System Services**.

   The **System Tools** web page opens.



The MOS Gateway table displays the following information about MOS Gateways in your OverDrive system:

- **MOS Gateway Host** — this column displays the hostname or IP address of the MOS Gateway computer.
- **NRCS** — this column displays the name of the newsroom control system and type. The NRCS type remains as assigned, Primary or Redundant, even after hot swapping MOS Gateways.
- **Start Mos Gateway** — click to this button to start the MOS Gateway service on the MOS Gateway host. This button is only available when the MOS Gateway service is stopped on a host.
- **Stop Mos Gateway** — click to this button to stop the MOS Gateway service on the MOS Gateway host. This button is only available when the MOS Gateway service is running on a host.
- **Restart Mos Gateway** — click to this button to stop and then start the MOS Gateway service on the MOS Gateway host. This button is only available when the MOS Gateway service is running on a host.
- **Redundancy** — this column contains the sliders to hot swap between MOS Gateways. The current mode of a MOS Gateway host is indicated by a label to the right of a slider.
- **Status** — the LED in this column reports the MOS Gateway status as follows:



The MOS Gateway is connected to the NRCS.



The MOS Gateway is in the process of connecting to the NRCS.



The MOS Gateway is not connected to the NRCS. Check all the connection properties set for both the MOS Gateway and the NRCS to ensure they are entered correctly.

5. To hot swap to the **Redundant MOS Gateway**, click the  **Backup** slider next to the **MOS Gateway** (SRVGW07) that you want to hot swap to.

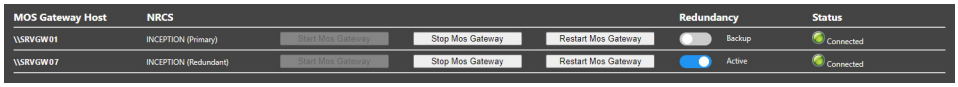


The **Perform Hot Swap** alert opens.



6. Click **OK** to make the selected MOS Gateway the active gateway. Click **Cancel** to cancel the hot swap and not change the active MOS Gateway.

   After the hot swap completes, the sliders update to show the new modes of the **Primary** and **Redundant** MOS Gateways. For example, MOS Gateway SRVGW07 becomes **active** while MOS Gateway SRVGW01 goes into **backup** mode.



MOS Gateway SRVGW01 remains the Primary gateway and MOS Gateway SRVGW07 is the Redundant gateway in your OverDrive system.

For More Information on...

- how to configure redundant MOS Gateways, refer to the section "**Configure a MOS Gateway for OverDrive NRCS Rundowns**" on page 7–5.

Redundant CentralServer System

In a Redundant CentralServer system, one CentralServer is enabled as the Primary CentralServer and a second CentralServer as the Redundant CentralServer. If the Primary CentralServer falters, operation can be continued by switching to the Redundant CentralServer.

Primary CentralServer Configuration

Through the OverDrive Server Web Administration web page on the Primary CentralServer, you can set the IP addresses of the two CentralServers in your Redundant CentralServer system.

To configure the Primary CentralServer in a Redundant CentralServer system

1. On the **Primary CentralServer** system, use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

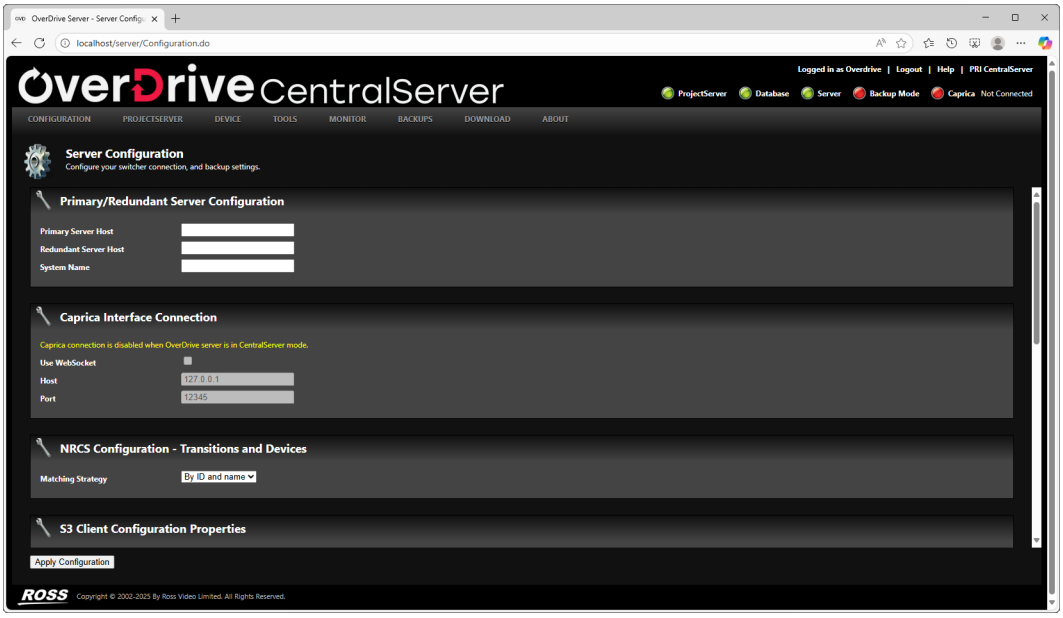
   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

4. Use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.



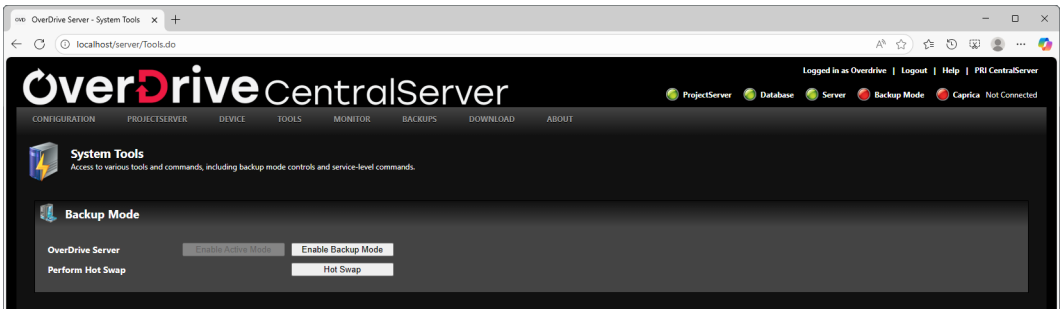
5. In the **Primary/Redundant Server Configuration** section, enter the hostname or IP address of the Primary CentralServer in the **Primary Server Host** box.

6. In the **Redundant Server Host** box, enter the hostname or IP address of the Redundant CentralServer.
7. In the **System Name** box, enter a name for your Primary CentralServer system.

   OverDrive displays the system name above the connection LEDs and in the **About OverDrive** web page.
8. Click **Apply Configuration**.
9. Use the **TOOLS** menu to select **System Services**.

   The **System Tools** web page opens.
10. In the **Backup Mode** section, click **Enable Active Mode**.

    When a CentralServer is in Active Mode, the **Enable Active Mode** button is grayed out.



11. Click **Apply Configuration** to apply and save the CentralServer configuration settings.

Redundant CentralServer Configuration

After using the Primary CentralServer system to configuring the IP addresses of the CentralServers in your Redundant CentralServer system, you can activate Backup Mode on the Redundant CentralServer system to start replicating CentralServer content from the Primary CentralServer system to the Redundant CentralServer system. CentralServer content replicated from the Primary CentralServer system keeps the Redundant CentralServer system synchronized and ready to continue work if the Primary CentralServer system falters.

To activate Backup Mode on the Redundant CentralServer system

1. Verify that the Primary and Redundant CentralServer systems can communicate with each other.

   Test communication by using a web browser on the Redundant CentralServer system to open the IP address of the Primary CentralServer system. The **OverDrive Server Web Administration** page should open in the web browser. Close the web browser after verifying communication.
2. On the **Redundant CentralServer** system, use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.
3. Enter the following user name and password in the provided boxes:
   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

4. Click **Login**.

   The **OverDrive Server - Main** web page opens.

5. Use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.

6. In the **Primary/Redundant Server Configuration** section, enter the hostname or IP address of the Primary CentralServer in the **Primary Server Host** box.

7. In the **Redundant Server Host** box, enter the hostname or IP address of the Redundant CentralServer.

8. In the **System Name** box, enter a name for your Redundant CentralServer system.

   OverDrive displays the system name above the connection LEDs and in the **About OverDrive** web page.

9. Click **Apply Configuration**.

10. Use the **TOOLS** menu to select **System Services**.

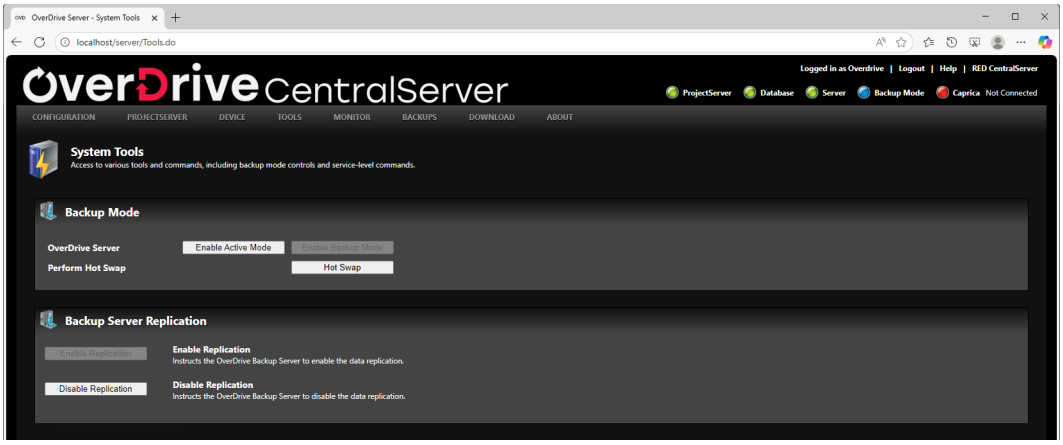
    The **System Tools** web page opens.

11. In the **Backup Mode** section, click **Enable Backup Mode**.

    After activating Backup Mode on the Redundant CentralServer system, OverDrive starts replicating CentralServer content from the Primary CentralServer system to Redundant CentralServer system.

✶ CentralServer systems retrain their set **Backup Mode** state after a system restart.

The **Backup Mode** LED turns blue to indicate that the CentralServer is in Backup Mode.



12. You can use the **Backup Server Replication** section to control the replication of CentralServer content from the Primary CentralServer system to Redundant CentralServer system. The available options are as follows:

    - **Enable Replication** — click this button to replicate CentralServer content from the Primary CentralServer system to Redundant CentralServer system.
    - **Disable Replication** — click this button to stop replicating CentralServer content from the Primary CentralServer system to Redundant CentralServer system.

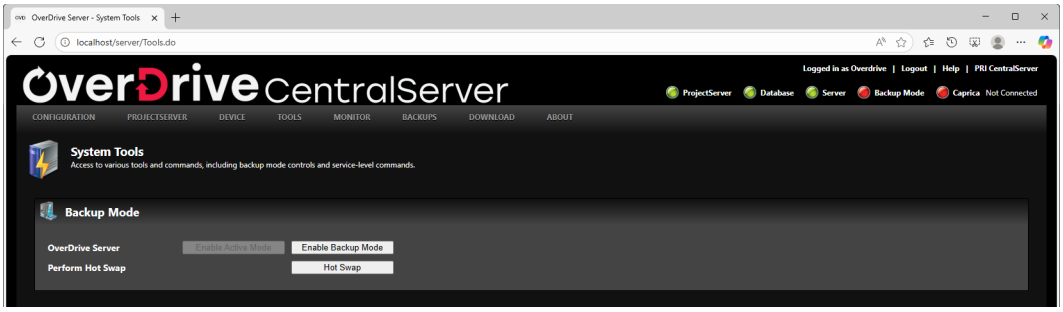
Recover from a Primary CentralServer Problem

If the Primary CentralServer system falters, operation can continue by hot swapping to the Redundant CentralServer system. After repairing the Primary CentralServer system, you can hot swap back to it.

To hot swap from the Primary CentralServer system to the Redundant CentralServer system

1. Open the **OverDrive Server Web Administration** web page for the **Primary CentralServer** system.
2. Use the **TOOLS** menu to select **System Services**.

   The **System Tools** web page opens.



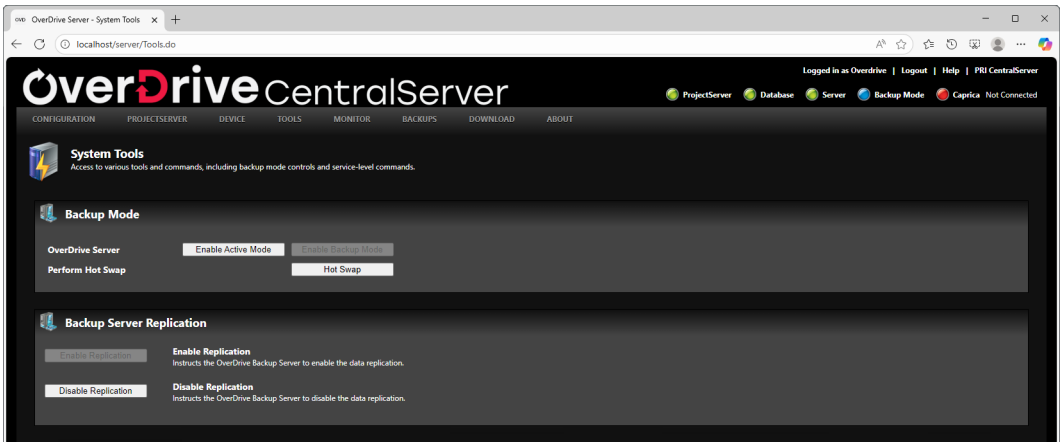
3. In the **Backup Mode** section, click **Hot Swap**.

   The **Perform Hot Swap** alert opens.

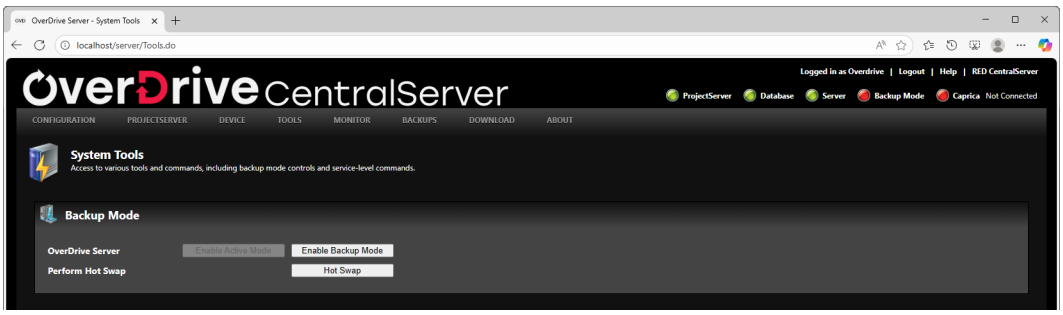


4. Click **OK** to make the **Redundant CentralServer** the active CentralServer. Click **Cancel** to cancel the hot swap and not change the active CentralServer.

   The **Primary CentralServer** switches to **Backup Mode**.



   The **Redundant CentralServer** switches to **Active Mode**.



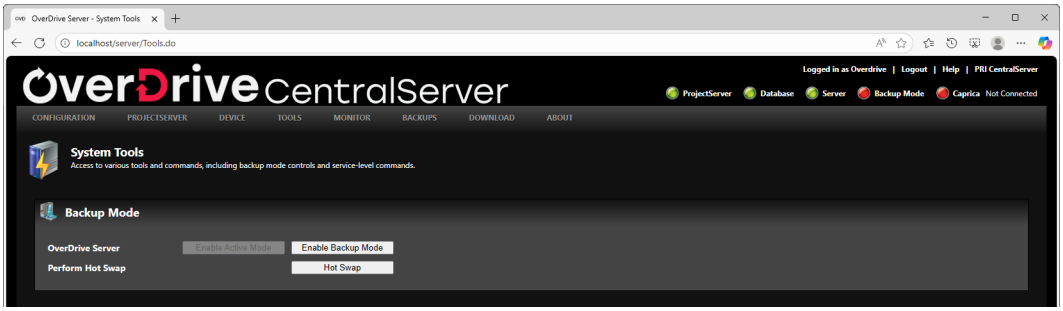
5. After repairing the Primary CentralServer system, click **Hot Swap** on the **Redundant CentralServer** system to swap back to the Primary CentralServer system as your active CentralServer.

   The **Perform Hot Swap** alert opens.

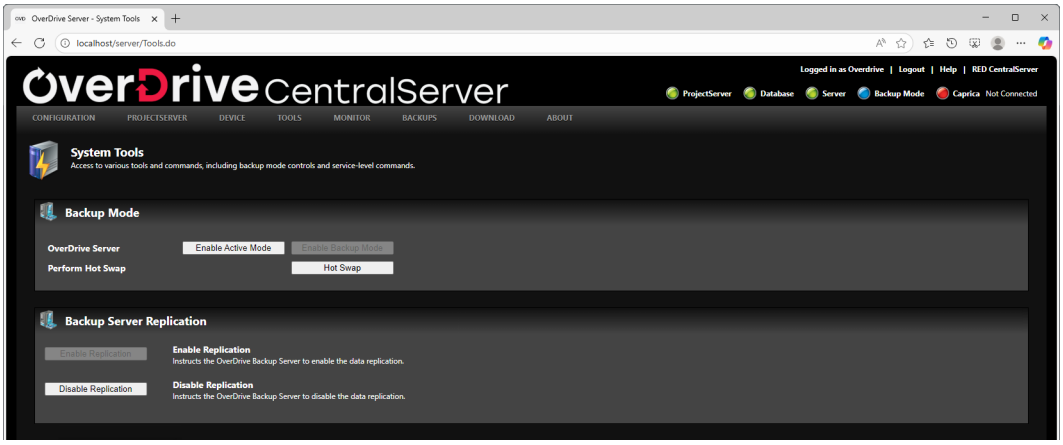


6. Click **OK** to make the **Primary CentralServer** the active CentralServer. Click **Cancel** to cancel the hot swap and not change the active CentralServer.

   The **Primary CentralServer** switches to **Active Mode**.



   The **Redundant CentralServer** switches to **Backup Mode**.



TemplateEditor

Templates are used to define many of the elements that display on the screen. Templates must be created in OverDrive, while memories and Custom Controls must set up on the switcher before a show can be run from OverDrive.

The following topics are discussed in this chapter:

- Fixed ME and Floating ME Templates
- MOS CG Master Templates
- Network Connection Area
- Master Templates
- Transition Templates
- External Device Templates
- Source Groups
- Custom Controls
- Audio Variables

Fixed ME and Floating ME Templates

Fixed ME and Floating ME templates are two different types of Master templates that can be created with TemplateEditor. Fixed ME templates recall memories to specific MEs that can be directed to separate outputs. Floating ME templates are used to create shots for on air shows.

When creating templates, inserting shots, editing shots, or configuring QuickRecall buttons, the template type is indicated in the Template Summary or Shot Summary section on the Shot Summary tab of the current dialog box.

Fixed ME Templates

Fixed ME templates recall memories to specific MEs that can be directed to separate outputs. The MEs to use in a shot are selected when configuring a Fixed ME template. Fixed ME templates are not used to transition output on air during a show but could be used to send output to an on-set or external monitor through Aux buses.

In **RundownControl**, Fixed ME templates are identified by:

-  When a shot uses a Fixed ME template, the shot row background in the Rundown table is shaded blue.
-  When a QuickRecall button is assigned to a Fixed ME template, the border of the button turns blue.

For More Information on...

- creating a Fixed ME template, refer to the section "**To create a Master template**" on page 10–9.

Limitations in a Rundown

The following limitations apply to Fixed ME templates when used in a rundown:

- Fixed ME and Floating ME templates are mutually exclusive. In order to use Fixed ME templates, the ME Use option in RundownControl must be set as follows to allocate one or more MEs for Fixed use:

Table 10.1 ME Use Option Configurations

	Floating MEs		
Fixed MEs	**2 ME Switcher**	**3 ME Switcher**	**4 ME Switcher**
No MEs	ME 1, PGM	ME 1, ME 2 ME 1, ME 2, PGM	ME 1, ME 2, ME 3 ME 1, ME 2, ME 3, PGM
ME 1	—	ME 2, PGM	ME 2, ME 3 ME 2, ME 3, PGM
ME 1, ME 2	—	—	ME 3, PGM
ME 1, ME 2, ME 3	—	—	—
All MEs	None	None	None

- Live rundowns can use Fixed ME templates that contain one or more MEs.
- NRCS rundowns can only use Fixed ME templates that contain one ME.
- Only Cut transitions can be performed with Fixed ME Master templates.
- Audio information is not configurable for Fixed ME Master templates because this type of template is not directly used in on-air shots.
- The Audio Settings tab is disabled when creating or editing Fixed ME Master templates. All audio settings are lost when a Floating ME Master template is converted to a Fixed ME Master template.
- All devices used in a Fixed ME Master template can be considered to have the Back To Back option enabled, and to inherit all restrictions that apply to this option.

- After putting a device on air with a Fixed ME template, a Floating ME template cannot be used to put the device on air at the same time. Before the device can be put on air with a Floating ME template, the crosspoint associated with the device must be taken off air.
- Custom Controls must be programmed statically; rather than relatively, to be used in a Fixed ME Master template.

For More Information on...

- how to set the ME Use option, refer to the chapter "**ME Use Option**" on page 5–1.
- the Back To Back option, refer to the procedure "**To create a Device template**" on page 10–38.

Floating ME Templates

Floating ME templates are used to create the shots for the on-air show. Floating ME templates operate by recalling shots on an Effects ME (a BKGD/PST ME), taking that ME on air as a re-entry into the PGM/PST ME and performing a transition between the two BKGD/PST MEs. Keys can then be taken on or off air by performing a Key only transition on the on air BKGD/PST ME.

OverDrive uses the first available Floating ME on the switcher to recall memories when using Floating ME templates. When creating a memory on the switcher, the exact same effect must be stored in the same register on each ME for a show to play on air.

For More Information on...

- creating a Floating ME template, refer to the section "**To create a Master template**" on page 10–9.

Limitations of Floating ME Templates

The following limitations apply to Floating ME templates when used in a rundown:

- Since memories are recalled on all MEs when using Floating ME templates, all memories should be created on an Effects ME, copied to the PGM ME and then saved. This method is preferable to creating memories directly on the PGM ME.
- OverDrive requires two Effects MEs to prepare and transition output to air. Some combinations of Fixed ME and Floating ME settings, as configured in the Switcher ME Use option, will only show the combinations of Fixed ME and Floating ME templates allowed in the same rundown.

MOS CG Master Templates

OverDrive uses MOS CG Master templates to add MOS character generator elements into NRCS rundowns. When you create a Device template for a MOS character generator in your OverDrive system, OverDrive automatically creates a MOS GC Master template for the device. A MOS CG Master template has the same name as the Device template for which it was created.

MOS CG Master templates only use the special Device - MOS CG transition to transition from a MOS CG shot to the next shot in a rundown. You cannot change the transition used by a MOS CG Master template and you cannot edit the Device - MOS CG transition. Also, you cannot use the Device - MOS CG transition with other types of Master templates.

✶ MOS CG templates are only created during commissioning of an OverDrive system. To create a MOS CG Device template after commissioning, please contact Ross Video Technical Support.

For More Information on...

- creating or editing MOS CG Device templates, refer to the section "**Create a MOS CG Device Template**" on page 10–57.

How MOS CG Master Templates Work

MOS CG Master templates are inserted into NRCS story segments directly preceding MOS CG story elements. When an NRCS rundown is published to OverDrive, the two story elements are combined into one rundown entry for playout. The shot information section of the OverDrive rundown shot is highlighted in purple, to indicate that it is a MOS CG shot.

✶ MOS CG Master templates cannot be assigned to QuickRecall buttons or used for shots in a Live rundown.

For More Information on...

- adding OverDrive pre-configured Shots and Master templates to NRCS rundowns, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.

Edit a MOS CG Master Template

For MOS CG Master templates, OverDrive does not allow you to edit settings on the MEs and Buses tab or the Audio Settings tab. You can edit MOS CG Master template settings on the following tabs:

- **Template Summary**
  - › **Template Basics** — refer to step **1** on page 10-11 of the "**To configure summary information for a new Master template**" procedure.
  - › **Custom Controls** — refer to step **12** on page 10-13 of the "**To configure summary information for a new Master template**" procedure.
  - › **Auto Advance** — refer to step **13** on page 10-13 of the "**To configure summary information for a new Master template**" procedure.
  - › **CG Triggering Options** — refer to the procedure "**To select the native CG command and Custom Control to automatically run for a MOS CG**" on page 22–58.
- **Folders**
  - › **Folder Configuration** — refer to the section "**Folders**" on page 10–25.

✶ OverDrive links MOS CG Master and Device templates. Deleting either a MOS CG Master template or the associated Device template also deletes the corresponding template.

For More Information on...

- playing MOS CG shots in an OverDrive rundown, refer to the section "**Play MOS CG Shots**" on page 22–47.

Network Connection Area

The Network Connection contains the Hot Swap button, Active Server icon, and the connection status LEDs. The Network Connection Area is located at the right side of the toolbar.

Hot Swap Button

The Hot Swap button opens the Hot Swap Selection dialog box to switch between the Primary and Redundant servers in an Redundant Server System.

For More Information on...

- switching between Primary and Redundant OverDrive servers, refer to the section "**Redundant OverDrive Server System**" on page 28–1.

Active Server Icon

The letter to the right of the Hot Swap button indicates the type of OverDrive server to which TemplateEditor is connected in a Redundant Server System. The letter “P” indicates a connection with the OverDrive Primary system, while the letter “R” indicates a connection with the OverDrive Redundant system.

For More Information on...

- OverDrive Redundant Server systems, refer to the section “**Redundant OverDrive Server System**” on page 28–1.

Connection Status LEDs

On the right-hand side of the toolbar there are two connection LEDs that indicate the connection status between TemplateEditor and the OverDrive Server and Template Database. The arrangement of the LEDs depends on the type of OverDrive system to which TemplateEditor is connected.

Single OverDrive System

A single LED is used to display the status of each OverDrive component when TemplateEditor is connected to an OverDrive system that is not part of a Redundant Server System.

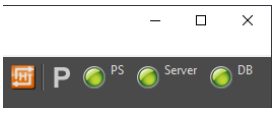


Figure 10.1 Single OverDrive System Network Connections

Hover the mouse over any LED to view connection information for the selected OverDrive component in a Tool Tip.

Redundant Server System

Pairs of LEDs are used to display the OverDrive Server and Template Database status when TemplateEditor is connected to a Redundant Server System. The large LEDs show the connection status between the OverDrive client and the Active Server indicated by the Active Server icon. The small LEDs show the connection status with the Non-active Server.

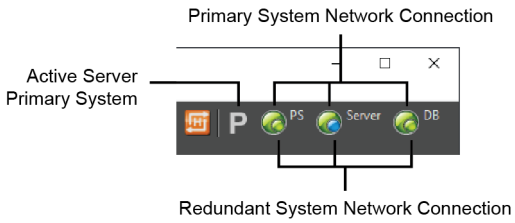


Figure 10.2 Redundant Server System Network Connections

Hover the mouse over any LED to view connection information for the selected OverDrive component in a Tool Tip. The top line of line of text in the Tool Tip displays connection information for the Active Server, while the bottom line of text displays Non-active Server connection information.

For More Information on...

- redundant OverDrive systems, refer to the chapter “**Redundant OverDrive Server System**”

PS

The PS LED indicates the connection state between TemplateEditor and the OverDrive ProjectServer that manages a central show repository.

✶ TemplateEditor only displays the PS LED when connected to an OverDrive Server that is licensed to use an OverDrive ProjectServer.

Hover the mouse over the PS LED to view the hostname of the OverDrive ProjectServer computer in a Tool Tip. This icon reports the following states:



TemplateEditor is connected to the OverDrive ProjectServer.



TemplateEditor is not currently connected to the OverDrive ProjectServer. Check that the following:

- The OverDrive ProjectServer is running.
- The OverDrive Server used by RundownControl is properly configured to connect to an OverDrive ProjectServer.

Server

The Server LED indicates the connection state between TemplateEditor and the OverDrive Server. Hover the mouse over the Server LED to view the hostname of the OverDrive Server computer in a Tool Tip. This icon reports the following states:



TemplateEditor is communicating with the OverDrive Server.



TemplateEditor is trying to establish a connection with the OverDrive Server. If the connection is lost, TemplateEditor attempts every five seconds to reconnect to the OverDrive Server. Check that the OverDrive Server settings are correct in the Network Setup dialog box.



TemplateEditor cannot communicate with the OverDrive Server. Check that the OverDrive Server program is running. Also check that the OverDrive Server settings are correct in the Network Setup dialog box.

When there is no connection between the Template Editor and the OverDrive Server, the TemplateEditor cannot connect to the switcher. Without a switcher connection the TemplateEditor user interface displays 8 MEs for the switcher, not the true number of available MEs on the switcher. After the TemplateEditor connects to the switcher, the TemplateEditor user interface adjusts the number of available MEs.

DB

The DB LED indicates the connection state between TemplateEditor and the OverDrive Database that manages templates, transitions, and Custom Controls. Hover the mouse over the DB LED to view the hostname of the OverDrive Database computer in a Tool Tip. This icon reports the following states:



TemplateEditor is connected to the OverDrive Database.



TemplateEditor is connecting to the OverDrive Database.



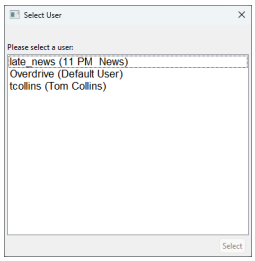
TemplateEditor is not connected to the OverDrive Database. Check that the OverDrive Server settings are correct in the Network Setup dialog box.

To configure network connection properties for TemplateEditor

1. Use one of the following methods to start **TemplateEditor**:

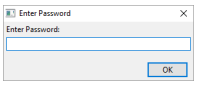
   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.

   The **Select User** dialog box opens.



2. From the **User** list, select the user with which to log in to TemplateEditor.
3. Click **Select**.

   For users that have a password, the **Enter Password** dialog box opens.

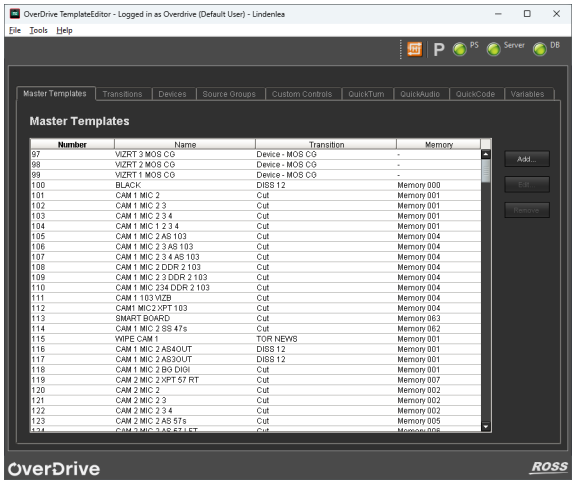


   To enter a user password, follow these additional steps:

   a. In the **Enter Password** box, enter the password for the selected user.

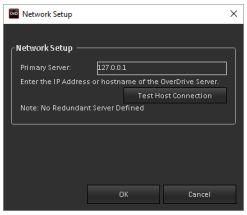
   b. Click **OK**.

   The **TemplateEditor** opens.



4. Use the **Tools** menu to select **Network Setup**.

   The **Network Setup** dialog box opens.



5. In the **Networks Settings** section, enter the IP address or hostname of the OverDrive Primary Server in the **Primary Server** box.
6. Click **Test Host Connection**.

   OverDrive tests the connection between **TemplateEditor** and the set **Primary Server**, and reports one of the following results:

   - **Succeeded** — **TemplateEditor** is connected to the set Primary Server.
   - **Failed** — **TemplateEditor** could not connect to the set Primary Server.

   When the set **Primary Server** has an associated **Redundant Server**, OverDrive displays the IP address of the Redundant Server along with the following check boxes:

   - **Connect to the Primary Server** — select this check box to connect TemplateEditor to the Primary Server.
   - **Connect to the Primary Server** — select this check box to connect TemplateEditor to the Redundant Server.
7. Select the **Connect to the Primary Server** check box to connect TemplateEditor with the OverDrive Server running on the Primary System. Selecting this check box automatically clears the **Connect to the Redundant Server** check box. Under normal operation, TemplateEditor communicates with the OverDrive Server on the Primary system.
8. Only when switching from the Primary to the Redundant system, select the **Connect to Redundant Server** check box to connect TemplateEditor with the OverDrive Server on the Redundant system. Selecting this check box automatically clears the **Connect to Primary Server** check box.
9. Click **OK** to save connection properties and close the **Network Setup** dialog box.

   The **Server** status LED in **TemplateEditor** dialog box turns green when TemplateEditor connects to the selected OverDrive Server.

For More Information on...

- switching RundownControl or DirectControl between Primary and Redundant OverDrive servers, refer to the section "**Redundant OverDrive Server System**" on page 28–1.

Master Templates

Master templates are used to define the look of a shot and can be assigned to QuickRecall buttons. Master templates initially specify the transition type, devices, number of MEs, key setup, and Custom Controls for a shot.

- When there is no connection between the Template Editor and the OverDrive Server, the TemplateEditor cannot connect to the switcher. Without a switcher connection the TemplateEditor user interface displays 8 MEs for the switcher, not the true number of available MEs on the switcher. After the TemplateEditor connects to the switcher, the TemplateEditor user interface adjusts the number of available MEs.
- OverDrive uses the first available Floating ME on the switcher to recall memories. This means that when a memory is created on the switcher, the exact same effect must be stored in the same register on each ME.

Virtual Keyers

OverDrive systems that connect to a switcher through a Caprica Server can access up to 32 keyers. Before you can access keyers beyond the physical number of keyers on your switcher, you must obtain a Virtual Keyer license for the Caprica Server in your OverDrive system. The range of keyers that starts after the physical number of keyers on your switcher and goes to 32 are virtual keyers. You can use virtual keyers to control devices, but you cannot use virtual keyers to output video through the switcher.

Keep in mind the following points when using virtual keyers:

- OverDrive ignores virtual keyers when connected to a Caprica Server running Caprica version 6.1 or earlier. TemplateEditor displays invalid virtual keyer in **Dark Red**. Upgrading to Caprica version 6.2 or later enables OverDrive to use the virtual keyers set in Master templates.
- When licensing reduces the number of available virtual keyers, OverDrive ignores the unavailable virtual keyers. TemplateEditor displays invalid virtual keyer in **Dark Red**. OverDrive retains the virtual keyers set in Master templates so that the virtual keyers can be used when licensing increases the number of available virtual keyers.
- The Copy Bus Custom Control cannot copy a virtual bus to a real bus.
- Virtual keyers are accessible from Caprica using Custom Controls and RossTalk-IN commands.

Utility Buses

When using a Ross Acuity or Ross Ultrix Acuity switcher in your OverDrive system, the switcher Utility Buses are available in the MEs and Buses tab to associate devices with a Master template.

✶ The Utility Bus setting must be enabled in the Caprica switcher device before you can access the Utility Buses in OverDrive.

Utility Buses become unavailable when the Caprica switcher device Utility Bus setting is disabled or the switcher in your OverDrive system is changed to one that does not support Utility Buses. OverDrive ignores unavailable Utility Buses and TemplateEditor displays them in **Dark Red**.

For More Information on...

- enabling the Utility Bus for an Acuity switcher, refer to the section "**Configuring an Acuity Switcher Device**" on page 6–6 in the ***Caprica User Guide***.
- enabling the Utility Bus for an Ultrix Acuity switcher, refer to the section "**Configuring an Ultrix Acuity Switcher Device**" on page 7–6 in the ***Caprica User Guide***.
- associating devices with a Master template, refer to the section "**MEs and Buses**" on page 10–16.

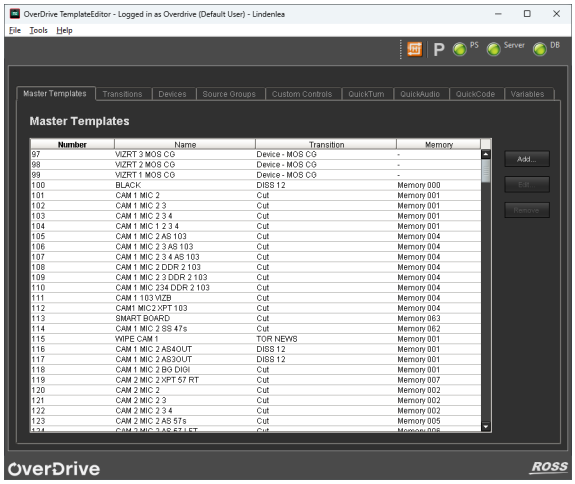
Create a Master Template

To help streamline the process of creating new Master templates, create templates for the transitions and devices used in Master templates before creating new Master templates.

To create a Master template

1. In **TemplateEditor**, click the **Master Templates** tab.

   The **Master Templates** tab opens.

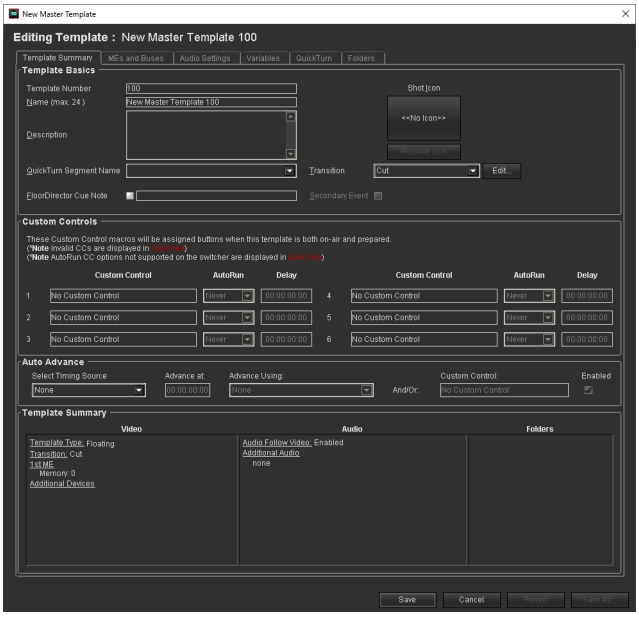


The **Memory** column in the **Master Templates** tab displays the following information:

- **No ME (audio only)** — a "-" (dash) character.
- **MOS CG** — a "-" (dash) character.
- **A Single Fixed ME** — the memory number, if applicable.
- **Multiple Fixed MEs** — the memory numbers in order; for example: 1, 2, 3, ...

2. Click **Add**.

   The **New Master Template** dialog box opens.



3. Use the following tabs in the **New Master Template** dialog box to configure your new Master template.
   - "**Template Summary**" on page 10–11
   - "**MEs and Buses**" on page 10–16
   - "**Audio Settings**" on page 10–20
   - "**Variables**" on page 10–22.
   - "**Folders**" on page 10–25
4. Click **Save** to create a new Master template and close the **New Master Template** dialog box.

   The new Master template is added to the **Master Templates** list in TemplateEditor.

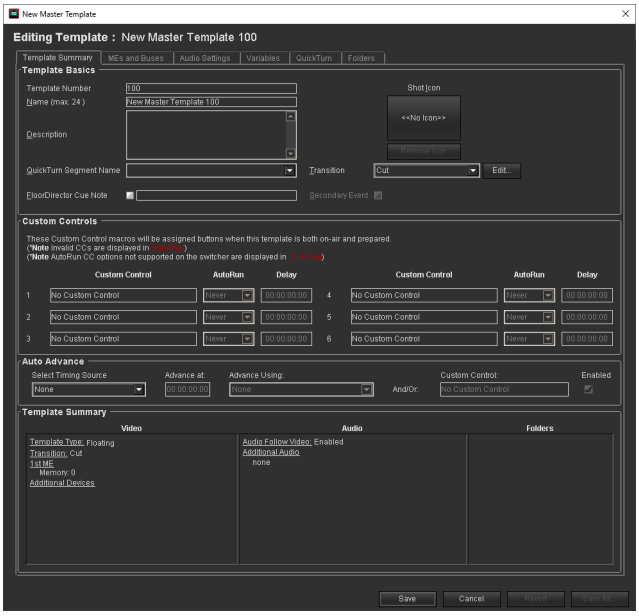
Template Summary

The Template Summary tab enables you to configure the number, name, description, icon, transition, Custom Controls, and auto advance settings for a Master template.

To configure summary information for a new Master template

1. In the **New Master Template** dialog box, click the **Template Summary** tab.

   The **Template Summary** tab opens.



2. In the **Template Number** box enter an identification number for the new Master template.

   OverDrive automatically assigns the **Template Number** for new Master templates. The assigned template number can be change to a unique number between 100 and 9999.

3. In the **Name** box enter a name for the new Master template.

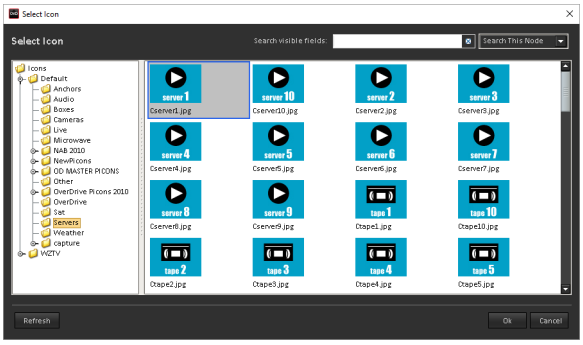
   Master template names can be up to 24 alphanumeric characters in length and must be unique within OverDrive. It is best to avoid using the following characters in a Master template name:

< — Less than	" — Double quote	| — Pipe
> — Greater than	/ — Forward slash	? Question mark
: — Colon	\ — Backslash)	* — Asterisk

4. In the **Description** box enter a description for the new Master template.

5. Click the **Icon** button to select an icon to display in the rundown with all the shots created using the new Master template.

   The **Select Icon** dialog box opens.



6. Select an image file (.jpg, .gif, .png, .bmp) to use as the icon for new shots created using the Master template. Use the following methods to filter the image files displayed in the **Icon** list.

   - In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
   - To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
   - To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
   - Use the list to the right of the **Search** box to control the node used to search for icons.
     - › **Search This Node** — only search for icons in the node selected in the tree view.
     - › **Search All Nodes** — search for icons in all nodes.

7. Click **OK** to add the selected icon to the new Master template and close the **Select Icon** dialog box.

   To remove an icon from the Master template, click **Remove Icon**.

8. Use the **Transition** list to select the type of transition that shots created with the new Master template will use to transition to the next shot in the rundown.

   The **Transition** list only contains the transitions defined by the Transition templates in TemplateEditor **Transitions** tab.

9. Use the **QuickTurn Segments Name** list to select the segment name for the Master template.

   Shots created using a Master template that contains a segment name are automatically tagged as a QuickTurn segment for encoding to a video file or streaming to mobile devices.

10. In the **FloorDirector Cue Note** box enter the production cue to send to FloorDirector for shots created with the Master template.

11. Select the **Secondary Event** check box for shots that do not preform switcher actions or transitions. Clear this check box for normal shots.

    Only MOS CG Master templates use secondary events. When OverDrive reads a story from an NRCS rundown, it uses the Master templates specified in the story to create shots in the OverDrive rundown. OverDrive associates the MOS CG shots in a story created from a MOS CG Master template set as a secondary event with the shot created from the Master template in the story that precedes the MOS CGs.

    Secondary MOS CG shots that contain timing information use the associated primary shot to start the shot timer. When a primary shot goes on air, the shot timer starts running to control the secondary MOS CG shots. For more information on playing out timed MOS CG shots, refer to the section "**NRCS Timing Control of MOS CG Shots**" on page 22–50.

12. Use the properties in the **Custom Controls** section to specify the Custom Controls to assign to the **Custom Controls for Prepared Shot** and the **Custom Controls for On-Air Shot** buttons in RundownControl for shots created with the new Master template.

    For each **Custom Control** (**1** to **6**):

    a. Use the **Use CC From** list to select the location of the Custom Control to assign to the associated **Custom Controls for Prepared Shot** and **Custom Controls for On-Air Shot** buttons in RundownControl. The available locations are as follows:

    - **Template** — use the Custom Control set in the Master template used to create the shot.
    - **Shot** — use the Custom Control selected in the shot.

    b. Click the **Custom Control** box to select a Custom Control from the **Configure Custom Control** dialog box to assign to the associated **Custom Controls for Prepared Shot** and **Custom Controls for On-Air Shot** buttons in RundownControl. The **Configure Custom Control** dialog box list displays invalid Custom Controls in **Dark Red**.

    Selecting a Custom Control from the **Configure Custom Control** dialog box automatically selects **Shot** in the **Use CC From** list.

    c. Use the **AutoRun** list to select the event to automatically run the selected Custom Control. The available events are as follows:

    - **None** — only run the selected Custom Control when you click the associated **Custom Controls for Prepared Shot** or **Custom Controls for On-Air Shot** button in RundownControl.
    - **On Air** — automatically run the selected Custom Control when the shot goes on air.
    - **Prepared** (Caprica, Vision 18.1a or greater, and Acuity 3.1a or greater systems only) — automatically run the selected Custom Control when OverDrive prepares the shot. OverDrive displays this event in **Red** when prepared shot AutoRun functionality is not supported by the switcher in your OverDrive system.
    - **Both** (Caprica, Vision 18.1a or greater, and Acuity 3.1a or greater systems only) — automatically run the selected Custom Control when OverDrive prepares the shot and again when the shot goes on air. OverDrive displays this event in **Red** when prepared shot AutoRun functionality is not supported by the switcher in your OverDrive system.

    The **AutoRun** list is only available after you select a Custom Control from the **Custom Control** list

    d. To set a time delay for an autorun Custom Control, enter in the **Delay** boxes the length of time to wait before running the selected Custom Control. The default autorun delay is **00:00:00:00.**

    The **Delay** boxes use the **hh:mm:ss:ff** format to set a delay time. Time values greater than 79 hours, 59 minutes, 59 seconds, or 29 frames are not permitted. When the delay time set for multiple Custom Controls is identical, OverDrive runs the Custom Control with the highest index first (1 to 6).

13. Use the properties in the **Auto Advance** section to enable shots created with the Master template to automatically advance to the next shot in the Rundown table without operator input:

    a. Use the **Select Timing Source** list to select the timing source to trigger the automatic advance to the next shot in the Rundown table. The available timing sources are as follows:

    - **None** — manually advance shots created from the Master template.
    - **Clip Time Remaining** — a timer that automatically starts when a clip within a shot goes on air and stops when the clip ends.
    - **Clip Time Elapsed** — a timer that automatically starts when a clip within a shot goes on air and stops when the clip ends.
    - **Clock (24 Hour)** — the time of day displayed in 24-hour format.
    - **Shot Time Elapsed** — a timer that automatically starts when a shot transitions on air and resets when the transition between shots ends.

- **NRCS Estimated Duration** — a story timer based on the story duration calculated by the NRCS using the story word count, anchor read rate, and media time. This timer starts when the story index number changes.
- **NRCS Rundown Duration** — a timer that counts down from “Black to Black” or the start of the show to the end of the show.
- **NRCS Rundown Start Time** — a timer that uses the rundown start date and time to countdown 00:00:00, when the show should start.
- **NRCS Target Time** — a story timer based on the story target time manually entered in the NRCS. This timer starts when the story index number changes.
- **NRCS Item Time** — a shot timer based on MOS item (video server clip) duration. When a story contains multiple video server clips the timer displays the time for the shortest video server clip.
- **NRCS Media Time** — a shot timer based on media duration. In the NRCS, media duration can be manually entered or automatically calculated.

You must select a timing source to set the remaining properties in the **Auto Advance** section.

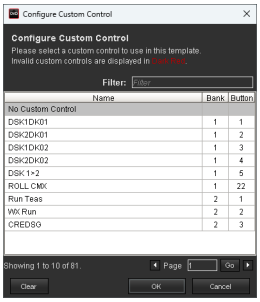
b. Enter in the **Advance at** box the time on the selected timing source to automatically advance from the on-air shot to the next shot in the Rundown table.

c. Use the **Advance Using** list to select how to transition to the next shot in the Rundown table. The available transition are as follows:

- **None** — do not trigger a transition, only trigger the Custom Control selected in the **Custom Control** box.
- **Take and Prepare** — Advance the rundown, preparing the next shot.
- **Transition** — Do not advance the rundown. The rundown will be advanced manually
- **Prepare Next** — Prepare the next shot in the Rundown table.

d. To select a Custom Control to run with the auto advance, click the **Custom Control** box.

The **Configure Custom Control** dialog box opens.



The **Configure Custom Control** dialog box only lists the Custom Controls that are stored on the switcher. Invalid switcher Custom Controls in the list are displayed in **Dark Red**.

e. Use the following methods to view the available Custom Controls:

- **Filter** — enter in this box a portion of the Custom Control name you are looking for. As you type, the Custom Controls list automatically updates to show the Custom Controls that contain the entered text. To select the first Custom Control in the list and close the **Configure Custom Control** dialog box, press the **Enter** key.
- **Clear** — click this button to clear the **Filter** box and list all of the available Custom Controls.
- **Page** — each page of the **Configure Custom Control** dialog box lists ten memories. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.

f. Use the **Name** column to select the switcher Custom Control to assign to the auto advance.

g. Click **OK**.

The **Configure Custom Control** dialog box closes, and the **Custom Control** box is updated with the name of the selected switcher Custom Control.

h. Enable the **Enabled** check box to use the properties set in the **Auto Advance** section to enable shots created with the Master template to automatically advance to the next shot in the Rundown table without operator input. Clear the **Enabled** check box to save the set properties but do not automatically advance shots created with the Master template.

In RundownControl you can use the following methods to toggle Auto Advance for a selected shot or all shots in the Rundown table:

Selected Shot

- Right-click a shot in the **Rundown** table and select **Toggle Auto Advance (Selected)** from the **Shortcut** menu to toggle **Auto Advance** on or off for the selected shot.
- Press the hot key you defined to toggle **Auto Advance** on or off for a selected shot. Use the following settings to define an Auto Advance hot key for a selected shot.

Category	Name
Window	Toggle Auto Advance (Selected Shots)

All Shots

- Right-click a shot in the **Rundown** table and select **Toggle All Auto Advance** from the **Shortcut** menu to toggle **Auto Advance** on or off for all of the shots in the Rundown table.
- Press the hot key you defined to toggle **Auto Advance** on or off for all the shots in the Rundown table. Use the following settings to define an Auto Advance hot key for a selected shot.

Category	Name
Window	Toggle Auto Advance (Selected Shots)

14. The **Template Summary** section at the bottom **Template Summary** tab indicates whether a template is a Fixed ME or Floating ME template.

For More Information on...

- creating Master template icons, refer to the section "**Create Custom Icons for Shots**" on page 10–28.
- creating Transition templates, refer to the section "**Transition Templates**" on page 10–31.
- assigning Custom Controls, refer to section "**Assign a Custom Control to a Button**" on page 11–46.
- using QuickTurn segments, refer to chapter "**QuickTurn™**" on page 25–1.
- using FloorDirector, refer to chapter "**Appendix F. FloorDirector API**" on page 36–1.

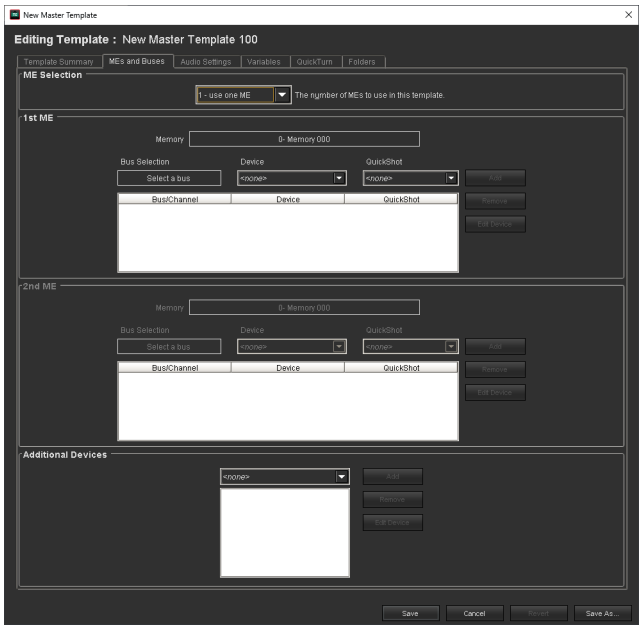
MEs and Buses

The MEs and Buses tab enables you to associate devices with a Master template.

To associate devices with a new Master template

1. In the **New Master Template** dialog box, click the **MEs and Buses** tab.

   The **MEs and Buses** tab opens.



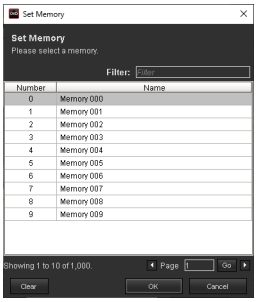
2. In the **ME Selection** section, use the provided list to select the number or type of ME used by shots created with the new Master template. The available options are as follows:

   - **0 - no MEs (audio only)** — audio only shots.
   - **1- use one ME** — use one ME to create shots for a show. Refer to step **3**.
   - **2 - use two MEs** — use two MEs to create shots for a show. Refer to step **4**.
   - **Use Fixed MEs** — recall memories to specific MEs that can be directed to separate outputs. Refer to step **5**.

3. When the **1- use one ME** or **2 - use two MEs** option is selected from the **ME** list in the **ME Section**, use the following properties in the **First ME** section to configure the first ME of your new Master template:

   a. In the **1st ME** section, click in the **Memory** box.

   The **Set Memory** dialog box opens.



b. Use the following methods to view the available memories:

- **Filter** — enter in this box a portion of the memory name you are looking for. As you type, the memory list automatically updates to show the memories that contain the entered text. To select the first memory in the list and close the **Set Memory** dialog box, press the **Enter** key.
- **Clear** — click this button to clear the **Filter** box and list all of the available memories.
- **Page** — each page of the **Set Memory** dialog box lists ten memories. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

c. Use the **Number** column to select the memory to recall for the 1st ME.

d. Click **OK**.

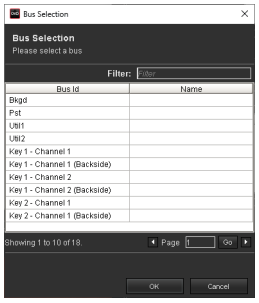
The **Set Memory** dialog box closes, and the **Memory** box in the **1st ME** section of the **New Master Template** dialog box displays the number and name of the selected memory.

The **Memory** column in the **Master Templates** tab and **OverDrive NRCS plugin** also displays the memories set for the MEs in a Master template.

- **ME** — display the set memory name or multiple memory name in order.
- **Fixed ME** — display the set memory name or multiple memory name in order.
- **No ME (Audio Only)** — display a dash (-).
- **CG** — display a dash (-).

e. Click in the **Bus Select** box.

The **Bus Selection** dialog box opens.



f. Use the following methods to view the available buses:

- **Filter** — enter in this box a portion of the bus ID you are looking for. As you type, the bus list automatically updates to show the buses that contain the entered text. To select the first bus in the list and close the **Bus Selection** dialog box, press the **Enter** key.
- **Page** — each page of the **Bus Selection** dialog box lists ten buses. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

g. Use the **Bus Id** column to select the bus configure for the 1st ME.

h. Click **OK**.

The **Bus Selection** dialog box closes, and the **Bus Selection** box in the **1st ME** section of the **New Master Template** dialog box displays the bus ID and name of the selected bus.

i. For the selected bus, use the **Device** list to select one of the following options:

- **<none>** — do not associate a device with the bus.
- **Devices** — select a **Device** template to associate a device with the bus. You cannot associate a **Device** template that uses virtual inputs with a physical keyer, but you can associate it with a virtual keyer.
- **Set Crosspoint** — directly set a crosspoint for the bus. Bus crosspoint numbers are set while inserting or editing a shot in the rundown, or while assigning a shot to a **QuickRecall** button.

j. Click **Add** to add the configured bus the First ME.

k. If required, add another bus to the First ME.

4. When the **2 - use two MEs** option is selected from the **ME** list in the **ME Section**, use the properties in the **2nd ME** section to configure the second ME of your new Master template. Configure the second ME using the same procedure that you used to configure the first ME.

5. When the **Use Fixed MEs** option is selected from the **ME** list in the **ME Section**, use the following properties to configure MEs in the **Fixed ME 1**, **Fixed ME2**, **Fixed ME 3**, and/or **Fixed ME 4** tabs:

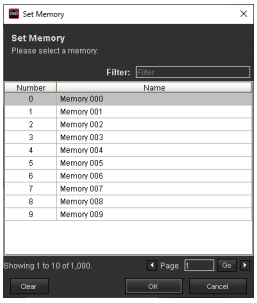
a. Click the tab of the **Fixed ME** to configure.

b. In the selected **Fixed ME** tab, select the **Use This ME as a Fixed ME** check box to use the ME to recall a memory. At least one ME must be selected for use to save a new Master template.

To save a Master template that uses no MEs, select **0 - no MEs (audio only)** from the **ME** list in the **ME Selection** section.

c. Click in the **Memory** box.

The **Set Memory** dialog box opens.



d. Use the following methods to view the available memories:

- **Filter** — enter in this box a portion of the memory name you are looking for. As you type, the memory list automatically updates to show the memories that contain the entered text. To select the first memory in the list and close the **Set Memory** dialog box, press the **Enter** key.
- **Clear** — click this button to clear the **Filter** box and list all of the available memories.
- **Page** — each page of the **Set Memory** dialog box lists ten memories. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

e. Use the **Number** column to select the memory to recall for the Fixed ME.

f. Click **OK**.

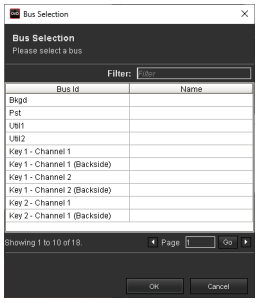
The **Set Memory** dialog box closes, and the **Memory** box in the **Fixed ME** tab of the **New Master Template** dialog box displays the number and name of the selected memory.

The **Memory** column in the **Master Templates** tab and **OverDrive NRCS plugin** also displays the memories set for the MEs in a Master template.

- **ME** — display the set memory name or multiple memory name in order.
- **Fixed ME** — display the set memory name or multiple memory name in order.
- **No ME (Audio Only)** — display a dash (-).
- **CG** — display a dash (-).

g. Click in the **Bus Selection** box.

The **Bus Selection** dialog box opens.



h. Use the following methods to view the available buses:

- **Filter** — enter in this box a portion of the bus ID you are looking for. As you type, the bus list automatically updates to show the buses that contain the entered text. To select the first bus in the list and close the **Bus Selection** dialog box, press the **Enter** key.
- **Page** — each page of the **Bus Selection** dialog box lists ten buses. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

i. Use the **Bus Id** column to select the bus configure for the Fixed ME.

j. Click **OK**.

The **Bus Selection** dialog box closes, and the **Bus Selection** box in the selected **Fixed ME** tab of the **New Master Template** dialog box displays the bus ID and name of the selected bus.

k. For the selected bus, use the **Device** list to select one of the following options:

› **<none>** — do not associate a device with the bus.

› **Devices** — select a **Device** template to associate a device with the bus. You cannot add a **Device** template that uses virtual inputs to a physical keyer, but you can add it to a virtual keyer.

› **Set Crosspoint** — directly set a crosspoint for the bus. Bus crosspoint numbers are set while inserting or editing a shot in the rundown, or while assigning a shot to a **QuickRecall** button.

l. Click **Add** to add the configured bus the ME.

m. If required, add another bus to the ME.

6. In the **Additional Devices** section, use the **Device** list to select an additional device to add to the new Master template. The **Device** list only contains the devices defined by the Device templates in the TemplateEditor **Devices** tab.

The following additional devices can be added to Audio Only templates: **Audio Server**, **Router no xpt**, and **Aux Bus**.

7. Click **Add** to add the selected device to the new Master template.

For More Information on...

- creating Device templates, refer to the section "**External Device Templates**" on page 10–37.
- setting bus crosspoint numbers, refer to the sections "**Insert Shots into a Rundown**" on page 15–5, "**Edit Shots in a Rundown**" on page 15–25, and "**Assign Shots to QuickRecall Buttons**" on page 11–27.

Audio Settings

The Audio Settings tab enables you to configure the audio follow video, audio fade rate, and audio level settings for each channel associated with a Master template. Audio settings cannot be configured for Fixed ME Master templates.

To configure audio settings for a new Master template

1. In the **New Master Template** dialog box, click the **Audio Settings** tab.

   The **Audio Settings** tab opens.



2. In the **Audio Follow Video** section, select one of the following options to set the audio channels used when the new shot created with the new Master template is taken to air:

   - **Enable AFV** — open each audio channel connected to the on-air Crosspoint at the default audio level set for the channel.
   - **Disable AFV** — close all audio channels except the audio channels listed in the **Additional Audio** section.
   - **Video Only Transition** — only use the audio channels that are currently on air.

   To modify Audio Follow Video settings for specific channels, use the **Additional Audio** section.

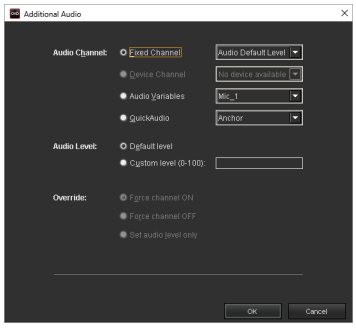
3. In the **Audio Fade Rate Control** section, select one of the following options to set the number of frames to fade audio when the new shot created with the new Master template is transitioned to the next shot in the rundown.

   - **Custom Rate** — enter the number of frames to fade audio for this shot. The box to the right of this option displays the audio fade rate defined by the **Master template** selected for this shot. To change the audio fade rate, enter the number of frames to fade audio in the box to the right. Enter 0 to set the audio fade rate to the same number of frames as the default Acuity, or Caprica audio fade rate.
   - **Use Video Transition Rate** — fade audio at the same rate as the video transition. When this option is selected, the audio fade rate is set to the same number of frames set for the video transition on the switcher panel.

   The set audio fade rate is displayed with the shot in the run down.

4. In the **Additional Audio** section, click **Add Audio Channel** to add an audio channel to the list of audio channels that override **Audio Follow Video** settings.

   The **Additional Audio** dialog box opens.



5. Select one of the following **Audio Channel** options to choose the type of audio channel for which to set the audio level:

   - **Fixed Channel** — select an audio mixer channel. Use the list to the right to select the fixed channel to add to the Master template.
   - **Device Channel** — select the audio channels associated with a device. Use the list to the right to select the device that contains the audio channels to add to the Master template. This list only contains the devices associated with the Master template.
   - **Audio Variables** — select the audio channels associated with an audio variable. Use the list to the right to select the audio variable associated with the audio channels to add to the Master template. This list contains the audio variables from the **Variables** tab of the **TemplateEditor**.
   - **QuickAudio** — select the audio channels associated with a QuickAudio keyword. Use the list to the right to select the QuickAudio keyword associated with the audio channels to add to the Master template. This list contains the QuickAudio keywords from the **QuickAudio** tab of the **TemplateEditor**.

6. Select one of the following **Audio Level** options to set the audio level at which to open the audio channel:

   - **Default Level** — open the selected audio channel at the default audio level set for the channel.
   - **Custom Level** — enter the audio level (1 to 100) at which to open the selected audio channel. When this option is selected, enter the audio level in the box to the right of the option.

7. Select one of the following **Override** options to control the **Audio Channel**:

   - **Force Channel ON** — force the audio channel on at the set level when the shot transitions to air.
   - **Force Channel OFF** — force the audio channel off when the shot transitions to air. The set audio channel level is used when the channel is later turned on; for example, from DirectControl.
   - **Set Audio Level Only** — add the audio channel to the shot. The channel is only on when it is part of AFV.

   Override options are not available when **Audio Default Level** is selected for the **Audio Channel**.

8. Click **OK** to save the defined **Audio Channel** and close the **Additional Audio** dialog box.

   The **Audio Channel** is added to the list in the **Additional Audio** section. The channels in this list override default and audio follow video settings. Audio level assignment of fixed channels override device-based settings.

For More Information on...

- creating audio variables, refer to section "**Audio Variables**" on page 10–68.
- creating QuickAudio variable keywords, refer to section "**Add Keywords to Set Audio Variable Sources**" on page 22–72.

Manage Additional Audio

After adding channels to the Additional Audio list, you can edit the channel definitions or delete the channels that you no longer use.

To edit an additional audio channel

1. To edit an audio channel, complete the following steps:
   a. In the **Additional Audio** list, select the channel to edit.
   b. Click **Edit**.

      The **Additional Audio** dialog box opens with the settings of the selected channel.
   c. Edit the required settings.
   d. Click **OK**.

      TemplateEditor saves the changed settings.
2. To edit the audio variables associated with a QuickAudio keyword, complete the following steps:
   a. In the **Additional Audio** list, select the QuickAudio keyword to edit.
   b. Click **Edit Keyword**.

      The **QuickAudio Keyword Channels Definition** dialog box opens with the settings of the selected QuickAudio keyword.
   c. Edit the required settings.

      For information about creating and editing QuickAudio keywords, refer to the section "**Add Audio Channels from the NRCS Rundown**" on page 22–66
   d. Click **OK**.

      TemplateEditor saves the changed settings.

To set the order in which OverDrive applies channel settings

1. Select the channel to reposition.
2. Click **Move Up** to move the selected channel up one position in the order.
3. Click **Move Down** to move the selected channel down one position in the order.

   OverDrive applies channels settings starting at the top of the channel list working downwards.

To delete an additional audio channel

1. In the **Additional Audio** list, select the channel to delete.
2. Click **Remove**.

   TemplateEditor removes the selected channel from the **Additional Audio** list.

Variables

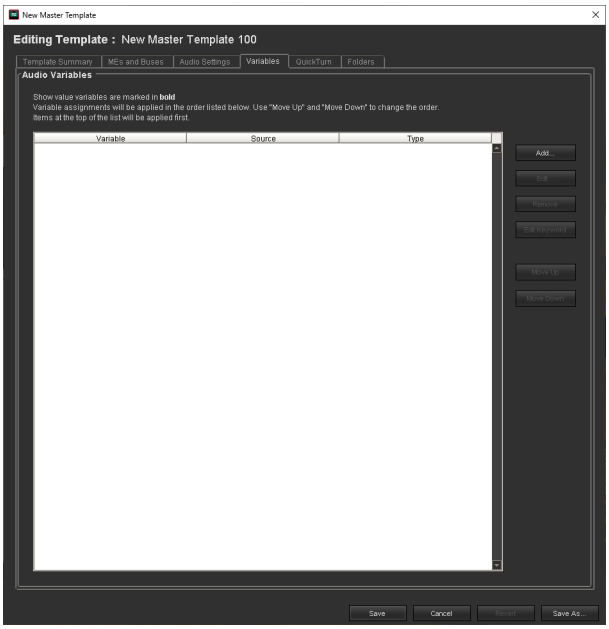
The Variables tab enables you to set specific sources for audio variables in shots created from a Master template.

✶ Before you set Master template specific sources, you must create audio variables to assign to Master templates. For information on how to create audio variables, refer to the section "**Audio Variables**" on page 10–68.

To set Master template specific sources for audio variables

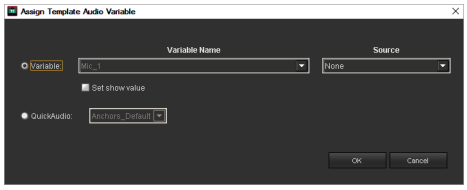
1. In the **New Master Template** dialog box, click the **Variables** tab.

   The **Variables** tab opens.



2. Click **Add** to add an existing audio variable to the Master template.

   The **Assign Template Audio Variable** dialog box opens.



3. To select an audio variable for which to set a source, complete the following steps:

   a. Select the **Variable** option.

   b. Use the **Variable Name** list to select the audio variable for which to set a source.

   c. Use the **Source** list to select the source for the selected audio variable. The available sources are as follows:

   - **None** — do not select a source for the audio variable.
   - **Default** — use the default source set for the audio variable. The default source for an audio variable is set in the **Variables** tab of the **TemplateEditor**. Changing the source for an audio variable also changes the source for the Master template audio variable
   - **Show** — use the source set as the **Show** value for the variable.
   - **Channel #** — select an audio channel as the source for the audio variable. Changing the default source for the audio variable in the **Variables** tab of the **TemplateEditor** does not change the source for the Master template audio variable.

   d. Select the **Set show value** check box to use the selected source as the **Show** value for the audio variable.

   The **Audio Variables** list displays the audio variables set as **Show** values in **bold** typeface.

4. To select a QuickAudio keyword to set sources for audio variables, complete the following steps:

   a. Select the **QuickAudio** option.

   b. Use the list to the right to select the QuickAudio keyword associated with the audio channels and sources that you want to set for the Master template. This list contains the QuickAudio keywords from the **QuickAudio** tab of the **TemplateEditor**.

5. Click **OK** to add the selected audio variable and set source to the Master template.

   The **Assign Template Audio Variable** dialog box closes, and OverDrive adds the audio variable to the **Audio Variables** list. Whenever you create a shot with the Master template, the shot will use the source set for the Master template audio variable.

Manage Variables

After adding audio variables and QuickAudio keywords to the Audio Variables list, you can edit the variable definitions or delete the variables that you no longer use.

To edit a variable

1. To edit an audio variable, complete the following steps:

   a. In the **Audio Variables** list, select the variable edit.

   b. Click **Edit**.

      The **Edit Template Audio Variable** dialog box opens with the settings of the selected audio variable.

   c. Edit the required settings.

   d. Click **OK**.

      TemplateEditor saves the changed settings.

2. To edit the audio variables associated with a QuickAudio keyword, complete the following steps:

   a. In the **Audio Variables** list, select the QuickAudio keyword to edit.

   b. Click **Edit Keyword**.

      The **QuickAudio Keyword Channels Definition** dialog box opens with the settings of the selected QuickAudio keyword.

   c. Edit the required settings.

      For information about creating and editing QuickAudio keywords, refer to the section "**Add Audio Channels from the NRCS Rundown**" on page 22–66.

   d. Click **OK**.

      TemplateEditor saves the changed settings.

To set the order in which OverDrive applies variable settings

1. In the **Audio Variables** list, select the audio variable or QuickAudio keyword to reposition.
2. Click **Move Up** to move the selected audio variable or QuickAudio keyword up one position in the order.
3. Click **Move Down** to move the selected audio variable or QuickAudio keyword down one position in the order.

To delete a variable

1. In the **Audio Variables** list, select the audio variable or QuickAudio keyword to delete.
2. Click **Remove**.

   An **Alert** opens.

3. Click **Yes** to delete the selected audio variable.

   TemplateEditor removes the selected audio variable or QuickAudio keyword from the **Audio Variables** list.

Folders

Often OverDrive systems contain hundreds of Master templates. Folders can be used to organize Master templates and help speed up and simplify Master template selection when building a show.

- Folders used by the OverDrive Template Editor are the same folders used by the Ross OverDrive NRCS plugin and the RundownControl Template Selection dialog box. All changes made to folders in the Template Editor are reflected in the plugin and the RundownControl Template Selection dialog box.

To create folders

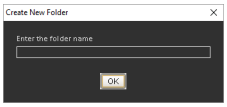
1. In the **New Master Template** dialog box, click the **Folders** tab.

   The **Folders** tab opens.



2. Click **New**.

   The **Create New Folders** dialog box opens.

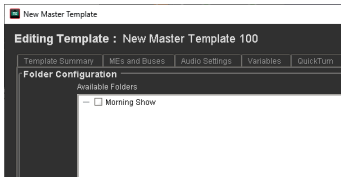


3. In the **Enter the folder name** box, enter a name for the new folder.

   Folder names can be up to 30 characters in length. Folder names can contain alphanumeric, space, dash, period, colon, round bracket, and underscore characters.

4. Click **OK**.

   The new folder is added to the **Available Folders** list.



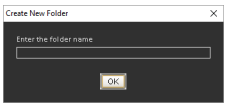
   To add additional folders to the top level of the **Available Folders** list, repeat step **2** to step **4**.

5. To add a sub-folder to a folder, complete the following steps:

   a. Use the **Available Folders** list to select the folder to which to add a sub-folder.

   b. Click **New**.

      The **Create New Folders** dialog box opens.

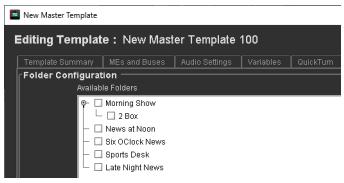


   c. In the **Enter the folder name** box, enter a name for the new folder.

      Folder names can be up to 30 alphanumeric characters in length.

   d. Click **OK**.

      The new sub-folder is added to the selected folder in the **Available Folders** list.



Assign a Master Template to a Folder

After you create folders, you can assign a Master template to one or more folders.

To assign a Master template to one or more folders

1. In the **New Master Template** dialog box, click the **Folders** tab.

   The **Folders** tab opens.

2. In the **Available Folders** list, select the check box to the left of each folder to which to assign the current Master template. You may need to expand folders in the **Available Folders** list to view all the available folders.

   Master template folder assignments are also listed in the **Folder** section on the **Template Summary** tab. Any folder assigned to a Master template can be used to select the Master template.

3. To unassign a Master template from a folder, clear the check box to the left of the folder from which to unassign the Master template.

   After a folder is unassigned from a Master template, it cannot be used to select the Master template.

Manage Folders

Folder management includes the following tasks:

- Editing the names of existing folders
- Deleting folders from the list of available folders

To edit the name of a folder

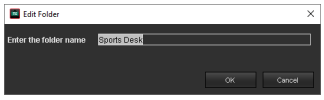
1. In the **New Master Template** dialog box, click the **Folders** tab.

   The **Folders** tab opens.

2. Use the **Available Folders** list to select the folder to edit.

3. Click **Edit**.

   The **Edit Folder** dialog box opens with the name of the selected folder.



4. In the **Edit the folder name** box, enter a new name for the selected folder.

   Folder names can be up to 30 alphanumeric characters in length.

5. Click **OK**.

   The **Available Folders** list is updated with the new folder name.

To delete a folder

1. In the **New Master Template** dialog box, click the **Folders** tab.

   The **Folders** tab opens.

2. Use the **Available Folders** list to select the folder to delete.

3. Click **Delete**.

   The **Confirm Delete** alert opens.

4. Click **Yes** to delete the selected folder and close the **Confirm Delete** alert.

✶ Deleting a folder also deletes all the sub-folders contained in the selected folder.

The selected folder is deleted from the **Available Folders** list. Master templates assigned to the deleted folder are not deleted. The deleted folder is no longer available to access Master templates.

Edit a Master Template

You can use the **Editing Master Template** dialog box to modify the properties of an existing Master template.

To edit the properties of a Master template

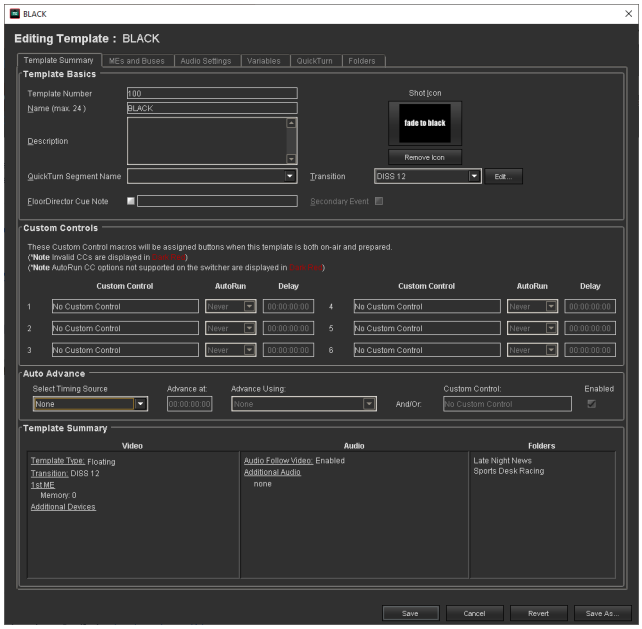
1. In **TemplateEditor**, click the **Master Templates** tab.

   The **Master Templates** tab opens.

2. Use the **Master Template** list to select the **Master template** to edit.

3. Click **Edit**.

   The **Editing Master Template** dialog box opens.



4. Use the tabs in the **Editing Master Template** dialog box to modify the properties of the selected Master template. The following tabs contain Master template properties:

   - **Template Summary** — set the number, name, description, icon, transition, and Custom Controls for a Master template.
   - **ME and Buses** — associate devices with a Master template.
   - **Audio Settings** — configure the audio follow video, audio fade rate, and audio level settings for each channel associated with a Master template. Audio settings cannot be configured for Fixed ME Master templates.
   - **Folders** — define folders and add a Master template to one or more folders.
   - **Variables** — set audio variable sources for a Master template.

   To return all Master template properties to the last saved values, click **Revert**.

5. Click **Save** to save Master template property changes and close the **Editing Master Template** dialog box.

For More Information on...

- configuring Master template summary information, refer to the section "**Template Summary**" on page 10–11.
- associating devices with a Master template, refer to the section "**MEs and Buses**" on page 10–16.
- configuring Master template audio settings, refer to the section "**Audio Settings**" on page 10–20.
- organize Master templates, refer to the section "**Folders**" on page 10–25.
- setting audio variable sources for a Master template, refer to the section "**Variables**" on page 10–22.

Create Custom Icons for Shots

When a Master template is created or edited, an icon can be associated with the Master template to display in the rundown with shots that were created using the Master template. If none of the icons listed in the **Select Icon** dialog box are appropriate, a custom icon can be created for a Master template.

To create a custom icon to use with shots

1. Create a image for the shot icon that meets the following specifications:
   - **Format:** .jpg, .gif, .png, or .bmp
   - **Width:** 80 pixels
   - **Height:** 60 pixels
2. Copy the icon image to one of the following folders on the OverDrive Server computer:
   - `C:\ross\OverDrive\webapps\root\icons`
   - Any sub-folder of `C:\ross\OverDrive\webapps\root\icons`
   - Any folder created in `C:\ross\OverDrive\webapps\root\icons`

✶ The names of folders and sub-folders that you create in the `icons` folder must only contain standard ASCII alphanumeric characters. Do not use the following characters in a folder name as they will stop the Ross Video OverDrive NRCS plugin from displaying the icons contained in the folder:

- + (plus)
- Accented characters
- Non-breaking spaces
- Characters from the extended character set

3. Restart the **TemplateEditor** to make new icons available in the **Select Icon** dialog box when you create or edit a Master template. You must also restart any open **RundownControl** clients, **DirectControl** clients, or **OverDrive NRCS** plugins to make the new icons available to the clients and plugins.

For More Information on...

- selecting an icon for a Master template, refer to the section "**To configure summary information for a new Master template**" on page 10–11.

Duplicate a Master Template

The quickest method of creating a new Master template that uses most of the same properties of an existing Master template starts with duplicating the existing Master template. After making the required edits to the duplicate Master template, the template can be saved under a new name.

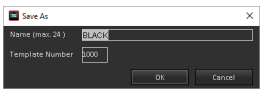
To duplicate an existing Master template

1. In **TemplateEditor**, click the **Master Templates** tab.

   The **Master Templates** tab opens.
2. Use the **Master Template** list to select the **Master template** to duplicate.
3. Click **Edit**.

   The **Editing Master Template** dialog box opens.
4. If required, use the tabs in the **Editing Master Template** dialog box to modify the properties of the selected Master template.
5. Click **Save As**.

   The **Save As** dialog box opens.



6. In the **Name** box enter a name for the new Master template.

   Master template names can be up to 24 alphanumeric characters in length and must be unique within OverDrive.

7. In the **Template Number** box enter an identification number for the new Master template.

   OverDrive automatically assigns the **Template Number** for new Master templates. The assigned template number can be changed to a unique number between 100 and 9999.

8. Click **OK** to save the new Master template and close the **Save As** dialog box. Click **Cancel** to return to the **Edit Template** dialog box without saving a new Master template.

   The new Master templates are added to the **Master Templates** list in TemplateEditor.

Delete a Master Template

✶ When you delete a Master template from the TemplateEditor, OverDrive also deletes all rundown shots created using the deleted Master template. Also, RapidRestore cannot restore shots based on Master templates that do not exist in your OverDrive System.

To delete a Master template

1. In **TemplateEditor**, click the **Master Templates** tab.

   The **Master Templates** tab opens.

2. Use the **Master Template** list to select the **Master template** to delete.

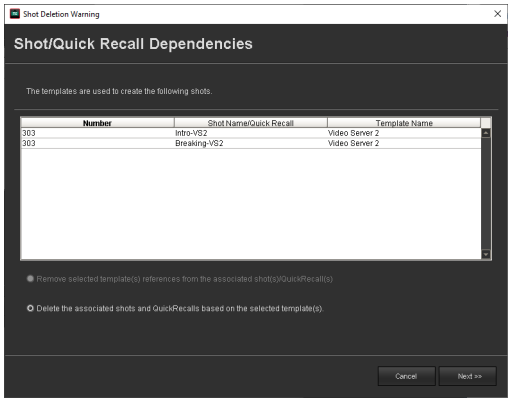
3. Click **Remove**.

   The **Confirm Remove Master Template** dialog box opens.

4. Click **Yes** to delete the selected Master template and close the **Confirm Remove Master Template** dialog box.

   When shots or QuickRecalls use the selected Master template, complete the following steps:

   a. The **Shot Deletion Warning** dialog box opens displaying the **Shot/Quick Recall Dependencies** screen.

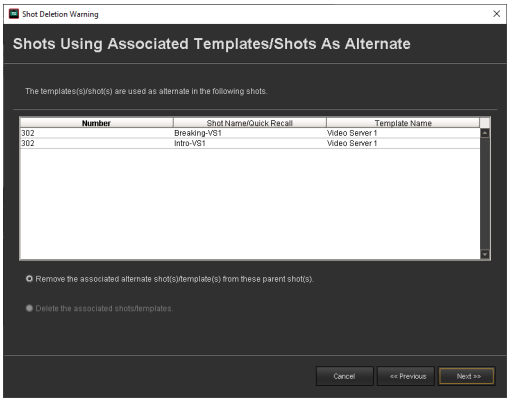


   b. Select one of the available options to manage how to remove the selected Master template from the associated shots and QuickRecalls.

   Click **Cancel** to keep the selected Master template and retain the associated shot and QuickRecalls dependencies. Clicking **Cancel** closes the **Shot Deletion Warning** dialog box.

c. Click **Next** to use the selected option to manage how to remove the selected Master template.

The **Shots Using Associated Template/Shot As Alternative** screen opens.

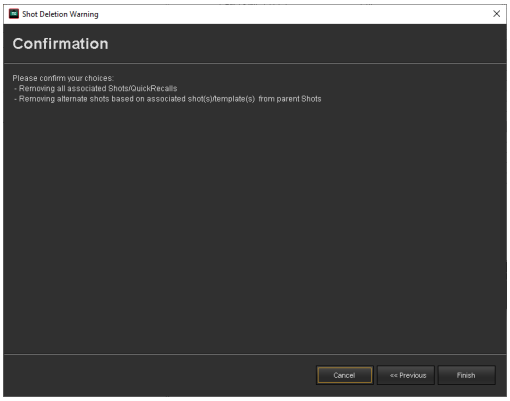


d. Select one of the available options to manage how to remove affected shots from associated alternate shots.

Click **Cancel** to keep the selected Master template and not change alternate shots. Clicking **Cancel** closes the **Shot Deletion Warning** dialog box.

e. Click **Next** to use the selected options to delete the selected Master template.

The **Confirmation** screen opens.



f. Click one of the following:

- **Cancel** — close the **Shot Deletion Warning** dialog box without deleting the selected Master template.
- **Previous** — return to a previous **Shot Deletion Warning** dialog box screen to change your selected options.
- **Finish** — delete the selected Master template using the selected options.

Transition Templates

A Transition template must be created for each type of transition used by Master templates or shot in a rundown. Since OverDrive can use any ME. It is recommended that each ME be fitted with identical options, including Squeeze & Tease 2D or 3D, and DVE, for both SD and MD/X systems. After defining Transition templates, the templates can be assigned to buttons in RundownControl or used in Master templates.

✶ OverDrive uses the bottom ME of a switcher as both a BKGD/PST ME and a PGM/PST ME. In this case, there are several special limitations.

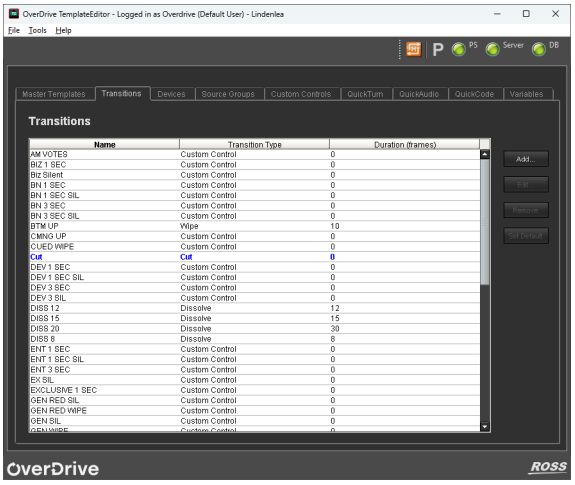
For More Information on...

- using the **Active ME Transition Custom Control**, refer to the section "**Limitations of the ME Use Option**" on page 5–9 or the appropriate switcher ***Installation Guide***.

To create a Transition template

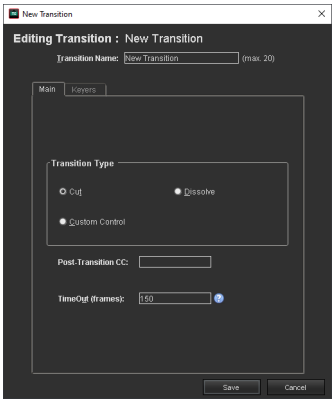
1. In **TemplateEditor**, click the **Transitions** tab.

   The **Transitions** tab opens.



2. Click **Add**.

   The **New Transition** dialog box opens.



3. In the **Transition Name** box enter a name for the new Transition template.

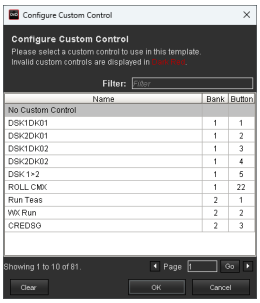
   Transition template names can be up to 16 alphanumeric characters in length and must be unique within OverDrive. It is best to avoid using the following characters in a Transition template name:

   < — Less than
   > — Greater than
   : — Colon
   " — Double quote
   / — Forward slash
   \ — Backslash)
   | — Pipe
   ? Question mark
   * — Asterisk

4. In the **Transition Type** section, select one of the following options to set the type of transition for the template:
   - **Cut** — transition from one shot to another by instantly replacing one shot with the other shot. After selecting this option, skip to step **10**.
   - **Dissolve** — transition from one shot to another by fading one shot down while simultaneously fading up the other shot. After selecting this option, continue with step **5**.
   - **Custom Control** — transition from one shot to another using a Custom Control to load and trigger a media wipe. After selecting this option, skip to step **6**.
5. For the **Dissolve** transition type, enter the number of frames over which to run the selected transition in the **Duration** box.

   The set duration overrides the rate set in the switcher transition section. After entering a duration, skip to step **10**.
6. For the **Custom Control** transition type, click in the **Custom Control** box.

   The **Configure Custom Control** dialog box opens.



   The **Configure Custom Control** dialog box only lists the Custom Controls that are stored on the switcher. Invalid switcher Custom Controls in the list are displayed in **Dark Red**.

✶ OverDrive is only able to access Custom Controls stored in the first 12 Custom Control banks on a switcher.

7. Use the following methods to view the available Custom Controls:
   - **Filter** — enter in this box a portion of the Custom Control name you are looking for. As you type, the Custom Control list automatically updates to show the Custom Controls that contain the entered text.
   - **Clear** — click this button to clear the **Filter** box and list all of the available Custom Controls.
   - **Page** — each page of the **Configure Custom Control** dialog box lists ten Custom Controls. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.
8. Use the **Name** column to select the switcher Custom Control with which to transition between shots and advance the OverDrive rundown.

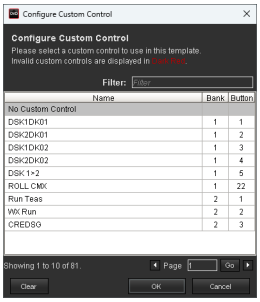
   The selected Custom Control must meet the following conditions:
   - The Custom Control is NOT relative.
   - The Custom Control must perform a PGM ME transition.

   When a Custom Control transition is used during the playout of a rundown, the transition fires the associated Custom Control but does not advance the rundown. The Custom Control must perform a Program ME transition to advance the rundown.
9. Click **OK**.

   The **Configure Custom Control** dialog box closes, and the **New Transition** dialog box displays the name of the selected Custom Control in the **Custom Control** box.

10. When you want to run a Custom Control after the transition finishes, click in the **Post-Transition CC** box.

    The **Configure Custom Control** dialog box opens.



    The **Configure Custom Control** dialog box only lists the Custom Controls that are stored on the switcher. Invalid switcher Custom Controls in the list are displayed in **Dark Red**.

✶ OverDrive is only able to access Custom Controls stored in the first 12 Custom Control banks on a switcher.

11. Use the following methods to view the available Custom Controls:

    - **Filter** — enter in this box a portion of the Custom Control name you are looking for. As you type, the Custom Control list automatically updates to show the Custom Controls that contain the entered text.
    - **Clear** — click this button to clear the **Filter** box and list all of the available Custom Controls.
    - **Page** — each page of the **Configure Custom Control** dialog box lists ten Custom Controls. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

12. Use the **Name** column to select the switcher Custom Control to run after the transition finishes.

13. Click **OK**.

    The **Configure Custom Control** dialog box closes, and the **New Transition** dialog box displays the name of the selected Custom Control in the **Post-Transition CC** box.

14. In the **Timeout** box, enter the maximum number of frames to wait for a transition to complete before advancing the rundown. An **Alert** dialog box opens when the Program ME transition does not take place before the set maximum timeout.

✶ The entered number of frames should be greater than the total number of frames required by the transition and post-transition CC to finish. When a Custom Control contains the Hold CC, a variable length pause, make sure that the set number of frames is enough to cover all applications of the Custom Control.

15. Click **OK** to save the new Transition template and close the **New Transition** dialog box.

    The new Transition template is added to the **Transitions** list in TemplateEditor.

Edit a Transition Template

After creating a Transition template, the Editing Transition dialog box can be used to modify Transition template properties.

To edit the properties of a Transition template

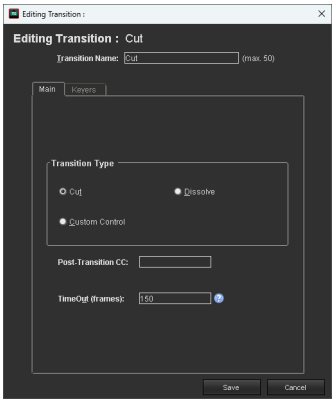
1. In **TemplateEditor**, click the **Transitions** tab.

   The **Transitions** tab opens.

2. Use the **Transitions** list to select the **Transition** template to edit.

3. Click **Edit**.

   The **Editing Transition** dialog box opens.



4. In the **Editing Transition** dialog box, edit the properties of the selected Transition template.
5. Click **OK** to save property changes for the selected Transition template and close the **Editing Transition** dialog box.

For More Information on...

- setting Transition template properties, refer to the section "**To create a Transition template**" on page 10–32.

Select the Default Transition

OverDrive uses the default transition when RundownControl cannot find the transition specified in an NRCS rundown. The default transition is also the initially selected transition for new Master templates.

To select the default transition

1. In **TemplateEditor**, click the **Transitions** tab.

   The **Transitions** tab opens. The **Transitions** list displays the current default transition in **Blue**.
2. Use the **Transitions** list to select the **Transition** template to use as the new default transition.
3. Click **Set Default**.

   OverDrive sets the selected **Transition** template as the default transition. The **Transitions** list displays the new default transition in **Blue**.

Delete a Transition Template

Before deleting a Transition template, it must be removed from all Master templates that use the transition. An error message is displayed when attempting to delete a Transition template that is still used by a Master template.

To delete a Transition template

1. Verify that the Transition template to delete is no longer used by any Master templates.
2. In **TemplateEditor**, click the **Transitions** tab.

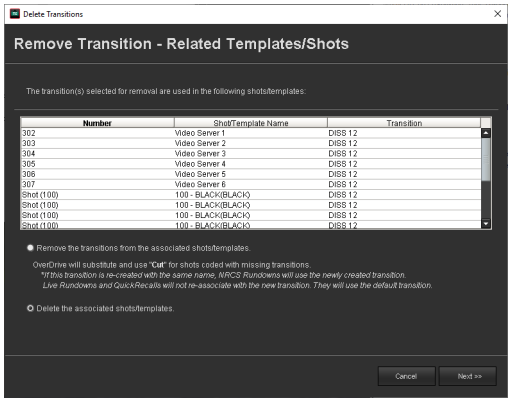
   The **Transitions** tab opens.
3. Use the **Transitions** list to select the **Transition** template to delete.
4. Click **Remove**.

   The **Confirm Remove Transitions** dialog box opens.

5. Click **Yes** to delete the selected Transition template and close the **Confirm Remove Transitions** dialog box.

   When Master templates or shots use the selected Transition template, complete the following steps:

   a. The **Delete Transitions** dialog box opens displaying the **Remove Transition - Related Templates/Shots** screen.



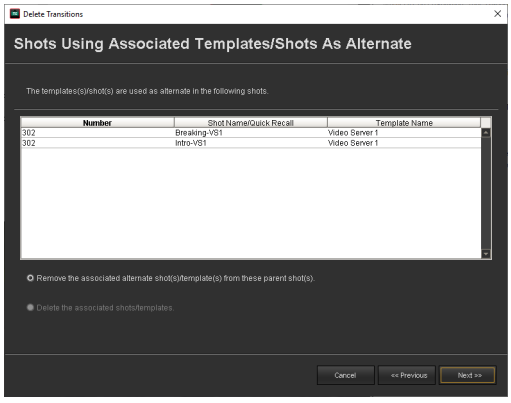
   b. Select the one of the available options to manage how to remove the selected Transition template from the associated Master templates and shots.

   - **Remove the transitions from the associated shots/templates.**
   - **Delete the associated shots/templates.**

   Click **Cancel** to keep the selected Transition template and retain the associated Master template and shot dependencies. Clicking **Cancel** closes the **Delete Transitions** dialog box.

   c. Click **Next** to use the selected option to manage how to remove the selected Transition template.

   If you chose the **Delete the associated shots/templates** option, the **Shots Using Associated Template/Shot As Alternative** screen opens.

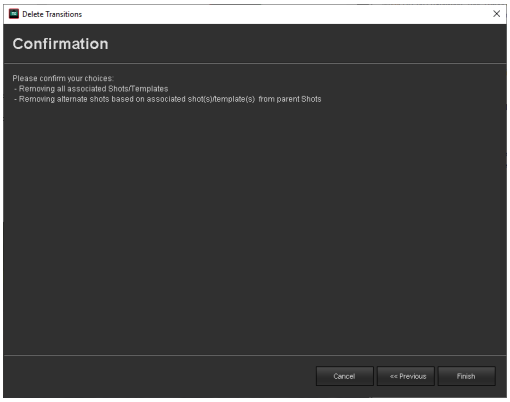


   d. Select one of the available options to manage how to remove affected shots from associated alternate shots.

   Click **Cancel** to keep the selected Transition template and not change alternate shots. Clicking **Cancel** closes the **Remove Device** dialog box.

e. Click **Next** to use the selected options to delete the selected Transition template.

The **Confirmation** screen opens.



f. Click one of the following:

- **Cancel** — close the **Delete Transitions** dialog box without deleting the selected Transition template.
- **Previous** — return to a previous **Delete Transitions** dialog box screen to change your selected options.
- **Finish** — delete the selected Transition template using the selected options.

External Device Templates

OverDrive can be used to control external devices connected to a switcher. To access external devices from OverDrive, Device templates must be created, and each device must be associated with a crosspoint or remote port on the switcher. If a device uses more than one crosspoint or remote port, the device must be associated with each crosspoint or remote port it uses. For example, a four-channel server would be associated with four crosspoints.

More than one Device template can be assigned to the same crosspoint. This enables multiple Device templates to be set for a single device. Each Device template can also specify a different crosspoint to associate with the device.

✶ OverDrive requires that all buses on the switcher are assigned the same Button Map. OverDrive does not support different button maps on different buses.

Virtual Inputs

Virtual inputs enable you to access up to an additional 240 inputs beyond the physical inputs of your switcher. You can assign virtual inputs to a Device template as crosspoints. You can control devices that use virtual inputs through virtual keyers.

✶ In a Master template you cannot add devices that use virtual inputs to a physical keyer. You can only add devices that use virtual inputs to a virtual key.

Keep in mind the following points when using virtual inputs:

- In a Master template you cannot associate a Device template that uses virtual inputs with a physical keyer, but you can associate it with a virtual keyer.
- You cannot assign a virtual source to ME or Real Key buttons in the Hot Cut Bus view of DirectControl.
- You cannot modify a Device template to use virtual inputs instead of real inputs, TemplateEditor stops you from saving your changes and displays a list of the affected Master templates.
- OverDrive ignores virtual inputs when connected to a Caprica Server running Caprica version 6.1 or earlier. TemplateEditor displays invalid virtual inputs in **Dark Red**. Upgrading to Caprica version 6.2 or later enables OverDrive to use the virtual inputs set in Device templates.
- When licensing reduces the number of available virtual inputs, OverDrive ignores the unavailable virtual inputs. TemplateEditor displays invalid virtual inputs in **Dark Red**. OverDrive retains the virtual inputs set in Device templates so that the virtual inputs can be used when licensing increases the number of available virtual inputs.

Create a Device Template

✶ External devices must be configured in Caprica or set up on the switcher before you can create a Device template in OverDrive for the device.

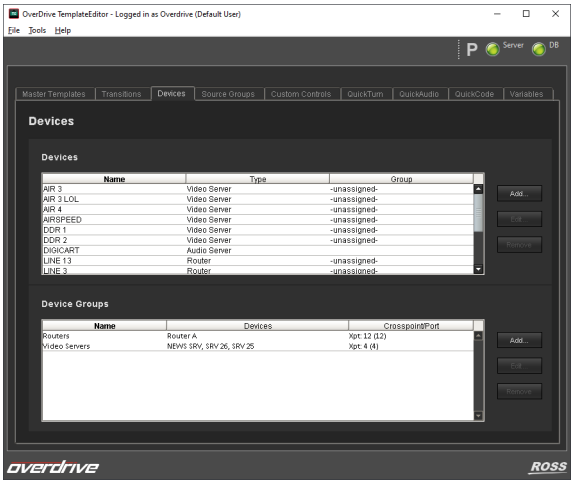
For More Information on...

- Caprica device configuration, refer to the ***Caprica User Guide***.
- external device setup on a switcher, refer to the switcher ***Engineering/Installation Manual*** set.

To create a Device template

1. In **TemplateEditor**, click the **Devices** tab.

   The **Devices** tab opens.



2. In the **Devices** section, click **Add**.

   The **New Device** dialog box opens.



3. In the **Device Name** box enter a name for the new Device template.

   Device template names can be up to 12 alphanumeric characters in length and must be unique within OverDrive. It is best to avoid using the following characters in a Device template name:

< — Less than	" — Double quote	| — Pipe
> — Greater than	/ — Forward slash	? Question mark
: — Colon	\ — Backslash)	* — Asterisk

4. Select the **Back To Back** check box for devices that have a single channel output, but are used in back-to-back shots, or multiple channels on the same remote.

   When this check box is selected, device output is updated after a transition completes. **Back to Back** is automatically selected for zero crosspoint devices after changes to the Device template are saved.

5. In the **Device Type** section, select the type of device to control and set the required properties for the selected device type. The **Device Type** cannot be changed after it is set for a Device template. The available device types are as follows:

   - "**Video Server**" on page 10–39
   - "**Internal Store**" on page 10–46
   - "**External Still Store**" on page 10–47
   - "**Audio Server**" on page 10–47
   - "**Character Generator**" on page 10–48
   - "**MOS Char Gen**" on page 10–48
   - "**VTR**" on page 10–49
   - "**Router**" on page 10–49
   - "**Zero Crosspoint Router**" on page 10–51
   - "**Aux Bus**" on page 10–51
   - "**Camera**" on page 10–52

6. Click **OK** to save the new Device template and close the **New Device** dialog box.

   The new Device template is added to the **Devices** list in TemplateEditor.

Video Server

For OverDrive, the VTR Preroll value set on the switcher must be to less than two seconds. When the VTR Preroll value is greater than two seconds, OverDrive times out waiting for the video server and fails to run the transition.

To configure a video server

1. In the **Device Type** section of the **New Device** dialog, select **Video Server**.
2. In the **Video Server Properties** section, select the **Allow this Device to be Cued in Advance** check box to cue the video server in advance of any shots it is assigned to in the rundown.

   The **Allow this Device to be Cued in Advance** option also controls device channel prediction for the next shot as follows:

   - **Off** — use the **first** available channel for the device in the next shot.
   - **On** — use the **next** available channel for the device in the next shot.

3. Select the **Set this Device to MOS Device** check box if the video server is required to work as a MOS device.

   TemplateEditor makes the **Server Type**, **MOS ID**, **Clip**, **Channel ID**, **Send MOS Status**, and **Enable Support for In/Out/Loop Metadata** settings available after selecting the **Set this Device to MOS Device** check box. Configure the MOS device settings as follows:

   a. Use the **Server Type** list to select the manufacturer of the video server used by the device.

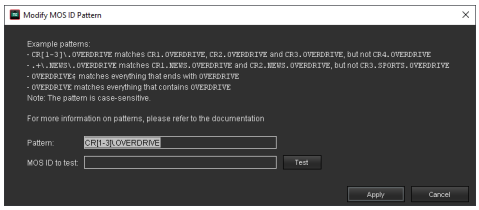
   b. In the **MOS ID (or pattern)** box, enter the MOS ID of the video server. A MOS ID is not required when **Bitcentral (Story ID)** is selected from the **Server Type** list.

c. Select the **Use MOS ID Pattern** check box to use a regular expression search pattern to match the MOS ID of the video server instead of entering a specific MOS ID. Entering a MOS ID pattern enables you to create a single Device template for multiple like video servers in your OverDrive system that use different MOS IDs.

Complete the following steps to enter a MOS ID pattern to match your video server MOS IDs:

- Click **Modify** to the right of the **Use MOS ID Pattern** check box.

  The **Modify MOS ID Pattern** dialog box opens.



- In the **Pattern** box, enter a case sensitive regular expression search pattern to match the MOS IDs of the video servers in your OverDrive system, for example:

	Video Server MOS ID	
MOS ID Pattern	**Matches**	**Does Not Match**

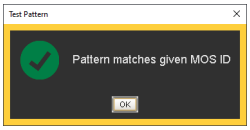
`CR[1-3]\.ABEKAS`	`CR1.ABEKAS`
	`CR2.ABEKAS`
	`CR3.ABEKAS`
		`CR4.ABEKAS`

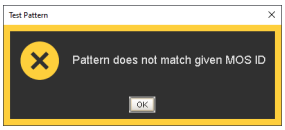
`.+\.NEWS.\ABEKAS`	`CR1.NEWS.ABEKAS` `CR2.NEWS.ABEKAS`	`CR3.SPORTS.ABEKAS`
`ABEKAS$`	Ending with `ABEKAS`	Not ending with `ABEKAS`
`ABEKAS`	Containing `ABEKAS`	Not containing `ABEKAS`

For information about regular expressions, refer to "**Appendix D. Regular Expressions**" on page 34–1.

- In the **MOS ID to test** box, enter the MOS ID of a video server that the MOS ID pattern you entered in the **Pattern** box should match.
- Click **Test**.

  TemplateEditor displays the test results as an alert. The possible test result alerts are as follows:





- Click **OK** to close the **Test Pattern** alert.
- If required, edit the MOS ID pattern you entered in the **Pattern** box.

d. In the **Clip** box, enter the MOS tag that contains the clip name of the video server clip. Depending on the video server selected from the **Server Type** list, the default MOS tags are as follows:

Server Type	Clip	Clip Name Obtained From
Generic	objID	<objID> MOS tag
Bitcentral (Story ID)		Enter the MOS tag that contains the clip name
Bitcentral (MOS ID)	objID	<objID> MOS tag
Command	objID	<objID> MOS tag
ControlAir	video-id	video-id column
Countdown	objID	<objID> MOS tag
EVS	objID	<objID> MOS tag
Gallery SIENNA	objPaths/objPath	<objPath> MOS tag within the <objPaths> tag
Grass Valley Aurora	clipPath	<clipPath> MOS tag
NewsQ	source	<source> MOS tag
NEXIO	objID	<objID> MOS tag
Omneon	objPaths/objPath	<objPath> MOS tag within the <objPaths> tag
Quantel	objID	<objID> MOS tag
SONY Sonaps	objID	<objID> MOS tag
Vidispine	objPaths/objPath	<objPath> MOS tag within the <objPaths> tag
Chyron XClyps	subtypeid	<subtypeid> MOS tag
Streamline	objPaths/objPath	<objPath> MOS tag within the <objPaths> tag
XPression Clips	clipname	<clipname> MOS tag

- Do not run the NEXIO MOS Playlist Manager software when using a NEXIO video server as a MOS device. The NEXIO MOS Playlist Manager software interrupts switcher to NEXIO video server communication.
- When using a Sony Sonaps video server with OverDrive, you must set the clipName length to 32 characters on the Sony Sonaps video server. Setting the clipName to 32 characters makes the Sony Sonaps video server use the objID MOS tag to send clip names to OverDrive.
- Unlike MOS CG devices, TemplateEditor does not automatically create a Master template for MOS video server devices. After creating a MOS video server device, you need to create a Master template that contains the MOS video server device. When adding a MOS video server clip to a newsroom story, the Master template created for the MOS video server must be inserted immediately after the video clip MOS item.

e. In the **Channel ID** box, enter the channel identifier for the MOS video server.

f. Select the **Send MOS Status** check box to send the MOS status of the MOS video server to OverDrive. OverDrive displays the MOS status of a MOS video servers in the **CG Status** column of RundownControl.

g. Select the **Enable Support for In/Out/Loop Metadata** check box to use coded values from a newsroom story to cue video server clips with set in points, custom durations, and looping settings. Clear this check box to ignore coded values from newsroom stories and cue video clips to the beginning and play clips to the end.

- This check box is only available when your OverDrive Server is connected to a Caprica Server running Caprica version 6.4 or greater.

Set the following values for a MOS video server object in a newsroom story to cue video server clips with in points, custom durations, and looping:

- `<itemEdStart>` — set the number of frames from the start of a video clip to cue the clip. For example, enter the following to cue a video clip at 20 frames:

  ```
  <itemEdStart>20</itemEdStart>
  ```

  When this value is left empty the video server cues the video clip cues at the start of the clip.

- `<itemEdDur>` — set the number of frames for the playout duration of the video clip. For example, enter the following to playout 500 frames of the video clip:

  ```
  <itemEdDur>500</itemEdDur>
  ```

  When this value is left empty the video server plays out the video clip to the end of the clip.

- `<itemMOSLoop>` — set whether or not to loop the video clip. Enter `1` to looping on or `0` to turn looping off. For example, enter the following to loop a video clip:

  ```
  <itemMOSLoop>1</itemMOSLoop>
  ```

  When this value is left empty the video server does not loop the video clip.

OverDrive uses the `<itemEdStart>` and `<itemEdDur>` values to calculate the video out point to send to Caprica along with the set in point, duration, and loop setting.

During rundown playout **RundownControl** displays the set in point, duration, and looping values for a video server in the **MOS Abstract** column of the **Rundown** table. To add the **MOS Abstract** column to the **Rundown** table, refer to the procedure "**To select Rundown table columns**" on page 11–12.

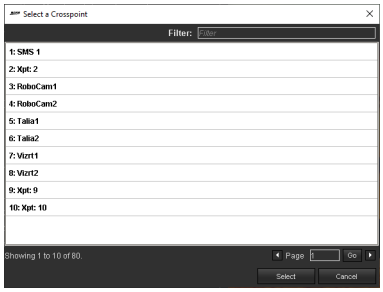
4. When **Streamline** is the selected **Server Type**, configure the following settings to display video clip thumbnails in the Thumbnail column of the Rundown table and the Preview view:
   - **Thumbnail Host** — enter the hostname or IP address of the computer that stores the video clip thumbnail images. The Streamline Server usually stores the video clip thumbnail images.
   - **Use HTTPS** — select this check box when connecting to a secured Streamline Server.
   - **Authentication Key** — enter the API Key of the Streamline user that OverDrive uses to communication with the Streamline Server.
5. In the **Device Group** section, use the list to select the device group in which to include the video server device.

✶ A video server device must be part of a device group for OverDrive to retrieve clip lists or status for the device.

If the list does not contain a device group for your device, select **create new group** to use the **New Group** dialog box to create a group for your device.

6. In the **Device Crosspoints** section, select the **Primary** crosspoint for the video server as follows:
   a. Click in the **Primary** box.

      The **Select a Crosspoint** dialog box opens.



b. Use the following methods to view the available crosspoints:

- **Filter** — enter in this box a portion of the crosspoint name you are looking for. As you type, the crosspoints list automatically updates to show the crosspoints that contain the entered text. To select the first crosspoint in the list and close the **Select a Crosspoint** dialog box, press the **Enter** key.
- **Page** — each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

c. Use the **Crosspoint** list to select the **Primary** crosspoint for the video server.

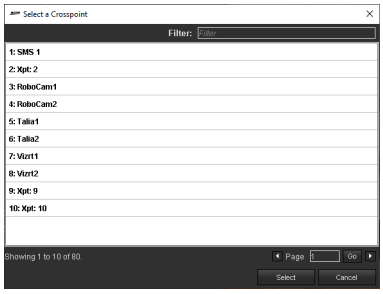
d. Click **Select**.

The **Select a Crosspoint** dialog box closes, and the **Primary** box is updated with the name of the selected crosspoint.

7. When using a redundant video server, select the **Redundant** crosspoint for the video server as follows:

a. Click in the **Redundant** box.

The **Select a Crosspoint** dialog box opens.



b. Use the following methods to view the available crosspoints:

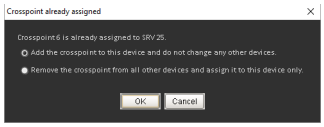
- **Filter** — enter in this box a portion of the crosspoint name you are looking for. As you type, the crosspoints list automatically updates to show the crosspoints that contain the entered text. To select the first crosspoint in the list and close the **Select a Crosspoint** dialog box, press the **Enter** key.
- **Page** — each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

c. Use the **Crosspoint** list to select the **Redundant** crosspoint for the video server.

d. Click **Select**.

The **Select a Crosspoint** dialog box closes, and the **Redundant** box is updated with the name of the selected crosspoint.

If you assign a crosspoint to a new device that is already assigned to a video server as a **Redundant** crosspoint, the **Crosspoint Already Assigned** dialog box opens.



Selecting the **Remove the cross point…** option will remove the **Redundant** and corresponding **Primary** crosspoints from the video server device. For example:

a. Create a video server device that uses the following cross points:

- **Primary**: 10
- **Redundant**: 20

b. Create another device and assign crosspoint 20 to the new device.

c. In the **Crosspoint Already Assigned** dialog box, select the **Remove the cross point…** option and click **OK**.

d. The **TemplateEditor** removes crosspoints 10 and 20 from the video server device.

8. Click **Add** to associate the entered crosspoint and/or crosspoints with the video server.

The crosspoint is added to the device crosspoint list.

For More Information on...

- creating device groups, refer to the section Refer to the section "**Device Groups**" on page 10-54.

MOS Video Server Default Master Template

The TemplateEditor does not automatically create a Master template for MOS video server devices. After creating a MOS video server device, you must create a Master template that contains the MOS video server device. After you create a Master template for a MOS video server device, you can select the Master template as the default Master template for the MOS video server device.

In the following situations, OverDrive inserts the default Master template for the MOS video server device:

- When a newsroom story contains any type of MOS video server object but does not contain an OverDrive shot that uses the MOS video server device.

  OverDrive inserts an OverDrive shot in the newsroom story at the location of MOS video server object. When a story contains multiple MOS video server objects, OverDrive inserts a shot for each object.
- When the video ID column of a newsroom story contains a clip name but the story does not contain an OverDrive shot that uses the ControlAir MOS video server device.

  OverDrive inserts an OverDrive shot at the beginning of the newsroom story.

✶ When the TemplateEditor does not define a default Master template for MOS video server devices, OverDrive does not add a shot to Rundown Control.

To select a default Master template for a MOS video server device

1. Use the **TemplateEditor** to add a new **Video Server** device.

2. In the **Video Server Properties** section, select the **Set this Device to MOS Device** check box.

3. Finish defining the **video server** device, and then click **Save**.

4. Use **TemplateEditor** to add a new **Master template**.

5. In the **New Master Template** dialog box, click the **MEs and Buses** tab.

The **MEs and Buses** tab opens.

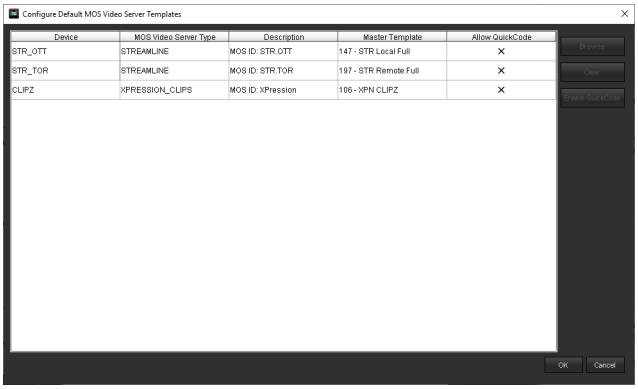
6. Add your new **MOS video server** device to at least one **ME** of the Master template.

7. Finish defining the Master template, and then click **Save**.

The **New Master Template** dialog box closes, and OverDrive adds the new Master template to the **Master Templates** list in **TemplateEditor**.

8. In the **TemplateEditor**, use the **Tools** menu to select **Configure MOS Video Server Templates**.

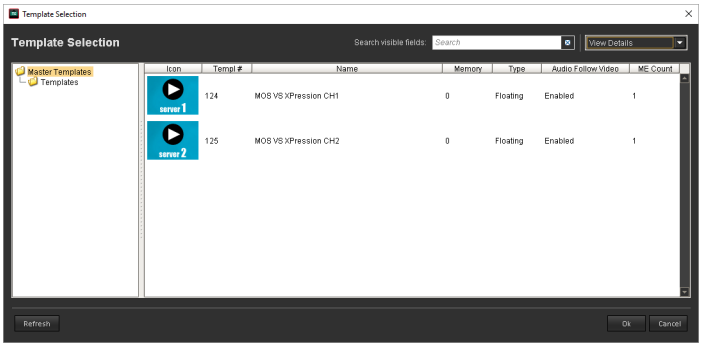
   The **Configure Default MOS Video Server Templates** dialog box opens.



9. In the **MOS Video Server Type** column, select the type of MOS video server device for which you want to select a default Master template.

10. Click **Browse**.

    The **Template Selection** dialog box opens displaying the Master templates that use the selected type of MOS video server device in at least one ME.



11. Select the **Master template** to use as the default Master template for the selected type of MOS video server device.

    You can only select one Master template as the default Master template for a type of MOS video server device.

12. Click the **OK**.

    The **Template Selection** dialog box closes. The **Master Template** column in the **Configure MOS Video Server Templates** dialog box displays the name of the Master template selected for a MOS video server type.

13. To change the default Master template used by a selected MOS video server type, click **Browse**.

14. To remove the default Master template used by a selected MOS video server type, click **Clear**.

15. Click **OK** to save the your MOS video server type default Master template settings and close the **Configure MOS Video Server Templates** dialog box.

For More Information on...

- creating Master templates, refer to the section "**Create a Master Template**" on page 10–9.
- using QuickCode template keywords to set the Master Template for MOS Video Servers, refer to the section "**Set the Master Template for MOS Video Servers from the NRCS Rundown**" on page 22–85.

Internal Store

Before using this type of device in a rundown, the memory recall mode must be turned off for the channels used to store stills and animations. When using any of the ME-Store channels, turn **Off** the ME Store Memory Recall (**MLEStoreMem**) mode in the switcher personality. When using any of the Global-Store channels, turn **Off** the Global-Store Memory Recall (**GlblStoreMem**) mode. Turn **Off** both modes when using ME-Store and Global-store channels.

To configure an internal store

1. In the **Device Type** section of the **New Device** dialog, select **Internal Store**.
2. In the **Still Store Properties** section, select the **Allow this Device to be Cued in Advance** check box to cue the ME store in advance of any shots it is assigned to in the rundown.

   The **Allow this Device to be Cued in Advance** option also controls device channel prediction for the next shot as follows:

   - **Off** — use the **first** available channel for the device in the next shot.
   - **On** — use the **next** available channel for the device in the next shot.
3. In the **Device Group** section, use the list to select the device group in which to include the internal store device.

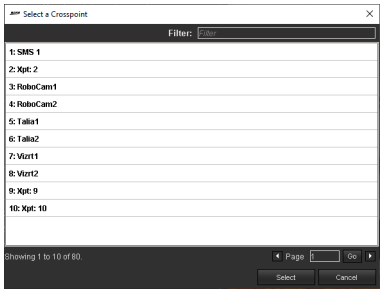
✶ An internal store device must be part of a device group for OverDrive to retrieve clip lists or status for the device.

If the list does not contain a group for your device, select **create new group** to use the **New Group** dialog box to create a group for your device.

4. In the **Device Crosspoints** section, enter a crosspoint number for the internal store as follows:

   a. Click in the **Add a CrossPoint number** box.

   The **Select a Crosspoint** dialog box opens.



   b. Use the following methods to view the available crosspoints:

   - **Filter** — enter in this box a portion of the crosspoint name you are looking for. As you type, the crosspoints list automatically updates to show the crosspoints that contain the entered text. To select the first crosspoint in the list and close the **Select a Crosspoint** dialog box, press the **Enter** key.
   - **Page** — each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

   c. Use the **Crosspoint** list to select a crosspoint for the internal store.

   d. Click **Select**.

   The **Select a Crosspoint** dialog box closes, and the **Add a CrossPoint number** box is updated with the name of the selected crosspoint.
5. Click **Add** to associate the selected crosspoint with the internal store.

   The crosspoint is added to the device crosspoint list.

For More Information on...

- creating device groups, refer to the section Refer to the section "**Device Groups**" on page 10-54.

External Still Store

To configure an external still store

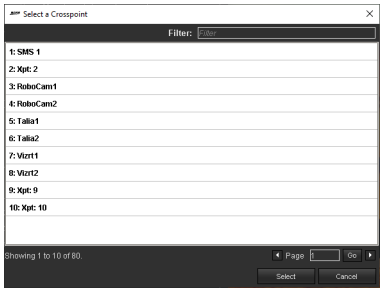
1. In the **Device Type** section of the **New Device** dialog, select **Ext Still Store**.
2. In the **Still Store Properties** section, select the **Allow this Device to be Cued in Advance** check box to cue the external still store in advance of any shots it is assigned to in the rundown.

   The **Allow this Device to be Cued in Advance** option also controls device channel prediction for the next shot as follows:

   - **Off** — use the **first** available channel for the device in the next shot.
   - **On** — use the **next** available channel for the device in the next shot.
3. In the **Device Crosspoints** section, enter a crosspoint number for the external store as follows:

   a. Click in the **Add a CrossPoint number** box.

   The **Select a Crosspoint** dialog box opens.



   b. Use the following methods to view the available crosspoints:

   - **Filter** — enter in this box a portion of the crosspoint name you are looking for. As you type, the crosspoints list automatically updates to show the crosspoints that contain the entered text. To select the first crosspoint in the list and close the **Select a Crosspoint** dialog box, press the **Enter** key.
   - **Page** — each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

   c. Use the **Crosspoint** list to select a crosspoint for the external store.

   d. Click **Select**.

   The **Select a Crosspoint** dialog box closes, and the **Add a CrossPoint number** box is updated with the name of the selected crosspoint.
4. Click **Add** to associate the selected crosspoint with the external still store.

   The crosspoint is added to the device crosspoint list.

Audio Server

To configure an audio server

1. In the **Device Type** section of the **New Device** dialog, select **Audio Server**.
2. In the **Remote Ports** section, use the **Select Port** list to select the remote port number on the switcher to which the audio server is connected.

Character Generator

To configure a character generator

1. In the **Device Type** section of the **New Device** dialog, select **Character Gen**.
2. In the **Character Generator Properties** section, select the **Allow this Device to be Cued in Advance** check box to cue the character generator in advance of any shots it is assigned to in the rundown.

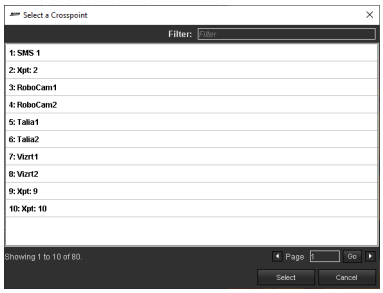
   The **Allow this Device to be Cued in Advance** option also controls device channel prediction for the next shot as follows:

   - **Off** — use the **first** available channel for the device in the next shot.
   - **On** — use the **next** available channel for the device in the next shot.
3. Enter the default page folder location in the **Default Page Folder** box.

   When using a character generator for back-to-back shots, the pages for both shots must be stored in the same folder.
4. In the **Device Crosspoints** section, enter a crosspoint number for the character generator as follows:

   a. Click in the **Add a CrossPoint number** box.

   The **Select a Crosspoint** dialog box opens.



   b. Use the following methods to view the available crosspoints:

   - **Filter** — enter in this box a portion of the crosspoint name you are looking for. As you type, the crosspoints list automatically updates to show the crosspoints that contain the entered text. To select the first crosspoint in the list and close the **Select a Crosspoint** dialog box, press the **Enter** key.
   - **Page** — each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

   c. Use the **Crosspoint** list to select a crosspoint for the character generator.

   d. Click **Select**.

   The **Select a Crosspoint** dialog box closes, and the **Add a CrossPoint number** box is updated with the name of the selected crosspoint.
5. Click **Add** to associate the selected crosspoint with the character generator.

   The crosspoint is added to the device crosspoint list.

MOS Char Gen

Refer to the section "**Create a MOS CG Device Template**" on page 10–57 for further instructions on setting properties for a MOS character generator device.

VTR

To configure a VTR

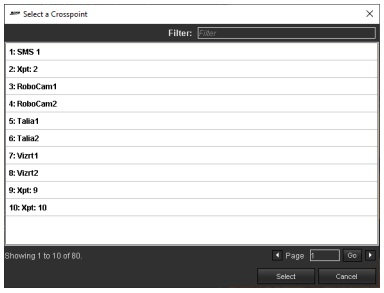
1. In the **Device Type** section of the **New Device** dialog, select **VTR**.
2. In the **VTR Properties** section, select the **Allow this Device to be Cued in Advance** check box to cue the VTR in advance of any shots it is assigned to in the rundown.

   The **Allow this Device to be Cued in Advance** option also controls device channel prediction for the next shot as follows:

   - **Off** — use the **first** available channel for the device in the next shot.
   - **On** — use the **next** available channel for the device in the next shot.
3. In the **Device Crosspoints** section, enter a crosspoint number for the Video Tape Recorder as follows:

   a. Click in the **Add a CrossPoint number** box.

   The **Select a Crosspoint** dialog box opens.



   b. Use the following methods to view the available crosspoints:

   - **Filter** — enter in this box a portion of the crosspoint name you are looking for. As you type, the crosspoints list automatically updates to show the crosspoints that contain the entered text. To select the first crosspoint in the list and close the **Select a Crosspoint** dialog box, press the **Enter** key.
   - **Page** — each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

   c. Use the **Crosspoint** list to select a crosspoint for the Video Tape Recorder.

   d. Click **Select**.

   The **Select a Crosspoint** dialog box closes, and the **Add a CrossPoint number** box is updated with the name of the selected crosspoint.
4. Click **Add** to associate the selected crosspoint with the Video Tape Recorder.

   The crosspoint is added to the device crosspoint list.

Router

To configure a router

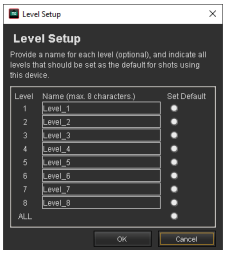
1. In the **Device Type** section of the **New Device** dialog, select **Router**.
2. In the **Router Properties** section, select the **Allow this Device to be Cued in Advance** check box to cue the router in advance of any shots it is assigned to in the rundown.

   The **Allow this Device to be Cued in Advance** option also controls device channel prediction for the next shot as follows:

   - **Off** — use the **first** available channel for the device in the next shot.
   - **On** — use the **next** available channel for the device in the next shot.
3. Enter the number of levels for the router in the **Enter the Number of Levels** box.

4. Click **Level Setup** to set a name for each level.

   The **Level Setup** dialog box opens.



5. In the **Name** box for each level, enter a name for the level.
6. Click the **Set Default** option to the right of the level to set as the default level for shots using the router.

   OverDrive does not save an **ALL** level in the database. The **ALL** option means that all the above are selected, which is true when only one level is available and selected. The next time a user edits the router device, the **ALL** option is selected and not the **1** option. When there is more than one level, you can select a new default level in the **Level Setup** dialog box.
7. Click **OK**.

   The **Level Setup** dialog box closes.
8. In the **Device Group** section, use the list to select the device group in which to include the router device.

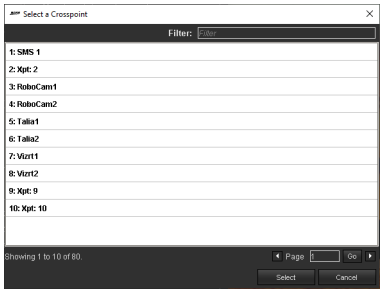
✶ A router device must be part of a device group for OverDrive to retrieve source lists or status for the device.

If the list does not contain a group for your device, select **create new group** to use the **New Group** dialog box to create a group for your device.

9. In the **Device Crosspoints** section, enter a crosspoint number for the router as follows:

   a. Click in the **Add a CrossPoint number** box.

   The **Select a Crosspoint** dialog box opens.



   b. Use the following methods to view the available crosspoints:

   - **Filter** — enter in this box a portion of the crosspoint name you are looking for. As you type, the crosspoints list automatically updates to show the crosspoints that contain the entered text. To select the first crosspoint in the list and close the **Select a Crosspoint** dialog box, press the **Enter** key.
   - **Page** — each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

   c. Use the **Crosspoint** list to select a crosspoint for the router.

   d. Click **Select**.

   The **Select a Crosspoint** dialog box closes, and the **Add a CrossPoint number** box is updated with the name of the selected crosspoint.

10. Click **Add** to associate the selected crosspoint with the router.

    The crosspoint is added to the device crosspoint list.

For More Information on...

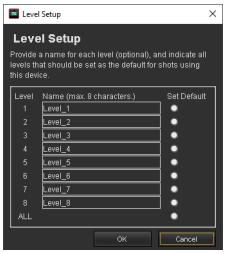
- creating device groups, refer to the section Refer to the section "**Device Groups**" on page 10-54.

Zero Crosspoint Router

To configure a zero crosspoint router

1. In the **Device Type** section of the **New Device** dialog, select **Router, no xpt**.
2. In the **Router Properties** section, enter the number of levels for the zero crosspoint router in the **Enter the Number of Levels** box.
3. Click **Level Setup** to set a name for each level.

   The **Level Setup** dialog box opens.



4. In the **Name** box for each level, enter a name for the level.
5. Click the **Set Default** option to the right of the level to set as the default level for shots using the zero crosspoint router.
6. Click **OK**.

   The **Level Setup** dialog box closes.
7. In the **Device Group** section, use the list to select the device group in which to include the zero crosspoint router device.

✶ A zero crosspoint router device must be part of a device group for OverDrive to retrieve source lists or status for the device.

If the list does not contain a group for your device, select **create new group** to use the **New Group** dialog box to create a group for your device.

8. In the **Remote Ports** section, use the **Select Port** list to select the remote port number on the switcher to which the zero crosspoint router is connected.

For More Information on...

- creating device groups, refer to the section Refer to the section "**Device Groups**" on page 10-54.

Aux Bus

To configure an aux bus

- In the **Device Type** section of the **New Device** dialog, select **Aux Bus**.

  There are no additional settings for this type of device.

Camera

To configure a camera

1. In the **Device Type** section of the **New Device** dialog, select **Camera**.
2. In the **Camera Properties** section, select the **Allow this Device to be Cued in Advance** check box if the camera is a robotic camera that is required to cue movement in advance of any shots it is assigned to in the rundown.

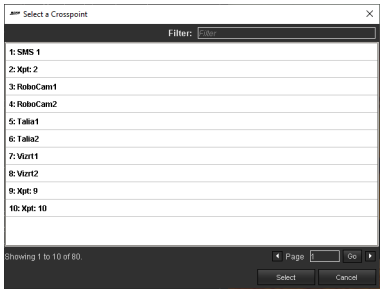
✶ The **Cue Shots in Advance** check box must be selected in the **Options** dialog box along with this check box to enable robotic cameras to cue in advance.

The **Allow this Device to be Cued in Advance** option also controls device channel prediction for the next shot as follows:

- **Off** — use the **first** available channel for the device in the next shot.
- **On** — use the **next** available channel for the device in the next shot.

3. In the **Device Crosspoints** section, enter a crosspoint number for the camera as follows:
   a. Click in the **Add a CrossPoint number** box.

      The **Select a Crosspoint** dialog box opens.



   b. Use the following methods to view the available crosspoints:
      - **Filter** — enter in this box a portion of the crosspoint name you are looking for. As you type, the crosspoints list automatically updates to show the crosspoints that contain the entered text. To select the first crosspoint in the list and close the **Select a Crosspoint** dialog box, press the **Enter** key.
      - **Page** — each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

   c. Use the **Crosspoint** list to select a crosspoint for the camera.

   d. Click **Select**.

      The **Select a Crosspoint** dialog box closes, and the **Add a CrossPoint number** box is updated with the name of the selected crosspoint.

4. Click **Add** to associate the selected crosspoint with the camera.

   The crosspoint is added to the device crosspoint list.

For More Information on...

- redundant server setup for server sync roll, refer to the section "**Video Server Sync Roll**" on page 22–78.
- setting the VTR Pre-roll value, refer to the switcher ***Manual*** set.
- setting modes in a switcher personality, refer to the switcher ***Manual*** set.
- creating Master templates, refer to the section "**Master Templates**" on page 10–8.
- setting properties for an internal store device, refer to the section "**Use Internal Store Devices in a Show**" on page 10–53.
- enabling the Cue Shots in Advance option, refer to the section "**Configure Rundown Settings**" on page 4–2.

- how the Cue Shots in Advance option works in a rundown, refer to the section "**Cue Shots in Advance Option**" on page 22–10.

Use Internal Store Devices in a Show

The following sections contain additional switcher and OverDrive requirements for using internal store devices in a show.

Alpha Channels

Since stills and animations can be used with alpha channels, OverDrive must be properly configured to support alpha channels. For each channel requiring an alpha, there must be an associated alpha channel defined on the switcher. The switcher alpha channel is not mapped to a crosspoint on the OverDrive Device template.

For the Global Store there are three available channels. If alphas where to be used on all channels, only one Global Store channel could be mapped since there is not enough channels to support two Global Store channels with alphas. If alpha channels are only required for some still items, it is recommended to create multiple devices to optimize channel usage. Create one device that uses ME Store crosspoints and supports alphas, and a second device that uses Global Store crosspoints but does not support alphas.

✶ By default, the alpha for ME Store channel 1 is mapped to channel 3, and the alpha for ME Store channel 2 is mapped to channel 4. Alphas are not configured by default for Global Store channels. Alpha channel mappings are all reconfigurable on the switcher.

An example alpha channel setup is as follows:

- **ME Stores**
  - › Channel 1: Mapped as an crosspoint in OverDrive
  - › Channel 2: Mapped as an crosspoint in OverDrive
  - › Channel 3: Alpha for Channel 1, not mapped as an crosspoint in OverDrive
  - › Channel 4: Alpha for Channel 2, not mapped as an crosspoint in OverDrive
- **Global Stores**
  - › Channel 1: Mapped as an crosspoint in OverDrive
  - › Channel 2: Alpha for Channel 1, not mapped as an crosspoint in OverDrive
  - › Channel 3: Not mapped in OverDrive, or mapped as a different non-alpha supported device.

Manage Large Animations

Due to the amount of time it takes to load large animations into the switcher cache, it is recommended to dedicate one Global Store channel for each large animation. For each animation, create a Device template that is only assigned the dedicated channel. Device templates created in this manner should be reserved for large animations.

When running multiple large animations there is a risk of unintentionally unloading an animation from the still cache when a new animation is loaded into the cache and there is not enough cache space to store both animations. Proper show preparation should prevent still cache space problems.

Cue in Advance

The help manage potential delays in loading stills into the switcher cache, it is highly recommended that the Allow this Device to be Cued in Advance option be selected for all internal store devices. The amount of time required to prepare a shot is usually insufficient to load an animation into the switcher cache if the animation is not already present.

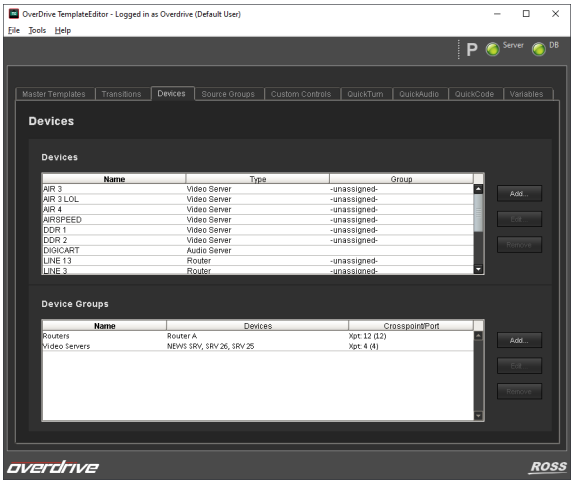
Device Groups

Video server, internal store, router, or zero cross point router devices supply Master templates with clip or source lists. Device templates that reference the same device hardware through different crosspoints can be grouped together to streamline clip or source list retrieval. OverDrive only uses a single crosspoint from the device group to retrieve a clip or source list instead of referencing each crosspoint in the group.

To add a device group

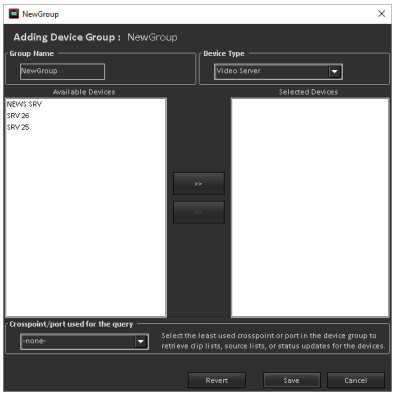
1. In **TemplateEditor**, click the **Devices** tab.

   The **Devices** tab opens.



2. In the **Device Groups** section, click **Add**.

   The **New Group** dialog box opens.



3. In the **Group Name** box enter a name for the new device group.

   Device group names can be up to 20 alphanumeric characters in length and must be unique within OverDrive.

4. Use the **Device Type** list to select the type of device for the device group: You can create a device group for **Video Servers**, **Routers**, and **Internal Store** devices.

   After selecting a **Device Type** the **Available Devices** list shows the devices of the selected type that are not in a device group. Devices can only belong to one group.

5. Use the **Available Devices** list as follows to select one or more devices for the device group:

   - **Single** — click the device to select and then click **>**.
   - **Range** — click the first device in the range, **Shift-click** the last device in the range, and then click **>**.
   - **Multiple** — click the first device to select, then **Ctrl-click** each additional device to add to the selection, and then click **>**.
   - **All** — click a device, press **Ctrl+A**, and then click **>**.

   The selected devices move from the **Available Devices** list the **Selected Devices** list.

✶ When individual devices use the same cross points, you must assign the devices to the same device group.

6. Use the **Selected Devices** list as follows to remove one or more devices for the device group:

   - **Single** — click the device to select and then click **<**.
   - **Range** — click the first device in the range, **Shift-click** the last device in the range, and then click **<**.
   - **Multiple** — click the first device to select, then **Ctrl-click** each additional device to add to the selection, and then click **<**.
   - **All** — click a device, press **Ctrl+A**, and then click **<**.

   The selected devices move from the **Selected Devices** to the **Available Devices** list.

7. Use the **Crosspoint/port used for the query** list select the crosspoint or port that OverDrive uses to obtain clip lists, source lists, or status updates from the device associated with the device group. For the best performance, select the least used crosspoint from the device group.

✶ Each device group must use a unique crosspoint to query for clip lists, source lists, or status updates. After you select a crosspoint as the query crosspoint for a device group, do not select the same crosspoint as the query crosspoint for other device groups.

8. Click **Save**.

   OverDrive adds the new device group to the **Device Groups** section of the **Devices** tab.

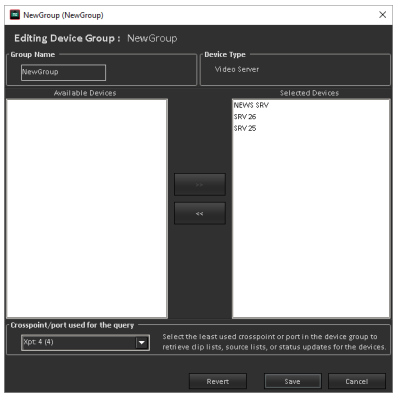
Edit a Device Group

After creating a device group, the Editing Device Group dialog box can be used to modify device group properties. You cannot change the Device Type for a device group, instead create a new device group for the device type.

To edit a device group

1. In **Device Groups** section of the **Devices** tab, select the device group to edit.
2. Click **Edit**.

   The **Editing Device Group** dialog box opens for the selected device group.



3. In the **Group Name** box enter a name for the device group.

   Device template names can be up to 20 alphanumeric characters in length and must be unique within OverDrive.

4. Use the **Available Devices** list as follows to select one or more devices for the device group:

   - **Single** — click the device to select and then click **>**.
   - **Range** — click the first device in the range, **Shift-click** the last device in the range, and then click **>**.
   - **Multiple** — click the first device to select, then **Ctrl-click** each additional device to add to the selection, and then click **>**.
   - **All** — click a device, press **Ctrl+A**, and then click **>**.

   The selected devices move from the **Available Devices** list the **Selected Devices** list.

5. Use the **Selected Devices** list as follows to remove one or more devices for the device group:

   - **Single** — click the device to select and then click **<**.
   - **Range** — click the first device in the range, **Shift-click** the last device in the range, and then click **<**.
   - **Multiple** — click the first device to select, then **Ctrl-click** each additional device to add to the selection, and then click **<**.
   - **All** — click a device, press **Ctrl+A**, and then click **<**.

   The selected devices move from the **Selected Devices** to the **Available Devices** list.

✶ When individual devices use the same cross points, you must assign the devices to the same device group.

6. Use the **Crosspoint/port used for the query** list select the crosspoint or port that OverDrive uses to obtain clip lists, source lists, or status updates from the device associated with the device group. For the best performance, select the least used crosspoint from the device group.

✶ Each device group must use a unique crosspoint to query for clip lists, source lists, or status updates. After you select a crosspoint as the query crosspoint for a device group, do not select the same crosspoint as the query crosspoint for other device groups.

7. Click **Save** to save property changes for the selected device group and close the **Editing Device Group** dialog box.

Delete a Device Group

Deleting a device group does not delete the devices contained in the group.

✶ Devices that were part of the deleted device group are no longer part of a group and OverDrive cannot retrieve clip lists, source lists, or status updates for the devices.

To delete a device group

1. In **Device Groups** section of the **Devices** tab, select one or more device groups to delete as follows:

   - **Single** — click the device group to delete.
   - **Range** — click the first device group in the range to delete and then **Shift-click** the last device group in the range.
   - **Multiple** — click the first device group to delete and then **Ctrl-click** each additional device group to delete.
   - **All** — click a device group and then press **Ctrl+A**.

2. Click **Remove**.

   The **Confirm Remove Device Groups** dialog box opens.

3. Click **Yes** to delete the selected device groups.

   OverDrive deletes the selected device groups and closes the **Confirm Remove Device Groups** dialog box.

Create a MOS CG Device Template

MOS CG Device templates are used to create MOS CG Master templates. These templates are then used to create MOS CG elements in NRCS rundowns to play on air when published to OverDrive. For each new MOS CG Device template, OverDrive automatically creates a MOS CG Master template associated with that device.

✶ MOS CG Device templates are only created during commissioning of an OverDrive system. To create a MOS CG Device template after commissioning, please contact Ross Video Technical Support.

For More Information on...

- how MOS CG Templates are used to create MOS CG Shots in an NRCS rundown, refer to the section "**MOS CG Master Templates**" on page 10–3.

To create a Device template for a MOS character generator

1. In **TemplateEditor**, click the **Devices** tab.

   The **Devices** tab opens.

2. Click **Add**.

   The **New Device** dialog box opens.

3. In the **Device Name** box enter a name for the new Device template.

   Device template names can be up to 12 alphanumeric characters in length and must be unique within OverDrive.

4. In the **Device Type** section, select **MOS Char Gen** option.

   The **MOS Character Generator Properties** section opens in the **New Device** dialog box.



5. Use the **MOS CG Type** list to select the type of MOS character generator used by the device.

   The remaining settings in the **MOS Character Generator Properties** section that require values depend on the selected MOS character generator selected from this list.

✶ MOS CG devices that use the Pixel Power, Vertigo, or Maestro character generators collect the information used by the switcher to load an image from a MOS object in the NRCS.

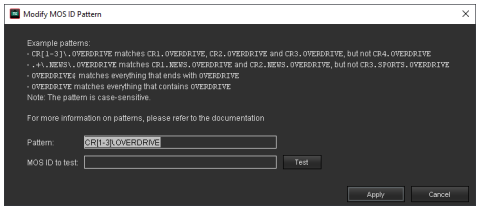
✶ RundownControl displays Pixel Power CG image information with the shot but editing this information does not change the image loaded by the switcher. To change the loaded image, use the NRCS to edit the image information in the MOS object associated with the shot.

6. For **Inscriber XML** MOS CG types, enter the identifier for the Inscriber render engine in the **Render ID** box.
7. For **XPression** MOS CG types, configure the following settings:
   - **XPression Subtype** — use this list to select type of content to use from an XPression system. The available options are as follows:
     - **Graphics** — on air graphics content.
     - **VS/AR - UX** — virtual set content.
   - **Cue when sequenced** — select this check box to make the XPression CG device send the CUE command to OverDrive whenever a graphic is sequenced. Clear this check box when you do not want the CUE command sent to OverDrive whenever a graphic is sequenced.
8. In the **MOS ID (or pattern)** box, enter the MOS ID of the MOS character generator.
9. Select the **Use MOS ID Pattern** check box to use a regular expression search pattern to match the MOS ID of the MOS character generator instead of entering a specific MOS ID. Entering a MOS ID pattern enables you to create a single Device template for multiple like MOS character generator in your OverDrive system that use different MOS IDs.

   Complete the following steps to enter a MOS ID pattern to match your MOS character generator MOS IDs:

   a. Click **Modify** to the right of the **Use MOS ID Pattern** check box.

   The **Modify MOS ID Pattern** dialog box opens.



   b. In the **Pattern** box, enter a case sensitive regular expression search pattern to match the MOS IDs of the MOS character generators in your OverDrive Servers, for example:

	Video Server MOS ID	
MOS ID Pattern	**Matches**	**Does Not Match**

`CR[1-3]\.XPRESSION`	`CR1.XPRESSION`
	`CR2.XPRESSION`
	`CR3.XPRESSION`
		`CR4.XPRESSION`

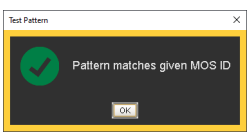
`.+\.NEWS.\XPRESSION`	`CR1.NEWS.XPRESSION` `CR2.NEWS.XPRESSION`	`CR3.SPORTS.XPRESSION`
`XPRESSION$`	Ending with `XPRESSION`	Not ending with `XPRESSION`
`XPRESSION`	Containing `XPRESSION`	Not containing `XPRESSION`

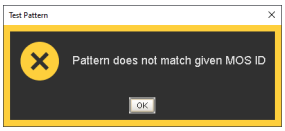
   For information about regular expressions, refer to "**Appendix D. Regular Expressions**" on page 34–1.

   c. In the **MOS ID to test** box, enter the MOS ID of a video server that the MOS ID pattern you entered in the **Pattern** box should match.

   d. Click **Test**.

   TemplateEditor displays the test results as an alert. The possible test result alerts are as follows:





e. Click **OK** to close the **Test Pattern** alert.

f. If required, edit the MOS ID pattern you entered in the **Pattern** box.

10. In the **Channel ID** box, enter the channel identifier for the MOS character generator.

    The default channel identifier is automatically entered in this box for the CG selected from the **MOS CG Type** list. This setting is not required for the **VizRT** MOS character generator.

11. In the **Channel Name** box, enter the channel name for the MOS character generator.

12. In the **Folder Base** box, enter the full path to the folder that contains CG graphics.

    For the **Inscriber XML** MOS CG type, this setting enables clip folder relocation when the **Substitutable** option is enabled on the Inscriber MOS Gateway.

13. Select the **Send MOS Status** check box to send the MOS status of the MOS character generator to OverDrive. OverDrive displays the MOS status of a MOS character generator in the **CG Status** column of RundownControl.

14. Select the **Force re-cue when manually triggering Secondary Event CGs** check box to force OverDrive to send an additional cue message to the MOS character generator before taking a graphic online when you manually trigger a secondary CG event.

    Ross Video recommends selecting the **Force re-cue when manually triggering Secondary Event CGs** check box when mixing timed and manual CGs on the same channel. Clear this check box for older CG systems that do not ignore additional cue messages and where re-cues cause long delays.

15. Use the **Out Method for Timed CGs** list to select the default CG out method for the CG plugin. The available methods are as follows:

    - **NONE** — manually take the online CG offline by clicking **Take Offline** in the **CG Control** view of RundownControl.
    - **ITEM** — automatically take the online CG offline on the next OverDrive shot change. For example: a CG goes in at 0:01 on the voice over for “Local News”, and then goes offline when you advance to the next primary shot in the rundown (CAM1).
    - **STORY** — automatically take the online CG offline on the next story change. NRCS rundowns use an Index Number or Slug Name to define story changes in the rundown. The OverDrive **Rundown** table **Index** column displays NRCS story index numbers. For example: a persistent lower third “Breaking News” CG goes online at 0:03 of the first camera shot story B01 and remains online during the following VO and TAG shots. When the story changes to B02, the GG goes offline.

16. In the **Folder ID** box, enter the tag identifier in the MOS message that contains the folder name.

    The default tag identifier is automatically entered in this box when **Deko**, **Inscriber**, **Inscriber XML**, or **Pixel Power** is selected from the **MOS CG Type** list. This setting is not required for the other MOS character generators.

17. In the **Page ID** box, enter the tag identifier in the MOS message that contains the page number or object identifier name.

    The default tag identifier is automatically entered in this box for the MOS character generator selected from the **MOS CG Type** list.

18. Use the **Cue Option** list to select one of the following options:

    - **Force PST** — always load the CG clip to the CG PST Bus.
    - **Force PGM** — always load the CG clip to the CG PGM Bus.
    - **Standard** — load the clip to the CG PGM or CG PST BUS, dependent of on-air state.

19. In the **Device Crosspoints** section, enter a crosspoint number for the MOS character generator in the **Add a Crosspoint Number** box.

20. Click **Add** to associate the entered crosspoint with the MOS character generator.

    The crosspoint is added to the MOS character generator crosspoint list. MOS character generators can only associate with a single crosspoint. If more than one crosspoint was selected for a MOS character generator, the **MOS Device Crosspoint Selection** dialog box opens when the Device template is saved. Use the list in the **MOS Device Crosspoint Selection** dialog box to choose the a single crosspoint for the MOS character generator.

21. Click **OK** to save the Device template for a MOS character generator and close the **New Device** dialog box.

    The new Device template is added to the **Devices** list in TemplateEditor.

Edit a Device Template

After creating a Device template, the Editing Device dialog box can be used to modify Device template properties. The Device Type cannot be changed for a Device template. To change the Device Type, delete the Device template, and then recreate it with the correct Device Type.

To edit the properties of a Device template

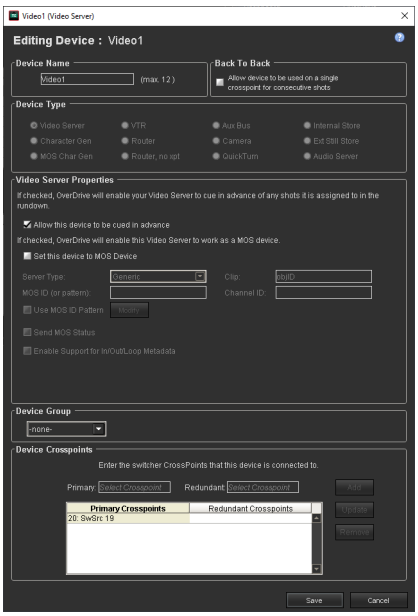
1. In **TemplateEditor**, click the **Devices** tab.

   The **Devices** tab opens.

2. Use the **Devices** list to select the **Device** template to edit.

3. Click **Edit**.

   The **Editing Device** dialog box opens.



4. Use the sections in the **Editing Device** dialog box to modify the properties of the selected Device template.

5. Click **Save** to save property changes for the selected Device template and close the **Editing Device** dialog box.

✶ When changes are made to crosspoints associated with templates, the **Crosspoints Changed** dialog box opens after TemplateEditor closes. Review the listed changes, then click **Close** to close the **Crosspoints Changed** dialog box.

For More Information on...

- setting Device template properties, refer to the section "**To create a Device template**" on page 10–38.

Delete a Device Template

Before a Device template can be deleted, it must be removed from all Master templates that use the device. An error message is displayed when attempting to delete a Device template that is still used be a Master template.

To delete a Device template

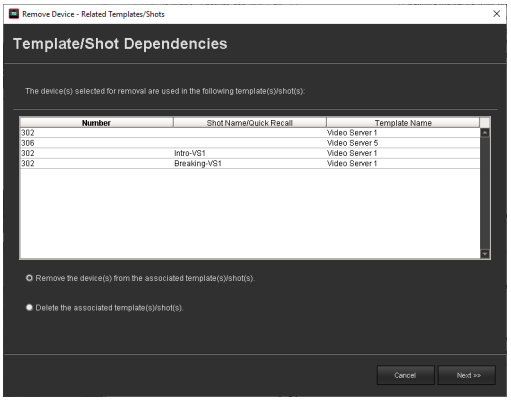
1. Verify that the Device template to delete is no longer used by any Master templates.
2. In **TemplateEditor**, click the **Device** tab.

   The **Device** tab opens.
3. Use the **Devices** list to select the **Device** template to delete.
4. Click **Remove**.

   The **Confirm Remove Devices** dialog box opens.
5. Click **Yes** to delete the selected Device template and close the **Confirm Remove Devices** dialog box.

   When Master templates or shots use the selected Device template, complete the following steps:

   a. The **Remove Device** dialog box opens displaying the **Template/Shot Dependencies** screen.



   b. Select the one of the available options to manage how to remove the selected Device template from the associated Master templates and shots.

   - **Remove the device(s) from the associated template(s)/shot(s).**
   - **Delete the associated template(s)/shot(s).**

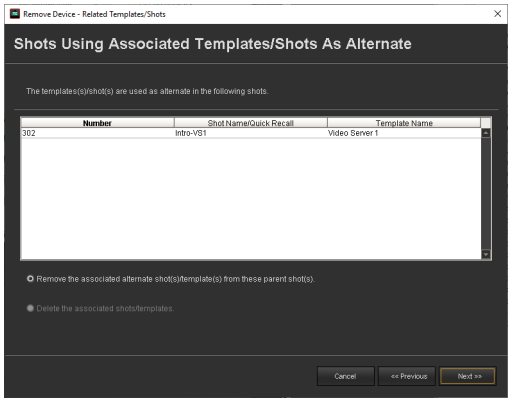
   When a Master template assigned to a QuickCode template keyword uses the selected Device template, select one of the following options:

   - **Remove the device(s) from the associated template(s)/shot(s).** — make the associated QuickCode template keywords invalid.
   - **Delete the associated template(s)/shot(s).** — delete the associated QuickCode template keywords.

   Click **Cancel** to keep the selected Device template and retain the associated Master template and shot dependencies. Clicking **Cancel** closes the **Remove Device** dialog box.

c. Click **Next** to use the selected option to manage how to remove the selected Device template.

If you chose the **Delete the associated template(s)/shot(s)** option, the **Shots Using Associated Template/Shot As Alternative** screen opens.

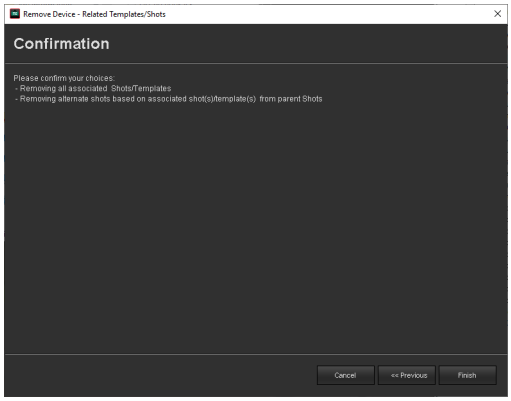


d. Select one of the available options to manage how to remove affected shots from associated alternate shots.

Click **Cancel** to keep the selected Device template and not change alternate shots. Clicking **Cancel** closes the **Remove Device** dialog box.

e. Click **Next** to delete the selected Device template.

The **Confirmation** screen opens.



f. Click one of the following:

- **Cancel** — close the **Remove Device** dialog box without deleting the selected Device template.
- **Previous** — return to a previous **Remove Device** dialog box screen to change your selected options.
- **Finish** — delete the selected Device template using the selected options.

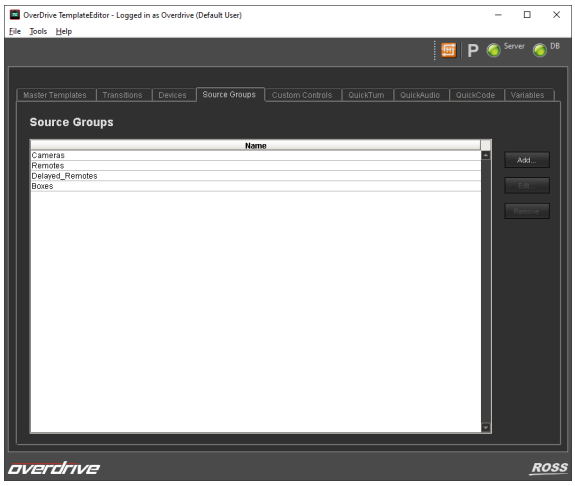
Source Groups

Source groups enable you to group sources together to quicken source selection for shots created from a Master template by filtering out irrelevant sources. When you use a Master template that contains a source group to create a shot in RundownControl you can quickly select the source for the shot from the source group.

To add a source group

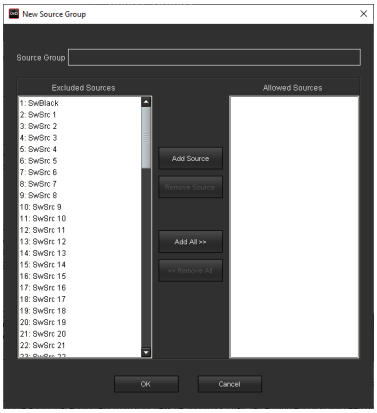
1. In **TemplateEditor**, click the **Source Groups** tab.

   The **Source Groups** tab opens.



2. Click **Add**.

   The **New Source Group** dialog box opens.



3. In the **Source Group** box enter a name for the new source group.

   Source group names cannot contain spaces or delimiter characters and must be unique within OverDrive.

4. Use the **Excluded Sources** list as follows to select one or more sources for the source group:

   - **Single** — click the source to select and then click **Add Source**.
   - **Range** — click the first source in the range, **Shift-click** the last source in the range, and then click **Add Source**.
   - **Multiple** — click the first source to select, **Ctrl-click** each additional source to add to the selection, and then click **Add Source**.
   - **All** — click **Add All >>**.

   The selected sources move from the **Excluded Sources** list the **Allowed Sources** list.

5. Use the **Allowed Sources** list as follows to remove one or more sources from the source group:
   - **Single** — click the source to select and then click **Remove Source**.
   - **Range** — click the first source in the range, **Shift-click** the last source in the range, and then click **Remove Source**.
   - **Multiple** — click the first source to select, **Ctrl-click** each additional source to add to the selection, and then click **Remove Source**.
   - **All** — click **<< Remove All**.
6. Click **OK**.

   OverDrive adds the source group to the **Source Groups** tab.

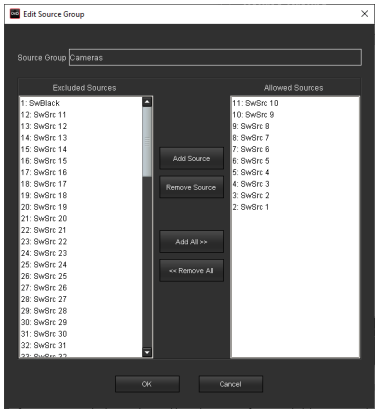
Edit a Source Group

After creating a source group, the Edit Source Group dialog box can be used to modify source group properties.

To edit a source group

1. In **Source Groups** tab, select the source group to edit.
2. Click **Edit**.

   The **Editing Device Group** dialog box opens for the selected device group.



3. In the **Source Group** box enter a name for the source group.

   Source group names cannot contain spaces or delimiter characters and must be unique within OverDrive.
4. Use the **Excluded Sources** list as follows to select one or more sources for the source group:
   - **Single** — click the source to select and then click **Add Source**.
   - **Range** — click the first source in the range, **Shift-click** the last source in the range, and then click **Add Source**.
   - **Multiple** — click the first source to select, **Ctrl-click** each additional source to add to the selection, and then click **Add Source**.
   - **All** — click **Add All >>**.

   The selected sources move from the **Excluded Sources** list the **Allowed Sources** list.

5. Use the **Allowed Sources** list as follows to remove one or more sources from the source group:
   - **Single** — click the source to select and then click **Remove Source**.
   - **Range** — click the first source in the range, **Shift-click** the last source in the range, and then click **Remove Source**.
   - **Multiple** — click the first source to select, **Ctrl-click** each additional source to add to the selection, and then click **Remove Source**.
   - **All** — click **<< Remove All**.
6. Click **OK** to save property changes for the selected source group and close the **Edit Source Group** dialog box.

Delete a Source Group

Deleting a source group does not delete the sources contained in the group.

To delete a source group

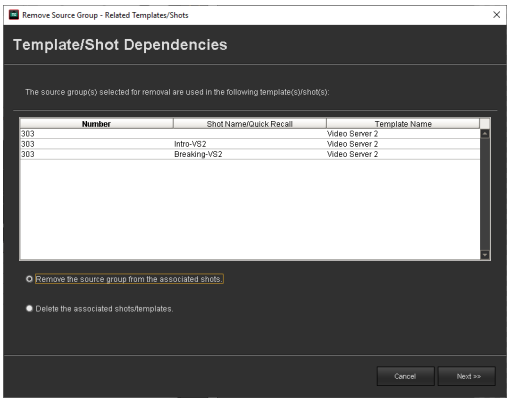
1. In **Source Groups** tab, select one or more source groups to delete as follows:
   - **Single** — click the source group to delete.
   - **Range** — click the first source group in the range to delete and then **Shift-click** the last source group in the range.
   - **Multiple** — click the first source group to delete and then **Ctrl-click** each additional source group to delete.
   - **All** — click a source group and then press **Ctrl+A**.
2. Click **Remove**.

   The **Delete Source Group** dialog box opens.
3. Click **Yes** to delete the selected source groups.

   OverDrive deletes the selected source groups and closes **Delete Source Group** dialog box.

   When Master templates or shots use the selected source group, complete the following steps:

   a. The **Remove Source Group** dialog box opens displaying the **Template/Shot Dependencies** screen.

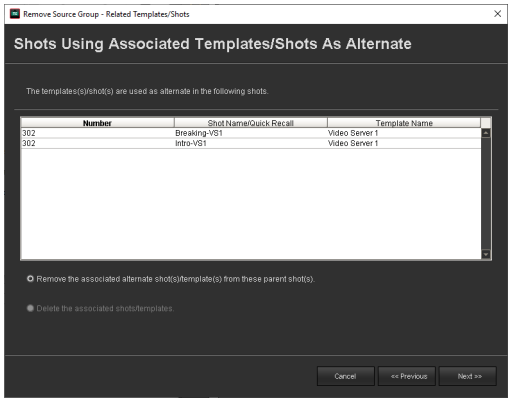


   b. Select the one of the available options to manage how to remove the selected source group from the associated Master templates and shots.
      - **Remove the source group from the associated shots.**
      - **Delete the associated shots/templates.**

      Click **Cancel** to keep the selected source group and retain the associated Master template and shot dependencies. Clicking **Cancel** closes the **Remove Source Group** dialog box.

c. Click **Next** to use the selected option to manage how to remove the selected source group.

If you chose the **Delete the associated shots/templates** option, the **Shots Using Associated Template/Shot As Alternative** screen opens.

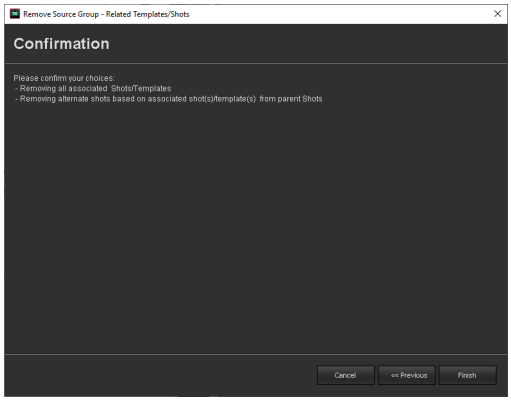


d. Select one of the available options to manage how to remove affected shots from associated alternate shots.

Click **Cancel** to keep the selected source group and not change alternate shots. Clicking **Cancel** closes the **Remove Source Group** dialog box.

e. Click **Next** to delete the selected source group.

The **Confirmation** screen opens.



f. Click one of the following:

- **Cancel** — close the **Remove Source Group** dialog box without deleting the selected source group.
- **Previous** — return to a previous **Remove Source Group** dialog box screen to change your selected options.
- **Finish** — delete the selected source group using the selected options.

Custom Controls

Switcher Custom Control functionality enables programed sequences of keystrokes (macros) and other switcher functions to be associated with a single button press. A Custom Control can be used for functions such as flying a group of keys or recalling a specific memory register. Audio Custom Controls can be used to set levels on current/next and overrides, to turn off all channels on current or next, or to restore AFV on current or next in DirectControl to be restored.

- When an OverDrive Server directly connects to the switcher in an OverDrive system, Custom Controls must be created and edited on the switcher. Custom Controls created for use in OverDrive must be stored in the first 12 Custom Control banks on a switcher. After editing Custom Controls, the updated Custom Controls must be reloaded into OverDrive.

  When an OverDrive system uses a Caprica Server to connect to the switcher in an OverDrive system, you can create and edit Custom Controls on the Caprica Server.

View Available Custom Controls

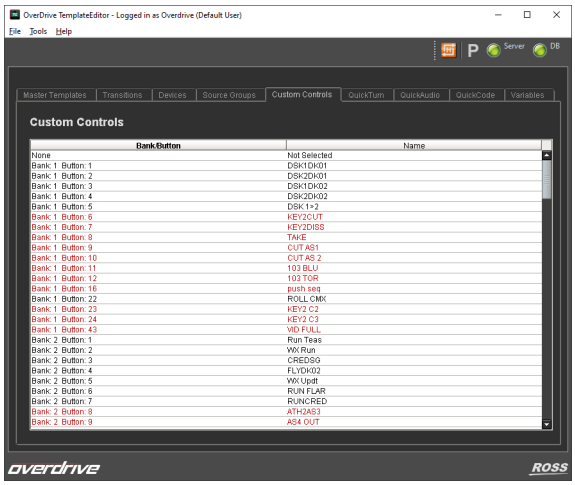
From OverDrive, the Custom Controls tab in TemplateEditor can be used to view the Custom Controls programmed on a switcher that can be assigned to OverDrive buttons.

- When you delete a Custom Control from a switcher or the Caprica Server that one or more Master templates or shots still use, the TemplateEditor displays the deleted Custom Control as invalid. Only after removing the invalid Custom Control from all referencing Master templates or shots will OverDrive delete the invalid Custom Control from the TemplateEditor.

To view the Custom Controls on a switcher

1. In **TemplateEditor**, click the **Custom Controls** tab.

   The **Custom Controls** tab opens to lists the available Custom Controls from the switcher.



2. Click the **Number**, **Name**, or **Transition** column heading to sort the list of Custom Controls by the selected column.
3. Click the selected column heading once again to reverse the sort order of the column.
4. Click **Close** to close **TemplateEditor**.

For More Information on...

- using the Caprica Server to create Custom Controls, refer to the ***Caprica User Guide***.
- creating Custom Controls on a switcher, refer to the Switcher ***Operator's Manual***.
- assigning Custom Controls, refer to the section "**Assign a Custom Control to a Button**" on page 11–46.
- running Custom Controls, refer to the section "**Run Custom Controls**" on page 22–13.
- using the Active ME Transition Custom Control, refer to the section "**Limitations of the ME Use Option**" on page 5–9 or the appropriate switcher ***Installation Guide***.

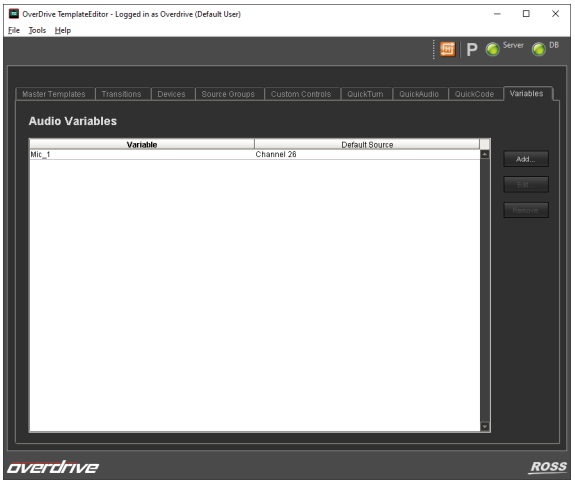
Audio Variables

Audio variables enable you to associate an audio source with a variable name that you can use in Master templates and shots. All the Master templates and shots that reference an audio variable use the audio source associated with the audio variable. Changing the audio source associated with an audio variable also changes the audio source used by the Master templates and shots that reference the audio variable.

To create an audio variable

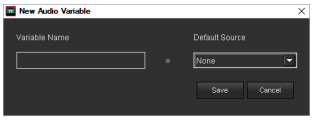
1. In **TemplateEditor**, click the **Variables** tab.

   The **Variables** tab opens.



2. Click **Add**.

   The **New Audio Variable** dialog box opens.



3. In the **Variable Name** box enter a name for the new audio variable.

   Variable names are not case sensitive and must not contain spaces, commas (,), semi colons (;), or forward slashes (/).

4. Use the **Default Source** list to select the audio channel to associate with the audio variable.

5. Click **Save** to save the new audio variable and close the **New Audio Variable** dialog box.

   The new audio variable is added to the **Audio Variables** list in TemplateEditor.

For More Information on...

- using variables, refer to the following sections:
  - › **Set Master template additional audio channels** — "**Audio Settings**" on page 10–20.
  - › **Set Master template specific audio sources** — "**Variables**" on page 10–22.
  - › **Set shot additional audio channels** — "**Audio Settings**" on page 15–15.
  - › **Set shot specific audio sources** — "**Variables**" on page 15–19.

Edit an Audio Variable

After creating an audio variable, you can use the Edit Audio Variable dialog box to change the source associated with an audio variable.

To edit the source associated with an audio variable

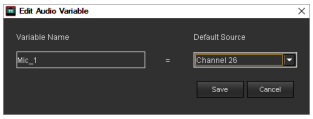
1. In **TemplateEditor**, click the **Variable** tab.

   The **Variable** tab opens.

2. Use the **Audio Variables** list to select the **audio variable** to edit.

3. Click **Edit**.

   The **Edit Audio Variable** dialog box opens.



4. In the **Variable Name** box enter a new name for the audio variable.

   Variable names are not case sensitive and must not contain spaces, commas (`,`), semi colons (`;`), or forward slashes (`/`).

5. Use the **Default Source** list to select the audio channel to associate with the audio variable.

6. Click **OK** to save property changes for the selected audio variable and close the **Edit Audio Variable** dialog box.

Delete an Audio Variable

You must remove an audio variable from all the Master templates, shots, channel keywords, or variable keywords that reference the audio variable before you can delete the audio variable. The Delete Variables dialog box opens when you attempt to delete an audio variable that is referenced by a Master template, a shot, a channel keyword, or a variable keyword.

To delete Audio Variables

1. Verify that the audio variables to delete are not used in Master templates, shots, channel keywords, or variable keywords.

2. In **TemplateEditor**, click the **Variables** tab.

   The **Variables** tab opens.

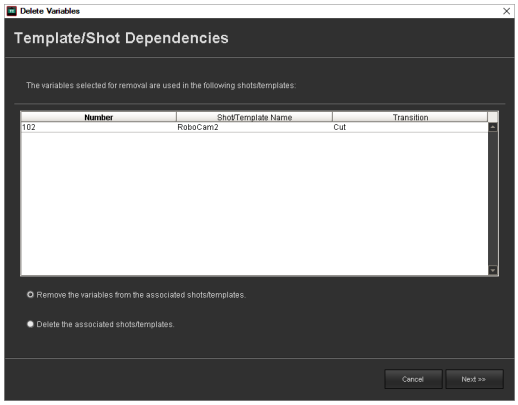
3. Use the **Audio Variables** list to select one or more **audio variables** to delete.

4. Click **Remove**.

   The **Confirm Remove Variables** dialog box opens.

   - Click **Yes** to delete the selected audio variables and close the **Confirm Remove Variables** dialog box.

   The **Delete Variables** dialog box opens when the selected audio variables are used in Master templates, shots, channel keywords, or variable keywords.



   Click **Cancel** close the **Delete Variable** dialog box without deleting the selected audio variables.

   Complete the following steps to delete audio variables used in Master templates, shots, channel keywords, or variable keywords:

   a. When audio variables reference a Master template or shot, select one of the following options in the **Template/Shot Dependencies** panel to manage audio variable dependences:

   - **Remove the variables from the associated shots/templates**
   - **Delete the associated shots/templates**

   b. Click **Next**.

   The **Channel Keyword Dependencies** panel opens. When there are no other dependencies on the selected audio variables, the **Confirmation** panel opens. Skip to step **g** in this procedure to use the **Confirmation** panel to finish deleting the selected audio variables.

   c. Select one of the following options in the **Channel Keyword Dependencies** panel to manage audio variable dependences:

   - **Remove the variables from the associated keywords**
   - **Delete the associated keywords**

   d. Click **Next**.

   The **Variable Keyword Dependencies** panel opens. When there are no other dependencies on the selected audio variables, the **Confirmation** panel opens. Skip to step **g** in this procedure to use the **Confirmation** panel to finish deleting the selected audio variables.

   e. Select one of the following options in the **Variable Keyword Dependencies** panel to manage audio variable dependences:

   - **Remove the variables from the associated keywords**
   - **Delete the associated keywords**

f. Click **Next**.

The **Confirmation** panel opens.

g. Click **Finish** to delete the selected audio variables and use your option selections to manage audio variable dependencies. To close the **Delete Variable** dialog box without deleting the selected audio variables, click **Cancel**.

The **Delete Variables** dialog box closes, and TemplateEditor uses your choices to manage dependencies on the deleted audio variables. The TemplateEditor removes the selected keywords from the **Audio Variables** list.

RundownControl™

RundownControl contains the rundown information and most of the buttons used to prepare and run a show. When the application loads, it automatically recalls the last known button assignments. The RundownControl screen can be customized by assigning shots, events, Custom Controls, and downstream keyers to the buttons.

The following topics are discussed in this chapter:

- Start RundownControl
- Menus
- Toolbar
- Network Connection Area
- Rundown Table
- Timers View
- FloorDirector Cue View
- Smart Quick Recalls View
- QuickRecalls View
- Assign Shots to QuickRecall Buttons
- Configure Shots Assigned to QuickRecall Buttons
- Use QuickRecall Buttons to Insert Shots in Edit Mode
- Manage QuickRecalls Between RundownControl Clients
- Story Text View
- System Status View
- Custom Controls in OverDrive
- Custom Controls View
- Variables View
- Variable Presets View
- Alternate Shots View
- Use a CX Panel or SideShot Module to Run Custom Controls
- Prepared Customs View
- On-Air Customs View
- Identify the Autorun Custom Controls in a Shot
- Transitions View
- CG Control View
- Shot Status View
- Preview
- Live Preview
- Program Keyers View
- System Monitor Status Bar
- Monitor OverDrive Logs
- Live Rundown Basics
- OverDrive NRCS Rundown Basics

Start RundownControl

After the OverDrive MOS Gateway and OverDrive Server have been started, RundownControl can be opened to begin working with rundowns.

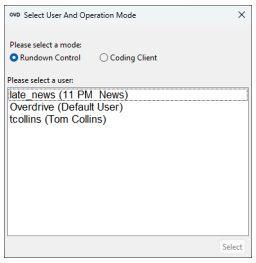
✶ Only one instance of RundownControl can be running at any time on a client computer. If an attempt is made to start a second RundownControl, an error dialog box opens to inform that RundownControl is currently open.

To start RundownControl

1. Use one of the following methods to start **RundownControl**:

   - On the desktop, double-click the **RundownControl** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **RundownControl**.

   The **Select User** dialog box opens.



2. In the **Please select a mode** section, select one of the following modes in which to use RundownControl:

   - **RundownControl** — use the full capabilities of RundownControl to create, edit, and control the playout OverDrive rundowns.
   - **Coding Client** — use a limited set of RundownControl capabilities to monitor OverDrive rundown playout.

   The available modes depend on the number of **RundownControl** and **Coding Client** licenses on your OverDrive system.

3. From the **User** list, select the user to work with for the RundownControl session.

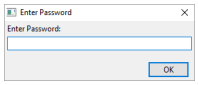
   The selected user defines the following preferences for the RundownControl session:

   - Custom perspective layout
   - Hot key assignments
   - Timer settings
   - QuickRecall button assignments
   - Custom Control button assignments
   - Rundown table column layout
   - Settings on the **Rundown Settings**, **GPI**, **Story Text**, **NRCS Settings**, and **Rundown Colors** tabs in RundownControl **Options** dialog box.

   Any preference changes made during an RundownControl session are saved with the selected user.

4. Click **Select**.

   For users that have a password, the **Enter Password** dialog box opens.



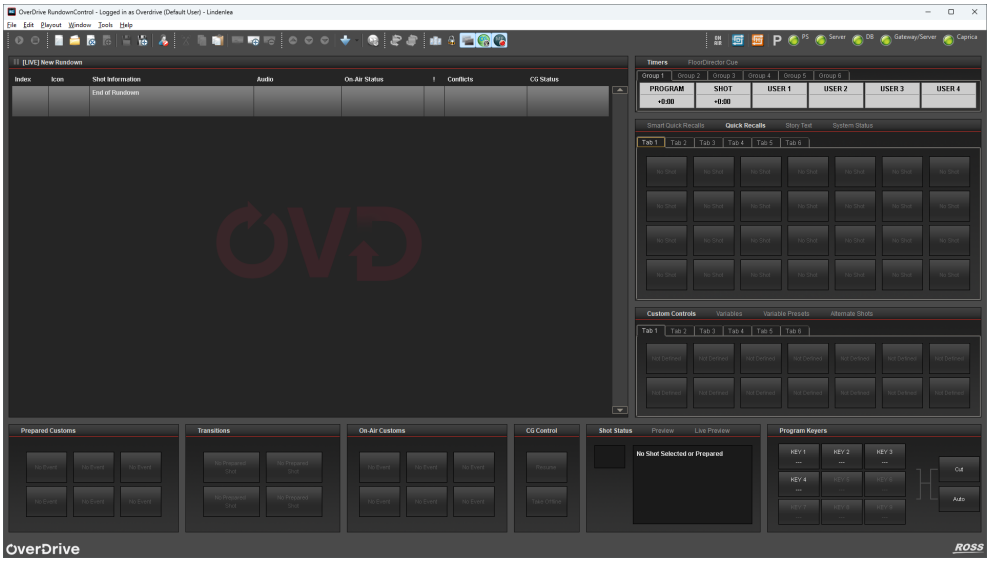
   To enter a user password, follow these additional steps:

   a. In the **Enter Password** box, enter the password for the selected user.

   b. Click **OK**.

RundownControl opens in the selected mode using the user preferences from the selected user. The RundownControl title bar displays the name of the selected user and RundownControl mode.

Upon opening, RundownControl automatically opens a new live rundown called **New Rundown**. Other OverDrive users also start editing the same New Rundown when they start RundownControl. Changes made by one OverDrive user are displayed in all RundownControl clients editing the same rundown. Use the **Save As** menu command to save the currently open rundown with a new name in the OverDrive Database.



The **RundownControl** license state is checked each time **RundownControl** is started. The **License Error** dialog box displays for any of the following states:

- **No Licenses Installed** — a license is not installed on the OverDrive Server.
- **License Invalid** — the installed license is not valid for the switcher in the OverDrive system.
- **License Expiring Soon** — the installed license is valid but will soon expire.
- **Maximum Connections Exceeded** — there are no available licensed client connections to the OverDrive Server are currently in use.

For each of the about states, resolve the license error and restart RundownControl.

5. Use the **Help** menu to select **Contents** to open the RundownControl Online Help system.
6. Use the **Help** menu to select **About** to view copyright information and the current OverDrive version number in the **About OverDrive RundownControl** dialog box.

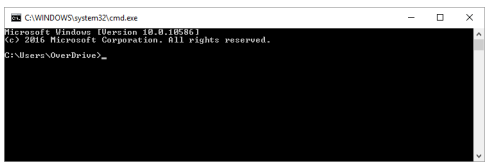
Start RundownControl from the Command Prompt

When you want to bypass the RundownControl Start Up dialog box, you can start RundownControl from the Windows command prompt. You can also create a shortcut to run your RundownControl start command.

To start RundownControl from the Windows Command Prompt

1. From the Windows Desktop, right-click the **Start** menu and select **Command Prompt**.

   A **Command Prompt** window opens.



2. In the **Command Prompt** window, enter the following command to start RundownControl:

   ```
   C:\ross\OverDrive\RundownClient -username <username> -pwd <password> -mode <mode>
   ```

   Where the option values are as follows:

   - **<username>** — the name of the user to work with for the RundownControl session. User names are not case sensitive.
   - **<password>** — the password for the selected user. User passwords are case sensitive. When the selected user does not have a password, the **rundowncontrol** command does not required the **-pwd** option.
   - **<mode>** — the mode in which to use RundownControl. The available modes are as follows:
     - › **rundowncontrol** — use the full capabilities of RundownControl to create, edit, and control the playout OverDrive rundowns. If you do not specify a mode, RundownControl starts in **rundowncontrol** mode.
     - › **codingclient** — use a limited set of RundownControl capabilities to monitor OverDrive rundown playout.

     The available modes depend on the number of **RundownControl** and **Coding Client** licenses on your OverDrive system.

   RundownControl opens in the selected mode using the user preferences from the selected user. The RundownControl title bar displays the name of the selected user and RundownControl mode.

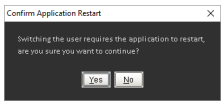
Switch Users in RundownControl

While working in RundownControl you can switch to different user and continuing working in RundownControl.

To switch users during a RundownControl session

1. In **RundownControl**, use the **File** menu to select **Switch User**.

   The **Confirm Application Restart** dialog box opens.

2. Click **Yes**.

   RundownControl closes and the **Select User** dialog box opens.

3. From the **User** list, select the new user to work with during the RundownControl session.

4. Click **Select User**.

   For users that have a password, follow these additional steps:

   a. In the **Enter Password** box, enter the password for the selected user.

   b. Click **OK**.

   RundownControl opens using the user preferences from the selected user.

For More Information on...

- creating and managing users, refer to the section "**OverDrive Users**" on page 6–11.

Menus

RundownControl menus are located below the RundownControl window title bar. The five menus enable access to RundownControl commands to set options, build a show, and take a show to air. The availability of some menu commands depends on the current status of RundownControl. For example, the Paste command is not available until a shot is placed on the clipboard using the Cut or Copy command.

The icons displayed in a menu to the left of menu commands are also available in the toolbar for quick access.

File Menu

- **New Rundown** — create a new rundown.
- **Open Rundown** — open a rundown from the OverDrive Database or an NRCS.
- **Close Rundown** — close the current rundown.
- **Delete Rundown** — permanently delete published Live rundowns from the system, or clear unsaved rundowns from the Rundown table.
- **Show Management** — publish shows to and deploy shows from the OverDrive ProjectServer. You require login credentials of an OverDrive user with administrator privileges to log into the OverDrive Server Web Administration web page and access the Show Management View web page.
- **Switch User** — switch user IDs. Use this command to quickly change sets of RundownControl preferences.
- **Save** — save changes made to the current rundown.
- **Save As** — save the current Live or NRCS rundown as a new Live rundown. You can use this command to backup or duplicate Live rundowns. You cannot save a new Live rundown with the name “New Rundown”.
- **Exit** — close RundownControl.

Edit Menu

- **Cut** — move the selected shot or shots to the clipboard.
- **Copy** — copy the selected shot or shots to the clipboard.
- **Paste** — insert the clipboard shot or shots immediately before the selected shot.
- **Edit Shot** — open the Edit Shot dialog box to edit the selected shot.
- **Insert Shot** — open the Insert Shot dialog box, to insert a shot into the rundown.
- **Delete Shot** — remove the selected shot or shots from the rundown.
- **Convert QuickRecall** — convert the selected Quick Recall into a standard shot.
- **Convert All QuickRecalls** — convert all the Quick Recalls in a rundown into standard shots.
- **Remove All QuickRecalls** — remove all the Quick Recalls from the rundown.
- **Remove All Smart QuickRecalls** — remove all the Smart Quick Recalls from the rundown.
- **Append Rundown** — open a rundown to attach at the end of the currently open OverDrive Live rundown.

Playout Menu

- **Play Rundown** — switch to Playout mode and start playout of the current rundown, preparing the first shot.
- **Stop** — stop rundown playout and return to Edit mode.
- **Control Playout** — enable a Monitor client to take control of rundown playout from an existing Control client. This command is disabled when in Control mode.
- **Prepare Previous** — prepare the shot preceding the currently prepared shot in the Rundown table.
  - When no shot is on air, and no shot is prepared, prepare the first preparable shot.
  - When a shot is on air, but no shot is prepared, prepare the first preparable shot before the on-air shot.
  - When a shot is already prepared, prepare the previous shot.

- **Prepare Next** — while in Playout mode, prepare the next preparable shot in the rundown.
  - When no shot is on air, and no shot is prepared, prepare the first preparable shot.
  - When a shot is on air, but no shot is prepared, prepare the first preparable shot after the on-air shot.
  - When a shot is already prepared, prepare the next shot.
- **Resume**— resume a paused CG.
- **Take Offline** — take the CG offline.
- **Jump To > Selected Shot** — center the Rundown table on the currently selected shot.
- **Jump To > On Air Shot** — select the on-air shot in the rundown and center the Rundown table on the shot.
- **Toggle Auto Advance (Global)** (off) — Shots configured to automatically advance to the next shot without operator input will not automatically advance.
- **Toggle Auto Advance (Global)** (on) — Configured shots automatically advance to the next shot without operator input.
- **Lock Source Prediction** (off) — video server channel assignments are unlocked.
- **Lock Source Prediction** (on) — video server channel assignments are locked so that playing clips out of order, jumping around the rundown, and preparing shots does not affect the cued channels.

Window Menu

- **Show View** — select a view to add to the perspective.
- **Reset Perspective** — move and resize windows to the locations and sizes defined by the current perspective.
- **Edit Columns** — open the Edit Columns dialog box, to select the columns displayed in the Rundown table.
- **Lock Perspective** — lock the size and position of RundownControl components on the screen.
- **Enable Overlay** (on) — additional information overlays are turned on in RundownControl.
- **Enable Overlay** (off) — additional information overlays are turned off in RundownControl.
- **Enable CG Timing** (on) — CG timing automatically controls CGs, and the Rundown table **Timing** column displays IN and OUT times for the CGs.
- **Enable CG Timing** (off) — CG timing under manual control, and the Rundown table **Timing** column displays the text “Manual” for all CGs.
- **Toggle Fixed MEs On Air** — the default operation mode where you cannot use devices from a Fixed ME in a Floating ME. In this mode RundownControl reports “No devices available” when you try to use a device in a Floating ME that is already used by a Fixed ME.
- **Toggle Fixed MEs Off Air** — enable the use of devices from a Fixed ME in a Floating ME.
- **Preferences** — open the Preferences dialog box, to manage hot keys.

Tools Menu

- **Playout Configuration** — open the Playout Configuration dialog box to disable OverDrive and switcher control over specific cameras and/or the audio mixer, enable QuickTurn, or switch between Primary and Redundant video servers.
- **View Logs > Application Log** — open a window to view the RundownControl application log.
- **View Logs > MOS In Log** — open a window to view the RundownControl inbound MOS log.
- **View Logs > MOS Out Log** — open a window to view the RundownControl outbound MOS log.
- **View Logs > Alerts** — open a window to view the system alerts.
- **View Logs > Add Log Entry** — open the Add Log Entry dialog box to add a personal entry to the RundownControl application log.
- **Refresh Devices** — open the Refresh Devices Information dialog box to refresh clip lists in the NRCS plugins.
- **Reload Custom Controls** — reload Custom Controls after changes have been made on the switcher.
- **Reload Selected Clip Durations** — reload the clip duration times for the selected shots in the Rundown table.
- **Reload All Clip Durations** — reload the clip duration times for all the shots in the Rundown table.
- **Configure Timers** — open the Configure Timers dialog box to modify RundownControl timer settings.
- **Options** — open the Options dialog box to modify RundownControl settings.

Help Menu

- **Contents** — open the Online Help system.
- **About** — view copyright, trademark, and version information about OverDrive.

Toolbar

The toolbar is located below the RundownControl menus. Use this toolbar to quickly access menu commands. The majority of toolbar icons are the same icons used in the menus and access the same commands.

Network Connection Area

The Network Connection contains the Device Swap button, the Hot Swap button, Active Server icon, and the connection status LEDs. The Network Connection Area is located at the right side of the toolbar.

Device Swap Button

The Device Swap button opens the Device Swap tab of the Playout Configuration dialog box to switch between Primary and Redundant video servers setup using the OverDrive Server Sync Roll feature.

✶ Only the RundownControl client controlling rundown playout or an OverDrive user with device swap privilege logged into a monitoring RundownControl client can swap devices.

For More Information on...

- switching between Primary and Redundant video servers, refer to the section "**Video Server Sync Roll**" on page 22–78.

Hot Swap Button

The Hot Swap button opens the Hot Swap Selection dialog box to switch between the Primary and Redundant servers in an Redundant Server System.

For More Information on...

- switching between Primary and Redundant OverDrive servers, refer to the section "**Redundant OverDrive Server System**" on page 28–1.

Active Server Icon

The letter to the right of the Hot Swap button indicates the type of OverDrive server to which RundownControl is connected in a Redundant Server System. The letter “P” indicates a connection with the OverDrive Primary system, while the letter “R” indicates a connection with the OverDrive Redundant system.

For More Information on...

- OverDrive Redundant Server systems, refer to the section “**Redundant OverDrive Server System**” on page 28–1.

Connection Status LEDs

On the right-hand side of the toolbar there are four connection LEDs that indicate the connection status between RundownControl and the OverDrive Server, Template Database, Gateway, and Switcher. The arrangement of the LEDs depends on the type of OverDrive system to which RundownControl is connected.

Single OverDrive System

A single LED is used to display the status of each OverDrive component when RundownControl is connected to an OverDrive system that is not part of a Redundant Server System.

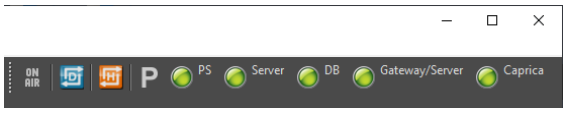


Figure 11.1 Single OverDrive System Network Connections

Hover the mouse over any LED to view connection information for the selected OverDrive component in a Tool Tip.

Redundant Server System

Pairs of LEDs are used to display the OverDrive Server, Template Database, and OverDrive MOS Gateway status when RundownControl is connected to a Redundant Server System. An individual LED is used to display the Switcher status. The large LEDs show the connection status between the OverDrive client and the Active Server indicated by the Active Server icon. The small LEDs show the connection status with the Non-active Server.

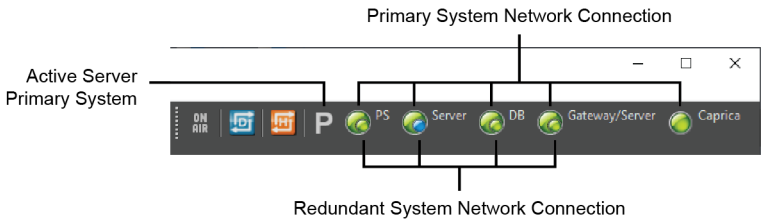


Figure 11.2 Redundant Server System Network Connections

Hover the mouse over any LED to view connection information for the selected OverDrive component in a Tool Tip. The top line of line of text in the Tool Tip displays connection information for the Active Server, while the bottom line of text displays Non-active Server connection information.

For More Information on...

- redundant OverDrive systems, refer to the chapter “**Redundant OverDrive Server System**”.

PS

The PS LED indicates the connection state between RundownControl and the OverDrive ProjectServer that manages a central show repository.

✶ RundownControl only displays the PS LED when connected to an OverDrive Server that is licensed to use an OverDrive ProjectServer.

Hover the mouse over the PS LED to view the hostname of the OverDrive ProjectServer computer in a Tool Tip. This icon reports the following states:



RundownControl is connected to the OverDrive ProjectServer.



RundownControl is not currently connected to the OverDrive ProjectServer. Check that the following:

- The OverDrive ProjectServer is running.
- The OverDrive Server used by RundownControl is properly configured to connect to an OverDrive ProjectServer.

Server

The Server LED indicates the connection state between RundownControl and the OverDrive Server, and whether the OverDrive Server is running properly. Hover the mouse over the Server LED to view the hostname of the OverDrive Server computer in a Tool Tip. This icon reports the following states:



RundownControl is communicating with the OverDrive Server.



The OverDrive Server is in Backup Mode.



RundownControl is trying to establish a connection with the OverDrive Server. If the connection is lost, RundownControl attempts every five seconds to reconnect to the OverDrive Server. Check that the OverDrive Server setting is correct in the RundownControl Options dialog box.



RundownControl cannot communicate with the OverDrive Server. Check that the OverDrive Server program is running. Also check that the OverDrive Server settings are correct in the RundownControl Options dialog box.

DB

The DB LED indicates the connection state between RundownControl and the database that manages templates, transitions, and Custom Controls. Hover the mouse over the DB LED to view the hostname of the OverDrive Database computer in a Tool Tip. This icon reports the following states:



RundownControl is connected to the OverDrive Database.



This state indicates one of the following situations:

- RundownControl is connecting to the OverDrive Database.
- OverDrive is performing an OverDrive Database restore as part of a synchronized backup between Primary and Redundant systems.



RundownControl is not connected to the OverDrive Database. Check that the settings on the Primary System and Redundant Systems tabs in the Options dialog box are correct.

Gateway/Server

The Gateway LED indicates the general connection status for all off the MOS Gateways configured for the OverDrive Server. Hover the mouse over the Gateway LED to view the hostname of the OverDrive MOS Gateway computer in a Tool Tip. This icon reports the following states:

All MOS Gateways are connected.

Only some of the MOS Gateways are connected.

No MOS Gateways are connected.

Caprica

The Caprica LED indicates the connection state between the OverDrive Server and the Caprica Server, with status on the following connections: editor port, panel, audio mixer, and frame. Audio mixer status is only reported when a mixer has been configured on the switcher. Hover the mouse over this icon to view the connected switcher model in a Tool Tip or the switcher Editor status for a Ross Acuity switcher. This icon reports the following states:

The OverDrive Server is connected to the Caprica Server.

This state indicates one of the following situations:

- The OverDrive Server is currently connecting to the Caprica Server.
- The OverDrive Server is properly connected with the Caprica Server, but the Editor setting on the switcher is disabled.
- The switcher control panel is disconnected.
- The audio mixer is disconnected.

The OverDrive Server is not communicating with the Caprica Server. Check that the cable connections, switcher serial/Ethernet settings, and Caprica Server configuration are correct.

Rundown Table

The Rundown table is the main component of the GlobalView™ feature in OverDrive. GlobalView enables you to tailor the RundownControl GUI to suit your unique operational and production requirements. When a rundown is opened in RundownControl, information about the shots contained in the rundown is displayed in the Rundown table. The name of the currently open rundown is displayed as a tab at the top of the Rundown table.

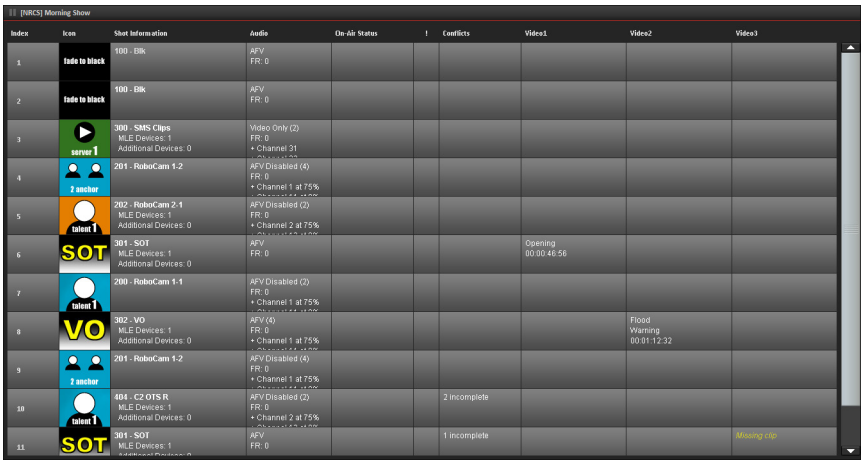


Figure 11.3 The Rundown Table

When all the information about a shot cannot be viewed in the Rundown table, hover over the truncated information to view a Tool Tip which displays a summary of all shot information. To view shot information in the Shot Details dialog box, right-click a shot and select View Shot Details from the Shortcut menu.

The following Rundown table columns available to display information for each shot in a rundown:

- **Audio** — audio defined for the shot.
- **Auto Advance** — the Auto Advance settings for the shot.
- **CG Status** — the current status of the CG device associated with the shot.
- **Clip Information** — a description of the clip or clips used in the shot.
- **Conflicts** — a conflict that could prevent the shot from being taken to air. For example, no free device outputs.

  When an asset from a Streamline Server is not ready in an NCS rundown, Streamline sends a MOS status message to the NCS to report why the asset is not ready. OverDrive displays Streamline MOS status messages in the Rundown table Conflict column. The possible MOS status messages are as follows:

  › **TRANSFERRING** — asset file is being transferred to the storage.

  › **NO VALID FORMATS** — none of the asset's formats pass the storage validation rules.

  › **UNFULFILLED PLACEHOLDER** — the asset is a placeholder and has no files to transfer.

  › **ASSET NOT FOUND** — the asset for the item cannot be found in the database.

  › **INVALID OBJECT** — Streamline was unable to parse the provided MOS object.

  › **STORAGE UNREACHABLE** — attempts to contact the storage to check item status have failed.

  › **TRANSFER FAILED** — the last transfer attempt failed.

  › **NEVER TRANSFERRED** — the asset was never requested to transfer.

  › **UNKNOWN** — Streamline was unable to determine a reason for an asset not existing on the storage.

  If an asset has multiple destinations, Streamline reports the first found non-READY status. There is no predictable order in which Streamline finds the first non-READY status to report from multiple destinations.
- **Exceptions (!)** — an icon that identifies a conflict.
- **FloorDirector Cue** — the FloorDirector cue associated with the shot.
- **Index** — shot sequence index number.
- **MOS Abstract** — MOS abstract data received from a newsroom story for third party MOS devices, for example: character generators or video servers.
- **On-Air Status** — current status of a shot: On Air, Prepared, Shot Cued, or Incomplete.
- **QuickAudio** — the QuickAudio keywords entered in the NRCS rundown that automatically enable additional audio channels for shots in an OverDrive rundown. The QuickAudio column also displays unused keywords received from the NRCS that do not match any of the QuickAudio keywords in TemplateEditor.
- **QuickCode** — the QuickCode keywords that assigned Custom Controls to the Prepared Customs view and the On-Air Customs view for a shot. The QuickCode column also displays unused keywords received from the NRCS that do not match any of the QuickCode keywords in TemplateEditor.
- **QuickTurn** — the QuickTurn segment name associated with the shot.
- **Server Channels** — the crosspoint name of the server channel on which a video clip is cued.
- **Shot Icon** — an icon that identifies the shot.
- **Shot Information** — a description of the shot.
- **Shot Name** — the name of the shot.
- **Slug** — the slug name from the NRCS story associated with the shot.
- **Template** — the Master template, devices, and clips used in the shot.
- **Template Name** — the Master template name and number used in the shot.

- **Thumbnail** — a thumbnail image of the XPression CG or Streamline video server in the shot.
- **Timing** — timing information from NRCS timers. When a CG ActiveX control is used to add a CG to an NRCS story, the entered in and out point timing information is displayed in this column.
- **Transition** — the transition coded for the shot. When a shot does not have a coded transition, this column displays the name of the default transition.
- **Device Columns** — individual columns to display device channel clips and device summary information.

The columns displayed in the Rundown are fully customizable. Each column can be displayed, hidden, or moved. The settings on Rundown Settings tab in the Options dialog box can be used to hide or show shot icons in the Rundown table.

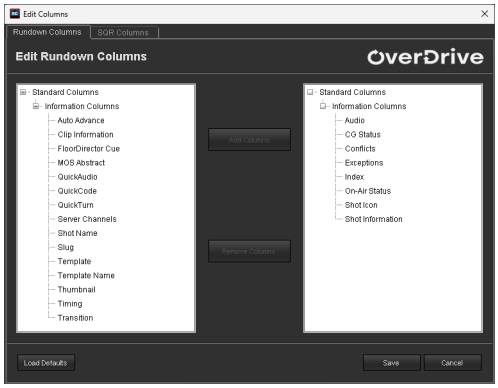
To select Rundown table columns

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.

2. Click the **Rundown Columns** tab.

   The **Rundown Columns** tab opens.



   The available Rundown table columns are displayed in the tree view on the left, and the columns currently displayed in the Rundown table are displayed in the tree view on the right.

3. To add a column to the Rundown table:

   a. From the available columns tree view on the left, select the column or columns to add to the Rundown table.

   Selecting a heading node from the tree view also selects all the columns contained by the node.

   b. Click **Add Columns**.

   The selected column or columns are added the displayed columns tree view on the right.

4. To remove a column from the Rundown table:

   a. From the displayed columns tree view on the right, select the column or columns to remove from the Rundown table.

   Selecting a heading node from the tree view also selects all the columns contained by the node.

   b. Click **Remove Columns**.

   The selected column or columns are move to the available columns tree view on the left.

5. To display default columns in the Rundown table:

   a. Click **Load Defaults**.

      The **Reload Defaults?** alert opens.

   b. Click **Yes**.

      The **Edit Columns** dialog box closes, and the default columns are displayed in the Rundown table.

6. After selecting the columns for the Rundown table, click **OK**.

   The **Edit Columns** dialog box closes, and the selected columns display in the **Rundown** table.

To move Rundown table Columns

1. In the **Rundown** table, place the mouse pointer over the heading of the column to move.
2. Click and drag the column left or right to a new location in the **Rundown** table.
3. Release the mouse button the place the selected column at the new location in the **Rundown** table.

Rundown Status

The following default background colors are used in the Rundown table to report the status of shots in the rundown:

- **Prepared** — the shot is prepared to go on air.
- **On Air** — the shot is on air.
- **Normal** — the shot is valid, ready to be prepared.
- **Unpreparable** — the shot failed to prepare.
- **Fixed ME Template** — the shot uses a Fixed ME Template.
- **MOS Character Generator** — the shot uses a MOS CG device.
- **Cued** — the clip in this shot is cued in advance.
- **Cueing** — the clip in this shot is cueing.
- **MOS Video Server** — the shot uses a MOS video server.
- **Reprepare** — the shot must be reprepared before it can transition on air.
- **Auto Advance** — the shot automatically advances to the next shot at a set time.
- **Break** — the shot is a break story from the NRCS.

The following icons are used in the Rundown table to report the status of shots in the rundown:

- **Warning** — the shot is valid, but one or more clips or presets associated with a device in the shot are missing.
- **Error** — the shot cannot be prepared.

Customize Rundown Table Background Colors

You can customize any of the background colors that RundownControl uses to report the status of shots in the Rundown table. OverDrive saves your user-defined background colors with your user.

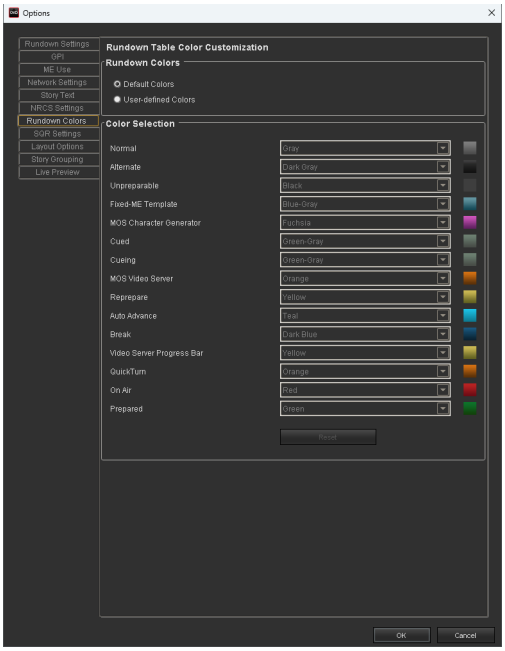
To customize Rundown table background colors

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Rundown Colors** tab.

   The **Rundown Colors** tab opens.



3. In the **Rundown Colors** section, select the **User-defined Colors** option.

   OverDrive enables the settings in the **Color Selection** section.

4. Use the **Color** list to the right of each status to select the background color to use when displaying shots in the Rundown table with the associated status.

   The box to the right of the **Color** menu displays a preview of the selected background color.

✶ Ross Video recommends selecting a unique background color for the **On Air** and **Prepared** shots so that you can easily identify them in the Rundown table.

5. If you do not like your background color selections, reset to the default background colors as follows:

   a. Click **Reset**.

      The **Reset Colors** alert opens.

   b. Click **Yes** to reset background colors to the default colors. Click **No** to keep the currently selected colors.

      The **Reset Colors** alert closes.

6. Click **OK** to save changes and close the **Options** dialog box. If you want to keep previously set background colors, click **Cancel** to close the **Option** dialog box without saving your background color changes.

   The **Rundown** table updates to display shots using the set background colors.

Select the Rundown Table Background Colors to Use

After you create a user-defined set of custom background colors for the rundown table, you can still switch back to the default background colors. Switching to the default background colors does not delete your user-defined set of custom background colors.

To select the Rundown table background colors to use

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Rundown Colors** tab.

   The **Rundown Colors** tab opens.

3. In the **Rundown Colors** section, select one of the following options to set the background colors that the Rundown table uses to display shots:

   - **Default Colors** — use the default background colors to display shots.
   - **User-defined Colors** — use the colors displayed in the **Color Selection** section to display shots.

4. Click **OK** to save changes and close the **Options** dialog box.

   The **Rundown** table updates to display shots using the selected set of background colors.

Select Shots

Click on a shot in the Rundown table to select the shot. To highlight the selected shot, yellow borders are displayed along the top and bottom edges of the shot row in the Rundown table. To select a range of shots in the Rundown table, click on the first shot in the range and then Shift-click on the last shot in the range.



Figure 11.4 Shot Selected in the Rundown Table

For More Information on...

- icon display in the Rundown table, refer to the section "**Configure Rundown Settings**" on page 4–2.
- working with Live rundowns, refer to the section "**Live Rundown Basics**" on page 11–70.
- working with NRCS rundowns, refer to the section "**OverDrive NRCS Rundown Basics**" on page 11–73.
- how to handle error messages, refer to the section "**Error Messages**" on page 30–5.

Timers View

The Timers view in RundownControl can contain up to six groups which each contain six configurable timers that you can use to keep track of clip time, shot time, program time, the time of day, and NRCS timing. You can also use a timer as a manually controlled stopwatch.



Figure 11.5 Timers View

You can configure any timer in a group to display one of the following times:

- **Manual** — A count up or down timer that is manually started and stopped. This type of timer displays the time passed (count up) or remaining (count down) since the timer was started. This is the default configuration of timers two to six.
- **Program Time Elapsed** — a timer that automatically starts when the first shot in a rundown transitions on air and stops when the rundown ends. This type of timer displays the time passed since the program went on air. This is the default configuration for timer one.
- **Shot Time Elapsed** — a timer that automatically starts when a shot transitions on air and resets when the transition between shots ends. This type of timer displays the time passed since the shot went on air. This is the default configuration for timer two.
- **Story Time Elapsed** — a timer that automatically starts when a story from an NRCS within a shot goes on air and resets when the story index changes. This type of timer displays the time passed since the story went on air.
- **Clip Time Elapsed** — a timer that automatically starts when a clip within a shot goes on air and stops when the clip ends. This type of timer displays the time passed since the clip went on air.
- **Clip Time Remaining** — a timer that automatically starts when a clip within a shot goes on air and stops when the clip ends. This type of timer displays the time remaining in the clip.
- **Clock (12 Hour)** — the time of day displayed in 12-hour format.
- **Clock (24 Hour)** — the time of day displayed in 24-hour format.
- **NRCS Estimated Duration Remaining** — a story timer based on the story duration calculated by the NRCS using the story word count, anchor read rate, and media time. This timer starts when the story index number changes.
- **NRCS Target Time Remaining** — a story timer based on the story target time manually entered in the NRCS. This timer starts when the story index number changes.
- **NRCS Item Time Remaining** — a shot timer based on MOS item (video server clip) duration. When a story contains multiple video server clips the timer displays the time for the shortest video server clip.
- **NRCS Media Time Remaining** — a shot timer based on media duration. In the NRCS, media duration can be manually entered or automatically calculated.
  - When a story contains multiple shots (CAM1, VO) the timer starts when OverDrive takes the shot containing the video server.
  - When there are multiple video server shots in a story, the first video server shot triggers the countdown and OverDrive ignores the remaining video server shots.
- **NRCS Rundown Start Time Remaining** — a timer that uses the rundown start date and time to countdown 00:00:00, when the show should start.
- **NRCS Rundown Duration Remaining** — a timer that counts down from “Black to Black” or the start of the show to the end of the show.
- **NRCS Custom Time** — use a custom NRCS timing source.

For More Information on...

- creating custom NRCS timing sources, refer to the section “**NRCS Timing Sources**” on page 6–25.

Set the Number and Size of Timers

Each group tab in the Timers view contains six timers. You can select the number of timers to use which sets the number of group tabs to display in the Timers view. You can also set the text size in which to display timer names and counters.

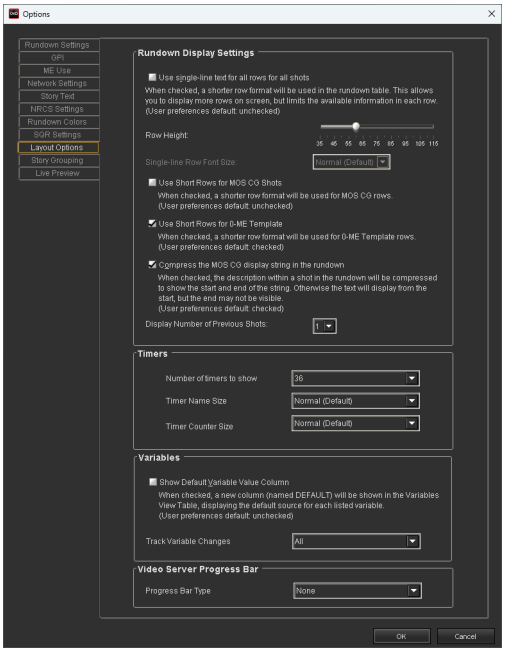
To set the number and size of timers to display in the Timers view

1. In **RundownControl**, use the **Tools** menu to select **Options**.

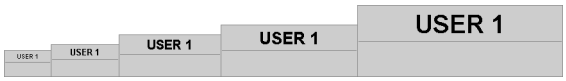
   The **Options** dialog box opens.

2. Click the **Layout Options** tab.

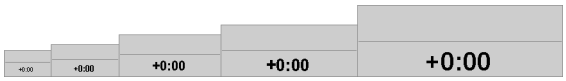
The **Layout Options** tab opens.



3. In the **Timers** section, use the **Number of timers to show** list to select the number of timers to display in the **Timers** view. The available options are as follows:
   - **6** — 6 timers in 1 group tab
   - **12** — 12 timers in 2 group tabs
   - **18** — 18 timers in 3 group tabs
   - **24** — 24 timers in 4 group tabs
   - **30** — 30 timers in 5 group tabs
   - **36** — 36 timers in 6 group tabs
4. Use the **Timer Name Size** list the select the font size in which to display timer names in the **Timers** view. Font size ranges from **Smallest** to **Extra Large**.



5. Use the **Timer Counter Size** list the select the font size in which to display timer counters in the **Timers** view. Font size ranges from **Smallest** to **Extra Large**.



6. Click **OK** to save changes and close the **Options** dialog box.

   After you change **Timer Name Size** or **Timer Name Size** settings, you may need to resize the **Timers** view to display all the timers in a timer group.

For More Information on...

- resizing an OverDrive view, refer to the procedure "**To resize a view**" on page 14–2.

Name Timer Groups

Each tab in the Timers view contains a timer group of six timers. You can change the name of each group tab to describe the timers contained in the group.

To rename a timer group tab

1. In the **Timers** view of **RundownControl**, right-click the **Group** tab to rename.

   The **Rename Timer Group** dialog box opens.



2. In the **Rename the timer group** box, enter a new name for the selected group.

   The **Rename Timer Group** dialog box warns you when the entered group name is too long for the tab of the selected group. To reset the group name to the default name, clear the **Rename the timer group** box.

3. Click **OK** to rename the selected tab and close the **Rename Tab** dialog box.

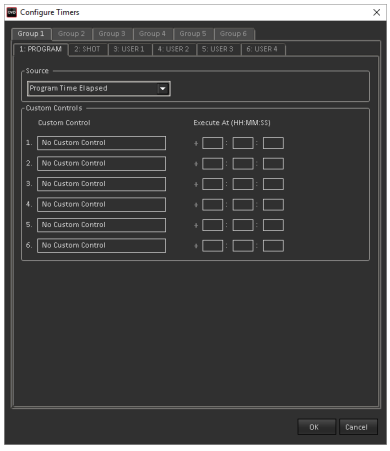
Configure Timers in a Group

For each timer in a group, you can configure the timing source to display in the timer.

To configure a timer in the Timers view

1. In the **Timers** view of **RundownControl**, click the **Group** tab to that contains the timer to configure.
2. Right-click the timer to configure.

   The **Configure Timers** dialog box opens for the selected timer.



   To quickly open the **Configure Timers** dialog box and select the configuration tab for a timer, right-click the timer to configure.

3. In the **Configure Timers** dialog box, click the tab associated with the timer to configure.

   The **Configuration** tab for the selected timer opens.

4. Use the list in the **Source** section to select the source timed by the timer. The available sources are as follows:
   - **Disabled** — deactivate the timer.
   - **Manual**
     - › To set the timer direction, go to step **5**.
     - › To set the timer duration, go to step **6**.
     - › To customize timer behavior, go to step **7**.
     - › Go to step **10** to save the timer configuration.
   - **Program Time Elapsed**
     - › Go to step **10** save the timer configuration.
   - **Shot Time Elapsed**
     - › Go to step **10** to save the timer configuration.
   - **Story Time Elapsed**
     - › Go to step **10** to save the timer configuration.
   - **Clip Time Elapsed**
     - › To customize timer behavior, go to step **7**.
     - › To set the timer duration, go to step **8**.
     - › Go to step **10** to save the timer configuration.
   - **Clip Time Remaining**
     - › To customize timer behavior, go to step **7**.
     - › To set the timer duration, go to step **8**.
     - › Go to step **10** to save the timer configuration.
   - **Clock (12 Hour)**
     - › Go to step **10** to save the timer configuration.
   - **Clock (24 Hour)**
     - › Go to step **10** to save the timer configuration.
   - **NRCS Estimated Duration Remaining**
     - › To customize timer behavior, go to step **7**.
   - **NRCS Target Time Remaining**
     - › To customize timer behavior, go to step **7**.
   - **NRCS Item Time Remaining**
     - › To customize timer behavior, go to step **7**.
   - **NRCS Media Time Remaining**
     - › To customize timer behavior, go to step **7**.
   - **NRCS Rundown Start Time Remaining**
     - › To customize timer behavior, go to step **7**.
   - **NRCS Rundown Duration Remaining**
     - › To customize timer behavior, go to step **7**.
   - **NRCS Custom Time**
     - › To set the timer direction, go to step **5**.
     - › To customize timer behavior, go to step **7**.
     - › To select the custom NRCS timing source timed by the timer, go to step **9**.

5. When **Manual** or **NRCS Custom Time** is selected as the timer **Source**, select one of the following options in the **Direction** section to set direction in which a timer measures time:
   - **Count Up** — measure the time passed since the timer was started. The starting time is set in the **Initial Value** section.
   - **Count Down** — Click this option to measure the time remaining in a pre-set time period. The length of the time period is set in the **Initial Value** section.
6. When **Manual** is selected as the timer **Source**, use the following boxes in the **Duration** section to set the time duration used by a timer:
   - **HH** — Enter in this box the number of hours for the time duration.
   - **MM** — Enter in this box the number of minutes for the time duration.
   - **SS** — Enter in this box the number of seconds for the time duration.

   When the **Count Down** option is selected, this value sets the length of the time duration used by the timer. The **Enable Count Through Duration** option in the **Other Options** section controls timer behavior when the set duration is reached.

   When the **Count Up** option is selected, this value sets the time from which the timer starts timing.
7. When **Manual**, **Clip Time Elapsed**, **Clip Time Remaining**, or an **NRCS** source is selected as the timer **Source**, use the following options in the **Other Options** section to customize timer behavior:
   - **Enable Color Status Indicators** — select this check box to automatically color the timer numbers red when the time reaches within 10 seconds of the time set in the **Duration** section.
   - **Enable Count Through Duration** — select this check box to continue timing after a timer reaches the set duration time. The following occurs after the set duration time:
     - Count down timers continue counting down in negative time until stopped. A minus sign (-) is added to the time.
     - Count up timers continue timing past the set duration time.
8. When **Clip Time Elapsed** or **Clip Time Remaining** is selected as the timer **Source**, use the **Clip Source** menu in the **Source** section to select the clip source to time. This list only contains the clip sources used in a Master template.
9. When **NRCS Custom Time** is selected as the timer **Source**, use the list in the **Custom NRCS Timing Source** section to select the custom NRCS timing source timed by the timer. This list only contains the NRCS timing sources defined in the OverDrive Server **NRCS Timing** web page of the OverDrive Server.
10. Click **OK** to save changes and close the **Configure Timers** dialog box.

For More Information on...

- creating a NRCS timing source, refer to the section "**NRCS Timing Sources**" on page 6–25.

Control Manual Timers

Manual timers are the only type of timers that require you to control starting, stopping, and resetting. All other types of timers are controlled automatically by OverDrive.

To control a Manual timer

1. To start a timer, click the timer title or time display.
2. To stop a running timer, click the timer title or time display.
3. To reset a timer, double-click the timer title or time display. The results of resetting a timer are as follows:
   - Count up timers are reset to zero (0:00).
   - Count down timers are reset to the set duration time.
   - A running timer resets to the initial timer value, then automatically restarts timing from the initial value.

Hot Keys

You can use the Hot Keys panel in the Preferences dialog box to define hot keys to control individual Manual timers as follows:

- **Reset** — reset a Manual timer.
- **Start/Stop** — toggle the state of a Manual timer: a running timer stops, and a stopped timer starts running.
- **Start** — start a Manual timer.
- **Stop** — stop a Manual timer.

Use the following settings to define Manual timer control hot keys.:

Table 11.1 Manual Timer Hot Key Settings

Timer Control	Category	Name
Reset	Timers (View)	Timer Reset (Position 01 - 36)
Start/Stop	Timers (View)	Timer Start/Stop (Position 01 - 36)
Start	Timers (View)	Timer Start (Position 01 - 36)
Stop	Timers (View)	Timer Stop (Position 01 - 36)

For More Information on...

- hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.
- defining hot keys, refer to the procedure "**To edit hot keys**" on page 4–17.

Switcher Events

You can use the Switcher Events panel in the Preferences dialog box to define switcher events to control individual Manual timers as follows:

- **Reset** — reset a Manual timer.
- **Start/Stop** — toggle the state of a Manual timer: a running timer stops, and a stopped timer starts running.
- **Start** — start a Manual timer.
- **Stop** — stop a Manual timer.

Use the following settings to define Manual timer control switcher events:

Table 11.2 Manual Timer Switcher Event Settings

Timer Control	Category	Name
Reset	Timers (View)	Timer Reset (Position 01 - 36)
Start/Stop	Timers (View)	Timer Start/Stop (Position 01 - 36)
Start	Timers (View)	Timer Start (Position 01 - 36)
Stop	Timers (View)	Timer Stop (Position 01 - 36)

For More Information on...

- switcher events, refer to the section "**View and Edit Switcher Events**" on page 4–18.
- defining switcher events, refer to the procedure "**To assign switcher events to RundownControl functions**" on page 4–19 starting at step **2**.

Manual Control of NRCS Timers

During the playout of an NRCS rundown you can switch NRCS timers from automatic NRCS control to manual control. After you switch an NRCS timer to manual control you can use the mouse, hot keys, or switcher events to manually start, stop, and reset the timer.

To manually control an NRCS timer

1. Add one or more of the following NRCS timers to a **Group** tab in the **Timers** view:
   - **NRCS Estimated Duration Remaining** — a story timer based on the story duration calculated by the NRCS using the story word count, anchor read rate, and media time. This timer starts when the story index number changes.
   - **NRCS Target Time Remaining** — a story timer based on the story target time manually entered in the NRCS. This timer starts when the story index number changes.
   - **NRCS Item Time Remaining** — a shot timer based on MOS item (video server clip) duration. When a story contains multiple video server clips the timer displays the time for the shortest video server clip.
   - **NRCS Media Time Remaining** — a shot timer based on media duration. In the NRCS, media duration can be manually entered or automatically calculated.
   - **NRCS Rundown Start Time Remaining** — a timer that uses the rundown start date and time to countdown 00:00:00, when the show should start.
   - **NRCS Rundown Duration Remaining** — a timer that counts down from "Black to Black" or the start of the show to the end of the show.
   - **NRCS Custom Time** — use a custom NRCS timing source as long as the source in not the time of day.
2. Start playing out an NRCS rundown and take the prepared shot on air.

   NRCS timers start based on the on air shot.
3. To switch a running NRCS timer to manual control, click the title or time display of the NRCS timer to manually control.

   The selected NRCS timer stops and the **Stopwatch** icon displays to the left of the timer title to indicate that the timer is now under manual control. While an NRCS timer is under manual control it does not receive timing updates from the NRCS.



   If you want to switch an NRCS timer to manual control before the timer starts you must use a hot key or switcher event defined to send the timer **Stop** command to the NRCS timer.
4. To start a stopped manual timer, click the title or time display of the timer.

   After you switch an NRCS timer to manual control; use the same clicks, hot keys, or switcher events to control the timer as you would to control a manual timer.
5. To reset an NRCS timer under manual control and return control to the NRCS, double-click the title or time display of the timer.

   OverDrive resets timer to the NRCS start time, starts receiving timing updates from the NRCS, and removes the **Stopwatch** icon from the timer title to indicate that the timer is now under NRCS control.

For More Information on...

- creating a NRCS timing source, refer to the section "**NRCS Timing Sources**" on page 6–25.
- defining timer control hot keys, refer to the section "**Hot Keys**" on page 11–21.
- defining timer control switcher events, refer to the section "**Switcher Events**" on page 11–21.

Timer-based Custom Controls

The switcher Custom Control function enables sequences of keystrokes (macros) and other switcher functions to be programmed into a single button press. Switcher Custom Controls can be assigned to a timer to automatically run when the timer reaches a set time. Each timer can run up to six Custom Controls.

✶ Custom Control macros cannot be created or edited in OverDrive. Custom Controls must be created and edited on the switcher. After editing Custom Controls, the updated Custom Controls must be reload into OverDrive.

To assign a switcher Custom Control to a RundownControl timer

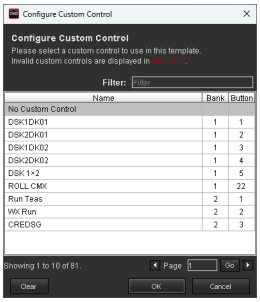
1. In the **Timers** view of **RundownControl**, right-click the timer to assign a Custom Control.

   The configuration tab associated with the selected timer opens in the **Configure Timers** dialog box:

2. Use the sections in the **Configure Timers** dialog box to configure the timer for the Custom Control.

3. In the **Custom Controls** section, click one of the six **Custom Control** boxes to select the Custom Control to be run by the timer.

   The **Configure Custom Control** dialog box opens.



   The **Configure Custom Control** dialog box list the accessible Custom Controls on the switcher. To sort the Custom Controls list, click the **Bank/Button** or **Name** column heading to sort the list by the selected column. Click the selected column heading once again to reverse the sort order of the column.

4. Use the **Button/Bank** column to select the switcher Custom Control to assign to the timer.

   The **Configure Custom Control** dialog box only lists the Custom Controls that are stored on the switcher. Invalid switcher Custom Controls in the list are displayed in **Dark Red**.

5. Click **OK**.

   The **Configure Custom Control** dialog box closes, and the **Custom Control** box is updated with the name of the selected switcher Custom Control.

6. Click the symbol (+ or -) to the left of the selected **Custom Control** list to toggle between setting a positive (+) and negative (-) time value.

7. Use the three boxes to the right of the time symbol to set the time at which to run the assigned Custom Control.

   - **HH** — enter in this box the number of hours for the Custom Control run time.
   - **MM** — enter in this box the number of minutes for the Custom Control run time.
   - **SS** — enter in this box the number of seconds for Custom Control run time.

   During the playout of a rundown, the assigned Custom Control is automatically run when this timer displays the set time.

8. Click **OK** to save changes and close the **Configure Timers** dialog box.

For More Information on...

- switcher Custom Controls, refer to the section "**Custom Controls in OverDrive**" on page 11–45.
- OverDrive rundowns, refer the chapter "**OverDrive Show Setup**" on page 15–1.

FloorDirector Cue View

The FloorDirector Cue view displays production cues contained in selected, prepared, or on-air shot. Shot production cues are set in the NRCS or the Master template used to create the shot. You can also use the FloorDirector Cue view to edit, disable, or enable the production cue associated with a shot.

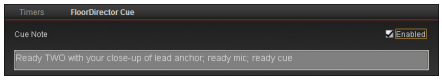


Figure 11.6 FloorDirector Cue View

View FloorDirector Cues

OverDrive displays shot production cues in the Shot Information column of the Rundown table and in the FloorDirector Cue view. The FloorDirector Cue view only displays the production cue associated with the selected, prepared, or on-air shot.

To view production cues in the FloorDirector Cue view

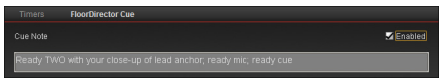
1. In **RundownControl**, use the **Window** menu to select **Show View > FloorDirector Cue**.

   The **FloorDirector Cue** view opens.

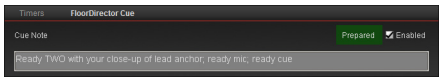


2. In the **Rundown** table select a shot that has a production cue. The **Rundown** table uses the **FD Cue** field in the **Shot Information** column to display shot production cues.

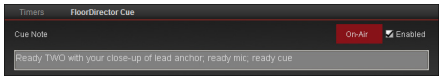
   The **FloorDirector Cue** view displays the production cue associated with the selected shot.



   When the selected shot is the prepared shot, the **FloorDirector Cue** view displays a green **Prepared** box.



   When the selected shot is the on-air shot, the **FloorDirector Cue** view displays a red **On-Air** box.



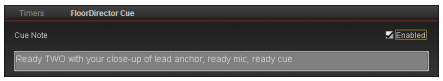
Edit FloorDirector Cues

The FloorDirector Cue view also enable you to edit the production cue associated with the selected shot. You can edit the production cue associated with an un-prepared or prepared shot, but you cannot edit the production cue associated with the on-air shot. For shots that have a production cue you can edit the production cue or disable the production cue. You can add a production cue to shots that do not have one.

To edit the production cue associated with a shot

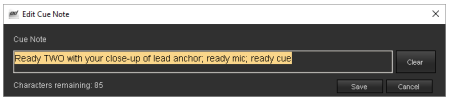
1. In the **Rundown** table select a shot that has a production cue. The **Rundown** table uses the **FD Cue** field in the **Shot Information** column to display shot production cues.

   The **FloorDirector Cue** view displays the production cue associated with the selected shot.



2. In the **FloorDirector Cue** view, click in the **Cue Note** box.

   The **Edit Cue Note** dialog box opens.



3. In the **Cue Note** box, edit the production cue as required. Production cues can be up to 150 characters in length.
4. Click **Save**.

   OverDrive saves your revised production cue and the **Edit Cue Note** dialog box closes. Both the **FloorDirector Cue** view and the **Rundown** table display the revised production cue.
5. To disable the production cue associated with a shot, clear the **Enabled** check box.

   The **FD Cue** field in the **Rundown** table **Shot Information** column displays “FD Cue Disabled”. Select the **Enabled** check box to display the production cue in the **FD Cue** field.

To add a production cue to a shot

1. In the **Rundown** table select a shot that does not have a production cue.
2. In the **FloorDirector Cue** view, select the Enabled check box.
3. Click in the **Cue Note** box.

   The **Edit Cue Note** dialog box opens.



4. In the **Cue Note** box, enter a production cue. Production cues can be up to 150 characters in length.
5. Click **Save**.

   OverDrive saves your new production cue and the **Edit Cue Note** dialog box closes. Both the **FloorDirector Cue** view and the **Rundown** table display the new production cue.

Smart Quick Recalls View

The Smart Quick Recalls view contains a tab for each defined Smart Quick Recall. Each tab lists the elements in the currently open rundown that match the Smart Quick Recall definition.

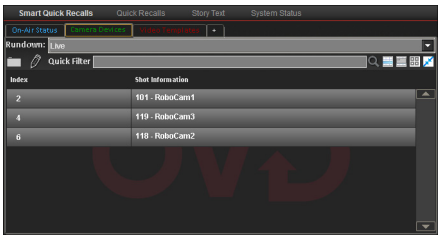


Figure 11.7 Smart Quick Recalls View

When there are multiple rundowns open in the Rundown table, use the Rundown list in the Smart Quick Recalls view to display the Smart Quick Recalls for the selected rundown.

For More Information on...

- resizing views, refer to the chapter “**Customize Your Layout**” on page 14–1.
- creating, using, and managing Smart Quick Recalls, refer to the chapter “**Smart Quick Recalls**” on page 23–1.
- using Smart Quick Recalls with multiple open rundowns, refer to section “**Work with Smart Quick Recalls**” on page 24–4.

QuickRecalls View

The QuickRecalls view contains six tabs for organizing shots assigned to QuickRecall buttons. For example, all the shots used in the 11:00 PM show could be placed together on the “11 PM” tab. When more QuickRecall buttons are required on a tab, the QuickRecalls view can be enlarged to add buttons to the tab.

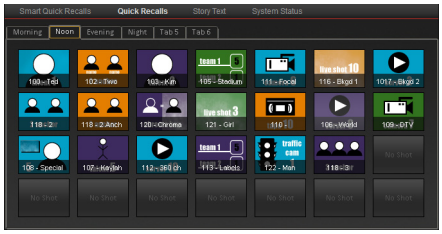


Figure 11.8 QuickRecall View

For More Information on...

- resizing views, refer to the chapter “**Customize Your Layout**” on page 14–1.

QuickRecall Status Information

The QuickRecalls view uses the following methods to show the status of shots assigned to QuickRecall buttons:

- When a shot assigned to a QuickRecall button is missing clip or preset information, the border of the button turns yellow. Right-click a yellow highlighted button to use the Configure QuickRecall Button dialog box add clip or preset information to the associated shot.
- When a QuickRecall button is assigned to a Fixed ME template, the border of the button turns blue.
- When a QuickRecall cannot be prepared, the border of the button turns gray.

✶ If a template that has been assigned to a QuickRecall button has been deleted or is missing, the QuickRecall button will be blank.

QuickRecall Tab Names

The name of each of the six tabs in the QuickRecalls view can be changed to describe the QuickRecall buttons contained in the tab.

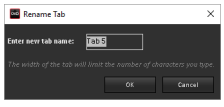
To rename a QuickRecall tab

1. In the **QuickRecall** view of **RundownControl**, right-click the **QuickRecall** tab to rename.

   The **Shortcut** menu opens.

2. Use the **Shortcut** menu to select **Rename Tab**.

   The **Rename Tab** dialog box opens.



3. In the **Enter new tab name** box, enter a new name for the selected tab.

   The length of the tab name is automatically limited by the **Enter new tab name** box. To reset the tab name to the default name, clear the **Enter new tab name** box.

4. Click **OK** to rename the selected tab and close the **Rename Tab** dialog box.

Assign Shots to QuickRecall Buttons

You can assign a pre-configured Shot, a Master template, or a shot from the Rundown table to a QuickRecall button. A pre-configured Shot is a combination of a Master template and settings for the Master template properties. When you assign a Master template to a QuickRecall button, you complete the assignment by setting the properties for the selected Master template.

- Changing the shot associated with a QuickRecall button does not affect the current setup shown on the Preview or Program monitor.
- Newly assigned shots to QuickRecall buttons remain when you reopen RundownControl. The assigned shots will also appear on the QuickRecall buttons in any other Rundown Control clients that are logged in as the same user.

The Configure QuickRecall Button dialog box is used to select the Shot or Master template to assign to a QuickRecall button. After a Shot or Master template is selected, the tabs in the Configure QuickRecall Button dialog box can be used to change Master template properties to create a custom shot that can be quickly recalled during a show. Property changes made in the Configure QuickRecall Button dialog box are only saved with the selected QuickRecall button and are not saved in the selected Shot or Master template.

- Shots created for QuickRecall buttons cannot be used in the Ross Video OverDrive NRCS plugin.

For More Information on...

- using shots in the Ross Video OverDrive NRCS plugin, refer to "**Create Pre-configured Shots**" on page 21–21

To assign a shot to a QuickRecall button

1. In the **Quick Recalls** view of **RundownControl**, click the **QuickRecall** tab that contains the **QuickRecall** button to assign a shot.
2. Right-click the **QuickRecall** button to assign a shot.

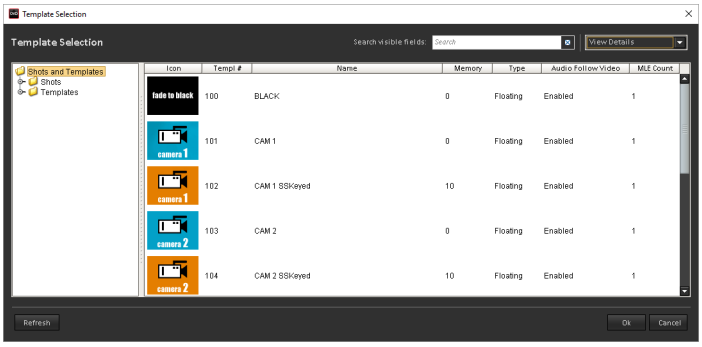
   The **Configure QuickRecall Button** dialog box opens.



To quickly select a Master template, enter the Master template number in the **Master Template** box.

3. In the **Shot Basics** section, click **Browse** (...) to the right of the **Master Template** box to select a Master template on which to base shot for the **QuickRecall** button.

   The **Template Selection** dialog box opens.



   The **Template Selection** dialog box does not list the Master templates that OverDrive created for MOS CG devices.

4. Select the Shot or Master template on which to base the shot for the **QuickRecall** button. Use the following methods to filter the templates displayed in the **Template** list:

   - In the tree view, select the **Shots** folder to view the available Shots. Expand the **Shots** folder to view Shot category folders.
   - In the tree view, select the **Templates** folder to view the available Master templates. Expand the **Templates** folder to view Master template category folders.
   - To search for a Shot or Master template, enter text in the **Search** box to match part of the Master template ID, name, switcher memory, template type, Audio Follow Video setting, ME count, or category folder. While entering text, the **Template** list automatically updates to display only the Shots and Master templates that match the entered text. To clear the **Search** box, click the **X** at the right of the box.
   - To change the information displayed about Shots and Master templates, use the **View** list to the right of the **Search** box. The available view options are as follows:
     - **View Thumbnails** — display an icon, number, and name for each Shot or Master template.
     - **View Icons** — display an icon, number, and name for each Shot or Master template.
     - **View Description** — display an icon, number, name, and description for each Shot or Master template.
     - **View Details** — display selected information about Shots or Master templates in a tabular format.
   - To sort the **Template** list; select **View Details** from the **View** list, then click the column by which to sort the list. The sort order is shown by the arrow displayed to the right of the column title. Click the column title once again to reverse the sort order.
   - To select the information columns displayed in the Details view; select **View Details** from the **View** list, then right-click a column title to display the **Column** menu. To display a column, select the check box beside the column name. To hide a column, clear the check box beside the column name. The available columns are as follows:
     - **Icon** — icon assigned to a Master template
     - **Templ #** — Master template identification number
     - **Name** — Shot or Master template name
     - **Memory** — switcher memory number used to recall the First ME
     - **Type** — type of ME (Fixed or Floating) used by a Master template
     - **Audio Follow Video** — Audio Follow Video setting (Enabled, Disabled, Video Only, or N/A (Fixed Templates))
     - **ME Count** — number of MEs used by a Master template

5. Click **OK**.

   The **Template Selection** dialog box closes, and the tabs in the **Configure QuickRecall Button** dialog box are populated with the property setting from the selected Shot or Master template.

6. If the **QuickRecall** button shot requires specific settings, use the following tabs in the **Configure QuickRecall Button** dialog box to modify QuickRecall button properties:

   - **Shot Summary** — configure QuickRecall summary information on page 11–30.
   - **MEs and Buses** — associate devices with a QuickRecall on page 11–32.
   - **Audio Settings** — configure QuickRecall audio settings on page 11–37.
   - **Variables** — set audio variable sources for a QuickRecall on page 11–39.

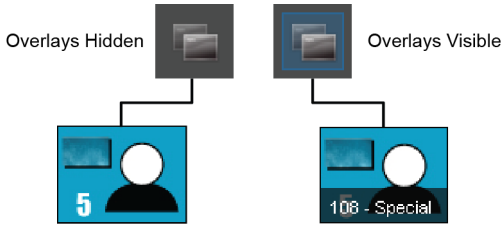
   Property changes made in the **Configure QuickRecall Button** dialog box are only saved with the QuickRecall button and are not saved in the Shot or Master template selected for the QuickRecall button.

7. Click **Save Changes** to assign the defined shot to the selected **QuickRecall** button and close the **Configure QuickRecall Button** dialog box.

   In the **QuickRecall** view, the shot icon is added to the selected **QuickRecall** button.

   When editing a QuickRecall button, click **Restore Default** to switch all changed property values back to the values set in the Shot or Master template selected for the QuickRecall button. Click **Reload Devices** to re-load the clip information stored on the devices used in a shot.

8. In the toolbar, click **Toggle Overlay** to show or **Toggle Overlay** to hide **QuickRecall** button shot names.



To assign a shot form the Rundown table to a QuickRecall button

1. In the **Quick Recalls** view, click the **QuickRecall** tab that contains the **QuickRecall** button to assign a shot.
2. In the **Rundown** table, place the mouse pointer over the shot to assign to a **QuickRecall** button.
3. Click and drag the shot to the **QuickRecall** button to assign the shot.
4. Release the mouse button.

   In the **QuickRecall** view, the icon of the selected shot is added to the selected **QuickRecall** button.

Clear Shots from QuickRecall Buttons

Shots assigned to QuickRecall buttons can be cleared from individual buttons or from all the buttons in a tab.

To clear the assigned shot from a QuickRecall button

1. In **RundownControl**, click the **QuickRecall** tab that contains the **QuickRecall** button to clear.
2. Right-click the **QuickRecall** button to clear.

   The **Configure QuickRecall Button** dialog box opens.

3. Click **Clear**.

   All property settings in all tabs are cleared.

4. Click **Save Changes** to clear the shot from the selected **QuickRecall** button and close the **Configure QuickRecall Button** dialog box.

   A shot is no longer assigned to the selected **QuickRecall** button, and the label changes to **No Shot**.

To clear all QuickRecall buttons in a tab

1. In the **QuickRecall** view of **RundownControl**, right-click the **QuickRecall** tab from which to clear all **QuickRecall** buttons.

   The **Shortcut** menu opens.

2. Use the **Shortcut** menu to select **Clear all QuickRecalls on this Tab**.

   The **Remove QuickRecalls** dialog box opens.

3. Click **Yes**.

   Shots are removed from all QuickRecall buttons in the selected tab, and the buttons are relabeled **No Shot**.

Configure Shots Assigned to QuickRecall Buttons

If a QuickRecall button shot requires specific settings, use the following tabs in the Configure QuickRecall Button dialog box to modify property settings for the shot:

- **Shot Summary** — configure QuickRecall summary information on page 11–30.
- **MEs and Buses** — associate devices with a QuickRecall on page 11–32.
- **Audio Settings** — configure QuickRecall audio settings on page 11–37.
- **Variables** — set audio variable sources for a QuickRecall on page 11–39.

Property changes made in the Configure QuickRecall Button dialog box are only saved with the QuickRecall button and are not saved in the Shot or Master template selected for the QuickRecall button.

Shot Summary

The Shot Summary tab enables you to configure the Master template, shot name, description, icon, transition, Custom Controls, and auto advance settings for a QuickRecall button.

To configure summary information for a QuickRecall button

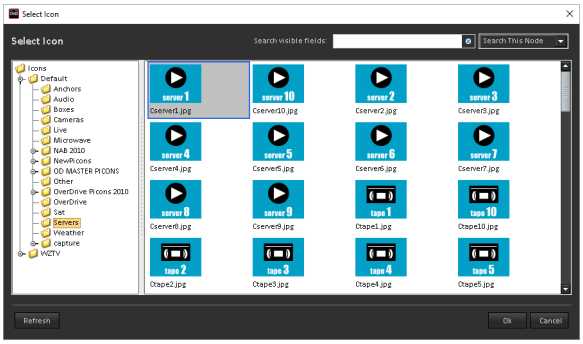
1. In the **Shot Summary** tab of the **Configure QuickRecall Button** dialog box, enter a name for the shot in the **Shot Name** box.

   By default, the name of the selected Master template is entered in the **Shot Name** box. Shot names can be up to 40 alphanumeric characters in length. It is good practice to avoid using special characters in shot names. Use only upper-case letter, lower case letters, spaces, and numbers in your shot names.

2. Click the **Icon** button to change the icon associated with the shot.

   Shot icons are used to identify **QuickRecall** buttons in the **QuickRecalls** view and shots in the Rundown table.

The **Select Icon** dialog box opens.



3. Select an image file (.jpg, .gif, .png, .bmp) to use an icon for the new shot. Use the following methods to filter the image files displayed in the **Icon** list.

   - In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
   - To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
   - To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
   - Use the list to the right of the **Search** box to control the node used to search for icons.
     - › **Search This Node** — only search for icons in the node selected in the tree view.
     - › **Search All Nodes** — search for icons in all nodes.

4. Click **OK** to add the selected icon to the shot and close the **Select Icon** dialog box.

   To remove an icon from a shot, click **Remove Icon** in the **Shot Summary** tab.

5. Use the **Transition** list to select the method to use to transition from the shot to the next shot in the rundown. Only the **Cut** transition can be selected for an audio-only shot.

   The **Transition** list only contains the transitions included in the Master template selected for the shot.

6. Use the properties in the **Custom Controls** section to specify Custom Controls the shot: For each **Custom Control** (**1** to **6**):

   a. Use the **Use CC From** list to select the location of the Custom Control to assign to the associated **Custom Controls for Prepared Shot** and **Custom Controls for On-Air Shot** buttons in RundownControl. The available locations are as follows:

      - **Template** — use the Custom Control set in the Master template used to create the shot.
      - **Shot** — use the Custom Control selected in the shot.

   b. Click the **Custom Control** box to select a Custom Control from the **Configure Custom Control** dialog box to assign to the associated **Custom Controls for Prepared Shot** and **Custom Controls for On-Air Shot** buttons in RundownControl. The **Configure Custom Control** dialog box list displays invalid Custom Controls in **Dark Red**.

      Selecting a Custom Control from the **Configure Custom Control** dialog box automatically selects **Shot** in the **Use CC From** list.

   c. Use the **AutoRun** list to select the event to automatically run the selected Custom Control. The available events are as follows:

      - **None** — only run the selected Custom Control when you click the associated **Custom Controls for Prepared Shot** or **Custom Controls for On-Air Shot** button in RundownControl.
      - **On Air** — automatically run the selected Custom Control when the shot goes on air.

- **Prepared** (Caprica, Vision 18.1a or greater, and Acuity 3.1a or greater systems only) — automatically run the selected Custom Control when OverDrive prepares the shot. OverDrive displays this event in **Red** when prepared shot AutoRun functionality is not supported by the switcher in your OverDrive system.
- **Both** (Caprica, Vision 18.1a or greater, and Acuity 3.1a or greater systems only) — automatically run the selected Custom Control when OverDrive prepares the shot and again when the shot goes on air. OverDrive displays this event in **Red** when prepared shot AutoRun functionality is not supported by the switcher in your OverDrive system.

The **AutoRun** list is only available after you select a Custom Control from the **Custom Control** list

d. To set a time delay for an autorun Custom Control, enter in the **Delay** boxes the length of time to wait before running the selected Custom Control. The default autorun delay is **00:00:00:00.**

The **Delay** boxes use the **hh:mm:ss:ff** format to set a delay time. Time values greater than 79 hours, 59 minutes, 59 seconds, or 29 frames are not permitted. When the delay time set for multiple Custom Controls is identical, OverDrive runs the Custom Control with the highest index first (1 to 6).

7. Use the **Shot Summary** section at the bottom of the tab to check if a shot is based on a Fixed ME or Floating ME template.

8. Click **Save Changes**.

For More Information on...

- assigning Custom Controls, refer to section "**Assign a Custom Control to a Button**" on page 11–46.

MEs and Buses

The MEs and Buses tab enables you to associate devices with a QuickRecall button.

To associate devices with a QuickRecall button

1. In the **Configure QuickRecall Button** dialog box, click the **MEs and Buses** tab.

The **MEs and Buses** tab opens. To refresh the details of the devices associated with a shot, click **Reload Devices**.



OverDrive displays unavailable Utility Buses are in Yellow. Utility Buses become unavailable when the Caprica switcher device Utility Bus setting is disabled or the switcher in your OverDrive system is changed to one that does not support Utility Buses.

2. In the **Clip Details and Presets** section, enter clip details and/or presets for the devices associated with the shot

   - **Video Servers** — select a clip or directly enter a clip name.

     To select a Clip:

     › Click **Select** to the right of the **Clip Details and Presets** box to open the **Select a Clip** dialog box.

     › In the **Filter** box, enter a portion of the clip name you are looking for. As you type, the clip list automatically updates to show the clips that contain the entered text.

     › Each page of the **Select a Clip** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

     › Select a clip from the clip list, then click **Select**.

     To search for a Clip:

     › Enter a portion of the clip name you are looking for in the **Clip Details and Presets** box.

     › Click **Select** to the right of the **Clip Details and Presets** box to open the **Select a Clip** dialog box.

     The **Select a Clip** dialog box opens with a list of the clips that match the text entered in the **Clip Details and Presets** box.

     To select the first matching Clip:

     › Enter a portion of a valid clip name in the **Clip Details and Presets** box.

     › Press the **Tab** key to select the first clip that contains the entered text.

✶ For Leitch Nexio video servers, do not use the " (double-quote) character in clip names. If any of the clips stored on a Leitch Nexio video server are named using the " character, the **Clip** list remains empty and cannot be used to select a clip. A clip can be selected by entering the exact clip name in the **Clip** box.

   - **VTRs** — use the **hh:mm:ss:ff** format to specify the clip **In**, **Out**, and **Duration** times in the provided boxes. Time values greater than 79 hours, 59 minutes, 59 seconds, or 29 frames are not permitted.
   - **Internal Stores** — select a still or animation, or directly enter a still or animation name.

     › Click **Browse** to the right of the **Clip Details and Presets** box to open the **Browse Stills** dialog box.

     › In the **Search Visible Fields** box, enter a portion of the still or animation name you are looking for. As you type, the clip list automatically updates to show the clips that contain the entered text.

     › Use the list to the right of the **Search Visible Fields** box to search for stills or animations in all the folders (**Search All Nodes**) or in just the selected folder (**Search This Node**).

     › Select a still or animation from the displayed items, then click **OK**.

     When an Invalid still or animation ID number is requested to be cued, the switcher responds with a correct clip not found message, which OverDrive interprets as an error.

   - **Character Generators** — depending on the specific character generator, new tag data entered and saved in the **Configure QuickRecall Button** dialog box tag boxes, may or may not be saved in the character generator page location after the shot is prepared in the rundown. Use the following steps to set up a character generator clip:

     › Enter the **Folder** and **File** location, pressing **Tab** after each entry. When the character generator is connected, the current tag information is automatically read from the character generator. To properly save character generator clip information, the **Folder** and **Page** location must be specified. If the **Folder** location is not specified, the **Page** and **Tag** information will not be saved.

     › Use the provided boxes to modify tag content.

     For Inscriber CGs, do not enter *, \, &, /, <, or > characters in a tag.

     › Enter custom content in the provided tag boxes. Make sure that the **Use CG Tag** and **Blank Tag** check boxes are cleared.

› Select the **Use CG Tag** check box to use the tag currently stored in the specified character generator folder. Custom content entered in the tag box is grayed out and ignored when the **Use CG Tag** check box is selected.

› Select the **Blank Tag** check box to use a blank tag. This option does not gray out and ignore the tag name and data boxes. When content is entered in a tag with a selected **Blank Tag** check box, the check box is cleared after **Tab** is pressed. An **Incomplete Clip** message is displayed with the clip in the rundown when content is deleted from a tag field and the **Blank Tag** check box is cleared. OverDrive will prompt for the missing clip information each time the shot is prepared.

- **Routers** — select a router source or directly enter a numeric router source.

  To select a Source:

  › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

  › In the **Filter** box, enter a portion of the source name you are looking for. As you type, the source list automatically updates to show the sources that contain the entered text.

  › Each page of the **Select a Source** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.

  › Select a source from the source list, then click **Select**.

  To search for a Source:

  › Enter a portion of the source name you are looking for in the **Source** box.

  › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

  The **Select a Source** dialog box opens with a list of the sources that match the text entered in the **Source** box.

  To select the first matching Source:

  › Enter a portion of a valid source name in the **Source** box.

  › Press the **Tab** key to select the first source that contains the entered text.

  To select the router level:

  › If the router level is different than the default level, select the new level from the **Level** list.

- **Cameras** — enter the name or identifier of the clip or preset in the **Clip Details and Presets** box. For **Furio**, **Shotoku**, and **Vinten** cameras you can use the following formats to enter a move duration along with a shot:

Format	Example	Description
<Show>:<Shot>:<Duration>	show:5:12	Move the camera to shot 5 in the News show with a 12 second duration.
<Show>:<Shot>	show:5	Move the camera to shot 5 in the News show with no duration.
:<Shot>:<Duration>	:5:12	Move the camera to shot 5 in the current show with a 12 second duration.
:<Shot>	:5	Move the camera to shot 5 in the current show with no duration.

- **External Still Stores** — enter the name or identifier of the clip or preset in the **Clip Details and Presets** box.

- **Crosspoints** — select the crosspoint number or name for the bus.

  To select a Crosspoint:

  › Click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

  › In the **Filter** box, enter a portion of the crosspoint name you are looking for. As you type, the crosspoint list automatically updates to show the crosspoints that contain the entered text.

  › Each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.

  › Select a crosspoint from the crosspoint list, then click **Select**.

  To search for a Crosspoint:

  › Enter a portion of a valid crosspoint number or name in the **Crosspoint** box.

  › Press **Enter** or click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

  The **Select a Crosspoint** dialog box lists the crosspoints that match the text entered in the **Crosspoint** box.

  To select the first matching Crosspoint:

  › Enter a portion of a valid crosspoint number or name in the **Crosspoint** box.

  › Press the **Tab** key to select the first crosspoint number or name that contains the entered text.

3. Edit settings as required for any additional devices associated with the shot.

Available device settings are as follows:

- **Zero Crosspoint Routers**

  To select a Source:

  › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

  › In the **Filter** box, enter a portion of the source name you are looking for. As you type, the source list automatically updates to show the sources that contain the entered text.

  › Each page of the **Select a Source** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.

  › Select a source from the source list, then click **Select**.

  To search for a Source:

  › Enter a portion of the source name you are looking for in the **Source** box.

  › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

  The **Select a Source** dialog box opens with a list of the sources that match the text entered in the **Source** box.

  To select the first matching Source:

  › Enter a portion of a valid source name in the **Source** box.

  › Press the **Tab** key to select the first source that contains the entered text.

  To select a Destination:

  › Click **Select** to the right of the **Destination** box to open the **Select a Destination** dialog box.

  › In the **Filter** box, enter a portion of the destination name you are looking for. As you type, the destination list automatically updates to show the destinations that contain the entered text.

  › Each page of the **Select a Destination** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.

  › Select a destination from the destination list, then click **Select**.

To search for a Destination:

› Enter a portion of the destination name you are looking for in the **Destination** box.

› Click **Select** to the right of the **Destination** box to open the **Select a Destination** dialog box.

The **Select a Destination** dialog box opens with a list of the destinations that match the text entered in the **Destination** box.

To select the first matching Destination:

› Enter a portion of a valid destination name in the **Destination** box.

› Press the **Tab** key to select the first destination that contains the entered text.

To set the Level:

› If the router level is different than the default level, select the new level from the **Level** list.

- **Aux Buses**

To select the aux bus:

› In the **Aux Bus** box, enter an aux bus number.

The standard **aux bus** range is 1 to 32. When multiple crosspoints are assigned the same aux bus, the lower position is used. For example, if an aux bus is at position 1 and 3, and all positions are assigned the same aux bus, then the assigned crosspoint will come from position 3.

To select a Crosspoint:

› Click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

› In the **Filter** box, enter a portion of the crosspoint name you are looking for. As you type, the crosspoint list automatically updates to show the crosspoints that contain the entered text.

› Each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

› Select a crosspoint from the crosspoint list, then click **Select**.

To search for a Crosspoint:

› Enter a portion of a valid crosspoint number or name in the **Crosspoint** box.

› Press **Enter** or click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

The **Select a Crosspoint** dialog box lists the crosspoints that match the text entered in the **Crosspoint** box.

To select the first matching Crosspoint:

› Enter a portion of a valid crosspoint number or name in the **Crosspoint** box.

› Press the **Tab** key to select the first crosspoint number or name that contains the entered text.

- **Audio Servers**

› Enter the **Drive** location using the range 0 to 6.

› Enter the **Directory** number using the range 1 to 10.

› Enter the **Cut** number using the range 0 to 999.

4. Click **Save Changes**.

For More Information on...

- specific character generators “**Clip Details and Presets Behavior**” on page 30–3.

Audio Settings

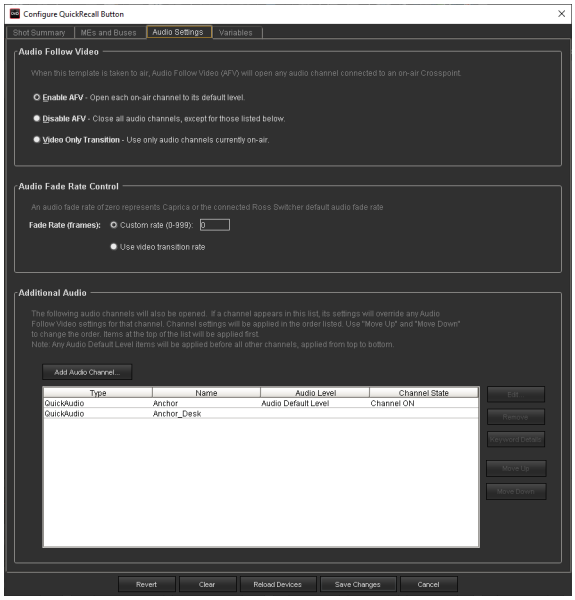
The Audio Settings tab enables you to configure the audio follow video, audio fade rate, and audio level settings for each channel associated with a QuickRecall button. Audio settings cannot be configured for Fixed ME Master templates.

✶ The Audio Settings tab is not available when a Fixed ME Master template is selected for a shot. Changing from a Floating ME Master template to a Fixed ME Master template will clear all audio settings for the template.

To configure audio settings for a QuickRecall button

1. In the **Configure QuickRecall Button** dialog box, click the **Audio Settings** tab.

   The **Audio Settings** tab opens.



2. In the **Audio Follow Video** section, select one of the following options to set the audio channels used when the shot is taken to air:

   - **Enable AFV** — open each audio channel connected to the on-air Crosspoint at the default audio level set for the channel.
   - **Disable AFV** — close all audio channels except the audio channels listed in the **Additional Audio** section.
   - **Video Only Transition** — only use the audio channels that are currently on air.

   To modify Audio Follow Video settings for specific channels, use the **Additional Audio** section.

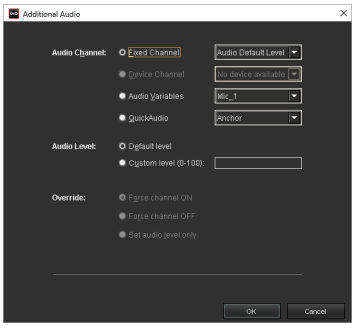
3. In the **Audio Fade Rate Control** section, select one of the following options to set the number of frames to fade audio when the shot transitions to the next shot in the rundown.

   - **Custom Rate** — enter the number of frames to fade audio for this shot. The box to the right of this option displays the audio fade rate defined by the **Master Template** selected for this shot. To change the audio fade rate, enter the number of frames to fade audio in the box to the right. Enter 0 to set the audio fade rate to the same number of frames as the default Acuity or Vision audio fade rate.
   - **Use Video Transition Rate** — fade audio at the same rate as the video transition. When this option is selected, the audio fade rate is set to the same number of frames set for the video transition on the switcher panel.

   The set audio fade rate is displayed with the shot in the run down.

4. In the **Additional Audio** section, click **Add Audio Channel** to add an audio channel to the list of audio channels that override **Audio Follow Video** settings.

   The **Additional Audio** dialog box opens.



5. Select one of the following **Audio Channel** options to choose the type of audio channel for which to set the audio level:

   - **Fixed Channel** — select an audio mixer channel. Use the list to the right to select the fixed channel to add to the Master template.
   - **Device Channel** — select the audio channels associated with a device. Use the list to the right to select the device that contains the audio channels to add to the Master template. This list only contains the devices associated with the Master template.
   - **Audio Variables** — select the audio source associated with an audio variable. Use the list to the right to select the audio variable associated with the audio channels to add to the Master template. This list contains the audio variables from the **Variables** tab of the **TemplateEditor**.
   - **QuickAudio** — select the audio channels associated with a QuickAudio keyword. Use the list to the right to select the QuickAudio keyword associated with the audio channels to add to the Master template. This list contains the QuickAudio keywords from the **QuickAudio** tab of the **TemplateEditor**.

6. Select one of the following **Audio Level** options to set the audio level at which to open the selected **Audio Channel**:

   - **Default level** — open the selected **Audio Channel** at the default audio level set for the channel.
   - **Custom level** — set the audio level at which to open the selected **Audio Channel**. Enter the audio level in the box to the right then type a custom level value for the channel.

7. Select one of the following **Override** options to control the selected **Audio Channel**:

   - **Force channel ON** — take the audio channel to air at the set level when the shot transitions to air.
   - **Force channel OFF** — set the audio channel level but leave the channel off air when the shot transitions to air. On air channels are closed when the shot transitions to air.
   - **Set audio level only** — set the audio channel level and retain the channel status when the shot transitions to air. Channels on air in the previous shot are left on air, and closed channels remain closed.

   Override options are not available when **Audio Default Level** is selected for the **Audio Channel**.

8. Click **OK** to save the defined **Audio Channel** and close the **Additional Audio** dialog box.

   The **Audio Channel** is added to the list in the **Additional Audio** section. The channels in this list override default and audio follow video settings. Audio level assignment of fixed channels override device-based settings.

9. To view the channels associated with a QuickAudio keyword, complete the following steps:

   a. In the **Additional Audio** list, select the QuickAudio keyword for which to view associated channels.

   b. Click **Keyword Details**.

      The **QuickAudio Keyword Channels Definition** dialog box opens listing the channels associated with the selected QuickAudio keyword.

   c. Click **OK**.

      The **QuickAudio Keyword Channels Definition** dialog box closes.

10. Click **Save Changes**.

For More Information on...

- creating audio variables, refer to section "**Audio Variables**" on page 10–68.
- creating QuickAudio variable keywords, refer to section "**Add Keywords to Set Audio Variable Sources**" on page 22–72.

Manage Additional Audio

After adding channels to the Additional Audio list, you can edit the channel definitions or delete the channels that you no longer use.

To edit an additional audio channel

1. In the **Additional Audio** list, select the channel to edit.
2. Click **Edit**.

   The **Additional Audio** dialog box opens with the settings of the selected channel.
3. Edit the required settings.
4. Click **OK**.

   OverDrive saves the changed settings.

To set the order in which OverDrive applies channel settings

1. Select the channel to reposition.
2. Click **Move Up** to move the selected channel up one position in the order.
3. Click **Move Down** to move the selected channel down one position in the order.

   OverDrive applies channels settings starting at the top of the channel list working downwards.

To delete an additional audio channel

1. In the **Additional Audio** list, select the channel to delete.
2. Click **Remove**.

   TemplateEditor removes the selected channel from the **Additional Audio** list.

Variables

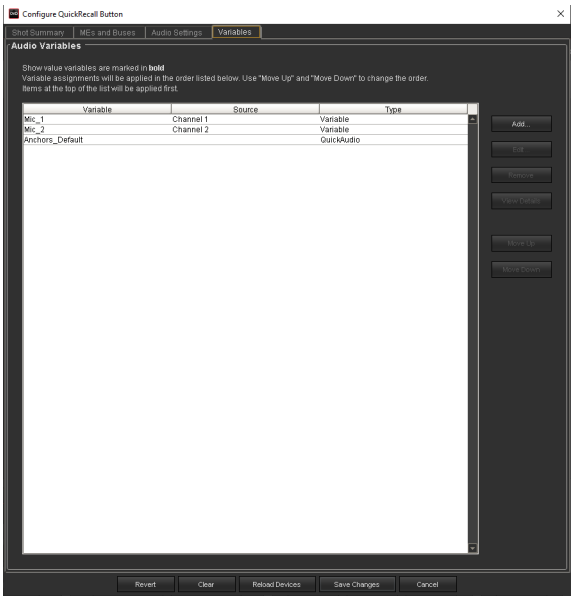
The Variables tab enables you to set specific sources for audio variables in shots created from a QuickRecall button.

✶ Before you set QuickRecall button specific sources, you must create audio variables to assign to QuickRecalls. For information on how to create audio variables, refer to the section "**Audio Variables**" on page 10–68.

To set QuickRecall button specific sources for audio variables

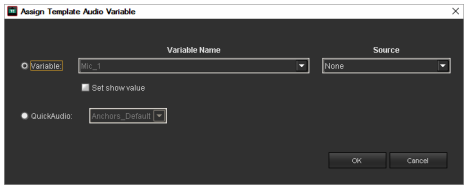
1. In the **Configure QuickRecall Button** dialog box, click the **Variables** tab.

   The **Variables** tab opens.



2. Click **Add** to add an existing audio variable to the QuickRecall button and set a source for the audio variable to use in shots created from the QuickRecall button.

   The **Assign Template Audio Variable** dialog box opens.



3. To select an audio variable for which to set a source, complete the following steps:

   a. Select the **Variable** option.

   b. Use the **Variable Name** list to select the audio variable for which to set a source.

   c. Use the **Source** list to select the source for the selected audio variable. The available sources are as follows:

   - **None** — do not select a source for the audio variable.
   - **Default** — use the default source set for the audio variable. The default source for an audio variable is set in the **Variables** tab of the **TemplateEditor**. Changing the source for an audio variable also changes the source for the Master template audio variable
   - **Show** — use the source set as the **Show** value for the variable.
   - **Channel #** — select an audio channel as the source for the audio variable. Changing the default source for the audio variable in the **Variables** tab of the **TemplateEditor** does not change the source for the Master template audio variable.

   d. Select the **Set show value** check box to use the selected source as the **Show** value for the audio variable.

   The **Audio Variables** list displays the audio variables set as **Show** values in **bold** typeface.

4. To select a QuickAudio keyword to set sources for audio variables, complete the following steps:

   a. Select the **QuickAudio** option.

   b. Use the list to the right to select the QuickAudio keyword associated with the audio channels and sources that you want to set for the Master template. This list contains the QuickAudio keywords from the **QuickAudio** tab of the **TemplateEditor**.

5. Click **OK** to add the selected audio variable and set source to the QuickRecall button.

   The **Assign Template Audio Variable** dialog box closes, and OverDrive adds the audio variable or QuickAudio keyword to the **Audio Variables** list. Whenever you create a shot with the QuickRecall button, the shot will use the audio variable sources set in the **Variables** tab.

6. To view the variables associated with a QuickAudio keyword, complete the following steps:

   a. In the **Audio Variables** list, select the QuickAudio keyword for which to view associated audio variables.

   b. Click **View Details**.

      The **QuickAudio Keyword Variables Definition** dialog box opens listing the audio variables associated with the selected QuickAudio keyword.

   c. Click **OK**.

      The **QuickAudio Keyword Variables Definition** dialog box closes.

7. Click **Save Changes**.

Manage Variables

After adding audio variables and QuickAudio keywords to the Audio Variables list, you can edit the variable definitions or delete the variables that you no longer use.

To edit a variable

1. In the **Audio Variables** list, select the audio variable or QuickAudio keyword edit.
2. Click **Edit**.

   The **Edit Template Audio Variable** dialog box opens with the settings of the selected audio variable.

3. Edit the required settings.
4. Click **OK**.

   OverDrive saves the changed settings.

To set the order in which OverDrive applies variable settings

1. In the **Audio Variables** list, select the audio variable or QuickAudio keyword to reposition.
2. Click **Move Up** to move the selected audio variable or QuickAudio keyword up one position in the order.
3. Click **Move Down** to move the selected audio variable or QuickAudio keyword down one position in the order.

To delete a variable

1. In the **Audio Variables** list, select the audio variable or QuickAudio keyword to delete.
2. Click **Remove**.

   An **Alert** opens.

3. Click **Yes** to delete the selected audio variable.

   The OverDrive deletes the selected audio variable or QuickAudio keyword from the **Audio Variables** list.

Use QuickRecall Buttons to Insert Shots in Edit Mode

While working with rundown in Edit mode, QuickRecall buttons can be used to insert QuickRecall shots or standard shots into a rundown. The type of shot inserted into the rundown depends on whether the rundown is a Live or NRCS rundown.

To insert a shot into a rundown by clicking

1. In the rundown, select the shot above which to insert a new shot.
2. Hold down the **Ctrl** key and click the **QuickRecall** button with which to insert a shot.

   OverDrive inserts a shot, defined by the clicked **QuickRecall** button, into the rundown directly above the selected shot. If the selected shot was the second shot in the rundown, the inserted shot becomes the second shot and the originally selected shot becomes the third shot in the rundown.

   When no shot is selected in the rundown Ctrl-clicking a **QuickRecall** button adds a new shot to the end of the open rundown.

   The type of inserted shot depends on the type of rundown you are working in.

   - **Live Rundown** — a standard shot sequentially numbered in the Rundown table.
   - **NRCS Rundown** — a QuickRecall shot indexed as QR in the Rundown table. You can use the Convert QuickRecall, Convert All QuickRecalls, and Delete All QuickRecalls commands to mange inserted QuickRecall shots.

To insert a shot into a rundown by dragging

1. In the **Quick Recalls** view, place the mouse pointer over the **QuickRecall** button that defines the shot to insert into the rundown.
2. Click and drag the **QuickRecall** button to the location in the Rundown table to insert the new shot.

   A green line highlights the location to insert the new shot in the Rundown table.
3. At the location to insert the new shot, release the mouse button.

   OverDrive inserts a shot, defined by the selected QuickRecall button, into the rundown at the selected location. The type of inserted shot depends on the type of rundown you are working in.

   - **Live Rundown** — a standard shot sequentially numbered in the Rundown table.
   - **NRCS Rundown** — a QuickRecall shot indexed as QR in the Rundown table. You can use the Convert QuickRecall, Convert All QuickRecalls, and Delete All QuickRecalls commands to mange inserted QuickRecall shots.

For More Information on...

- inserting QuickRecall shots in Playout mode, refer the section "**Use QuickRecall Buttons to Insert Shots in Playout Mode**" on page 22–11.
- managing QuickRecall shots inserted into a rundown, refer the sections "**Remove QuickRecall Shots**" on page 22–12 and "**Convert QuickRecall Shots**" on page 22–12.

Manage QuickRecalls Between RundownControl Clients

The OverDrive MOS Gateway keeps a cache of the QuickRecalls in a rundown as long as one RundownControl client keeps the rundown open. When a rundown is no longer open in a RundownControl client, the OverDrive MOS Gateway clears the cache of QuickRecalls it was holding for the rundown when it was open.

When multiple RundownControl clients work with the same rundown at the same time, OverDrive manages QuickRecalls between the clients as follows:

Both RundownControl Clients Working in Edit Mode

- Either RundownControl client can add or remove QuickRecalls to the rundown, and these changes are automatically seen by the other RundownControl client.
- As long as one RundownControl client keeps the rundown open, all the QuickRecall changes remain in the rundown for other RundownControl clients that open the rundown.

One RundownControl client in Control mode and the other RundownControl client in Monitor mode

- Only the RundownControl client in Control mode can add or remove QuickRecalls to the rundown. The RundownControl client in Monitor mode automatically sees the changes made to the rundown.
- As long as one RundownControl client keeps the rundown open, all the QuickRecall changes remain in the rundown for other RundownControl clients that open the rundown.

One RundownControl client in Control mode and the other RundownControl client in Edit mode

- Either RundownControl client can add or remove QuickRecalls to the rundown.
  - › The RundownControl client in Edit mode automatically sees the changes made by the RundownControl client in Control mode.
  - › The RundownControl client in Control mode does not see the changes made by the RundownControl client in Edit mode.
- As long as one RundownControl client keeps the rundown open, all the QuickRecalls seen by the RundownControl in Edit mode remain in the rundown for other RundownControl clients that open the rundown.

Story Text View

The Story Text view displays story text output generated by an NRCS for associated shots an OverDrive NRCS rundown. When an OverDrive NRCS rundown is opened or played in OverDrive, story text for each shot associated with an OverDrive template is automatically displayed in the Story Text view. This feature enables the accurate tracking of shows when taken to air.

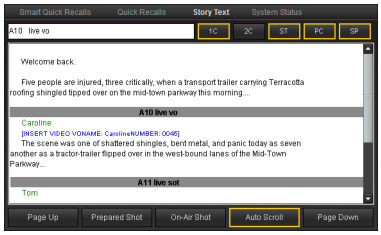


Figure 11.9 News Text Tab

The field in the top left corner of the Story Text view displays the Slug name of the NRCS story displayed at the top of the Story Text view. The NRCS story displayed at the top of the Story Text view is not always the story associated with the selected or on-air OverDrive shot.

Story text Filters and settings can be configured to control the level of detail displayed in the Story Text view when playing an NRCS rundown. Filter buttons are located along the top of the Story Text view and the Story Text tab in the Options dialog box contains story text settings.

OverDrive cannot edit the text from an NRCS rundown. The NRCS client must be used to make changes to text associated with a shot. Text changes made in the NRCS are automatically updated in OverDrive and the Story Text view.

Since Live rundowns are not connected to an NRCS, the shots in a Live rundown have no text to display in the Story Text view.

Story Text Format

The Story Text view uses a tabular format to display story text, production cues, and story presenter tags for each shot in a news story segment associated with an OverDrive template.

When a shot has associated story text, the text is displayed according to the enabled Story Text Filters, with each row in the table corresponding to a shot in the rundown. The order of display in the Story Text view is the same as the order laid out in the NRCS rundown.

Story Segment Status

During playout of an NRCS rundown, colors are used in the Story Text view to reflect the status of each shot. Headings in the Story Text view are shaded using the following colors to indicate shot status:

- **Blue** — The story segment, or associated shot in the Rundown table is selected.
- **Green** — The associated shot in the rundown is prepared.
- **Red** — The associated shot in the rundown is on air.

Select a Shot

To select a shot, click the shot header in the Story Text view or select the associated shot in the Rundown table. Selecting a shot in either location automatically selects the shot in the other location. When selected, story text segments are automatically made visible in the Story Text view. The story name and number of the selected shot are displayed at the top of the Story Text view.

Story Text Filter Buttons

The Story Text Filter buttons at the top of the Story Text view are used to control the display of story text, production cues, and story presenter tags in the Story Text view. Display control includes setting the number of columns and selecting the type of story text information to display.



Figure 11.10 Story Text Filter Buttons

Each button toggles a story text setting on or off. When a filter is toggled on, the associated button is highlighted with a thick black border. When a button is toggled off, the border is reduced to a thin line.

When toggled on, the Story Text Filter buttons control story text as follows:

- **1C** — display story text in a single column.
- **2C** — display story text in two columns.
- **ST** — display story text.
- **PC** — display production cues.
- **SP** — display tags that indicate the talent that reads the story text segment.

The Story Text tab in the Options dialog box can also be used to set Story Text view filters.

Story Text Navigation Buttons

The Story Text Navigation buttons at the bottom of the Story Text view are used to navigate story text segments.



Figure 11.11 Story Text Navigation Buttons

The Story Text Navigation buttons are used as follows to navigate story text:

- **Page Up** — click this button to move the text in the Story Text view up one screen.
- **Prepared Shot** — click this button to automatically scroll to the text associated with the currently prepared shot.
- **On Air Shot** — click this button to automatically scroll to the text associated with the on-air shot.
- **Auto Scroll** — toggle this button on to automatically scroll on-air shots to the top of the Story Text view. To stop auto-scrolling, toggle this button off.
- **Page Down** — click this button to move the text in the Story Text view down one screen.

The scroll bar along the right side of the Story Text view can also be used to scroll story text view up or down.

System Status View

The System Status view enables you to quickly view the health of your OverDrive system. If your OverDrive system falters, you can use the System Status view to help diagnose the cause of the system fault.

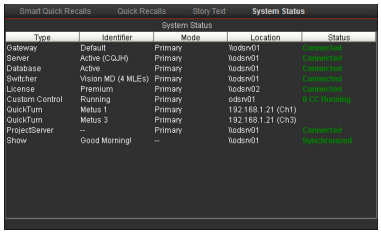


Figure 11.12 System Status View

The System Status view contains the following columns that display information about your OverDrive system:

- **Type** — type of OverDrive component.
- **Identifier** — name or level of the component.
- **Mode** — current OverDrive redundant system mode of the component.
- **Location** — IP address, hostname, gateway, or channel of the component.
- **Status** — current status of the component.

Custom Controls in OverDrive

Switcher Custom Control functionality enables programed sequences of keystrokes (macros) and other switcher functions to be associated with a single button press. A Custom Control macro can be used for functions such as flying a group of keys or recalling a specific memory register. Audio Custom Controls can be used to set levels on current/next and overrides, to turn off all channels on current or next, or to restore AFV on current or next in DirectControl to be restored.

✶ Custom Control macros cannot be created or edited from OverDrive. Custom Controls must be created and edited on the switcher or the Caprica Server in your OverDrive system. Custom Controls created for use in OverDrive must be stored in the first 12 Custom Control banks on a switcher. After editing Custom Controls, the updated Custom Controls must be reloaded into OverDrive.

RundownControl contains three Custom Control views: Custom Controls, Prepared Customs, and On-Air Customs. To view the hot keys assigned to Custom Control buttons, open the View tab in the Keys pane of the Preferences dialog box. Custom Controls can also be assigned to timers to automatically run the Custom Control when the timer reaches a set time.

To set up and run switcher Custom Controls in OverDrive

1. Create and store the required Custom Controls on the switcher.
2. Assign Custom Controls to OverDrive buttons and Master templates.
3. Run Custom Controls in Playout mode.

✶ OverDrive uses the bottom ME of a switcher as both a BKGD/PST ME and a PGM/PST ME. In this case, there are several special limitations.

For More Information on...

- creating switcher Custom Controls, refer to the Switcher ***Operator's Manual***.
- running Custom Controls, refer to the section "**Run Custom Controls**" on page 22–13.
- using the Active ME Transition Custom Control, refer to the section "**Limitations of the ME Use Option**" on page 5–9 or the appropriate switcher ***Installation Guide***.
- defining hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.
- assigning Custom Controls to timers, refer to the section "**Timer-based Custom Controls**" on page 11–22.

Custom Controls View

The buttons in the Custom Controls view can be assigned to specific switcher Custom Controls. Clicking a Custom Control button runs the associated switcher Custom Control. The Custom Controls view contains six tabs for organizing assigned Custom Control buttons. For example, all the switcher Custom Controls used in the news show could be placed together on the "News" tab. When more Custom Control buttons are required on a tab, the Custom Controls view can be enlarged to add buttons to the tab.



Figure 11.13 Custom Controls View

Assign a Custom Control to a Button

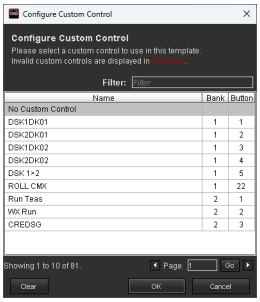
Buttons in the Custom Controls view that are assigned to a switcher Custom Control are labeled with the name of the Custom Control. Buttons not assigned a switcher Custom Control are labeled Not Defined. When an invalid switcher Custom Control is assigned to a button, the button is disabled and grayed out.

✶ Custom Controls must be created on the switcher, as detailed in the switcher ***Operator's Manual***, before they can be accessed from within OverDrive.

To assign a switcher Custom Control to a RundownControl Custom Control button

1. Start **RundownControl**.
2. In the **Custom Controls** view, click the tab that contains the **Custom Control** button to assign a switcher Custom Control.
3. Right-click the **Custom Control** button to assign a switcher Custom Control.

The **Configure Custom Control** dialog box opens.



The **Configure Custom Control** dialog box only lists the Custom Controls that are stored on the switcher. Invalid switcher Custom Controls in the list are displayed in **Dark Red**. To sort the Custom Controls list, click the **Bank/Button** or **Name** column heading to sort the list by the selected column. Click the selected column heading once again to reverse the sort order of the column.

✶ OverDrive is only able to access Custom Controls stored in the first 12 Custom Control banks on a switcher.

4. Use the **Button/Bank** column to select the switcher Custom Control to assign to the selected **Custom Control** button.
5. Click **OK**.

   The **Configure Custom Control** dialog box closes, and OverDrive labels the selected **Custom Control** button with the name of the selected switcher Custom Control.

Master templates can assign Custom Controls to the buttons in the Prepared Customs and On-Air Customs views in RundownControl.

To clear the assigned switcher Custom Control from a RundownControl Custom Control button

1. In the **Custom Controls** view of **RundownControl**, click the tab that contains the **Custom Control** button to clear.
2. Right-click the **Custom Control** button to clear.

   The **Select Custom Control** dialog box opens.
3. Use the **Button/Bank** column to select **None**.
4. Click **OK**.

   The **Select Custom Control** dialog box closes, and the switcher Custom Control is removed from the selected **Custom Control** button. OverDrive relabels the button **Not Defined**.

To clear all Custom Control buttons in a tab

1. In the **Custom Controls** view of **RundownControl**, right-click the **Custom Controls** tab from which to clear all **Custom Control** buttons.

   The **Shortcut** menu opens.
2. Use the **Shortcut** menu to select **Clear Custom Control Tab**.

   The **Remove Custom Controls** dialog box opens.
3. Click **Yes**.

   Switcher Custom Controls are removed from all Custom Control buttons in the selected tab, and the buttons are relabeled **Not Defined**.

For More Information on...

- assigning Custom Controls in Master templates, refer to the section "**To configure summary information for a QuickRecall button**" on page 11–30.

Reload Custom Controls

When changes are made to Custom Controls on the switcher, the Custom Controls list in OverDrive is not automatically updated. A manual reload of the switcher Custom Controls is required to update the Custom Control list in OverDrive.

To reload Custom Controls into OverDrive

- In **RundownControl** or **TemplateEditor**, select **Tools** > **Reload Custom Controls**.

Custom Controls Tab Names

The name of each of the six tabs in the Custom Controls view can be changed to describe the Custom Control buttons contained in the tab.

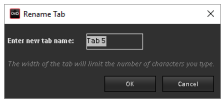
To rename a Custom Controls tab

1. In the **Custom Controls** view of **RundownControl**, right-click the **Custom Controls** tab to rename.

   The **Shortcut** menu opens.

2. Use the **Shortcut** menu to select **Rename Tab**.

   The **Rename Tab** dialog box opens.



3. In the **Name** box, enter a new name for the selected tab.

   The length of the tab name is automatically limited by the **Name** box. To reset the tab name to the default name, clear the **Name** box.

4. Click **OK** to rename the selected tab and close the **Rename Tab** dialog box.

For More Information on...

- resizing views, refer to the chapter "**Customize Your Layout**" on page 14–1.

Variables View

The Variables view displays the available audio variables and the channel set for each audio variable. Audio variables are defined in the Variables tab of the TemplateEditor. The Variables view also contains six preset buttons that you can use to change audio variable sources through QuickAudio keywords.

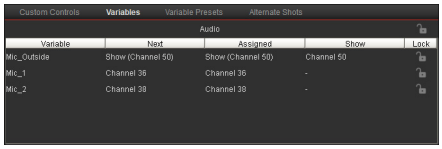


Figure 11.14 Variables View

The Variables view lists the available variables alphabetically starting with the variables that set a Show value displayed in the Show column. As you playout a rundown, the Variables view automatically updates to display the channels set by the prepared and on air shots for the available audio variables. While playing a rundown you can click a variable preset button to change audio variable sources.

✶ Audio variable source changes affect off-air shots and the prepared shot, they do not affect the on-air shot. You must reprepare the prepared shot to use any changed audio variable sources.

The Variables view contains the following columns that display information about the available audio variables:

- **Variable** — name of the audio variable.
- **Next** — the next channel to be set for the audio variable when OverDrive takes a shot on air.
  - › **Default (Channel #)** — audio variable set to the Default channel, displayed in the brackets.
  - › **Show (Channel #)** — audio variable set to the Show value, displayed in the brackets.
- **Assigned** — the current channel set for the audio variable.
  - › **Default (Channel #)** — audio variable set to the Default channel, displayed in the brackets.
  - › **Show (Channel #)** — audio variable set to the Show value, displayed in the brackets.
- **Show** — channel set as the Show value for the variable.
- **Default** (optional) — default channel set for the variable.
- **Global Lock** — view and control the lock state of all audio variable sources.
- **Lock** — view and control the lock state of an audio variable source.

For More Information on...

- viewing and controlling the lock state of audio variable sources, refer to the section "**Lock Audio Variable Sources**" on page 22–15.

Add the Default Column to the Variables View

The optional Default column in the Variables view displays the default channel set for a variable. By default, OverDrive does not display the Default column in the Variables view. You can use the Options dialog box to add the Default column to the Variables view.

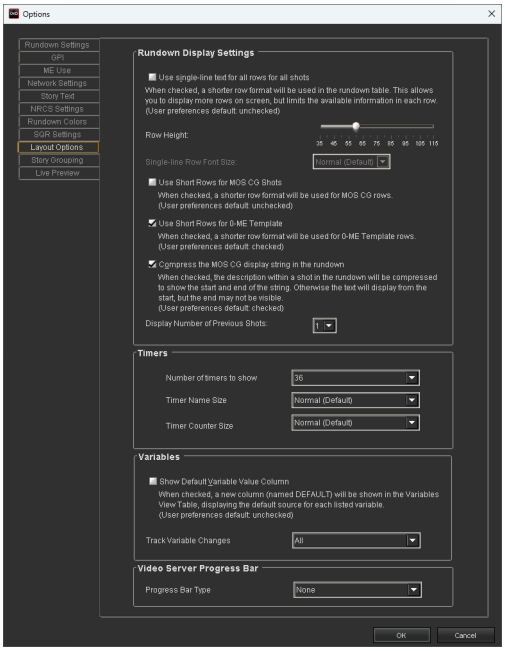
To add the Default column to the Variables view

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Layout Options** tab.

   The **Layout Options** tab opens.



3. In the **Variables** section, select the **Show Default Variable Value Column** check box.

   Clear the **Show Default Variable Value Column** check box to remove the **Default** column from the **Variables** view.

4. Click **OK** to save changes and close the **Options** dialog box.

   OverDrive adds the **Default** column to the **Variables** view.



Set Variable Change Tracking Level

The Variables view uses yellow text to highlight the variable sources changed by rundown shots to a value different than the value set by the active variable preset button. You can use the Options dialog box to set the level of variable change to track in the Variables view.

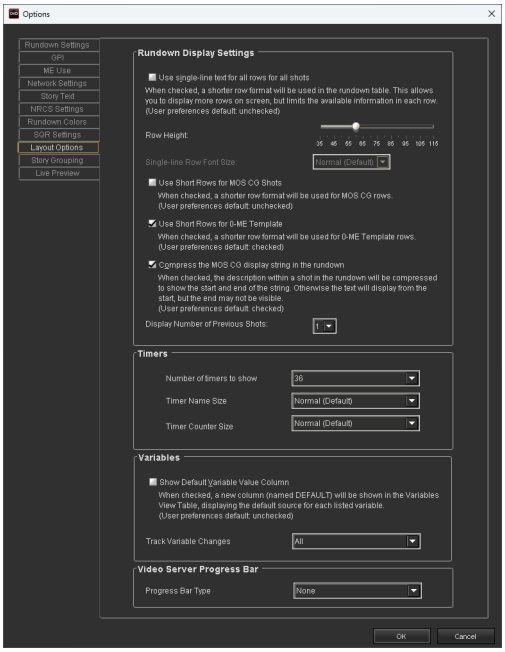
To set the variable change tracking level

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Layout Options** tab.

   The **Layout Options** tab opens.



3. In the **Variables** section, use the **Track Variable Changes** list to select the variable change tracking level for the **Variables** view. The available options are as follows:

   - **All** — highlight all variable changes in the **Variables** view.
   - **Show** — only highlight variable changes in the **Variables** view that affect the show value.
   - **None** — do not highlight variable changes in the **Variables** view.

4. Click **OK** to save changes and close the **Options** dialog box.

Variable Presets View

The Variable Presets view contains 72 preset buttons the you can use to change audio variable sources, add audio channels to a shot, or modify the audio channels in a shot. You can assign a QuickAudio variable keyword and/or a QuickAudio channel keyword to a variable preset button. OverDrive saves your Variable view variable preset button assignments with your user.

While playing a rundown, you can click a variable preset button to set apply the associated QuickAudio variable keyword or QuickAudio channel keyword. You can also access variable preset buttons through hot keys or switcher events.

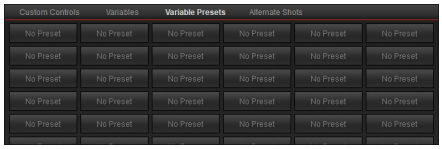
QuickAudio Variable Keywords

While playing a rundown, clicking a variable preset button associated with a QuickAudio variable keyword changes the audio variable sources to those set by the QuickAudio variable keyword.

To assign a QuickAudio variable keyword to a variable preset button

1. In **RundownControl**, use the **Window** menu to select **Show View > Variable Presets**.

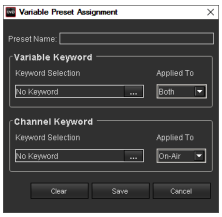
   The **Variable Presets** view opens.



   To access all 72 **Preset** buttons, resize the **Variable Presets** view. You may find it useful to display the **Variable Presets** view as a separate window by detaching it from RundownControl.

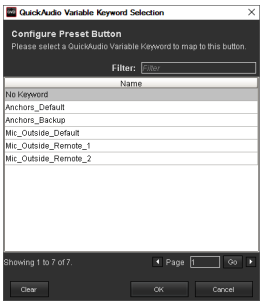
2. In the **Variable Presets** view, right-click the **variable preset** button to assign a QuickAudio variable keyword.

   The **Variable Preset Assignment** dialog box opens.



3. In the **Name** box, enter a new name for the selected variable preset button.
4. In the **Variable Keyword** section, click in the button in **Keyword Selection** box.

   The **QuickAudio Variable Keyword Selection** dialog box opens.



   The **QuickAudio Variable Keyword Selection** dialog box only lists the available QuickAudio variable keywords in your OverDrive system. You can use the **QuickAudio** tab in the **TemplateEditor** to add QuickAudio variable keywords to your OverDrive system.

5. Use the following methods to view the available QuickAudio variable keywords:

   - **Filter** — enter in this box a portion of the QuickAudio variable keyword name you are looking for. As you type, the QuickAudio variable keyword list automatically updates to show the keywords that contain the entered text.
   - **Page** — each page of the **Variable Preset Assignment** dialog box lists ten QuickAudio variable keyword names. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

6. Use the **Name** column to select the QuickAudio variable keyword to associate with the selected variable preset button.

7. Click **OK**.

   The **QuickAudio Variable Keyword Selection** dialog box closes. The **Keyword Selection** box in the **Variable Keyword** section of the **Variable Preset Assignment** dialog box displays the name of the selected QuickAudio variable keyword.

8. Use the **Applied To** menu to select the audio channel to apply the QuickAudio variable keyword associated with variable preset button. The available options are as follows:

   - **Next** — apply audio variables to the next audio channel, which becomes the Assigned audio channel when OverDrive takes a shot on air.
   - **Assigned** — apply audio variables to the current audio channel.
   - **Both** — apply audio variables to the next and current audio channels.

9. Click **Save**.

   The **Variable Preset Assignment** dialog box closes, and OverDrive labels the selected **variable preset** button with the name you entered in the **Name** box of the **Variable Preset Assignment** dialog box.

QuickAudio Channel Keywords

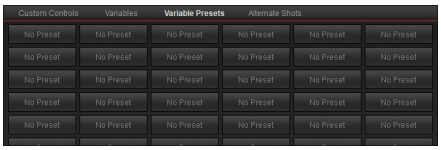
While playing a rundown, clicking a variable preset button associated with a QuickAudio channel keyword uses the keyword audio channel definition to enable or modify shot audio channels.

✶ You must assign a variable key word to a variable preset button before you can assign a channel keyword to the button.

To assign a QuickAudio channel keyword to a variable preset button

1. In **RundownControl**, use the **Window** menu to select **Show View > Variable Presets**.

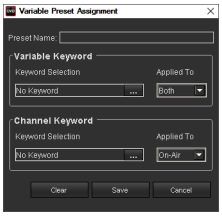
   The **Variable Presets** view opens.



   To access all 72 **Preset** buttons, resize the **Variable Presets** view. You may find it useful to display the **Variable Presets** view as a separate window by detaching it from RundownControl.

2. In the **Variable Presets** view, right-click the **variable preset** button to assign a QuickAudio channel keyword.

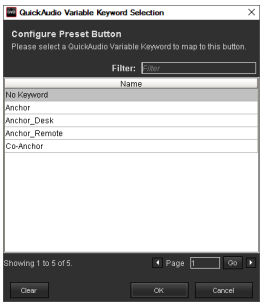
The **Variable Preset Assignment** dialog box opens.



3. In the **Name** box, enter a new name for the selected variable preset button.
4. Use the **Variable Keyword** section to assign a variable keyword to the selected variable preset button.

   To assign a variable keyword to a variable preset button, refer the procedure "**To assign a QuickAudio variable keyword to a variable preset button**" on page 11–51.
5. In the **Channel Keyword** section, click in the button in **Keyword Selection** box.

   The **QuickAudio Variable Keyword Selection** dialog box opens.



   The **QuickAudio Variable Keyword Selection** dialog box only lists the available QuickAudio channel keywords in your OverDrive system. You can use the **QuickAudio** tab in the **TemplateEditor** to add QuickAudio channel keywords to your OverDrive system.
6. Use the following methods to view the available QuickAudio variable keywords:
   - **Filter** — enter in this box a portion of the QuickAudio channel keyword name you are looking for. As you type, the QuickAudio channel keyword list automatically updates to show the keywords that contain the entered text.
   - **Page** — each page of the **Variable Preset Assignment** dialog box lists ten Custom Controls. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.
7. Use the **Name** column to select the QuickAudio channel keyword to associate with the selected variable preset button.
8. Click **OK**.

   The **QuickAudio Variable Keyword Selection** dialog box closes. The **Keyword Selection** box in the **Channel Keyword** section of the **Variable Preset Assignment** dialog box displays the name of the selected QuickAudio channel keyword.
9. Use the **Applied To** menu to select the audio channel to apply the QuickAudio channel keyword associated with variable preset button. The available options are as follows:
   - **Next** — apply audio variables to the next audio channel, which becomes the Assigned audio channel when OverDrive takes a shot on air.
   - **Assigned** — apply audio variables to the current audio channel.
   - **Both** — apply audio variables to the next and current audio channels.

10. Click **Save**.

    The **Variable Preset Assignment** dialog box closes, and OverDrive labels the selected **variable preset** button with the name you entered in the **Name** box of the **Variable Preset Assignment** dialog box.

Clear Variable Preset Buttons

When you no longer require a variable preset button to apply a QuickAudio variable keyword or a QuickAudio channel keyword, you can clear the keyword from the variable preset button.

QuickAudio Variable Keyword

To clear a QuickAudio variable keyword from a variable preset button

1. In the **Variables** view of **RundownControl**, right-click the **variable preset** button to clear.

   The **Variable Preset Assignment** dialog box opens.

2. In the **Variable Keyword** section, click in the button in **Keyword Selection** box.

   The **QuickAudio Variable Keyword Selection** dialog box opens.

3. Click **Clear**.

   In the **Name** list, OverDrive selects **No Keyword**.

4. Click **OK**.

   The **QuickAudio Variable Keyword Selection** dialog box closes.

5. In the **Variable Preset Assignment** dialog box, click **Save**.

   The **Variable Preset Assignment** dialog box closes, and OverDrive clears the associated QuickAudio variable keyword from the selected variable preset button. OverDrive relabels the variable preset button **No Preset**.

QuickAudio Channel Keyword

To clear a QuickAudio channel keyword from a variable preset button

1. In the **Variables** view of **RundownControl**, right-click the **variable preset** button to clear.

   The **Variable Preset Assignment** dialog box opens.

2. In the **Channel Keyword** section, click in the button in **Keyword Selection** box.

   The **QuickAudio Variable Keyword Selection** dialog box opens.

3. Click **Clear**.

   In the **Name** list, OverDrive selects **No Keyword**.

4. Click **OK**.

   The **QuickAudio Variable Keyword Selection** dialog box closes.

5. In the **Variable Preset Assignment** dialog box, click **Save**.

   The **Variable Preset Assignment** dialog box closes, and OverDrive clears the associated QuickAudio channel keyword from the selected variable preset button. OverDrive relabels the variable preset button **No Preset**.

To clear all keywords from a variable preset button

1. In the **Variables** view of **RundownControl**, right-click the **variable preset** button to clear.

   The **Variable Preset Assignment** dialog box opens.

2. Click **Clear**.

   The **Keyword Selections** boxes in the **Variables Keyword** and **Channel Keyword** sections display the text **No Keyword**.

3. Click **Save**.

   The **Variable Preset Assignment** dialog box closes, and OverDrive clears the associated QuickAudio variable keyword and QuickAudio Channel keyword from the selected variable preset button. OverDrive relabels the variable preset button **No Preset**.

For More Information on...

- adding QuickAudio variable keywords, refer to the section "**Add Keywords to Set Audio Variable Sources**" on page 22–72.
- adding QuickAudio channel keywords, refer to the section "**Add Keywords to Define Audio Channels**" on page 22–69.
- using preset buttons to change audio variable sources, refer to the section "**Change Audio Variable Sources Through Preset Buttons**" on page 22–14.
- locking audio variable values, refer to the section "**Lock Audio Variable Sources**" on page 22–15.
- adding hot keys to preset buttons, refer to the section "**View and Edit Hot Keys**" on page 4–16.
- associating switcher events with preset buttons, refer to the section "**View and Edit Switcher Events**" on page 4–18.
- resizing and detaching views, refer to the section "**RundownControl Perspective Customization**" on page 14–2.

Alternate Shots View

Alternate shots enable you to quickly change the resources used in a shot without having to create a new shot in the NRCS. The buttons in the Alternate Shots view are used to select an alternate shot for the selected or prepared shot in an NRCS rundown. The upper left button in Alternate Shots view always displays the original shot from the NRCS rundown.

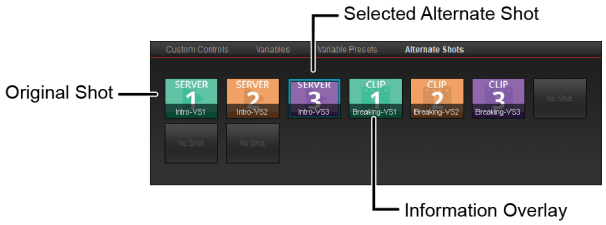


Figure 11.15 Alternate Shots View

Alternate shots are assign to shots in the Ross Video OverDrive NRCS plugin. After assigning alternate shots to a shot you can use the shot in your NRCS rundowns. While working with an NRCS rundown in RundownControl you can use the Alternate Shots view to select an alternate shot for the selected or prepared shot. Not all shots in an NRCS rundown will have alternate shots.

For More Information on...

- assigning alternate shots to a shot, refer to the section "**Alternate Shots**" on page 21–27.

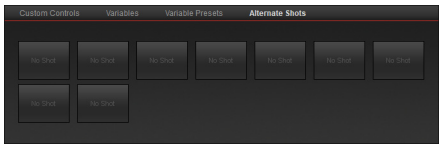
Select an Alternate Shot

While working in RundownControl Edit or Playout mode with an NRCS rundown you can use the Alternate Shots view to select an alternate shot for the selected or prepared shot.

To select an alternate shot for a shot in an NRCS rundown

1. Open an NRCS rundown in **RundownControl**.
2. In **RundownControl**, use the **Window** menu to select **Show View > Alternate Shots**.

   The **Alternate Shots** view opens.

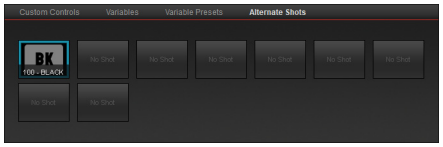


3. Select a shot, prepared shot, or on air shot in the Rundown table.

   The **Alternate Shots** view displays the original shot in the upper left corner of the view along with the available alternate shots for the selected shot. Quick Recall shots cannot have alternate shots, but Smart Quick Recall shots can.



   The **Alternate Shots** view only displays the original shot when no alternate shots are available for a shot.

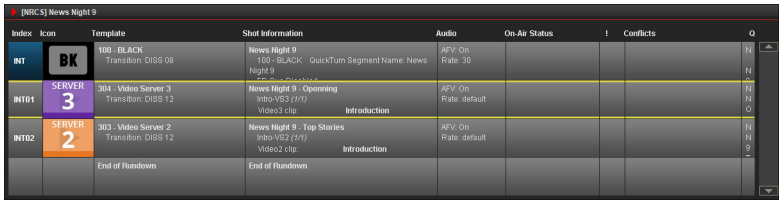


4. In the **Alternate Shots** view, click the shot with which to replace the selected shot in the Rundown table.

   The **Alternate Shots** view highlights the selected alternate shot with a blue border.



   The Rundown table also updates to display the selected alternate shot in place of the original shot.



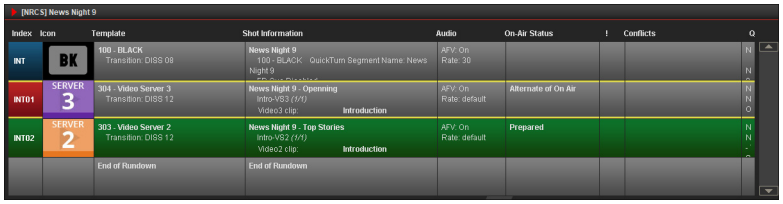
   If the Rundown table display warnings about the selected alternate shot you can edit the shot, select another alternate shot, or select the original shot. Selecting the original shot reverts all shot properties to those saved in the original shot. Alternate shots do not change properties settings of the original shot.

Prepared Shot

When you select an alternate shot for a prepared shot, OverDrive automatically reprepares the shot with the selected alternate shot.

On-Air Shot

When you select an alternate shot for an on-air shot, the shot on air does not change to the alternate shot. In the Rundown table, **Index** column background remains red to indicate the on air shot. The background of the rest of the shot row turns gray to indicate that the selected alternate shot is not on air.

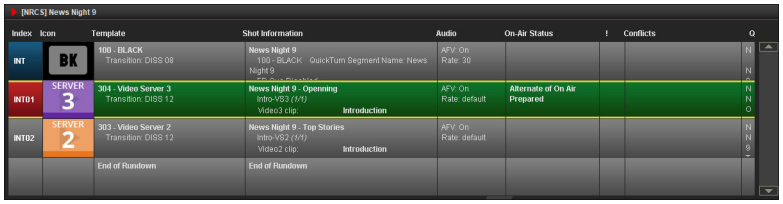


To make the alternate shot the on-air shot, you must prepare the shot and transition it on air.

If you change an altered shot back to the original shot, the background of the shot row turns red to indicate that shot is the on-air shot.

On Air and Prepared Shot

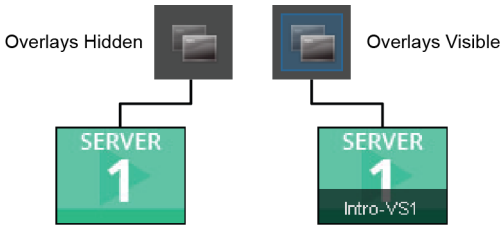
When you select an alternate shot for an on-air and prepared shot, the shot on air does not change to the alternate shot. In the Rundown table, **Index** column background remains red to indicate the on air shot. The background of the rest of the shot row turns green to indicate that the selected alternate shot is prepared.



To make the alternate shot the on-air shot, you must transition the shot on air.

If you change an altered shot back to the original shot, the background of the shot row turns red to indicate that shot is the on-air shot.

5. In the **Alternate Shots** view you can use an overlay to view shot names. In the toolbar, click **Toggle Overlay** to show or **Toggle Overlay** to hide **QuickRecall** button shot names.



Hot Keys

You can use the Hot Keys panel in the Preferences dialog box to define hot keys to select shots from the Alternate Shots view. Use the following settings to define Alternate Shots view audio hot keys.:

Table 11.3 Alternate Shots Hot Key Settings

Shot	Category	Name
Alternate Shot 1	Alternate Shots (View)	Alternate Shot (1)
Alternate Shot 2	Alternate Shots (View)	Alternate Shot (2)
Alternate Shot 3	Alternate Shots (View)	Alternate Shot (3)
Alternate Shot 4	Alternate Shots (View)	Alternate Shot (4)
Alternate Shot 5	Alternate Shots (View)	Alternate Shot (5)
Alternate Shot 6	Alternate Shots (View)	Alternate Shot (6)
Alternate Shot 7	Alternate Shots (View)	Alternate Shot (7)
Alternate Shot 8	Alternate Shots (View)	Alternate Shot (8)
Original Shot	Alternate Shots (View)	Original Shot

For More Information on...

- hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.
- defining hot keys, refer to the procedure "**To edit hot keys**" on page 4–17.

Switcher Events

You can use the Switcher Events panel in the Preferences dialog box to define switcher events to select shots from the Alternate Shots view. Use the following settings to define Alternate Shots view switcher events.:

Table 11.4 Alternate Shots Switcher Event Settings

Shot	Category	Name
Alternate Shot 1	Alternate Shots (View)	Alternate Shot (1)
Alternate Shot 2	Alternate Shots (View)	Alternate Shot (2)
Alternate Shot 3	Alternate Shots (View)	Alternate Shot (3)
Alternate Shot 4	Alternate Shots (View)	Alternate Shot (4)
Alternate Shot 5	Alternate Shots (View)	Alternate Shot (5)
Alternate Shot 6	Alternate Shots (View)	Alternate Shot (6)
Alternate Shot 7	Alternate Shots (View)	Alternate Shot (7)
Alternate Shot 8	Alternate Shots (View)	Alternate Shot (8)
Original Shot	Alternate Shots (View)	Original Shot

For More Information on...

- switcher events, refer to the section "**View and Edit Switcher Events**" on page 4–18.
- defining switcher events, refer to the procedure "**To assign switcher events to RundownControl functions**" on page 4–19 starting at step **2**.

Use a CX Panel or SideShot Module to Run Custom Controls

The CX Panel and SideShot™ module are an optional companion control panels for users who prefer a dedicated control surface to run Custom Controls on the switcher. A CX Panel contains 32 multi-color LCD buttons and a SideShot module contains 28 multi-color LCD buttons that you can configure to run a selected Custom Control when you press a button.

✶ CX Panels and SideShot modules only work with OverDrive systems that contain a Caprica Server or an Acuity switcher. You can connect a maximum of fifteen SideBox modules (SideShot, SideSlide, or SideStick) to your OverDrive system.

For More Information on...

- using a CX Panel to run Custom Controls, refer the section "**Access and Run Custom Controls**" on page 13–3 in the Control Surfaces chapter.
- using a SideSlide module to run Custom Controls, refer the section "**SideShot Module**" on page 13–5 in the Control Surfaces chapter.
- installing and configuring a CX Panel or SideShot module, refer to the ***Caprica User Guide***.
- using the Caprica Server to create Custom Controls, refer to the ***Caprica User Guide***.
- creating Custom Controls on a switcher, refer to the Switcher ***Operator's Manual***.

Prepared Customs View

The buttons in the Prepared Customs view are dynamic and defined by the shot when it is prepared. These buttons can change for every template.

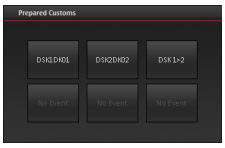


Figure 11.16 Prepared Customs View

TemplateEditor can be used to assign Custom Controls to a Master template. Buttons assigned to invalid Custom Controls are disabled and grayed out.

Custom Controls recorded on the switcher as a Relative Custom Control are run by OverDrive on the ME which is re-entering on the PST bus (prepared/on preview). Relative Custom Controls must only modify one ME. If a Relative Custom Control modifies more than one ME, Overdrive will run the Custom Control as a regular Custom Control on the on-air ME.

✶ When recording a Relative Custom Control on the switcher for use in OverDrive, make sure that the Custom Control only modifies one ME. Even though a Custom Control is listed as a Relative Custom Control (@) on the switcher, OverDrive will treat it as a regular Custom Control if it modifies more than one ME.

For More Information on...

- how Custom Controls are used in Master templates, refer to the section "**Custom Controls**" on page 10–67.
- recording Custom Controls, refer to the switcher ***Engineering*** manual set.

On-Air Customs View

The buttons in the On-Air Customs view are dynamic and defined by the shot when it transitions to air. These buttons may change for every template.

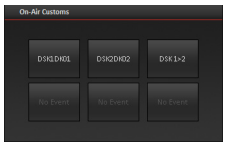


Figure 11.17 On-Air Customs View

TemplateEditor can be used to assign Custom Controls to a Master template. Buttons assigned to invalid Custom Controls are disabled and grayed out.

For More Information on...

- how Custom Controls are used in Master templates, refer to the section "**Custom Controls**" on page 10–67.

Identify the Autorun Custom Controls in a Shot

Shots in a rundown can contain Custom Controls that run automatically when the shot prepares or goes on air. The Prepared Customs view and the On-Air Customs view highlight autorun Custom Controls by adding a colored border to the Custom Control button as follows:

- 

— a green border indicates that the Custom Control runs when the shot prepares.
- 

— a red border indicates that the Custom Control runs when the shot goes on air.
- 

— a red and green border indicates that the Custom Control runs when the shot prepares and goes on air.

The following example (**Figure 11.18**) shows the prepared and on-air shot containing an autorun Custom Control named "StopCCs" that will automatically run when the shot prepares.

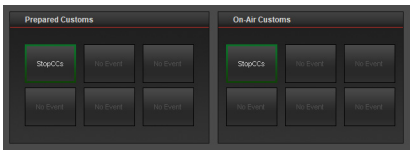


Figure 11.18 Shot Prepare Autorun Custom Controls

The following example (**Figure 11.19**) shows the prepared and on-air shot containing an autorun Custom Control named "CLRMEDIA" that will automatically run when the shot goes on air.

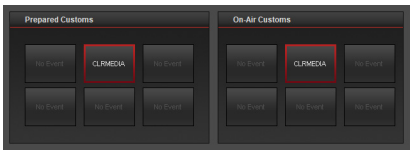


Figure 11.19 Shot On Air Autorun Custom Controls

The following example (**Figure 11.20**) shows the prepared and on-air shot containing an autorun Custom Control named "CLRMEDIA" that will automatically run when the shot prepares and when it goes on air.

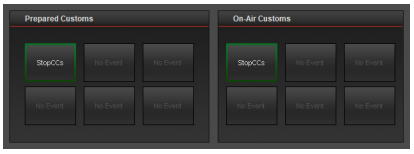


Figure 11.20 Shot Prepare and On Air Autorun Custom Controls

Transitions View

The buttons in the Transitions view can be configured to suit individual productions. Each button can be configured to use a specific transition, or the transition associated with the prepared shot.

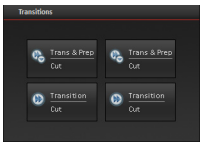


Figure 11.21 Transitions View

After taking the prepared shot to air, buttons can be configured to carry out one of the following system actions:

- Automatically prepare the next shot.
- Wait for further input.

✶ When attempting a DSK Auto transition at approximately the same time as a Transition or a Transition & Prepare Next, an Alert dialog box may open.

From left to right, the default configuration for Transition buttons are as follows:

- **Trans & Prep / Cut** — the Master template transition is the default transition for this button. The SPACE BAR is the default hot key for this button.
- **Trans & Prep / Cut** — cut is the default transition for this button.
- **Transition / Cut** — cut is the default transition for this button.
- **Transition / Cut** — cut is the default transition for this button.

To view the hot keys assigned to Transition buttons, open the **View** tab in the **Keys** pane of the **Preferences** dialog box.

For More Information on...

- configuring the buttons in the Transitions view, refer to the section "**To configure Transition buttons**" on page 22–9.
- defining hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.
- alerts that may open, refer to the section "**DSK Auto Transition Error Messages**" on page 30–8.

CG Control View

The buttons in the CG Control view are used to manually control the selected CG in an OverDrive rundown.



Figure 11.22 CG Control View

Use the following buttons to control the selected CG:

- **Resume**— resume a paused CG.
- **Take Offline** — take the CG offline.

For More Information on...

- playing MOS CG shots in an OverDrive rundown, refer to the section "**Play MOS CG Shots**" on page 22–47.

Shot Status View

The Shot Status view displays information about the selected or prepared shot in the Rundown table.

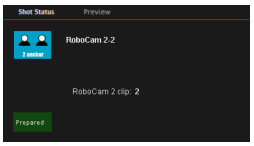


Figure 11.23 Shot Status View

The Shot Status view displays shot information as follows:

- When a shot is selected in the Rundown table, the Shot Status view displays information about the selected shot.
- When no shots are selected in the Rundown table, the Shot Status view displays information about the prepared shot.

Preview

When a shot in a rundown contains a media asset from Streamline or an XPression CG, RundownControl can display a thumbnail image for the shot in the Rundown table and in the Preview view. RundownControl requests the thumbnail for a Streamline or XPression CG shot from the Streamline or XPression Thumbnail Server in your production environment.



Figure 11.24 Streamline Thumbnail Preview

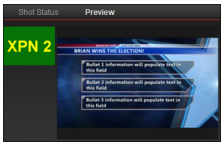


Figure 11.25 XPression Thumbnail Preview

Live Preview

The Live Preview view enables you to view video from a Network Device Interface (NDI) source in RundownControl. Settings for the Live Preview view and the NDI source to view are set in the Live Preview tab of the Options dialog box. You can view one NDI source at a time in the Live Preview view.

✶ Client computer systems must have the Visual C++ 2010 and 2015 Redistributable Packages installed to use the Live Preview view. Both packages are available for download from http://www.microsoft.com.

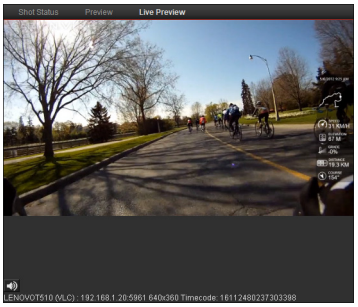


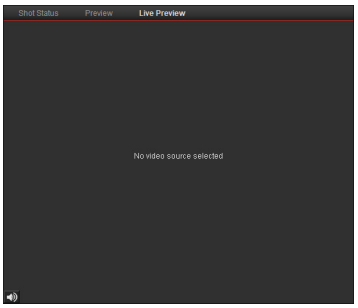
Figure 11.26 NDI Source in the Live Preview View

You can set a router as the NDI source for the Live Preview view and then use the router to quickly change the video stream displayed in the Live Preview view.

To view an NDI source in the Live Preview view

1. In **RundownControl**, use the **Window** menu to select **Show View > Live Preview**.

   The **Live Preview** view opens.



2. To select the NID source to view and the video settings for the **Live Preview** view, right-click in the **Live Preview** view and select **Settings** from the **Shortcut** menu.

   The **Live Preview** tab in the **Options** dialog box opens.



3. Use the **NID Source** list to select the NDI source to stream video to the **Live Preview** view. Select the **empty entry** in the **NID Source** list to stop streaming video to the **Live Preview** view.

   The **NDI Source** list contains all the discoverable NDI sources on the same network as your OverDrive system.

4. Select the **Use high quality video stream** check box to view high quality video in the **Live Preview** view. Clear the **Use high quality video stream** check box to view lower quality video in the **Live Preview** view and save network resources.

5. Select the **Show video stream information** check box to view NDI host, video dimensions, and timecode information along the bottom of the **Live Preview** view.

6. Click **OK** to save changes and close the **Options** dialog box.

   The **Live Preview** view displays video streamed from the selected NDI source. Use the Windows audio control to set the volume level for the **Live Preview** view.

7. To mute the video stream audio, click **Mute** .

   The **Mute** button turns red to indicate that the video stream audio is muted. When the video stream audio is muted click **Mute** to unmute the audio.

Hot Keys

You can use the Hot Keys panel in the Preferences dialog box to define hot keys to control Live Preview view audio as follows:

- **Mute** — turn off audio.
- **Unmute** — turn on audio.
- **Toggle** — toggle the audio state: muted audio unmutes, and unmuted audio mutes.

Use the following settings to define Live Preview view audio hot keys.:

Table 11.5 Live Preview View Audio Hot Key Settings

Audio Control	Category	Name
Mute	Window	Live Preview Audio (Off)
Unmute	Window	Live Preview Audio (On)
Toggle	Window	Live Preview Audio (Toggle)

For More Information on...

- hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.
- defining hot keys, refer to the procedure "**To edit hot keys**" on page 4–17.

Program Keyers View

The buttons in the Program Keyers view are used to perform transitions on the switcher downstream keyers. For example, Key buttons might be used to manually insert bugs or a time-clock into a shot.



Figure 11.27 Program Keyers View

Use the following buttons to perform transitions:

- **Key 1** to **Key N**— select the key to transition. The selected Key is highlighted by a thick black border. Double-click a Key button to toggle the Link\Latch state for the Key.
- **Cut** — perform a cut transition on the selected Key.
- **Auto** — perform an automatic transition on the selected Key.

✶ When attempting a Key Auto at approximately the same time as a Transition or a Transition & Prepare Next, an Alert dialog box may open.

For More Information on...

- alerts that may open, refer to the section "**DSK Auto Transition Error Messages**" on page 30–8.

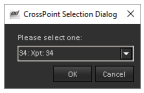
Assign a Crosspoint to a Key Button

You can assign a crosspoint for the keyers through OverDrive; however, the Program Keyers view will accurately display the source for Keyers as they are configured on the switcher.

To assign a crosspoint to a Key button

1. In the **Program Keyers** view of **RundownControl**, right-click the **Key** button to assign a crosspoint.

   The **Crosspoint Selection** dialog box opens.



2. Use the list select a crosspoint to assign to the **Key** button.
3. Click **OK** to save changes and close the **Crosspoint Selection** dialog box.

✶ OverDrive uses the bottom **ME** of a switcher as both a **BKGD/PST ME** and a **PGM/PST ME**, which places limitations on using the Active ME Transition Custom Control.

For More Information on...

- using the Active ME Transition Custom Control, refer to the section "**Limitations of the ME Use Option**" on page 5–9.

Key Link/Latch Property

Link/Latch property enables DSK elements to be previewed and transitioned with the same speed and flexibility as directly from the switcher panel. CG/graphical elements can also be previewed and edited before being taken to air. Decisions can be made on-the-fly whether to take a DSK to air with the background transition, manually, or with a Custom Control auto-time trigger.

The background of Key buttons linked with the transition are shaded as follows:

- 

The Keys is latched to go on air with the transition.
- 

The Keys is latched to go off air with the transition.
- 

The Key is On Air.

To toggle the state of the Link/Latch property for a Key.

1. In **RundownControl**, play a rundown.

   The Link/Latch state of a Key can only be changed while RundownControl is in Playout mode.

2. In the **Program Keyers** view, double-click a **Key** button to toggle the Link/Latch state of the selected button.

   The background of Key button linked with the transition are shaded to show the Link/Latch state.

System Monitor Status Bar

The System Monitor status bar is located along the bottom of RundownControl and displays as required. When any of the following tasks are run, the status bar displays the task start time a short description of the performed action:

- Play, Stop, Delete, and Close a rundown
- New, Open, Save, Cut, Copy, Paste, Edit Shot, Insert Shot, and Delete Shot
- Quick Recall
- Custom Control
- Custom Control for On-Air Shot and Custom Control for Prepared Shot
- PGM Transitions, except Fade to Black
- DSK Control
- Open TemplateEditor

The System Monitor status bar also displays the following error messages:

- Error conditions and messages from the switcher.
- Crosspoint mismatch messages when assigning Device templates.

All messages displayed in the System Monitor status bar are also written to the OverDrive system logs.

For More Information on...

- accessing OverDrive system logs, refer to the section "**View Log Files**" on page 30–2.

Switcher Messages

When the switcher is unable to perform a specific task, a message is displayed in the System Monitor status bar. Errors can occur at various stages while preparing a show and the messages report device problems, missing clips, and a variety of switcher problems. Depending on the reported problem, a correction may be required on the switcher before continuing OverDrive tasks.

Crosspoint Mismatch Messages

When creating or editing Device templates in TemplateEditor, a message may report that the crosspoint assigned to a device does not match the crosspoint assigned to the same device on the switcher. The same message can also occur when a crosspoint is changed on the switcher and not updated in OverDrive. To correct the problem, change the crosspoint assigned to the Device template, and ensure it matches the crosspoint assigned on the switcher.

✶ OverDrive requires that all buses on an MD/X switcher are assigned the same Button Map. OverDrive does not support different button maps on different buses.

For More Information on...

- editing crosspoint information in a Device template, refer to the section "**External Device Templates**" on page 10–37.

Monitor OverDrive Logs

While working in RundownControl you can use the Tools > View Logs list to select and view log files. The selected log file opens in a log viewer window that automatically updates when it receives new messages. You can also use the Add Log Entry dialog box to add a personal entry to the RundownControl section of the Application log.

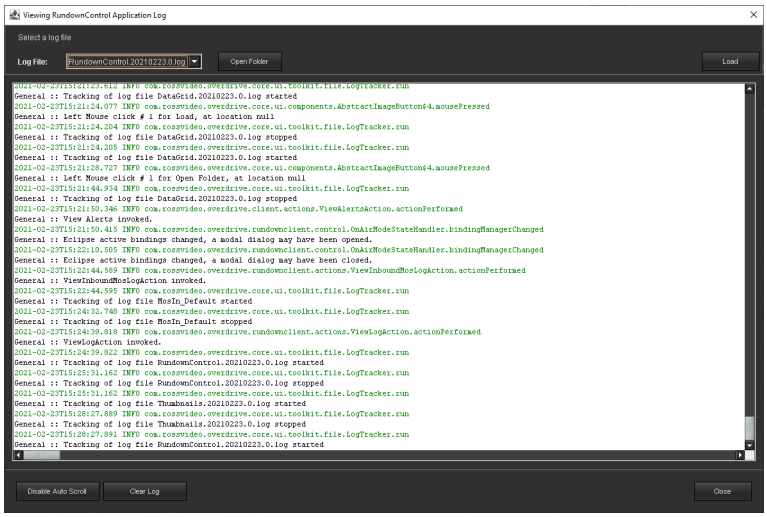
View the Application Log

The Application log contains RundownControl, DataGrid, KeyStrokes, and Thumbnail log information at the logging level set in the OverDrive Server Web Administration web page.

To view the Application log

1. In **RundownControl**, use the **Tools** menu to select **View Logs > Application**.

   The **Viewing RundownControl Application Log** window opens.



2. Use the **Log File** list to switch between viewing the **RundownControl**, **DataGrid**, **KeyStrokes**, and **Thumbnail** sections of the **Application** log.
3. Click **Open Folder** to open the Windows folder containing the log files for each section of the Application log.
4. Click **Disable Auto Scroll** to stop the automatic scrolling of the Application log. Click **Enable Auto Scroll** to re-start automatic scrolling of the Application log.

   By default, the Application log automatically scrolls when it is full and it receives new messages.
5. Click **Clear Log** to clear the currently displayed section of the Application log.
6. Click **Close** to close the Viewing RundownControl Application Log window.

For More Information on...

- configuring OverDrive logs, refer to the section "**Configure OverDrive Logs**" on page 6–9.

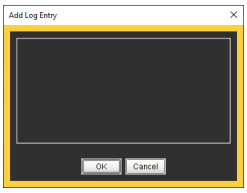
Add an Entry to the RundownControl Section of the Application Log

Along with viewing the Application log from RundownControl you can also add personal entries to the RundownControl section of the Application log.

To add a personal entry to the RundownControl section of the Application log

1. In **RundownControl**, use the **Tools** menu to select **View Logs > Add Log Entry**.

   The **Add Log Entry** dialog box opens.



2. Enter the text for your personal log entry in the **Add Log Entry** dialog box.
3. Click **OK** to save your log entry in the Application log and close the Add Log Entry dialog box. Click **Cancel** to close the Add Log Entry dialog box without saving your log entry.

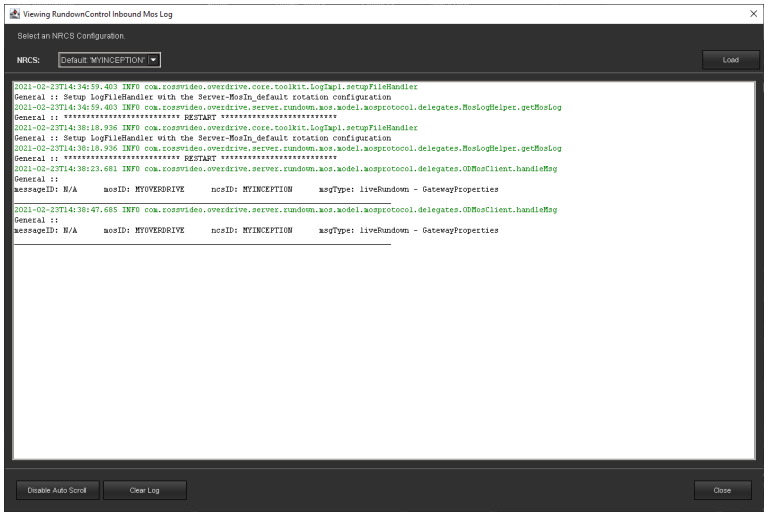
View the MOS In Log

The MOS In log contains MOS messages received from the MOS Server and OverDrive clients by the MOS Gateway running on the OverDrive Server computer.

To view the MOS In log

1. In **RundownControl**, use the **Tools** menu to select **View Logs > MOS In**.

   The **Viewing RundownControl Inbound Mos Log** window opens.



2. Use the **NRCS** list to switch between viewing the MOS In logs for the various Newsroom Control Systems connected to your OverDrive system.
3. Click **Disable Auto Scroll** to stop the automatic scrolling of the MOS In log. Click **Enable Auto Scroll** to re-start automatic scrolling of the MOS In log.

   By default, the MOS In log automatically scrolls when it is full and it receives new messages.
4. Click **Clear Log** to clear the MOS In log for the currently displayed NRCS.
5. Click **Close** to close the Viewing RundownControl Inbound Mos Log window.

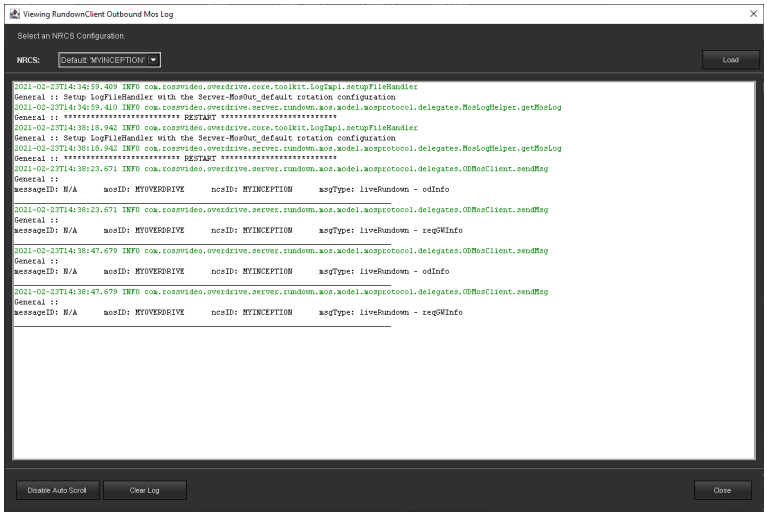
View the MOS Out Log

The MOS Out log contains MOS messages sent by the MOS Gateway running on the OverDrive Server computer to the NRCS and OverDrive clients.

To view the MOS Out log

1. In **RundownControl**, use the **Tools** menu to select **View Logs > MOS Out**.

   The **Viewing RundownClient Outbound Mos Log** window opens.



2. Use the **NRCS** list to switch between viewing the MOS Out logs for the various Newsroom Control Systems connected to your OverDrive system.
3. Click **Disable Auto Scroll** to stop the automatic scrolling of the MOS Out log. Click **Enable Auto Scroll** to re-start automatic scrolling of the MOS Out log.

   By default, the MOS Out log automatically scrolls when it is full and it receives new messages.
4. Click **Clear Log** to clear the MOS Out log for the currently displayed NRCS.
5. Click **Close** to close the Viewing RundownClient Outbound Mos Log window.

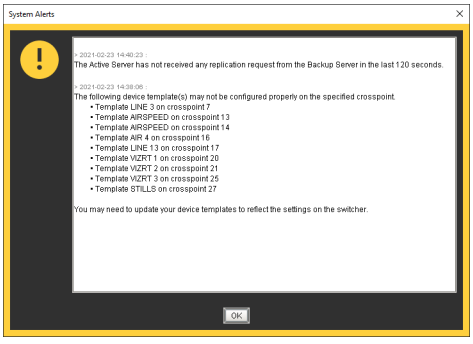
View the Alerts Log

The Alerts log contains System Alerts.

To view the Alerts log

1. In **RundownControl**, use the **Tools** menu to select **View Logs > Alerts**.

   The **System Alerts** dialog box opens.



2. Click **OK** to close the **System Alerts** dialog box.

Live Rundown Basics

The Rundown table in RundownControl displays information about the shots contained in the open and active Live rundown. The tabs along the top of the Rundown table display the names of the currently open rundowns. The white rundown name indicates the currently active rundown.

While working in RundownControl, use the following commands to manage Live rundowns:

- **File** > **New Rundown** to create a new Live rundown.
- **File** > **Open Rundown** and click the **Live Rundown** tab to open a published Live rundown.
- **File** > **Close Rundown** close the currently open Live rundown. You must stop the playout of a rundown before you can close it.
- **File** > **Delete Rundown** to permanently delete a published Live rundown or clear an unsaved rundown from the Rundown table.
- **File** > **Save** to save changes to the current Live rundown.
- **File** > **Save As** to save the current Live rundown to a new Live rundown in the OverDrive Database.

Many rundown commands are accessible by right-clicking a shot in the Rundown table.

For More Information on...

- creating, renaming, copying, and deleting OverDrive rundowns, refer to the section "**Create a Live Rundown**" on page 15–2.

RundownControl Modes

RundownControl can be operated in the following modes:

- **Edit** — In this mode a rundown is open in RundownControl, but RundownControl is not currently playing the rundown.
- **Playout** — RundownControl is playing the currently open rundown.
- **Control** — in a multi-client environment, RundownControl is controlling rundown playout.
- **Monitor** — in a multi-client environment, RundownControl is following the rundown playout that is controlled by another RundownControl client.

For More Information on...

- the Monitor and Control modes, and using the Control Playout command, refer to the section "**Multiple-Client Playout**" on page 22–60.

Edit Mode

In Edit mode, the following tasks can be carried out in RundownControl:

- Create new rundowns
- Edit existing rundowns
- Assign QuickRecall buttons
- Set up PGM Transitions buttons
- Set up Custom Control buttons
- Prepare for a show

✶ In Edit mode, PGM Transitions and Custom Control buttons are disabled. Right-click a button to configuration the selected control button.

Use the Rundown Table in Edit Mode

Selecting a shot and using a command from the Edit menu or the toolbar are the basic steps used to edit shots in a rundown. The order of shots in a Rundown can be changed by dragging shots to new positions in the rundown. The QuickRecall buttons can be used to quickly insert new shots into a rundown.



Figure 11.28 The Rundown Table in Edit Mode

Rundown Re-ordering

Shots in the Rundown table can be re-ordered by physically dragging a shot to a new location and dropping it to place it in the rundown. Drag and drop re-ordering can be used with rundowns that were created with OverDrive Live. Re-ordering a rundown does not change the prepared or on-air shot.

To re-order a shot in the rundown

1. On the shot to move in the Rundown table, click and hold the left mouse button.
2. Drag the selected shot to the required location in the rundown.
3. Release the mouse button to drop the shot in place.

For More Information on...

- creating a Live rundown, refer to the chapter "**OverDrive Show Setup**" on page 15–1.
- how to use **QuickRecall** buttons to insert shots in a rundown, refer to the section "**Use QuickRecall Buttons to Insert Shots in Edit Mode**" on page 11–42.

Use Master Templates

Master templates define the settings for the following properties of a shot:

- Template type
- Number of MEs
- Switcher memories
- Custom Controls
- Audio channels
- Transitions
- Number of keys
- Devices on each key
- Variable values

While in Edit mode, double-click a shot in the rundown to edit the properties of the selected shot in the Edit Shot dialog box. For shots that contain devices with missing clip or preset assignments, the Edit Shot dialog box can be used to assign clips or presets to the device.

For More Information on...

- Master templates, refer to the chapter "**TemplateEditor**" on page 10–1.
- editing shots, refer to the chapter "**Edit Shots in a Rundown**" on page 15–25.

Playout Mode

In Playout mode, the following tasks can be carried out in RundownControl:

- Play the currently open rundown.
- Edit shots in the rundown.
- Use the QuickRecall buttons to insert shots into the rundown.
- Use the PGM Transitions buttons to transition shots.
- Use the Custom Control buttons to run Custom Control macros on the switcher.

Only one OverDrive client can play an Live rundown at a time. If an attempt is made enter Playout mode while another OverDrive client is in Playout mode, a warning dialog box is displayed indicating that the OverDrive is already in Playout mode on another client.

For More Information on...

- playing rundowns with multiple clients, and using the Control Playout command, refer to the section "**Multiple-Client Playout**" on page 22–60.

Use the Rundown Table in Playout Mode

The Rundown table shows the rundown of shots for the show. In the Rundown table, shots can be selected, prepared, moved, modified, and deleted. The commands in the Playout menu or the toolbar can be used to prepare shots in the rundown.



Figure 11.29 The Rundown Table in Playout Mode

Select the On-Air Shot

After playout of a rundown has started and a shot is on air, the following methods can be used to quickly locate the on-air shot in the rundown and select the shot:

- Use the **Playout** menu to select **Jump To > On-Air**.
- Select On Air from the Click the **Goto On-air** button in the button bar above the Rundown table.

The selected shot is highlighted with yellow borders along the top and bottom edges of the shot row in the Rundown table.



Figure 11.30 On-Air Shot Selected

Jump to a Shot

While the rundown is playing, any shot in the rundown can be selected and prepared as the next shot to take to air.

To jump to a shot in the rundown and prepare it as the next shot to take to air

1. In the Rundown table, select the next shot to take to air.
2. Do one of the following to prepare the selected shot:
   - Use the **Playout** menu to select **Prepare Selected**.
   - Click the **Prepare Selected** button in the button bar above the Rundown table.
   - Double-click the selected shot.

   The selected shot is prepared as the next shot to take to air.

For More Information on...

- creating and working with Live rundowns, refer to the chapter "**OverDrive Show Setup**" on page 15–1.
- playing out a rundown, refer to the chapter "**Rundown Playout**" on page 22–1

Refresh Clip Duration for Shots

You can use the Shortcut menu to refresh the duration for selected shots a rundown or for all shots in a rundown.

✶ Refreshing clip durations during rundown playout may affect performance.

To refresh clip duration for shots in a rundown

1. In the **Rundown** table, select a single shot or a range of shots to update clip duration.
2. Right-click the selected shots and select **Reload Clip Durations (Sel.)** from the **Shortcut** menu.

   OverDrive updates the clip duration for the selected shots.

   During rundown playout, the **Refresh Clip Durations** alert opens. Click **Yes** to refresh clip duration or **No** to not refresh clip durations
3. To update clip durations for all the shots in a rundown, right-click a shot and select **Reload All Clip Durations** from the **Shortcut** menu.

   OverDrive updates the clip duration for all the shots in the rundown.

OverDrive NRCS Rundown Basics

The Rundown table in RundownControl displays information about and the shots contained in currently open NRCS rundown. The name of the currently open rundown is displayed in at the top of the Rundown table. The Story Text view displays any News Story text associated with the shots in the Rundown table.

OverDrive cannot be used to edit the contents of an NRCS rundown or Story Text and save changes to the NRCS rundown or Story Text. Only the NRCS can be used to edit an NRCS rundown or Story Text and save changes. Changes made using the NRCS to a rundown open in OverDrive are immediately displayed in the OverDrive rundown.

The Allow Story Edits option on the NRCS Settings tab in the Options dialog box enables editing of shots in an NRCS rundown. The edits made to NRCS rundown shots cannot be saved in the NRCS rundown, but they can be saved to a Live rundown.

While working in RundownControl, use the following commands to manage NRCS rundowns:

- **File** > **Open Rundown** and click the **NRCS Rundown** tab to open a published NRCS rundown.
- **File** > **Close Rundown** close the currently open Live rundown.
- **File** > **Save As** to save the current NRCS rundown as a new Live rundown in the OverDrive Database.

Many rundown commands are accessible by right-clicking a shot in the Rundown table.

For More Information on...

- the Allow Story Edits option, refer to the section "**Edit NRCS Shots in RundownControl**" on page 11–76.

RundownControl Modes

RundownControl can be operated in the following modes:

- **Edit** — In this mode a rundown is open in RundownControl, but RundownControl is not currently playing the rundown.
- **Playout** — RundownControl is playing the currently open rundown.
- **Control** — in a multi-client environment, RundownControl is controlling rundown playout.
- **Monitor** — in a multi-client environment, RundownControl is following the rundown playout that is controlled by another RundownControl client.

For More Information on...

- the Monitor and Control mode, and using the Control Playout command, refer to the section "**Multiple-Client Playout**" on page 22–60.

Edit Mode

In Edit mode, the following tasks can be carried out in RundownControl:

- Open rundowns
- Edit individual shots in a rundown (only when the Allow Story Edits option is enabled). You cannot use RundownControl to reorganize the shots in an NRCS rundown.
- Assign QuickRecall buttons
- Set up PGM Transitions buttons
- Set up Custom Control buttons
- Prepare for a show

✶ In Edit mode, PGM Transitions and Custom Control buttons are disabled. Right-click a button to configuration the selected button.

Use the Rundown Table in Edit Mode

Selecting a shot and using a command from the Edit menu or the toolbar are the basic steps used to edit shots in a rundown. It is essential that Allow Story Edits option is selected to enable shot editing in an NRCS rundown.



Figure 11.31 The Rundown Table in Edit Mode

Use Master Templates

Master templates define the settings for the following properties of a shot:

- Template type
- Number of MEs
- Switcher memories
- Custom Controls
- Audio channels
- Transitions
- Number of keys
- Devices on each key

While in Edit mode, double-click a shot in the rundown to edit the properties of the selected shot in the Edit Shot dialog box. For shots that contain devices with missing clip or preset assignments, the Edit Shot dialog box can be used to assign clips or presets to the device.

For More Information on...

- Master templates, refer to the chapter "**TemplateEditor**" on page 10–1.
- editing shots, refer to the chapter "**Edit Shots in a Rundown**" on page 15–25.

To refresh clip information in an NRCS rundown

1. In **RundownControl**, use the **Tools** menu to select **Refresh Devices**.

   The **Refresh Device Information** dialog box opens.



2. Select the **Refresh Clip Information for Video Servers** check box to query video server devices for updated clip information.
3. Select the **Refresh Clip Information for Internal Stores** check box to query the switcher ME and Global internal stores for updated clip information.
4. Select the **Refresh Mnemonic Information for Routers** check box to query router devices for updated mnemonic information.
5. Select the **Use Clip/Mnemonic Information in Database** check box to add information updates to the OverDrive Database.
6. Click **OK** to refresh the clip list with the selected information and close the **Refresh Devices Information** dialog box.

Save an NRCS rundown to OverDrive

After opening an NRCS rundown in RundownControl, the Save As command can be used to save the open NRCS rundown as a new Live rundown in the OverDrive Database. After saving an NRCS rundown as a Live rundown, OverDrive can be used to edit the rundown and the details of the shots in the rundown.

✶ Saving an NRCS rundown as a Live rundown removes all links to the NRCS from the new Live rundown. Live rundown shots do not retain links to Story Text in the NRCS.

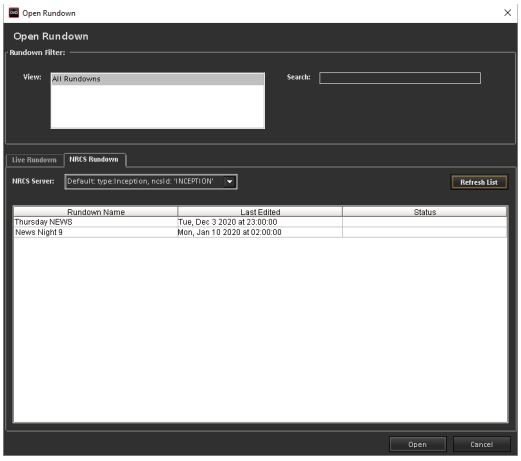
To save a copy of an NRCS rundown as a Live rundown

1. In **RundownControl**, select **File > Open Rundown**.

   The **Open Rundown** dialog box opens.

2. Click the **NRCS Rundown** tab.

   The **NRCS Rundown** tab opens.

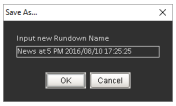


3. Use the **NRCS Rundown** list to select the rundown to open and save as a Live rundown.
4. Click **Open**.

   The selected rundown opens in RundownControl.

5. Use the **File** menu to select **Save As**.

   The **Save As** dialog box opens.



6. In the **Input New Rundown Name** box, enter a name for the new Live rundown.
7. Click **OK** to save a copy of the open NRCS rundown as a Live rundown and close the **Save Rundown** dialog box.

   When a rundown contains shots inserted using QuickRecall buttons, the QuickRecall shots are converted to standard shots and saved with the rundown.

8. To edit the new Live rundown, close the current NRCS rundown and re-open the new Live rundown.

Edit NRCS Shots in RundownControl

The Allow Story Edits option enables NRCS shot information to be edited from RundownControl, without breaking the link to the NRCS. When this option is selected, NRCS shot information is edited in the same manner as in a Live rundown. The edits made to NRCS rundown shots cannot be saved in the NRCS rundown. Edits can be saved to a Live rundown, but with the loss of all links to the NRCS.

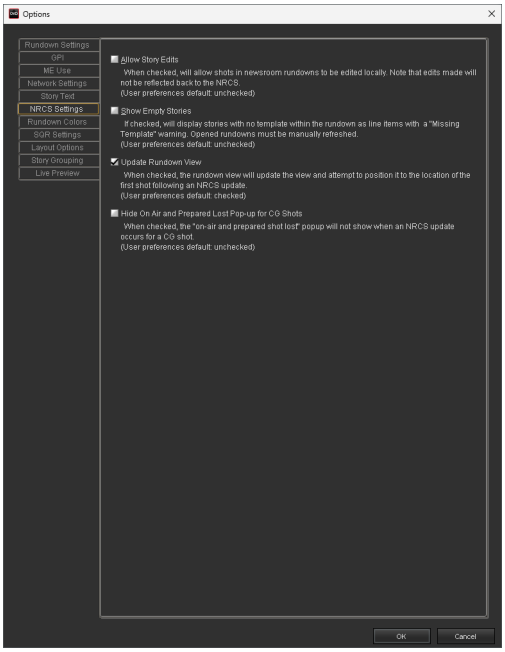
To select the Allow Story Edits option

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **NRCS Settings** tab.

The **NRCS Settings** tab opens.



3. Select the **Allow Story Edits** check box.
4. Click **OK** to save changes and close the **Options** dialog box.

✶ MOS CG devices that use the Pixel Power character generator pull the information used by the switcher to load an image from a MOS object in the NRCS. RundownControl displays Pixel Power CG image information with the shot but editing this information does not change the image loaded by the switcher. To change the loaded image, use the NRCS to edit the image information in the MOS object associated with the shot.

For More Information on...

- editing shots in an NRCS rundown from RundownControl, refer to the section "**Edit NRCS Shots in RundownControl**" on page 11–76.

Playout Mode

In Playout mode, the following tasks can be carried out in RundownControl:

- Play the currently open rundown.
- Use the QuickRecall buttons to insert shots into the rundown.
- Use the PGM Transitions buttons to transition shots.
- Use the Custom Control buttons to run Custom Control macros on the switcher.

Only one OverDrive client can play an Live rundown at a time. If an attempt is made to enter Playout mode while another OverDrive client is in Playout mode, a warning dialog box is displayed indicating that the OverDrive is already in Playout mode on another client.

For More Information on...

- playing rundowns with multiple clients, and using the Control Playout command, refer to the section "**Multiple-Client Playout**" on page 22–60.

Use the Rundown Table in Playout Mode

The Rundown table shows the rundown of shots for the show. In the Rundown table, shots can be selected, prepared, and modified (Allow Story Edits option enabled). The commands in the Playout menu or the toolbar can be used to prepare shots in the rundown.



Figure 11.32 The Rundown Table in Playout Mode

Select the On-Air Shot

After playout of a rundown has started and a shot is on air, the following methods can be used to quickly locate the on-air shot in the rundown and select the shot:

- Use the **Playout** menu to select **Jump To > On-Air**.
- Select On Air from the Click the **Goto On-air** button in the button bar above the Rundown table.

The selected shot is highlighted with yellow borders along the top and bottom edges of the shot row in the Rundown table.



Figure 11.33 On-Air Shot Selected

Jump to a Shot

While the rundown is playing, any shot in the rundown can be selected and prepared as the next shot to take to air.

To jump to a shot in the rundown and prepare it as the next shot to take to air

1. In the Rundown table, select the next shot to take to air.
2. Do one of the following to prepare the selected shot:
   - Use the **Playout** menu to select **Prepare Selected**.
   - Click the **Prepare Selected** button in the button bar above the Rundown table.
   - Double-click the selected shot.

   The selected shot is prepared as the next shot to take to air.

For More Information on...

- creating and working with OverDrive NRCS rundowns, refer to following chapters:
  - › "**ENPS Show Setup**" on page 18–1.
  - › "**iNEWS Show Setup**" on page 17–1.
- playing out a rundown, refer to the chapter "**Rundown Playout**" on page 22–1

Refresh Clip Duration for Shots

You can use the Shortcut menu to refresh the duration for selected shots a rundown or for all shots in a rundown.

✶ Refreshing clip durations during rundown playout may affect performance.

To refresh clip duration for shots in a rundown

1. In the **Rundown** table, select a single shot or a range of shots to update clip duration.
2. Right-click the selected shots and select **Reload Clip Durations (Sel.)** from the **Shortcut** menu.

   OverDrive updates the clip duration for the selected shots.

   During rundown playout, the **Refresh Clip Durations** alert opens. Click **Yes** to refresh clip duration or **No** to not refresh clip durations
3. To update clip durations for all the shots in a rundown, right-click a shot and select **Reload All Clip Durations** from the **Shortcut** menu.

   OverDrive updates the clip duration for all the shots in the rundown.

News Story Text

The Story Text view displays story text output generated by an NRCS for associated shots an OverDrive NRCS rundown. When an OverDrive NRCS rundown is opened or played in OverDrive, story text for each shot associated with an OverDrive template is automatically displayed in the Story Text view. This feature enables the accurate tracking of shows when taken to air.

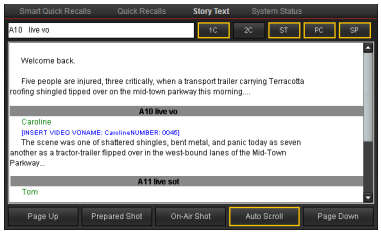


Figure 11.34 News Text Tab

Story text Filters and settings can be configured to control the level of detail displayed in the Story Text view when playing an NRCS rundown. Filter buttons are located along the top of the Story Text view and the Story Text tab in the Options dialog box contains story text settings.

OverDrive cannot edit the text from an NRCS rundown. The NRCS client must be used to make changes to text associated with a shot. Text changes made in the NRCS are automatically updated in OverDrive and the Story Text view.

For More Information on...

- using the **Story Text** view, refer to the section "**Story Text View**" on page 11–43.

Empty NRCS Stories

Depending on workflow, NRCS rundowns may contain empty stories. When an NRCS rundown is opened in OverDrive, empty stories can be shown or hidden in the Rundown table. By default, empty stories are hidden from view in the Rundown table.

If an NRCS rundown is currently open in OverDrive when the Show Empty Stories options is, empty stories remain hidden in the Rundown table. If the content of a story is cleared in the NRCS, the Rundown table displays the emptied story. Also, if an NRCS rundown is open in OverDrive when the Show Empty Stories option is cleared, the Rundown table continues to display empty stories. If the content of a story is cleared in the NRCS, the Rundown table hides the emptied story.

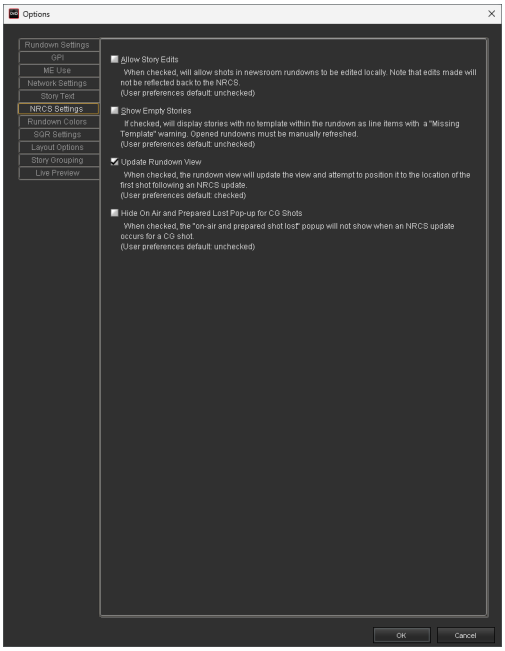
To show or hide empty stories in the Rundown table when an NRCS rundown is opened

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **NRCS Settings** tab.

   The **NRCS Settings** tab opens.



3. Select the **Show Empty Stories** check box to show empty stories in the Rundown table.

   Clear the **Show Empty Stories** check box to hide empty stories in the Rundown table.

4. Click **OK** to save changes and close the **Options** dialog box.

Maintain the Rundown Table View After an NRCS Update

You can configure the Rundown table to maintain the current view after RundownControl receives a rundown update from the NRCS.

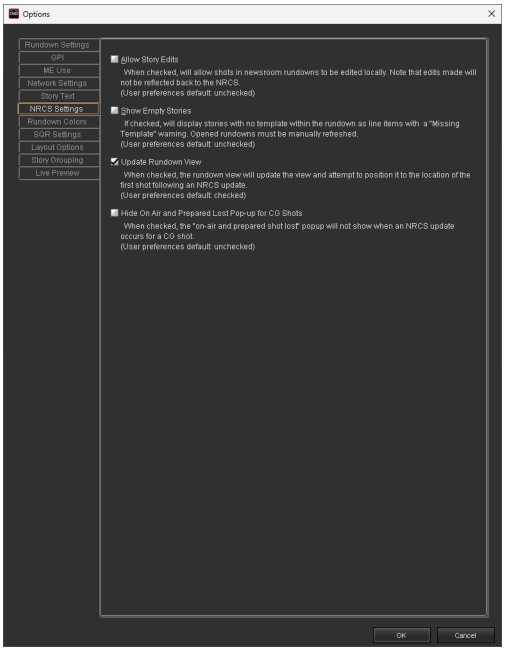
To configure Rundown table to maintain the current view after an NRCS update

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **NRCS Settings** tab.

   The **NRCS Settings** tab opens.



3. Clear the **Update Rundown View** check box to maintain the current view of the Rundown table after receiving a rundown update from the NRCS.

   Select this check box to update the Rundown table view to the location of the first shot after receiving a rundown update from the NRCS.

4. Click **OK** to save changes and close the **Options** dialog box.

Hide the On Air and Prepared Lost Dialog for CG Shots

If the On-air and prepared shot lost pop-up dialog box that opens after an NRCS update of a CG shot slows down your workflow and adds no benefit, you can configure OverDrive to hide the pop-up.

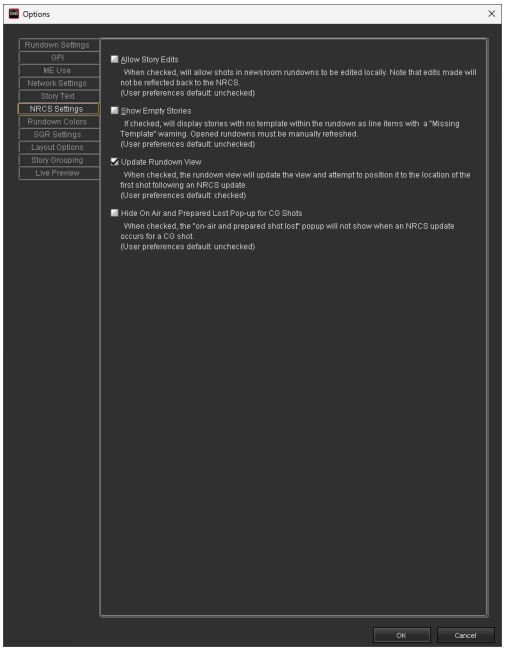
To hide On-air and prepared shot lost pop-up dialog box

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **NRCS Settings** tab.

   The **NRCS Settings** tab opens.



3. Select the **Hide On Air and Prepared Lost Pop-up for CG Shots** check box to hide the pop-up dialog box that opens after an NRCS update of a CG shot.

   Clear this check box to show the On-air and prepared shot lost pop-up after the NRCS updates CG shots.

4. Click **OK** to save changes and close the **Options** dialog box.

Source Group Missing Source Coded in the NRCS

You can configure RundownControl to prompt you to fix sources coded in NRCS shots that are excluded from the Source Group set for the shots in OverDrive or you can choose to prepare these shots with no questions asked.

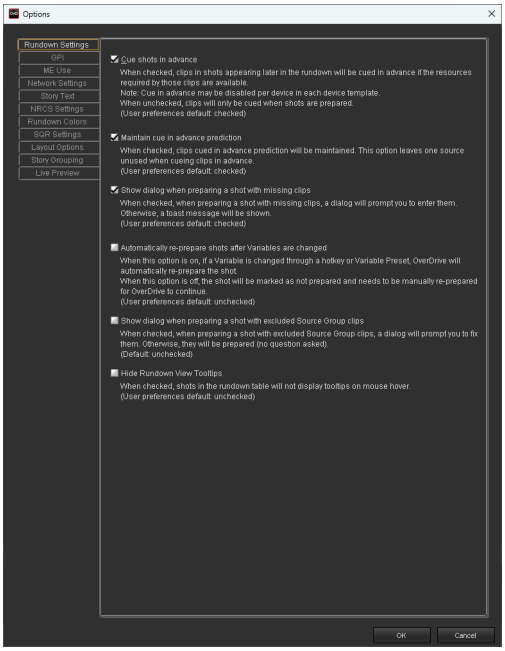
To prompt to fix excluded sources

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Rundown Settings** tab.

   The **Rundown Settings** tab opens.



3. Select the **Show dialog when preparing a shot with excluded Source Group clips** check box to display a dialog box prompting you to fix sources coded in NRCS shots that are excluded from the Source Group set for the shots in OverDrive.

   Clear this check box to prepare shots without prompting you to fix excluded sources.

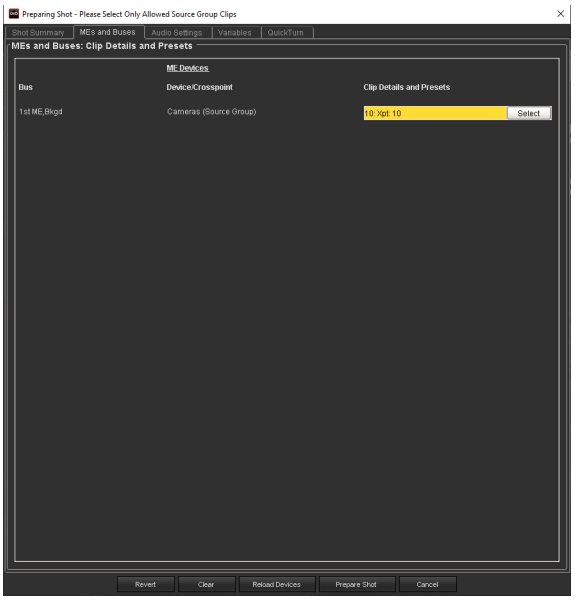
Select a Valid Source from the Source Group

With the **Show dialog when preparing a shot with excluded Source Group clips** option is set in RundownControl, you can select a valid source from the shot source group when RundownControl prepares shots with excluded sources.

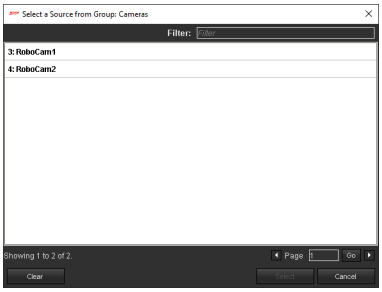
To select a valid source from the shot source group when a shot prepares

1. Open an NRCS rundown in RundownControl.
2. Start playout of the opened NRCS rundown.
3. Prepare a shot that has a source coded in the NRCS shot that is not contained in the source group of the OverDrive shot.

   The **Preparing Shot - Please Select Only Allowed Source Group Clips** dialog box opens.



4. Click **Select**.
5. The **Select a Source from Group** dialog box opens.



6. Select a **source** for the shot from the source group.
7. Click **Select**.

   The **Select a Source from Group** dialog box closes and the **Preparing Shot - Please Select Only Allowed Source Group Clips** dialog box displays the selected source.

8. Click **Prepare Shot**.

   The **Preparing Shot - Please Select Only Allowed Source Group Clips** dialog box closes and RundownControl prepares the shot using the selected source.

DirectControl™

DirectControl is used to control devices connected to the switcher and enables manual control of on air or preview selections.

The following topics are discussed in this chapter:

- Start DirectControl
- Toolbar
- Configure OverDrive Server Communication
- Network Connection Area
- Audio Views
- Audio Channel Editor
- Audio Memory Editor
- Variables List Editor
- QuickAudio List Editor
- Audio QuickPicks Views
- Work with Faders
- Toggle Between Fader Channels
- Use a CX Panel or SideSlide Module to Control Audio
- Aux Audio View
- Hot Cut Bus View
- Device Control
- Camera Interface
- Use the SideStick Module to Control Cameras
- Server Interface
- Variables

Start DirectControl

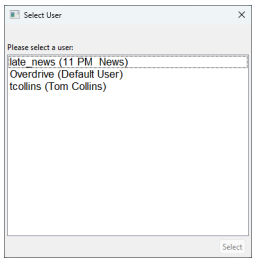
After the OverDrive MOS Gateway and OverDrive Server have been started, DirectControl can be opened to begin controlling audio and devices in a show.

✶ Only one instance of DirectControl can run at any time on a client computer. If an attempt is made to start a second DirectControl, an error dialog box opens to inform that DirectControl is currently open.

To start DirectControl

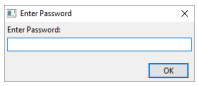
1. Use one of the following methods to start **DirectControl**:
   - On the desktop, double-click the **DirectControl** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **DirectControl**.

   The **Select User** dialog box opens.



2. From the **User** list, select the user with which to log in to **DirectControl**.
3. Click **Select**.

   For users that have a password, the **Enter Password** dialog box opens.



   To enter a user password, follow these additional steps:

   a. In the **Enter Password** box, enter the password for the selected user.

   b. Click **OK**.

      DirectControl opens.



The **DirectControl** license state is checked each time **DirectControl** is started. The **License Error** dialog box is displayed for any of the following states:

- **No Licenses Installed** — a license is not installed on the OverDrive Server.
- **License Invalid** — the installed license is not valid for the switcher to which the OverDrive Server is connected.
- **License Expiring Soon** — the installed license is valid but will soon expire.
- **Maximum Connections Exceeded** — all the available licensed client connections to the OverDrive Server are currently in use.

4. Use the **Help** menu to select **Contents** to open the DirectControl Online Help system.
5. Use the **Help** menu to select **About** to view copyright information and the current OverDrive version number in the **About OverDrive DirectControl** dialog box.

For More Information on...

- licensing OverDrive software, refer to the section "**License OverDrive Software**" on page 4–23 of the ***OverDrive Installation and Configuration Guide***.

Toolbar

The toolbar is located below the DirectControl menus. Use this toolbar to access the following DirectControl screens:

- **Audio** — open the **Audio** views to control audio channels and levels. Audio is the DirectControl default view.
- **Aux Audio** — open the **Aux Audio** view to control audio aux buses.
- **Hot Cut Bus** — open the **Hot Cut Bus** view to manually adjust crosspoints on any bus in any ME, regardless if bus is on air or not.
- **Devices** — open the **Device** view to control robotic cameras and video servers.
- **Variables** — open the **Variables** view to view and manage audio variables.
- **Custom** — open the **Custom** view to tailor the DirectControl user interface to your work flow.

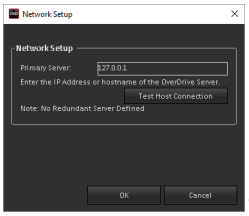
Configure OverDrive Server Communication

When DirectControl is started, it establishes communication with the OverDrive Server. The Network Setup dialog box is used to set the OverDrive Server network address.

To configure network connection properties for DirectControl

1. In **DirectControl**, use the **Tools** menu to select **Network Setup**.

   The **Network Setup** dialog box opens.



2. In the **Networks Settings** section, enter the IP address or hostname of the OverDrive Primary Server in the **Primary Server** box.

3. Click **Test Host Connection**.

   OverDrive tests the connection between **DirectControl** and the set **Primary Server**, and reports one of the following results:

   - **Succeeded** — **DirectControl** is connected to the set Primary Server.
   - **Failed** — **DirectControl** could not connect to the set Primary Server.

   When the set **Primary Server** has an associated **Redundant Server**, OverDrive displays the IP address of the Redundant Server along with the following check boxes:

   - **Connect to the Primary Server** — select this check box to connect DirectControl to the Primary Server.
   - **Connect to the Redundant Server** — select this check box to connect DirectControl to the Redundant Server.

4. Select the **Connect to the Primary Server** check box to connect DirectControl with the OverDrive Server running on the Primary System. Selecting this check box automatically clears the **Connect to the Redundant Server** check box. Under normal operation, DirectControl communicates with the OverDrive Server on the Primary system.

5. Only when switching from the Primary to the Redundant system, select the **Connect to Redundant Server** check box to connect DirectControl with the OverDrive Server on the Redundant system. Selecting this check box automatically clears the **Connect to Primary Server** check box.

6. Click **OK** to save connection properties and close the **Network Setup** dialog box.

   The **Server** status LED in **TemplateEditor** dialog box turns green when TemplateEditor connects to the selected OverDrive Server.

For More Information on...

- switching RundownControl or DirectControl between Primary and Redundant OverDrive servers, refer to the section "**Redundant OverDrive Server System**" on page 28–1.

Network Connection Area

The Network Connection contains the Hot Swap button, Active Server icon, and the connection status LEDs. The Network Connection Area is located at the right side of the toolbar.

Hot Swap Button

The Hot Swap button opens the Hot Swap Selection dialog box to switch between the Primary and Redundant servers in an Redundant Server System.

For More Information on...

- switching between Primary and Redundant OverDrive servers, refer to the section "**Redundant OverDrive Server System**" on page 28–1.

Active Server Icon

The letter to the right of the Hot Swap button indicates the type of OverDrive server to which DirectControl is connected in a Redundant Server System. The letter "P" indicates a connection with the OverDrive Primary system, while the letter "R" indicates a connection with the OverDrive Redundant system.

For More Information on...

- OverDrive Redundant Server systems, refer to the section "**Redundant OverDrive Server System**" on page 28–1.

Connection Status LEDs

On the right-hand side of the toolbar there are three connection LEDs that indicate the connection status between DirectControl and the OverDrive Server, Template Database, and Switcher. The arrangement of the LEDs depends on the type of OverDrive system to which DirectControl is connected.

Single OverDrive System

A single LED is used to display the status of each OverDrive component when DirectControl is connected to an OverDrive system that is not part of a Redundant Server System.

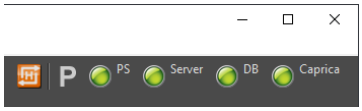


Figure 12.1 Single OverDrive System Network Connections

Hover the mouse over any LED to view connection information for the selected OverDrive component in a Tool Tip.

Redundant Server System

Pairs of LEDs are used to display the OverDrive Server, Template Database, and OverDrive MOS Gateway status when DirectControl is connected to a Redundant Server System. An individual LED is used to display the Switcher status. The large LEDs show the connection status between the OverDrive client and the Active Server indicated by the Active Server icon. The small LEDs show the connection status with the Non-active Server.

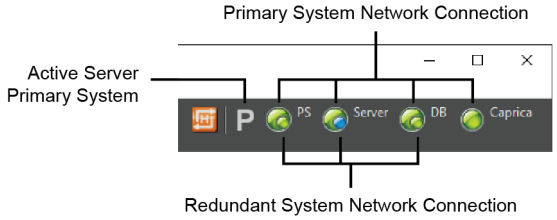


Figure 12.2 Redundant Server System Network Connections

Hover the mouse over any LED to view connection information for the selected OverDrive component in a Tool Tip. The top line of line of text in the Tool Tip displays connection information for the Active Server, while the bottom line of text displays Non-active Server connection information.

For More Information on...

- redundant OverDrive systems, refer to the chapter "**Redundant OverDrive Server System**".

PS

The PS LED indicates the connection state between DirectControl and the OverDrive ProjectServer that manages a central show repository.

✶ DirectControl only displays the PS LED when connected to an OverDrive Server that is licensed to use an OverDrive ProjectServer.

Hover the mouse over the PS LED to view the hostname of the OverDrive ProjectServer computer in a Tool Tip. This icon reports the following states:



DirectControl is connected to the OverDrive ProjectServer.



DirectControl is not currently connected to the OverDrive ProjectServer. Check that the following:

- The OverDrive ProjectServer is running.
- The OverDrive Server used by RundownControl is properly configured to connect to an OverDrive ProjectServer.

Server

The Server LED indicates the connection state between DirectControl and the OverDrive Server, and whether the OverDrive Server is running properly. Hover the mouse over the Server LED to view the hostname of the OverDrive Server computer in a Tool Tip. This icon reports the following states:



DirectControl is communicating with the OverDrive Server.



The OverDrive Server is in Backup Mode.



DirectControl is trying to establish a connection with the OverDrive Server. If the connection is lost, the DirectControl attempts every five seconds to reconnect to the OverDrive Server. Check that the OverDrive Server settings are correct in the Network Setup dialog box.



DirectControl cannot communicate with the OverDrive Server. Check that the OverDrive Server program is running. Also check that the OverDrive Server settings are correct in the Network Setup dialog box.

DB

The DB LED indicates the connection state between DirectControl and the OverDrive Database that manages templates, transitions, and Custom Controls. Hover the mouse over the DB LED to view the hostname of the OverDrive Database computer in a Tool Tip. This icon reports the following states:



OverDrive is connected to the OverDrive Database.



This state indicates one of the following situations:

- OverDrive is connecting to the OverDrive Database.
- OverDrive is performing an OverDrive Database restore as part of a synchronized backup between Primary and Redundant systems.



OverDrive is not connected to the OverDrive Database. Check that the OverDrive Server settings are correct in the Network Setup dialog box.

Caprica

The Caprica LED indicates the connection state between the OverDrive Server and the Caprica Server, with status on the following connections: editor port, panel, audio mixer, and frame. Audio mixer status is only reported when a mixer has been configured on the switcher. Hover the mouse over this icon to view the connected switcher model in a Tool Tip or the switcher Editor status for a Ross Acuity switcher. This icon reports the following states:

The OverDrive Server is connected to the Caprica Server.

This state indicates one of the following situations:

- The OverDrive Server is currently connecting to the Caprica Server.
- The OverDrive Server is properly connected with the Caprica Server, but the Editor setting on the switcher is disabled.
- The switcher control panel is disconnected.
- The audio mixer is disconnected. Audio mixer status is only reported when a mixer has been configured on the switcher.

The OverDrive Server is not communicating with the Caprica Server. Check that the cable connections, switcher serial/Ethernet settings, and Caprica Server configuration are correct.

Audio Views

The Audio views enable you to control individual and master audio levels, create audio memories, and use audio Custom Controls. The four main Audio views are as follows:

- **Audio Channel Control** — assign faders to the Prepared and On-Air audio views, Reprepare Audio transitions, Transition Audio Only transitions, and Unmute All Channels from this Audio view.
- **Audio Custom Control** — set Custom Controls to specific Custom Control buttons.
- **Prepared and On-Air Audio View** — show open channels in both the prepared and on-air views. Channels can be opened, closed, and edited from this Audio view.
- **Audio QuickPick Control** — assign audio memories and channels to Audio QuickPick buttons in the Prepared or On-Air view, which can be used to display the memory in the Prepared or On-Air audio view.

Audio settings such as Audio Follow Video (AFV) and audio overrides are defined through the Master Template dialog box in TemplateEditor.

For More Information on...

- editing Master template, refer to the section "**Master Templates**" on page 10–8.

Audio Channel Control View

Use the Audio Channel Control view to perform the following tasks:

- Assign faders to the Prepared and On-Air audio views
- Reprepare Audio transitions
- Unmute all channels, and transition audio only transitions

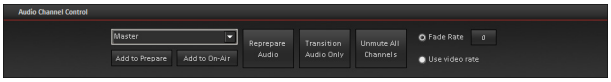


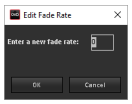
Figure 12.3 Audio Channel Control View

Controls

The Audio Channel Control view contains the following controls:

- **Channel** — use this list to select the channel to control.
- **Add To Prepared** — click this button to add a channel fader to the Prepared Audio view for the channel selected in the Channel list.
- **Add To On-Air** — click this button to add a channel fader to the On-Air Audio view for the channel selected in the Channel list.
- **Reprepare Audio** — click this button to reprepare any audio that is currently prepared in RundownControl before taking audio to air. An error message opens when there is no audio prepared in the template or shot.
- **Transition Audio Only** — click this button to swap Prepared and On-Air audio channels and levels without affecting video.
- **Unmute All Channels** — click this button to remove all mute settings on Prepared and On-Air audio channels, including the Master channel.
- **Fade Rate** — select this option to set the number of frames to fade audio when transitioning between shots in the rundown. The button to the right of this option displays the set audio fade rate, initially defined by the Master template selected for this shot.

  To change the audio fade rate, click the button to the right and use the **Edit Fade Rate** dialog box to enter the number of frames over which to fade audio.



  Enter 0 to set the audio fade rate to the same number of frames as the Vision, Acuity, or Caprica default audio fade rate.

- **Use Video Rate** — select this option to fade audio at the same rate as the video transition. When this option is selected, the audio fade rate is set to the same number of frames set for the video transition on the switcher panel.

Sending the Audio Fade Rate to the Audio Mixer

After the audio fade rate is modified in RundownControl for a shot, new fade rate information is sent to the audio mixer when the shot is prepared. The new fade rate for the next transition is displayed in the **Fade Rate** box of DirectControl. If required, DirectControl can be used to change the fade rate on the fly for the next transition.

For More Information on...

- working with faders in DirectControl, refer to the section "**Work with Faders**" on page 12–27.
- using **Unmute All Channels** with open audio channels, refer to the section "**Muting Channels**" on page 12–29.

Audio Custom Control View

The **Audio Custom Control** view is used to assign Custom Controls to control buttons and run the assigned Custom Controls. Audio Custom Control buttons provide quick access to Custom Controls that are set up specifically for controlling audio. Audio Custom Controls are used to set levels on prepared or on-air and overrides, turn off all channels on prepared or on-air, or restore AFV on prepared or on-air.

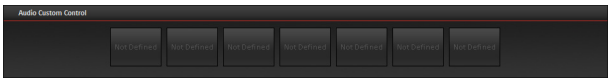


Figure 12.4 Audio Custom Control View

✶ Custom Controls must be set up on the switcher, as detailed in the switcher ***Operation Guide***, before they can be assigned a button in or run from DirectControl.

Assign Custom Controls

Any switcher Custom Control can be assign to a Custom Control button in the Audio Custom Control view. Each Custom Control button is labeled with the name of the assigned Custom Control. The bank and button location of the Custom Control on the switcher is also displayed above the button. Buttons that are not assigned a Custom Control are labeled Not Defined. If an invalid Custom Control is assigned to a button, the button is disabled and grayed out.

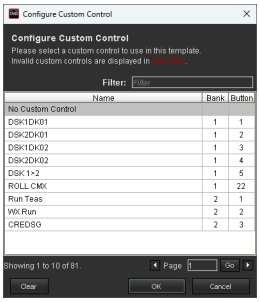
To assign a switcher Custom Control to a button

1. In the **DirectControl** toolbar, click **Audio**  .

   The **Audio** views open.

2. In the **Audio Custom Control** view, right-click the **Custom Control** button to assign a switcher Custom Control.

   The **Configure Custom Control** dialog box opens.



   To sort the Custom Controls list, click the **Bank/Button** or **Name** column heading to sort the list by the selected column. Click the selected column heading once again to reverse the sort order of the column.

✶ OverDrive is only able to access Custom Controls stored in the first 12 Custom Control banks on a switcher.

3. Use the following methods to view the available Custom Controls:

   - **Filter** — enter in this box a portion of the Custom Control name you are looking for. As you type, the Custom Control list automatically updates to show the Custom Controls that contain the entered text.
   - **Page** — each page of the **Configure Custom Control** dialog box lists ten Custom Controls. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

4. Use the **Button/Bank** column to select the switcher Custom Control to assign to the selected **Custom Control** button.

   The **Configure Custom Control** dialog box only lists the Custom Controls that are stored on the switcher. Invalid switcher Custom Controls in the list are displayed in **Dark Red**.

5. Click **OK**.

   The **Configure Custom Control** dialog box closes, and the selected **Custom Control** button is labeled with the name of the selected switcher Custom Control.

To clear the assigned switcher Custom Control from a DirectControl Custom Control button

1. In the **Audio Custom Control** view of **DirectControl**, click the tab that contains the **Custom Control** button to clear.
2. Right-click the **Custom Control** button to clear.

   The **Select Custom Control** dialog box opens.
3. Use the **Button/Bank** column to select **None**.
4. Click **OK**.

   The **Select Custom Control** dialog box closes, and the switcher Custom Control is removed from the selected **Custom Control** button. The button is relabeled **Not Defined**.

Stop Running Custom Controls

After you start a Custom Control running on the switcher you can stop the Custom Control by Ctrl-clicking it in the Prepared Customs, On-Air Customs, or Custom Controls view.

To stop a running Custom Control

1. While playing a rundown, run a Custom Control.
2. **Ctrl-click** the **Custom Control** to stop running in the **Audio Custom Control** view.

   The selected Custom Control stops running on the switcher.

Prepared Audio View

The Prepared Audio View displays the audio settings to apply after the next transition. You can use the faders in the Prepared View to view and control up to a maximum of 32 audio channels. Audio channels are added to this view in the following instances:

- The channel is associated with crosspoints that will go on air after the next transition or with a key for an ME that will be on air.
- The channel has an override associated with it which would set the level to a non-zero value after the next transition. This situation occurs when a channel is set to a non-zero level.
- The channel is selected to display at all times through the Keep setting. The Keep setting can be edited from the Fader Control buttons at the bottom of each fader.

By default, channels displayed in the Prepared Audio view are sorted by channel number, lowest to highest. Channels associated with the Keep setting may change location within the view. The blue bar displayed on an audio fader scale indicates the default value set for the fader.



Figure 12.5 Prepared Audio View

When an audio variable sets the channel source for a fader, the name of the audio variable displays in brackets below the channel number or name.

✶ Channels in the Prepared Audio view can not be deleted. Channel faders no longer in use for prepared or on-air shots are not displayed.

Locked Audio Channels

The Caprica Audio Control client enables users to lock the volume level of an audio channel on the connected audio mixer. You can also create and use Custom Controls to lock and unlock audio channels. Locking a channel stops OverDrive automation from changing the channel volume level. The Prepared Audio View displays locked audio channel faders in gray at the locked volume level and pins the fader. Unlocking an audio channel returns channel volume level control to OverDrive and unpins the associated audio channel fader from the Prepared Audio View.



Figure 12.6 Locked Channels 26 & 28

While an audio channel is locked you can use the DirectControl On-Air Audio View or the physical audio mixer to change the volume level of a locked channel.

You can use the  Keep button above an audio fader to manually change the pinned state of a locked fader. If manually change the pinned state of an audio fader while it is locked, DirectControl will keep set pinned state after the fader unlocks.

For More Information on...

- the Caprica Audio Control client, refer to chapter "**Audio Control from Caprica**" in the ***Caprica User Guide***.
- Caprica Custom Control commands, refer to the appendix "**Appendix B. Caprica Custom Controls**" in the ***Caprica User Guide.***
- the Keep button, refer the section "**Edit Audio Channel Properties**" on page 12–30.

On-Air Audio View

The On-Air Audio View displays audio settings currently in use. You can use the faders in the On-Air Audio View to view and control up to a maximum of 32 audio channels. Audio channels are added to this view in the following instances:

- The channel is associated with crosspoints that are currently on air or with a key for an ME that is on air. Remember that internal DSKs are keys for which the ME is always on air.
- The channel is at a non-zero level on the mixer. This can happen by moving the slider on the audio board manually, setting an override in the Prepared Audio view to a non-zero value, or selecting a channel and setting the level to a non-zero value.
- The channel is selected to display at all times through the Keep setting. The Keep setting can be edited from the Fader Control buttons at the bottom of each fader.

By default, channels displayed in the On-Air Audio View are sorted by channel number, lowest to highest. Channels associated with the Keep setting may change location within the view. The blue bar displayed on an audio fader scale indicates the default value set for the fader.



Figure 12.7 On-Air Audio View

When an audio variable sets the channel source for a fader, the name of the audio variable displays in brackets below the channel number or name.

✶ Channels in the On-Air Audio View can not be deleted. Channel faders no longer in use for prepared or on-air shots are not displayed.

Swap Audio View Positions

By default, the On-Air Audio View displays on the right side of DirectControl and the Prepared Audio View displays on the left side of DirectControl. The Device Options tab in the Options dialog box contains a setting to swap the positions of the On-Air Audio View and the Prepared Audio View.

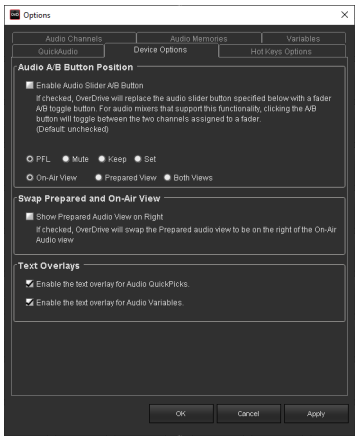
To swap the positions of the On-Air Audio View and the Prepared Audio View

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Device Options** tab.

   The **Device Options** tab opens.



3. The **Swap Prepared and On-Air View** section, select the **Show Prepared Audio View on Right** check box to display the **Prepared Audio View** on the right side of **DirectControl** and the **On-Air Audio View** displays on the left side of **DirectControl**.

   Clear the **Show Prepared Audio View on Right** check box to display the **On-Air Audio View** on the right side of **DirectControl** and the **Prepared Audio View** displays on the left side of **DirectControl**.

4. Click **OK** to save the position of the **On-Air Audio View** and **Prepared Audio View** and close the **Options** dialog box.

   DirectControl displays the **On-Air Audio View** and **Prepared Audio View** in the set positions.

Video Only Transitions

Video Only transitions enable changes to video without changing audio settings. This option is set in the Master template, under the Audio Settings section.

When a Video Only template is prepared to go on air, it mirrors the On-Air audio settings. Any changes made to the On-Air audio settings are reflected in the Prepared audio settings. When a Video Only template is taken on air, the template that was taken off air acts like a Video Only template and reflects the current audio settings. This process continues until a template containing both audio and video is prepared.

In Video Only mode, the AFV state is always off. When the AFV state is manually turned on, audio channel mirroring stops.

For More Information on...

- editing audio settings in a Master template, refer to the section "**To configure audio settings for a shot**" on page 15–16.

Audio Channel Editor

The Audio Channels tab in the Options dialog box displays all the audio channels that can be used in the Audio views. This tab is also used to add icons to audio channels, set stereo pairs, and unpin Master faders.

Add an Icon to an Audio Channel

When you assign an audio channel to a QuickPick button, the audio channel icon is the default icon displayed on the QuickPick button.

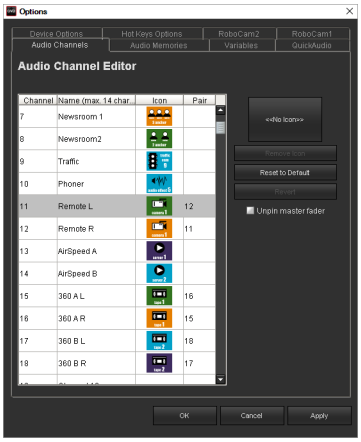
To add an icon to an audio channel

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Audio Channels** tab.

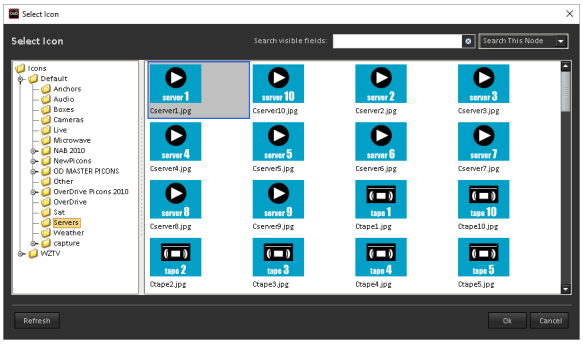
   The **Audio Channels** tab opens.



3. In the **Channel** list, select the **Channel** to add an icon.

4. Click the **Icon** button.

   The **Select Icon** dialog box opens.



5. Select an image file (.jpg, .gif, .png, .bmp) to use an icon for the selected audio channel. Use the following methods to filter the image files displayed in the **Icon** list.

   - In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
   - To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
   - To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
   - Use the list to the right of the **Search** box to control the node used to search for icons.
     - › **Search This Node** — only search for icons in the node selected in the tree view.
     - › **Search All Nodes** — search for icons in all nodes.

6. Click **OK** to add the selected icon to the audio channel and close the **Select Icon** dialog box.

7. To remove the icon from an audio channel, click **Remove Icon**.

8. Click **Apply** to save the audio channel changes.

Assign Stereo Pairs to Channels

Stereo Pairs must be configured on the audio mixer before they can be assigned to channels in an Audio view. When assigning stereo pairs to channels in an Audio view, they must match the configuration on the audio mixer, or errors may occur when attempting to take the channels on air.

To assign stereo pairs in an Audio view

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Audio Channels** tab.

   The **Audio Channels** tab opens.

3. Use the **Audio Channel Editor** list to select the channel to assign a stereo pair.

4. In the **Pair** column of the selected channel, enter the number of the channel with which to pair the selected channel.

   For example: to pair channel 5 with channel 6, select channel 5 and enter `6` in the **Pair** column of channel 5. After pairing channels 5 and 6, the number **5** is automatically entered in the **Pair** column of channel 6.

5. Click **Apply** to save the new stereo pair.

   To delete a stereo pair, delete the channel number from the **Pair** column or enter `0` in the **Pair** column.

Unpin Master Faders

By default, the Prepared View and On-Air View contain a Master fader pinned to the left side of the view. As you transition through the shots in a rundown, the pinned Master faders remain in their views at their set location. You can unpin the Master faders from the Prepared View and On-Air View when you do not require them for every shot.

To unpin the Master faders from the Prepared View and On-Air View

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Audio Channels** tab.

   The **Audio Channels** tab opens.

3. Select the **Unpin master fader** check box.

4. Click **Apply** to unpin the Master faders from the Prepared View and On-Air View.

   You can use the **Audio Channel Control** view to add a Master fader back to the **Prepared View** or **On-Air View**.

For More Information on...

- adding faders to the Prepared View and On-Air View, refer to section "**Add a New Fader**" on page 12–29.

Edit an Audio Channel

When requirements change for an audio channel, use the Audio Channels tab to edit audio channel settings.

To edit an audio channel

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Audio Channels** tab.

   The **Audio Channels** tab opens.

3. Use the **Audio Channels Editor** list to select the audio channel to edit.

4. Edit the audio channel settings as required.

5. Click **Apply** to save audio channel setting changes.

Audio Memory Editor

The Audio Memories tab in the Options dialog box enables you to view and create audio memories. Audio memories are used to remember audio channel settings for the Prepared Audio and On-Air Audio views. Audio memories can be assigned to the buttons in the Prepared Audio QuickPicks and On-Air Audio QuickPicks views. Clicking an Audio QuickPick button applies the audio memory channel settings to the associated audio view.

To create an audio memory

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Audio Memories** tab.

The **Audio Memories** tab opens.



3. Click **Add Memory**.

   A new audio memory is added to the **Audio Memory Editor** list

4. When you assign an audio memory to a QuickPick button, the audio memory icon is the default icon displayed on the QuickPick button. Add an icon to the new audio memory as follows:

   a. Click the **Icon** button.

   The **Select Icon** dialog box opens.

   b. Click **Refresh** to update the list of images that can be selected as an icon.

   c. Select an image file (.jpg, .gif, .png, .bmp) to use an icon for the new shot. Use the following methods to filter the image files displayed in the **Icon** list.

   - In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
   - To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
   - To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
   - Use the list to the right of the **Search** box to control the node used to search for icons.
     - › **Search This Node** — only search for icons in the node selected in the tree view.
     - › **Search All Nodes** — search for icons in all nodes.

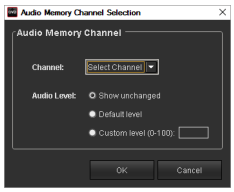
   d. Click **OK**.

   OverDrive adds the selected image to the audio memory as an icon and the **Select Icon** dialog box closes.

   e. To remove the icon from an audio memory, click **Remove Icon**.

5. Click **Add Channel**.

   The **Audio Memory Channel Selection** dialog box opens.



6. Use the **Channel** list to select a channel to add to the audio memory.

   Select one of the following **Audio Level** options:

   - **Show Unchanged** — add the channel without changing the level.
   - **Default Level** — adds the channel at the specified default level.
   - **Custom Level (0 - 100)** — add the channel at the level entered in the box to the right of this option.

7. Click **OK** to save the defined channel and close the **Audio Memory Channel Selection** dialog box.

   The defined channel is added to the **Channel** table in the lower-right corner of the **Audio Memories** tab. This table lists all the channels assigned to the selected audio memory. To edit a channel, select it in the **Channel** list and click **Edit Channel**. To remove a channel, select it in the **Channel** list and click **Delete Channel**.

8. Click **Apply** to save the new audio memory.

Edit an Audio Memory

When requirements change for an audio memory, use the Audio Memories tab to edit audio memory settings.

To edit an audio memory

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Audio Memories** tab.

   The **Audio Memories** tab opens.

3. Use the **Audio Memory Editor** list to select the audio memory to edit.
4. Edit the audio memory settings as required.
5. Click **Apply** to save audio memory setting changes.

Variables List Editor

The Variables tab in the Options dialog box displays all the audio variables that can be used in the Audio views. This tab is also used to add icons to audio variables. When you assign an audio variable to a QuickPick button, the audio variable icon is the default icon displayed on the QuickPick button.

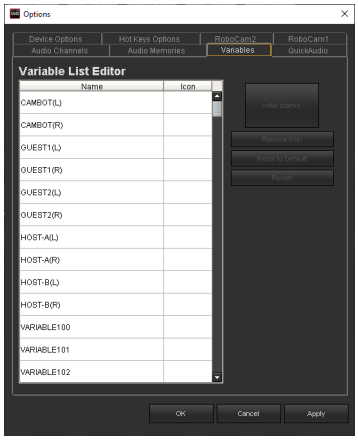
To add an icon to an audio variable

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

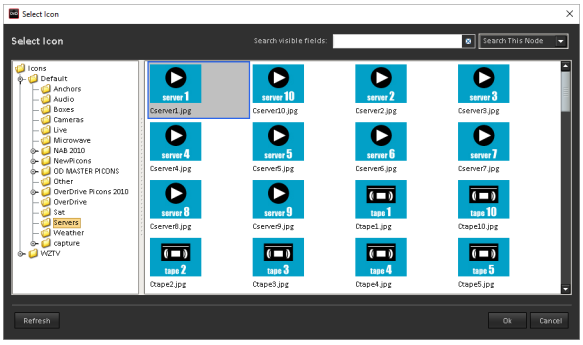
2. In the **Options** dialog box, click the **Variables** tab.

The **Variables** tab opens.



3. In the **Variable** list, select the **Variable** to add an icon.
4. Click the **Icon** button.

   The **Select Icon** dialog box opens.



5. Select an image file (.jpg, .gif, .png, .bmp) to use an icon for the selected audio variable. Use the following methods to filter the image files displayed in the **Icon** list.
   - In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
   - To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
   - To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
   - Use the list to the right of the **Search** box to control the node used to search for icons.
     - › **Search This Node** — only search for icons in the node selected in the tree view.
     - › **Search All Nodes** — search for icons in all nodes.
6. Click **OK** to add the selected icon to the audio variable and close the **Select Icon** dialog box.
7. To remove the icon from an audio variable, click **Remove Icon**.
8. Click **Apply** to save the audio variable changes.

QuickAudio List Editor

The QuickAudio tab in the Options dialog box displays all the QuickAudio keywords that can be used in the Audio views. This tab is also used to add icons to QuickAudio keywords. When you assign a QuickAudio keyword to a QuickPick button, the QuickAudio keyword icon is the default icon displayed on the QuickPick button.

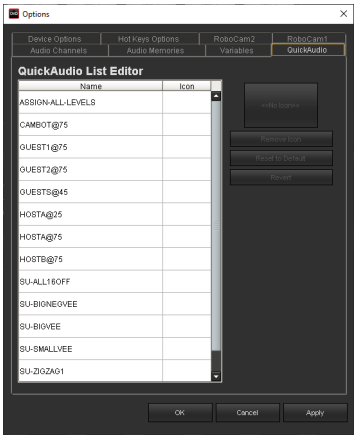
To add an icon to a QuickAudio keyword

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

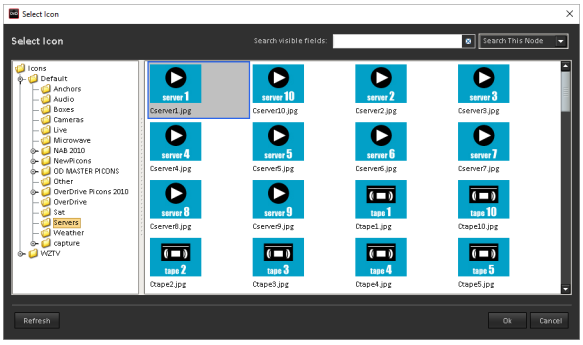
2. In the **Options** dialog box, click the **QuickAudio** tab.

   The **QuickAudio** tab opens.



3. In the **QuickAudio** list, select the **QuickAudio keyword** to add an icon.
4. Click the **Icon** button.

   The **Select Icon** dialog box opens.



5. Select an image file (.jpg, .gif, .png, .bmp) to use an icon for the selected audio variable. Use the following methods to filter the image files displayed in the **Icon** list.
   - In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
   - To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
   - To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
   - Use the list to the right of the **Search** box to control the node used to search for icons.
     - › **Search This Node** — only search for icons in the node selected in the tree view.
     - › **Search All Nodes** — search for icons in all nodes.
6. Click **OK** to add the selected icon to the QuickAudio keyword and close the **Select Icon** dialog box.
7. To remove the icon from a QuickAudio keyword, click **Remove Icon**.
8. Click **Apply** to save the QuickAudio keyword changes.

Audio QuickPicks Views

The Prepared Audio QuickPicks and the On-Air Audio QuickPicks views contain several tabs that can be used to organize AFV Control, audio memory, audio channel, audio variable, and QuickAudio keyword buttons. Each tab contains 24 buttons. If you require more buttons, your can create a DirectControl Custom screen with Prepared Audio QuickPicks and the On-Air Audio QuickPicks views that contain 48 button on each tab.



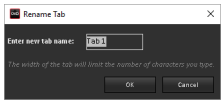
Figure 12.8 Audio QuickPicks View Tabs

The buttons in an Audio QuickPicks view enable quick access to AFV Control, audio memories, audio channels, audio variables, and QuickAudio keywords. QuickPick buttons can recall specific audio memories, audio channels, audio variables, and QuickAudio keywords to the Prepared Audio or On-Air Audio views. These buttons can also be used to toggle AFV Control on and off.

To rename a tab in an Audio QuickPicks view

1. In the **Prepared Audio QuickPicks** or **On-Air Audio QuickPicks** view of **DirectControl**, right-click the tab to rename.

   The **Rename Tab** dialog box opens.



2. In the **Name** box, enter a new name for the selected tab.

   The **Name** box automatically limits name lengths to fit on a tab.
3. Click **OK** to rename the selected tab and close the **Rename Tab** dialog box.

For More Information on...

- creating a DirectControl Custom screen, refer to the section "**Add a View**" on page 14–7.

Audio Follow Video (AFV) Control Behavior

Audio Follow Video (AFV) is controlled by a built-in audio memory called AFV Control, which you can assign to an Audio QuickPick button. When you assign AFV Control to a QuickPick button in either the Prepared Audio QuickPicks or On-Air Audio QuickPicks view, the button controls the AFV for the Prepared Audio or On-Air Audio view. The AFV Control QuickPick button toggles AFV on and off.

✶ When AFV is assigned to more than one button in either the Prepared Audio QuickPicks or On-Air Audio QuickPicks view, all AFV Control buttons are changed when any of the AFV Control buttons are clicked.

AFV Control assigned to a QuickPick button in the Prepared Audio QuickPicks or On-Air Audio QuickPicks view behaves in the following manner:

- Clicking an AFV Control QuickPick button that does not have a colored border turn AFV on for the first time.
- Clicking an AFV Control QuickPick button that has a **green** border turns AFV off in the corresponding Prepared Audio or On-Air Audio view.
- Clicking an AFV Control QuickPick button that has a **red** border turns AFV on in the corresponding Prepared Audio or On-Air Audio view.

The following AFV Control QuickPick button borders indicate the current AFV state:

-  **None** — the AFV Control QuickPick button has not yet been used to change the state of AFV in the corresponding Prepared Audio or On-Air Audio view.
-  **Green** — AFV is turned on in the corresponding Prepared Audio or On-Air Audio view.
-  **Red** — AFV is turned off in the corresponding Prepared Audio or On-Air Audio view.

Audio Memory Behavior

Clicking an audio memory QuickPick button changes the corresponding Prepared Audio or On-Air Audio view as follows:

- DirectControl adds the audio channels contained in the audio memory assigned to the QuickPick button to the corresponding Prepared Audio or On-Air Audio view.
- The added audio channels open at set levels.
- Audio channels not contained in the audio memory assigned to the QuickPick button close.
- DirectControl removes the closed channels from the corresponding Prepared Audio or On-Air Audio view.

For More Information on...

- using a fader control Open/Close button, refer to the section "**Use the Open/Close Button**" on page 12–30.

Audio Channel Behavior

Audio channels assigned to QuickPick buttons in the Prepared Audio QuickPicks or On-Air Audio QuickPicks view behave in the following manner:

- Clicking an audio channel QuickPick button that does not have a colored border adds the assigned audio channel to the corresponding Prepared Audio or On-Air Audio view.
- Clicking an audio channel QuickPick button that has a **green** border opens the assigned audio channel in the corresponding Prepared Audio or On-Air Audio view.
- Clicking an audio channel QuickPick button that has a **red** border closes the assigned audio channel in the corresponding Prepared Audio or On-Air Audio view. The audio channel fader remains visible in the Prepared Audio or On-Air Audio view.

The following borders indicate the current status of audio channel QuickPick buttons:

-  **None** — the audio channel assigned to the QuickPick button has not been added to the corresponding Prepared Audio or On-Air Audio view.
-  **Green** — the audio channel assigned to the QuickPick button is closed in the corresponding Prepared Audio or On-Air Audio view.
-  **Red** —the audio channel assigned to the QuickPick button is open in the corresponding Prepared Audio or On-Air Audio view.

For More Information on...

- using a fader control Open/Close button, refer to the section "**Use the Open/Close Button**" on page 12–30.

Audio Variable Behavior

Audio variables assigned to QuickPick buttons in the Prepared Audio QuickPicks or On-Air Audio QuickPicks view behave in the following manner:

- Clicking an audio variable QuickPick button that does not have a colored border adds the assigned audio variable source channel to the corresponding Prepared Audio or On-Air Audio view.
- Clicking an audio variable QuickPick button that has a **green** border opens the assigned audio variable source channel in the corresponding Prepared Audio or On-Air Audio view.
- Clicking an audio variable QuickPick button that has a **red** border closes the assigned audio variable source channel in the corresponding Prepared Audio or On-Air Audio view. The audio variable source channel fader remains visible in the Prepared Audio or On-Air Audio view.

The following borders indicate the current status of audio variable QuickPick buttons:

-  **None** — the audio channel assigned to the QuickPick button has not been added to the corresponding Prepared Audio or On-Air Audio view.
-  **Green** — the audio channel assigned to the QuickPick button is closed in the corresponding Prepared Audio or On-Air Audio view.
-  **Red** —the audio channel assigned to the QuickPick button is open in the corresponding Prepared Audio or On-Air Audio view.

Open and Close Values

When you assign an audio variable to a QuickPick button, you can reassign the variable value for the Open and Close toggle states. A typical use of the Open and Close toggle states assigns the default source to an audio variable on open and clears the audio source on close, for example:

1. Assign the variable **M1** to a QuickPick button with the following state values:

State	Value	Description
Open	Default	Do not set a source for the audio variable.
Close	None	Use the default source set for the audio variable. The default source for an audio variable is set in the **Variables** tab of the **TemplateEditor**.

2. The first click of the **M1** QuickPick button assigns **Default** as the value for the **M1** audio variable and opens default channel set for the **M1** audio variable on air.
3. A second click of the QuickPick button closes the channel opened by the **M1** audio variable and assigns the **M1** audio variable a new value of **None**.

For More Information on...

- using a fader control Open/Close button, refer to the section "**Use the Open/Close Button**" on page 12–30.
- creating audio variables, refer to the section "**Audio Variables**" on page 10–68.
- setting Open and Close toggle state values to a QuickPick button, refer to step **7** in the procedure "**To assign functionality to a QuickPick button**" on page 12–23.

QuickAudio Channel Keyword Behavior

Clicking a QuickAudio QuickPick button changes the corresponding Prepared Audio or On-Air Audio view as follows:

- DirectControl adds the audio channels associated with the QuickAudio channel keyword assigned to the QuickPick button to the corresponding Prepared Audio or On-Air Audio view.
- The added audio channels open at the levels set by the QuickAudio channel keyword.

For More Information on...

- using a fader control Open/Close button, refer to the section "**Use the Open/Close Button**" on page 12–30.
- creating QuickAudio channel keywords, refer to the section "**Add Keywords to Define Audio Channels**" on page 22–69.

Assign Functionality to QuickPick Buttons

You can assign audio channels, audio memories, audio variables, QuickAudio keywords, and AFV Controls to the QuickPick buttons in the Prepared QuickPicks and On-Air Audio QuickPicks views.

To assign functionality to a QuickPick button

1. In the **DirectControl** toolbar, click **Audio**  .

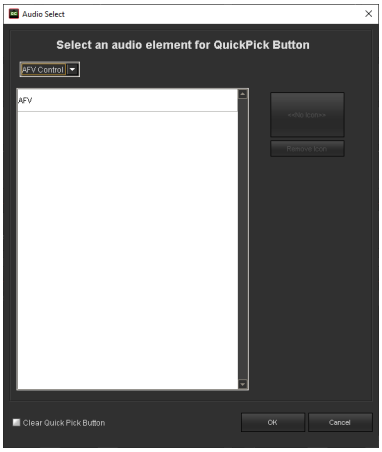
   The **Audio** view open.

2. In the **Prepared Audio QuickPicks** or **On-Air Audio QuickPicks** view click the tab that contains the **QuickPick** button to assign an audio element.

   The selected tab opens.

3. In the selected tab, right-click the **QuickPick** button to assign functionality.

   The **Audio Select** dialog box opens.



4. Use the **Audio Element** list to select the type of audio element to assign to the selected **QuickPick** button. The available audio elements are as follows:

   - **AFV Control** — toggle the AFV Control on and off.
   - **Memory** — recall an audio memory to the **Prepared Audio** or **On-Air Audio view**.
   - **Channel** — recall an audio channel to the **Prepared Audio** or **On-Air Audio view**.
   - **Variable** — recall the source audio variable source channel to the **Prepared Audio** or **On-Air Audio view**. When you select **Variable** audio element, OverDrive adds the **Set Variable On** section to the **Audio Select** dialog box to enable you to reassign variable values for the **Open** and **Close** toggle states.
   - **QuickAudio** — recall QuickAudio keyword to the **Prepared Audio** or **On-Air Audio view**.

   The **Audio Element** list updates to display the available audio elements for the selected audio element type.

5. In the **Audio Element** list, select the audio element to assign to the selected **QuickPick** button.

   When you select an **audio memory** or **QuickAudio keyword** in the **Audio Element** list, a table to the right of the list displays the audio channels associated with the selected audio element.

6. The icon of the audio element selected for the **QuickPick** button becomes the default icon for the **QuickPick** button. You can change the **QuickPick** button as follows:

   a. Click the **Icon** button.

   The **Select Icon** dialog box opens.

   b. Click **Refresh** to update the list of images that can be selected as an icon.

   c. Select an image file (.jpg, .gif, .png, .bmp) to use an icon for the new shot. Use the following methods to filter the image files displayed in the **Icon** list.

   - In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
   - To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
   - To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
   - Use the list to the right of the **Search** box to control the node used to search for icons.
     - **Search This Node** — only search for icons in the node selected in the tree view.
     - **Search All Nodes** — search for icons in all nodes.

   d. Click **OK**.

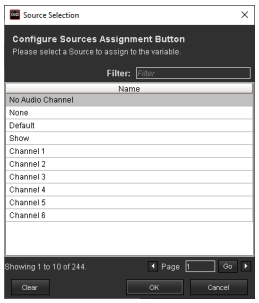
   OverDrive adds the selected image to the **QuickPick** button as an icon and the **Select Icon** dialog box closes.

   e. To remove the icon from a **QuickPick** button, click **Remove Icon**.

7. For **Variable** audio elements, set the **Open** and **Close** state values as follows:

   a. Click in the **Open** box.

      The **Source Selection** dialog box opens.



   b. Use the following methods to view the available audio channels:

      - **Filter** — enter in this box a portion of the audio source name you are looking for. As you type, the audio source list automatically updates to show the audio channels that contain the entered text.
      - **Page** — each page of the **Source Selection** dialog box lists ten audio channels. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

   c. Use the **Name** column to select the audio source as the source to assign to the selected button. You can also assign the following options to set the audio source for an audio variable:

      - **No Audio Channel** - the selected button will not assign an audio source to the variable. Instead, it will open or close the channel currently assigned to the variable, if any.
      - **None** — clear the currently assigned audio source from the variable.
      - **Default** — use the default source set for the audio variable. The default source for an audio variable is set in the **Variables** tab of the **TemplateEditor**.
      - **Show** — use the source set as the **Show** value for the variable.

   d. Click **OK**.

      The **Source Selection** dialog box closes, and the **Open** box in the **Audio Select** dialog box displays the selected audio source.

   a. Click in the **Close** box.

      The **Source Selection** dialog box opens.

   b. Use the **Name** column to select the audio source as the source to assign to the selected button.

   c. Click **OK**.

      The **Source Selection** dialog box closes, and the **Open** box in the **Audio Select** dialog box displays the selected audio source.

8. Click **OK** to assign the selected audio element to the selected **QuickPick** button and close the **Audio Select** dialog box.

   The new QuickPick button displays the name and icon of the selected audio element icon.

Edit a QuickPick Button

When requirements change for a QuickPick button, use the Audio Select dialog box to edit QuickPick button settings.

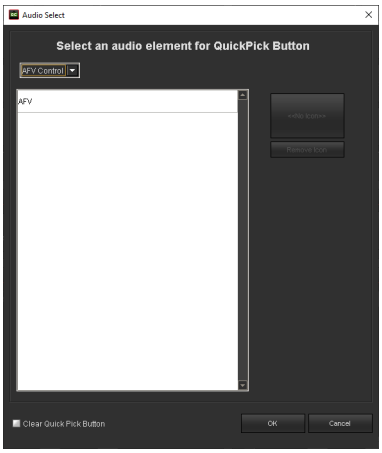
To edit a QuickPick button

1. In the **Prepared Audio QuickPicks** or **On-Air Audio QuickPicks** view click the tab that contains the **QuickPick** button to edit.

   The selected tab opens.

2. In the selected tab, right-click the **QuickPick** button to edit.

   The **Audio Select** dialog box opens.



3. Edit the **QuickPick** button settings as required.
4. To remove an audio element from a **QuickPick** button, select the **Clear QuickPick Button** check box.
5. Click **Apply** to save QuickPick button setting changes.

Text Overlay Display Control

By default, the names of the buttons in the Prepared Audio QuickPicks and the On-Air Audio QuickPicks views are displayed as text overlays at the base of the buttons. The Device Options tab in the Options dialog box contains a setting to control the display of button text overlays.

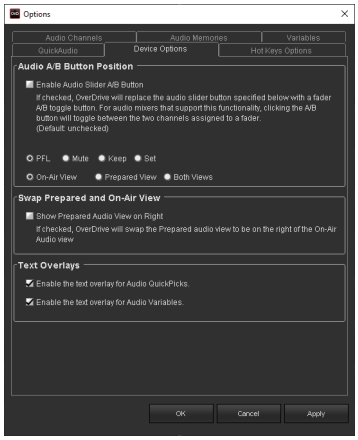
To control text overlay display on Prepared Audio QuickPicks and On-Air Audio QuickPicks buttons

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Device Options** tab.

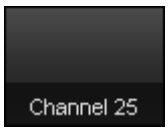
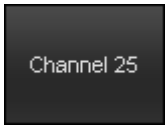
   The **Device Options** tab opens.



3. The **Text Overlays** section, use the **Enable the text overlay for Audio QuickPicks** check box as follows to control the display of button text overlays:

   - **Display text overlays** — select this check box. This is the default setting for the check box.
   - **Hide text overlays** — clear this check box.

   The **Prepared Audio QuickPicks** and **On-Air Audio QuickPicks** buttons display as follows:

Check Box	Text Button	Icon Button
Selected		
Cleared		

4. Click **OK** to save the display setting for button text overlays in the **Prepared Audio QuickPicks** and the **On-Air Audio QuickPicks views**.

   DirectControl updates the display of button text overlays in the **Prepared Audio QuickPicks** and the **On-Air Audio QuickPicks** views.

Work with Faders

Each fader in an Audio View controls a single channel. An Audio View can display a maximum of ten faders on the screen at one time. When an Audio View contains more than ten channels, you can use the scroll bar at the bottom of the Audio View to view the additional faders in the Audio View. You can use an Audio View to control a maximum of 32 faders.

The faders range from 0% (no volume) through 100% (maximum volume) and can be adjusted using various methods.

Adjust Faders

Fader volume can be adjusted using the following methods:

- Click and drag a fader slider up or down.
- Click above or below a fader slider to move it up or down in 1% increments.
- Use the mouse scroll wheel to move the selected fader up or down.
- Press the cursor **Up** or **Down** arrow keys to move the selected fader up or down by 1%.
- Press the **Page Up** or **Page Down** keys to move the selected fader up or down by 10%.
- Press the **End** key to move the selected fader up to 100%.
- Press the **Home** key to move the selected fader down to 0%. When DirectControl passes Hot Keys through to RundownControl, the **Home** key moves the Rundown table to the on-air shot.
- On a touch screen use a fingertip to move a fader up or down.
- Click the **Mute** button to mute a channel.

For More Information on...

- using the optional SideSlide module to adjust faders, refer to the section "**Use a CX Panel or SideSlide Module to Control Audio**" on page 12–33.

Hot Keys Options

The Options dialog box Hot Keys Options tab contains options to control how DirectControl handles Hot Keys.

To set Hot Key options

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Hot Keys Options** tab.

   The **Hot Keys Options** tab opens.



3. Select the **Disable Hot Keys pass through to RundownControl** check box to stop DirectControl from passing Hot Keys to RundownControl to preform functions while you are working in the DirectControl window.

✶ RundownControl overrides this option when it is in On-Air mode. Hot Keys will perform actions in RundownControl even when this option is selected.

   Clear this check box to use Hot Keys to preform functions in RundownControl while you are working in the DirectControl window.

4. Select the **Disable key strokes that affect audio fader in DirectControl** check box to stop **Up** arrow, **Down** arrow, **Page Up**, **Page Down**, **End**, and **Home** key presses from moving faders.

   Clear this check box to use the **Up** arrow, **Down** arrow, **Page Up**, **Page Down**, **End**, and **Home** keys to move faders.

5. Click **Apply** to save the Hot Key option settings.

Master Channels

By default, the Master channel is assigned to the left-most fader with the Keep option enabled. The Master channel works differently from a regular channel in the following ways:

- The Master channel is never considered an **ON AIR** channel and is never automatically assigned to the Prepared Audio or On-Air Audio view after a transition.
- The Master channel is not automatically assigned to the On-Air Audio view if it has non-zero volume.
- The Open/Close button does not work for the Master channel.
- The Master channel does not have an initial default volume level in the Prepared Audio view, it is set to the current level.

✶ Any change to the current Master level on the audio board, the switcher, or in OverDrive automatically updates both the Prepared Audio and On-Air Audio view Master levels in OverDrive.

Default Audio Levels

On each prepare, the Prepared Audio view level is reset to default level set for the channel.

To change the default audio level for a channel

1. In the **Prepared Audio** or **On-Air Audio** view, use the fader associated with a channel to set the default audio level for the channel.
2. Above the channel fader, click **Set**  .

✶ When an audio channel is included in both the **On-Air Audio** and **Prepared Audio** views, clicking **Set** in the **On-Air Audio** view changes the channel default audio level in both the **On-Air Audio** and **Prepared Audio** views.

Use the **Installation Menu** on the Acuity and Vision switchers to set the default audio level for a channel.

Muting Channels

Muting a channel immediately silences the channel on the audio mixer. A muted channel is not closed, and the channel fader retains the same volume level as before it was muted. Unmuting a channel returns a channel to the previously held volume level.

When a channel is muted, both Prepared Audio and On-Air Audio views are updated. Therefore, when a channel is muted in the Prepared Audio view, it is also muted in the On-Air Audio view.

To mute and unmute a channel

- To mute an audio channel, click **Mute**  below the fader associated with the channel to mute.

  The **Mute** button turns red  to indicate that the channel is muted.
- To unmute an audio channel, click **Mute**  below the fader associated with the muted channel. The channel fader moves to return the audio channel to the previously held volume.
- To unmute all audio channels, click **Unmute All Channels** in the **Audio Channel Control** view.

Audio Overrides

When OverDrive applies overrides for the next transition, the overrides are only carried out on a PGM ME transition. After an OverDrive applied override has gone to air, the audio channels are not changed by crosspoint changes, key transitions, or Effects ME transitions. Channels can be changed by using a PGM ME transition in DirectControl, or directly on the audio mixer.

When OverDrive has applied overrides, the AFV Control button for the view is highlighted with a red border. Click the AFV Control button to remove the override.

Turning off the Editor button on the switcher control panel restores full control of the audio features to the switcher panel.

For More Information on...

- using AFV controls, refer to the section "**Audio Follow Video (AFV) Control Behavior**" on page 12–21.

Add a New Fader

When faders are added to the Prepared Audio or On-Air Audio view, they are sorted numerically by the name of the assigned channel. If an added channel is already displayed in an audio view, only one instance remains after the channels are sorted. When a new fader is added, the channel defaults to an open state with a 0% volume level.

To add a new fader to an audio view

1. In the **Audio Channel Control** view of **DirectControl**, use the **Channel** list to select a channel to add a fader.
2. Click **Add To Prepared** to add the selected channel to the **Prepared Audio** view, or **Add To On-Air** to add the channel to the **On-Air Audio** view.

Fader Channel Names

The ability to change channel names relies on the OverDrive switcher software version. When OverDrive is connected to a switcher running software version,

- **14** or **less** — faders display the channel names set in DirectControl.
- **15** or **greater** — DirectControl cannot set channel names. Faders display the channel names retrieved from the switcher.

To change the name of a fader

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Audio Channels** tab.

   The **Audio Channels** tab opens.

3. In the **Name** column associated with the channel controlled by a fader, enter the name to display above the channel fader.

4. Click **OK** to save the new fader name and close the **Setup** dialog box.

   The new name is displayed above the fader.

Use the Open/Close Button

The Open/Close button is used to open and close the associated audio channel. The button name (**Open** or **Close**) is based on the stated of the channel**.** The Open/Close button is not available for the **Master** audio channel.

To open and close audio channels

- When an audio channel is closed or off, click **Open** to open the channel to a set volume level. The set volume level is different for audio channels opened in the **Prepared Audio** and **On-Air Audio** views:
  - › Audio channels opened in the **On-Air Audio** view return to the default volume level set for the channel.
  - › Audio channels opened in the **Prepared Audio** view return to the volume level of the channel when the channel was closed, unless the level was zero. When the level was zero, the channel returns to the default volume level set for the channel.
- When an audio channel is open or on, click **Close** to set the channel volume level to 0%. Closing an audio channel does not change the default level for the channel.
- When an automatic audio-only transition is created by selecting a template that does not have video memories, the audio will fade without a video transition when the template is taken to air.

✶ To be able to use audio halfway through a shot, edit the template so that audio is selected at 0%. Then use the faders in **DirectControl** to bring the audio up, as desired.

For More Information on...

- setting a default level for an audio channel, refer to the section "**Default Audio Levels**" on page 12–29.
- using audio faders, refer to the section "**Adjust Faders**" on page 12–27.

Edit Audio Channel Properties

In the **Prepared Audio** and **On-Air Audio** views, properties can be set for each open channel using the buttons below each fader. These buttons are used to keep a channel in a view, mute and unmute a channel, control pre-fade listening, and set a default level.

✶ Any settings changed by the Fader Control buttons are immediately displayed in the Audio views.

The **Fader Control** buttons are as follows:

- **Keep** — keeps the fader in the view, **Prepared Audio** or **On-Air Audio**, after transitioning to the next shot in a rundown. The next shot may change the fader location in a view and/or the fader audio level. This button turns blue when selected for a channel and white when inactive.
- **Mute** — immediately silences a channel on the audio mixer. This button turns red when selected for a channel and white when inactive.
- PFL **Pre Fade Listen** — enables input on monitor speakers. PFL can be used to verify the presence of audio on a channel, or to listen to a mix of two or more channels. This button turns blue when selected for a channel and white when inactive.
- SET **Set Level as Default** — sets the current fader level as the default audio level for a channel.

For More Information on...

- muting channels, refer to the section "**Muting Channels**" on page 12–29.
- setting default levels for channels, refer to the section "**Default Audio Levels**" on page 12–29.

Hold Faders in Place

Faders can be physically held in place on a DirectControl Audio view, SideSlide module, or the audio mixer during the transition to the next shot in a rundown to retain the following attributes for the next shot:

- Retain the held fader in the **On-Air Audio** view.
- Preserve the fader location in a view.
- Maintain the fader audio level.

Toggle Between Fader Channels

Some audio mixers can control two input audio channels with a single fader. Each fader on the audio mixer has a button that toggles fader control between the two audio channels assigned to the fader. In DirectControl, the A/B Fader Control button can be added to the audio channel faders in the Prepared Audio and On-Air Audio views to toggle between the two audio channels assigned to an Audio Mixer fader.

- A/B **A/B Audio Channel Toggle** — Enables toggling between the two audio channels assigned to an Audio Mixer fader.

✶ The **A/B** button is only compatible with the Wheatstone Audio Control Surface.

Add the A/B Fader Control Button

The A/B button is added to faders in the Prepared and/or On-Air Audio views using the Options dialog box. When the A/B button is added to the faders in a view, it replaces the Keep, Mute, PFL or Set button assigned to the faders. When a button is replaced with the A/B button, OverDrive continues to keep track of the button state.

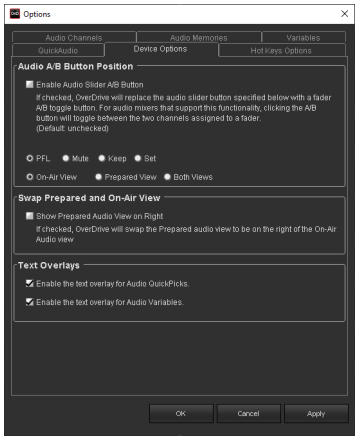
To add the A/B button to faders in a view

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the **Device Options** tab.

The **Device Options** tab opens.



3. In the **Audio A/B Button Position** section:
   - Select the **Enable Audio Slider A/B Button** check box to add the **A/B** button to the faders in a view.
   - Clear the **Enable Audio Slider A/B Button** check box to remove the **A/B** button and restore the original **Fader Control** buttons to the faders in a view.
4. Click one of the following options to select the **A/B** button position:
   - **Keep** — replace the button that indicates an audio channel fader remains in the view, **Prepared Audio** or **On-Air Audio**, after transitioning to the next shot in a rundown.
   - **Mute** — replace the button that immediately silences an audio channel on the Audio Mixer.
   - **Pre Fade Listen (PFL)** — replace the PFL button that enables audio channel input on monitor speakers.
   - **Set Level as Default** — replace the SET button that sets the current fader level as the default audio level for an audio channel.

   OverDrive continues to monitor the state of a replaced **Fader Control** button.
5. Click one of the following options to specify the view for the **A/B** button:
   - **On-Air View** — add the **A/B** button to all faders in the **On-Air Audio** view.
   - **Prepared View** — add the **A/B** button to all faders in the **Prepared Audio** view.
   - **Both Views** — add the **A/B** button to all faders in the **On-Air Audio** and the **Prepared Audio** view.

   Fader Control buttons assigned to a channel in the **Prepared Audio** or **On-Air Audio** view can be used to set audio channel properties. For example, if the **Mute** button is replaced for **Channel 1** in the **Prepared Audio View**, the **Mute** button for **Channel 1** in the **On-Air Audio View** can be used to mute **Channel 1** on the Audio Mixer.
6. Click **OK** to save option changes and close the **Options** dialog box.

   The **A/B** button replaces the selected **Fader Control** button for all faders in the selected view.

To toggle control between the two audio channels assigned to an audio mixer fader

1. In the **Prepared Audio** or **On-Air Audio** view of **DirectControl**, locate the fader to toggle audio channel control.
2. Check that an **A/B** A/B button assigned to the fader.

   If the fader does not have an **A/B** button, one can be add using the **Options** dialog box.

3. Click **A/B** to toggle fader control from the current audio channel to the other audio channel assigned to the fader on the Audio Mixer.

4. Click **A/B** once again to toggle fader control back to the audio channel initially controlled by the fader on the Audio Mixer.

For More Information on...

- how to add an A/B button to the fader, refer to the section "**Add the A/B Fader Control Button**" on page 12–31.

Use a CX Panel or SideSlide Module to Control Audio

The CX Panel and SideSlide™ module are optional companion control panels for users who prefer a dedicated control surface to control audio channel faders. When connected to your OverDrive system, a CX Panel or SideSlide module works in conjunction with DirectControl to control the faders in the Audio view and on the OverDrive system audio mixer.

✶ CX Panels and SideSlide modules only work with OverDrive systems that contain a Caprica Server or an Acuity switcher. You can connect a maximum of fifteen SideBox modules (SideShot, SideSlide, or SideStick) to your OverDrive system.

For More Information on...

- using a CX Panel to control audio, refer the section "**CX Director Panel**" on page 13–2 in the Control Surfaces chapter.
- using a SideSlide module to control audio, refer the section "**SideSlide Module**" on page 13–5 in the Control Surfaces chapter.
- installing and configuring a CX Panel or SideSlide module, refer to the ***Caprica User Guide***.

Aux Audio View

The Aux Audio view enables the direct control of audio aux buses from DirectControl.

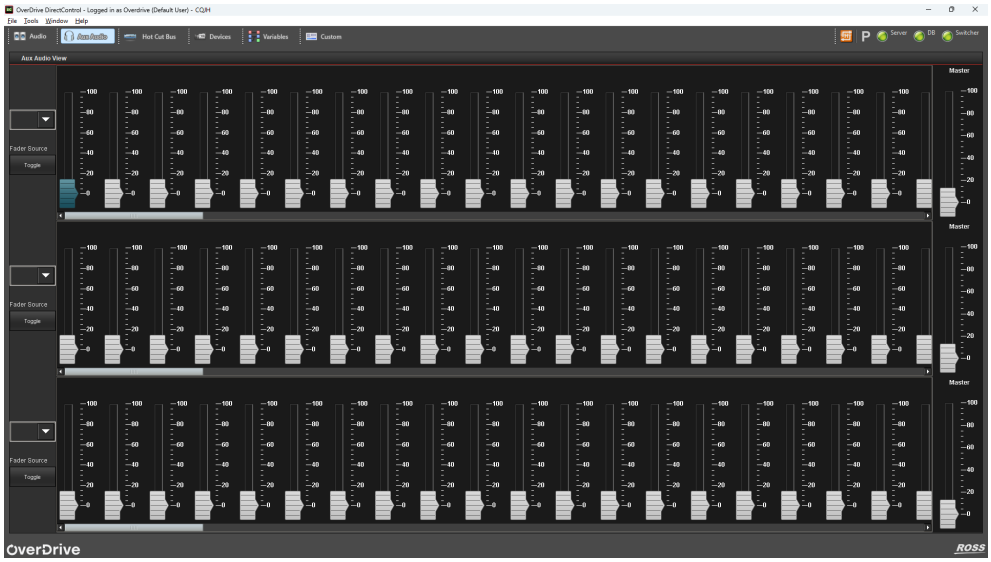


Figure 12.9 Aux Audio View

To access the Aux Audio view

- In the **DirectControl** toolbar, click **Aux Audio**  .

  The **Aux Audio** view opens.

Working with the Aux Audio View

When working with audio aux buses, keep the following in mind:

- Use the lists on the left-hand side of the screen to select the audio aux bus to control.
- Use the faders to control the gain for the selected input and aux bus master.
- **Fader Source** — this button indicates whether all sources in the audio bus are pre-fader or post-fader setup. Pre-fader is used for IFB (intercom applications). Post-fader is used for Mix/Minus.
  - When all channels are in the same state, the label reflects the state and the button reads "**Toggle**".
  - When the state is mixed between pre-fader and post-fader setup, the label reads "**Fader Source**" and the button reads "**Set to Pre**".

Hot Cut Bus View

The Hot Cut Bus view enables manually controlled preview or on-air selections to be built using the crosspoint selection buttons in the Background Bus for PGM ME and Preset Bus for PGM ME button rows.

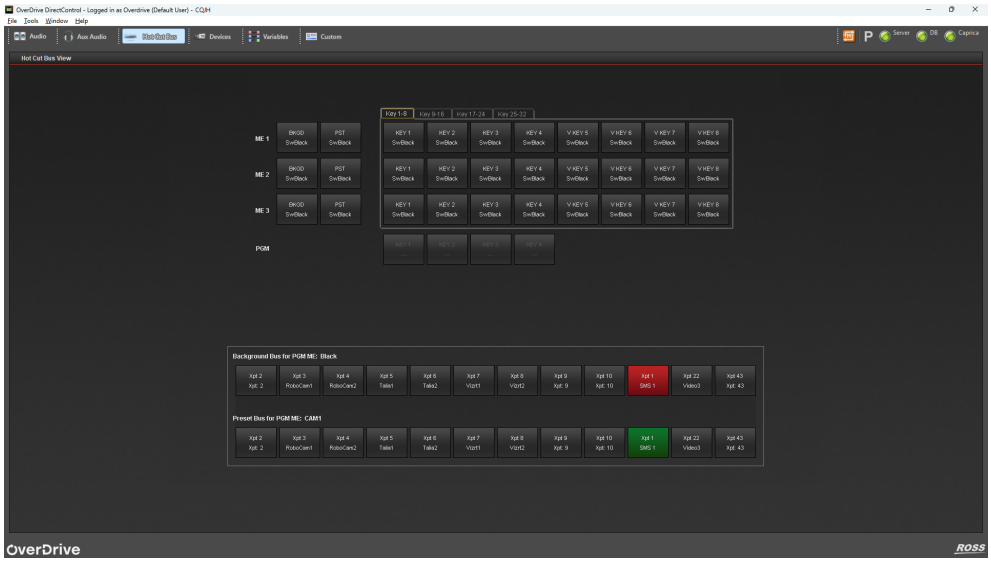


Figure 12.10 Hot Cut Bus View

To access the Hot Cut Bus view

- In the **DirectControl** toolbar, click **Hot Cut Bus**  .

  The **Hot Cut Bus** view opens. The connected switcher sets the number of MEs displayed in the **Hot Cut Bus** view.

ME Section

The top part of the Hot Cut Bus view displays the MEs of the connected switcher. For each numbered ME there is a Background Bus (BKGD) and a Preset Bus (PST) button along with a button for each available Key. When the combination of physical and virtual Keys on the connected switcher is greater than eight, DirectControl adds tabs to the ME section to display the additional Key buttons. DirectControl can add a maximum of four Key tabs, each containing up to eight Keys for each ME.



Figure 12.11 Key Tabs

The BKGD and PST buttons for the PGM ME are contained in the Background Bus for PGM ME and Preset Bus for PGM ME button rows along the bottom of the Hot Cut Bus view. Key buttons for the PGM ME are grouped with the other ME Key buttons.

BKGD and PST Buttons

Crosspoints can be assigned to the Bus buttons associated with each ME. The crosspoints assigned to the BKGD and PST buttons are added the ME Background and Preset Buses. When an ME is on air, the background of the associated BKGD button is shaded red.

Key Buttons

Crosspoints can be assigned to the Key buttons associated with each ME. After a crosspoint is assigned to a Key button, the Key can be cut on and off. When a key is cut on, it activates with the ME as the ME is prepared, goes on air, or goes off air. The background color of a Key button changes as follows to show the current state of a Key:

-  The Key is off, the default state.
-  The Key is cut on and active with the ME.
-  The Key is prepared on the Preset Bus.
-  The Key is On Air.

Fixed ME Templates

When you call up a Fixed ME shot that brings Keys on air, DirectControl does not change the background of Key buttons to green when prepared or red when On Air. For Fixed MEs, Key button backgrounds remain white when prepared or On Air.

-  The Key is prepared on the Preset Bus.
-  The Key is On Air.

PGM ME Bus Buttons

The two rows of buttons along the bottom of the Hot Cut Bus view are used to make manual adjustments to the on-air and prepared shots. Crosspoints can be assigned to the buttons in bus. Assigning a crosspoint to a button in one bus automatically assigns the same crosspoint to the associated button in the other bus. For example, assigning ME 1, ME 2, and ME 3 to the last three buttons in the Background Bus for PGM ME, the last three buttons in the Preset Bus for the PGM ME are automatically assigned ME 1, ME 2, and ME 3.

Clicking a button in the Background Bus for PGM ME takes the crosspoint assigned to the button on air. The button background turns red to show that it is on air. Clicking a button in the Preset Bus for PGM ME prepares the crosspoint assigned to the button. The button background turns green to show that it is prepared.

Assign Crosspoints

The Select a Crosspoint dialog box is used to assign crosspoints to the buttons in Hot Cut Bus view.

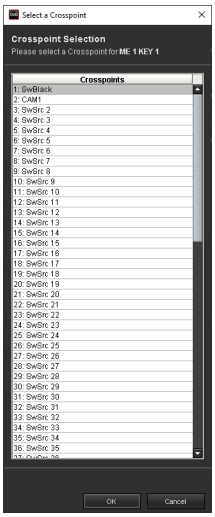
To assign a crosspoint to an ME, Key, or Bus button

1. In the **DirectControl** toolbar, click **Hot Cut Bus**  .

   The **Hot Cut Bus** view opens.

2. Right-click the **ME**, **Key**, or **Bus** button to assign a crosspoint.

   The **Select a Crosspoint** dialog box opens.



3. Use the list to select a crosspoint to assign to the selected button.

   You cannot assign a virtual source to the following buttons:

   - **EM**
   - **Real Key**

4. Click **OK** to assign the selected crosspoint to the selected button and close the **Crosspoint Selection** dialog box.

   The selected button is labeled with the name of the selected crosspoint.

Device Control

Device Control provides interfaces in the Device view to work with external devices connected to the switcher. Currently, Device Control enables control of robotic cameras with the Camera Interface interface, and video servers with the Server Interface interface.

For More Information on...

- controlling these devices from DirectControl, refer to the section "**Camera Interface**" on page 12–41 and "**Server Interface**" on page 12–46.

Device View

The Device view in DirectControl is used to view the robotic cameras and video servers connected to the switcher, and to control these devices as they go on air or are prepared. The Device view contains two sections, each of which can be used to open the camera or server interface for a device. When no device is selected for a section, the OverDrive splash screen is displayed instead of an interface.

Depending on how robotic cameras and video servers are assigned, devices assigned to crosspoints that are on air or prepared can be viewed, or devices can be locked to a section for control. The buttons across the top of each section are used to browse devices and display the interface used to control a device. Each section can be used in one of two modes: Bus Lock Mode, or Device Lock Mode.



Figure 12.12 Device View

Bus Lock Mode

When a Device view section is used in Bus Lock Mode, active camera or server interfaces are dynamically updated as transitions occur in a show.

✶ Browsing through cameras does not affect the prepared or on-air shot, unless settings are changed on a specific camera from the camera interface.

In Bus Lock Mode, interface buttons can be used in the following ways:

- Click **Prepared** in a Device view section to display the devices that are prepared to go on air.
- Click **On-Air** in a Device view section to display the devices that are currently on air.
- Click an assigned **Bus** button to display the interface for any active devices. When more than one device is assigned to a shot, click each **Bus** button to browse the assigned devices.
- When a section is switched to Device Lock Mode by mistakenly clicking a **Bus** button, click **Prepared** or **On-Air** to bring the section back to Bus Lock Mode and re-select the device to display.

Device Lock Mode

When a Device view section is in Device Lock Mode, active camera or server interfaces are locked to the section in which they were selected, and do not change as the show is switched on air.

✶ Displaying and controlling devices in Device Lock Mode does not affect the shot that is on air or bring the device on air if it is currently prepared.

To enter Device Lock Mode

- Click the selected **Bus** button to lock the device interface to that section.
- Click **Device Pick** and select a device from the provided list.
- Click the **Prepared** or **On-Air** button to bring the section back to **Bus Lock Mode**.

For More Information on...

- using the Device Pick dialog box, refer to the section "**Select a Device**" on page 12–40.

Bus Notification Bar

In Device Lock Mode, the Prepared and On-Air buttons are de-selected. The Bus buttons are replaced by a notification bar, which shows the status for both prepared and on-air shots.

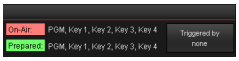


Figure 12.13 Bus Notification Section in Device Lock Mode

Status indicators are as follows:

- When a device is on air, a **red** bar is displayed under the bus of the active device.
- When a device is prepared, a **green** bar is displayed under the bus of the active device.

GPI Triggers

The Triggered By button enables a GPI trigger to be set for the active device in Device Lock Mode. When a GPI trigger is assigned to a device, the Triggered By button shows the name of assigned GPI as set on the switcher.

✶ Before GPI can be assigned to an active camera in DirectControl, GPI lines must be set up on the switcher, as detailed in the switcher ***Operation Guide***.

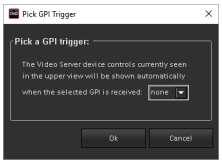
To set a GPI trigger for a device set in Device Lock Mode

1. In the **DirectControl** toolbar, click **Devices**  .

   The **Device** view opens.

2. Enter **Device Lock Mode** and activate a device.
3. For the active device, click **Triggered By**.

   The **Pick a GPI Trigger** dialog box opens.



4. Use the **GPI** list to select a GPI trigger for the active device.
5. Click **OK** to set a GPI trigger for the active device and close the **Pick a GPI Trigger** dialog box.

   The name of the selected GPI trigger is displayed on the **Triggered By** button.

Device Section Buttons

The buttons in each section of the Device view are as follows:

- **Device Pick** — select a device from the Device Pick dialog box.
- **Prepared** — show devices that are prepared to go on air and set the display to Bus Lock Mode.
- **On-Air** — show devices that are currently on air and set the display to Bus Lock Mode.
- **Bus** — select the available **Bus** buttons as follows:
  - › **PGM** — when a device is assigned to the PGM bus, the device type and name is displayed on the button. Click this button to open the interface for the associated device. Click this button a second time to set the device in Device Lock Mode.
  - › **PST** — when a device is assigned to the PST bus, the device type and name is displayed on the button. Click this button to open the interface for the associated device. Click this button a second time to set the device in Device Lock Mode.
  - › **Key** — when a device is assigned to a key source, the device type and name is displayed on a Key button. Click a Key button to open the interface for the associated device. Click the Key button a second time to set the device in Device Lock Mode.

✶ OverDrive requires that all buses on the switcher are assigned the same Button Map. OverDrive does not support different button maps on different buses.

Assign Bus Key Buttons

The Device view displays eight Key buttons for the PGM and PST buses. When the connected switcher has less than eight Keys, the Device view displays blank Key buttons for the unavailable Keys.

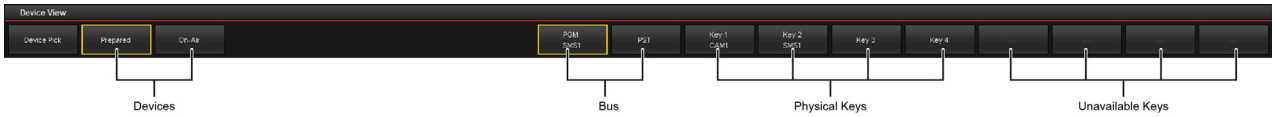


Figure 12.14 Key Buttons for a Switcher with Less Than Eight Keys

When the combination of physical and virtual Keys on the connected switcher is greater than eight, the Device view displays Key buttons for the first eight Keys. The Device view can display a mixture of Key buttons for physical and virtual Keys. When the eight Key buttons are assigned to a Key, you can change the assignments to any of the available physical or virtual Keys.

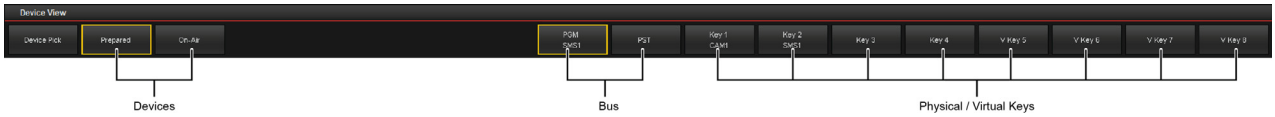


Figure 12.15 Key Buttons for a Switcher with More Than Eight Keys

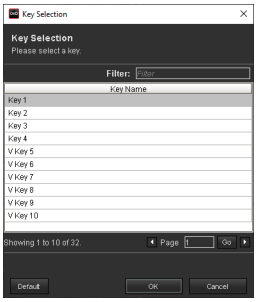
To assign a Key to a Bus Key button

1. In the **DirectControl** toolbar, click **Devices**  .

   The **Device** view opens.

2. Right-click the **Key** button to assign a different Key.

The **Key Selection** dialog box opens.



3. Use the following methods to view the available Keys:
   - **Filter** — enter in this box a portion of the Key name you are looking for. As you type, the **Key Name** list automatically updates to show the Keys that contain the entered text. To select the first Key in the list and close the **Key Selection** dialog box, press the **Enter** key.
   - **Default** — click this button to select the default Key for the selected **Key** button.
   - **Page** — each page of the **Key Selection** dialog box lists ten Keys. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.
4. Use the **Key Name** list to select the **Key** to assign to the selected **Key** button. If you clicked **Default** to select the default Key for the Key button, you do not need to select a Key from the Key Name list.
5. Click **OK**.

   The **Key Selection** dialog box closes, and the selected **Key** button displays the name of the assigned **Key**.

Select a Device

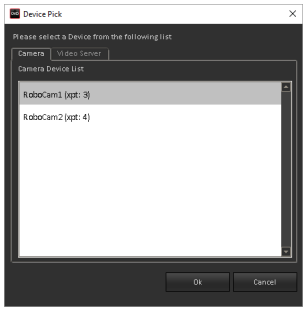
Selecting a camera or video server for a Device view section opens the selected device in Device Lock Mode. Devices are selected by clicking a selected Bus button in Bus Lock Mode, or through the Device Pick dialog box.

To select a device from the Device Pick dialog box

1. In the **DirectControl** toolbar, click **Devices** .

   The **Device** view opens.
2. Click **Device Pick** in the button bar of the **Device** view section in which to display the control interface (**Camera** or **Server**) for the selected device.

   The **Device Pick** dialog box opens



3. Click the **Camera** or **Server** tab to list the available devices.
4. Use the **Device** list to select the device to control.
5. Click **OK** to open the appropriate interface for the selected device and close the **Device Pick** dialog box.

   Depending on the selected device, either the **Camera** or **Server** interface opens in the selected **Device** view section.

Camera Interface

The Device View Camera interface is used to control robotic cameras connected to the switcher. Camera position presets can be defined to quickly position the robotic cameras. For quick recall of camera positions, presets can be assigned to the buttons in the Preset QuickPick Control section.

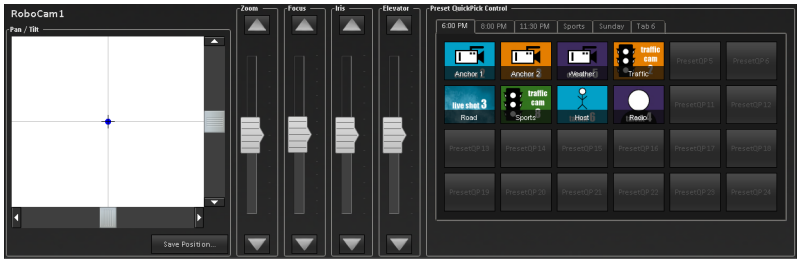


Figure 12.16 Device View Camera Interface

To control a robotic camera through the camera interface

1. Verify that the robotic camera to control is properly connected to the switcher.

1. In the **DirectControl** toolbar, click **Devices**  .

   The **Device** view opens.

2. Click **Device Pick** in the button bar of the **Device** view section in which to open a **Camera** interface for a robotic camera.

   The **Device Pick** dialog box opens.

3. Click the **Camera** tab to list the available robotic cameras.

4. Use the **Camera Device** list to select the robotic camera to control.

5. Click **OK**.

   The **Camera** interface for the selected robotic camera opens in the **Device** view section and the **Device Pick** dialog box closes.

6. Set and save camera positions as presets.

7. Assign camera presets to buttons in the **Preset QuickPick Control** section.

8. Use the **Camera** interface controls and/or **Preset QuickPick Control** buttons to operate the robotic camera.

For More Information on...

- connecting robotic cameras to a switcher, refer to the switcher ***Engineering/Installation*** manual set.
- setting camera position, refer to the section "**Set Camera Positions**" on page 12–42.
- saving camera position as a preset, refer to the section "**To position a robotic camera and save the set position as a preset**" on page 12–42.
- assigning presets to Preset QuickPick Control buttons, refer to the section "**To operate a robotic camera using Preset QuickPick buttons**" on page 12–45.

Set Camera Positions

The camera interface contains controls to position a robotic camera and to save set camera positions as presets that can be used to recall camera positions.

The following slider controls in the camera interface are used to position a robotic camera:

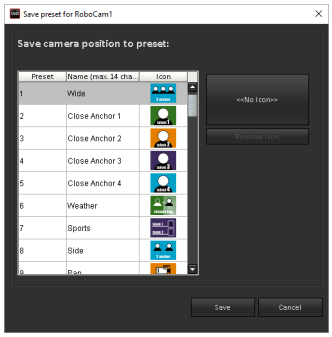
- **Pan** — rotate the camera left or right on the horizontal axis.
- **Tilt** — rotate the camera up or down on the vertical axis.
- **Zoom** — change the focal length of the lens to make the image larger or smaller.
- **Focus** — adjust the camera lens to produce a clear image.
- **Iris** — control the amount of light passing through the lens.
- **Elevator** — move the camera vertically up or down.

To position a robotic camera and save the set position as a preset

1. In the **Camera** interface, use **Pan** and **Tilt** sliders as follows to position the camera:
   - In the **Pan/Tilt** section, click and drag the intersection of the cross-hairs to simultaneously set the **Pan** and **Tilt** values for the camera position.
   - At the required camera position, release the mouse button to set the **Pan** and **Tilt** values. The cross-hairs return to the center of the **Pan/Tilt** section and the set values are displayed in the **Pan** and **Tilt** boxes.
   - Use the scroll bars in the **Pan/Tilt** section to individually set **Pan** and **Tilt** values.
2. Use the **Zoom**, **Focus**, **Iris** or **Elevator** sliders as follows to control the camera:
   - For each slider, click and drag the slider up or down to set the required value for the control.
   - Release the slider when the field at the bottom of the slider displays the required value.

     The current value for a control is displayed in the box at the bottom of the slider.
   - Alternatively, click and hold the **Arrow** button at the top or bottom of a slider to increase or decrease the control value.
3. Click **Save Position**.

   The **Save Preset for Camera** dialog box opens.



4. Use the **Preset** list to select the preset in which to save the current camera position.
5. To change the preset name, select the name in the **Name** column and enter a new name.

6. Select an icon for the preset as follows:

   - Click the **Icon** button to open the **Select Icon** dialog box.
   - Click **Refresh** to update the list of images that can be selected as an icon.
   - Select an image file (.jpg, .gif, .png, .bmp) to use an icon for the new shot. Use the following methods to filter the image files displayed in the **Icon** list.
     - › In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
     - › To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
     - › To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
     - › Use the list to the right of the **Search** box to control the node used to search for icons.

       Search This Node — only search for icons in the node selected in the tree view.

       Search All Nodes — search for icons in all nodes.
   - Click **OK** to assign the selected image as the icon for the camera preset and close the **Select Icon** dialog box.

   Click **Remove Icon** to remove the icon from the selected camera preset.

7. Click **Save** to save the current camera position to the selected preset and close the **Save Preset for Camera** dialog box.

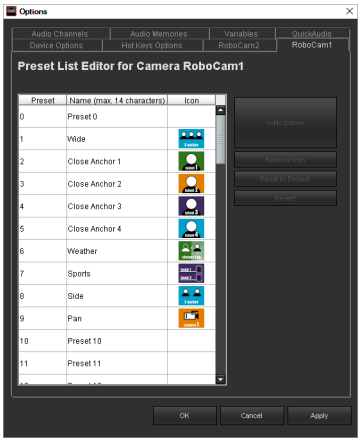
To edit a preset

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. In the **Options** dialog box, click the camera tab that contains the preset to edit.

   The **Camera** tab opens.



3. Use the **Preset** list to select the preset to edit.
4. Edit the selected preset as follows:

   - In the **Name** column and enter a new name for the camera preset.
   - Click the **Icon** button to change the icon of the camera preset.
   - Click **Remove Icon** to remove the icon from the camera preset.

5. Click **OK** to save preset changes and close the **Setup** dialog box.

Camera Preset QuickPick Control

Preset QuickPick buttons enable fast access to camera presets. These buttons are stored in the **Preset QuickPick Control** section of the **Camera** interface. This section features several tabs that can be used organize robotic camera positions. For example, a tab named “11:00 PM” might be used to hold all the camera positions used in the 11:00 PM show. In this case the tab also matches the **QuickRecall** section in the RundownControl that is used for the same show.

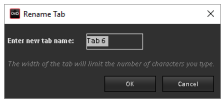


Figure 12.17 Camera Preset QuickPick Section

To rename a Preset QuickPick Control tab

1. In the **Preset QuickPick Control** section of a **Camera** interface, right-click the **Preset QuickPick Control** tab to rename.

   The **Rename Tab** dialog box opens.



2. In the **Name** box, enter a new name for the selected tab.

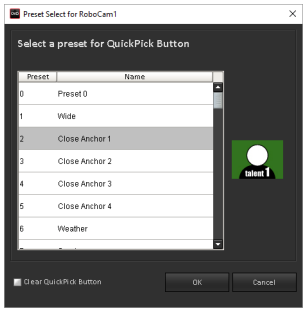
   The length of the tab name is automatically limited by the **Name** box. To reset the tab name to the default name, clear the **Name** box.

3. Click **OK** to rename the selected tab and close the **Rename Tab** dialog box.

To assign a Camera preset to a Preset QuickPick button

1. In the **Preset QuickPick Control** section of a **Camera** interface, right-click the **Preset QuickPick** button to assign a camera preset.

   The **Preset Select** dialog box opens.



2. Use the **Preset** list to select the camera preset to assign to the selected **Preset QuickPick** button.

3. Click **OK** to assign the selected camera preset to the selected **Preset QuickPick** button and close the **Preset Select** dialog box.

   The name of the selected camera preset is displayed above selected **Preset QuickPick** button and the preset icon is displayed on the button.

Edit a Preset QuickPick Button

Since the title and icon of a Preset QuickPick button comes from the camera preset assigned the button, the preset must be edited to change the button title and icon.

For More Information on...

- changing the name and icon of a camera preset, refer to the section "**To edit a preset**" on page 12–43.

To clear the assigned camera preset from a Preset QuickPick button

1. In the **Preset QuickPick Control** section of a **Camera** interface, right-click the **Preset QuickPick** button from which to clear a camera preset.

   The **Preset Select** dialog box opens.

2. Select the **Clear QuickPick Button** check box.

3. Click **OK** to clear the assigned camera preset from the selected **Preset QuickPick** button and close the **Preset Select** dialog box.

   The camera preset name and icon are removed from the **Preset QuickPick** button.

To operate a robotic camera using Preset QuickPick buttons

1. In the **DirectControl** toolbar, click **Devices**  .

   The **Device** view opens.

2. Click **Device Pick** in the button bar of the **Device** view section in which to open a **Camera** interface for a robotic camera.

   The **Device Pick** dialog box opens

3. Click the **Camera** tab to list the available robotic cameras.

4. Use the **Camera Device** list to select the robotic camera to control.

5. Click **OK**.

   The **Camera** interface for the selected robotic camera opens in the **Device** view section and the **Device Pick** dialog box closes.

6. Click the appropriate tab in the **Preset QuickPick Control** section.

7. Click the appropriate **Preset QuickPick** button to recall a preset camera position.

✶ A camera must be fully positioned before another camera preset is recalled or the camera position is save to a camera preset.

Use the SideStick Module to Control Cameras

The SideStick™ module is an optional companion control panel for users who prefer a dedicated control surface to control cameras. When connected to your OverDrive system, a SideStick module works in conjunction with the camera interface of DirectControl to control robotic cameras connected to the switcher.

✶ SideStick modules only work with OverDrive systems that contain a Caprica Server or an Acuity switcher. You can connect a maximum of fifteen SideBox modules (SideShot, SideSlide, or SideStick) to your OverDrive system.

For More Information on...

- using a SideStick module to control cameras, refer the section "**SideStick Module**" on page 13–7 in the Control Surfaces chapter.
- installing and configuring a SideStick module, refer to the ***Caprica User Guide***.

Server Interface

The Server interface is used to control video servers directly from OverDrive. Clips can be cued and played, assigned to buttons in the Preset QuickPick Control section that can be used to cue the clip. For quick recall, clips can be assigned to the buttons in the Preset QuickPick Control section.



Figure 12.18 Device View Server Interface

To control a video server through the Server interface

1. Verify that the video server to control is properly connected to the switcher.
2. In the **DirectControl** toolbar, click **Devices**  .

   The **Device** view opens.
3. Click **Device Pick** in the button bar of the **Device** view section in which to open a **Server** interface for a video server.

   The **Device Pick** dialog box opens.
4. Click the **Video Server** tab to list the available video servers.
5. Use the **Video Server Device** list to select the video to control.
6. Click **OK**.

   The **Server** interface for the selected video server opens in the **Device** view section and the **Device Pick** dialog box closes.
7. Assign Server presets to buttons in the **Preset QuickPick Control** section.
8. Use the **Server** interface controls and/or **Preset QuickPick Control** buttons to operate the video server.

Clip List Control Section

The Clip List Control section is located on the left-hand side of the Server interface. This section displays the list of clips available on the video server that can be cued and played on air.



Figure 12.19 Server Clip List Control Section

In Clip List Control, select a clip by clicking on the clip name. The selected clip is highlighted in the clip list.

The **Clip List Control** section contains the following buttons:

- **Filter** — enter in this box a portion of the name of the clip you are looking for. The clip list updates to display only the clips with clip names the contain the entered text. Clear the Filter box to view all available clips.
- **Previous** — view the previous page of clips.
- **Page** — enter the page number of the clip page to view.
- **Go** — go to the clip page entered in the Page box.
- **Next** — view the next page of clips.
- **Reload** — reload the clip list from the video server.
- **Cue** — cues the selected clip in the clip list.

Filter the Clip List

When working with a large clip list it quicker to filter the clip list instead of scrolling through the entire clip list looking for the clip.

To filter the clip list

1. In the **Filter** box of the **Clip List Control** section, enter a portion of the name of the clip you are looking for.

   The clip list updates to display only the clips with clip names the contain the text entered in the **Filter** box.

2. Clear the **Filter** box to view all available clips in the clip list.

Reload Clip Lists

When the clip lists on the video server is updated, it may be necessary to refresh the clip list in the **Server** interface.

To reload the clip list

- In the **Clip List Control** section of **Server**, click **Reload**.

  Depending on the amount of time required to reload clip information from the video server, the **Clip Loading Progress** dialog box may open.

  The **Clip Loading Progress** dialog box closes automatically after the clip list reload completes. To hide **Clip Loading Progress** dialog box during the reload, click **Hide**.

Device information can be reloaded from the **Insert Shot**, **Edit Shot**, or **Configure QuickRecall** dialog boxes.

For More Information on...

- reloading devices from RundownControl, refer to the section "**To insert a new shot into the rundown**" on page 15–5.

Cue Clips

After selecting a clip from the Clip List Control section, Cue can be used to cue the selected clip for playout. The details about the cued clip are displayed in the Playout Control section.

Use one of the following methods to cue a clip in the Clip List Control section:

- Select the clip to clue and click **Cue**.
- Double-click the clip to cue.

For More Information on...

- how to play a clip after it is cued, refer to the section "**Play Clips**" on page 12–48.

Playout Control Section

The Playout Control section of the Server interface is in the center of the interface. This section displays cued clip information, provides playout control buttons, and displays a timer and progress bar during clip playout.

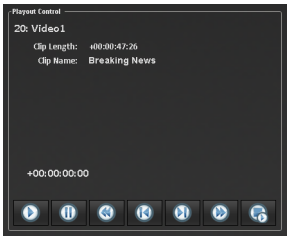


Figure 12.20 Server Interface Playout Control Section

When a clip is cued, the following information is displayed in the Playout Control section:

- Name of the video server
- Length of the cued clip
- Name of the cued clip
- Icon for the clip, if one is assigned

While a clip is playing, the timer in the bottom center of the display and a progress bar show the time elapsed during playout.

Playout Control Buttons

In the Server interface, the following Playout Control buttons are used to manually control playout:

- **Play** — play the clip cued in the Playout Control section.
- **Pause** — pause the clip from the current state. Click the Play to resume playing the clip.
- **Rewind** — rewind the clip back to the start of the clip.
- **Frame Backward** — move the clip back one frame.
- **Frame Forward** — move the clip forward one frame.
- **Fast Forward** — fast forward the clip.
- **Re-Cue** — re-cue the clip and reset the timer to zero.

Play Clips

Clip playout can be manually controlled from the Server interface using the Playout Control buttons, or the playout of clips associated with on air or prepared shots in the rundown can be monitored.

Keep the following in mind while using the Playout Control section of an active Server interface:

- When a clip is automatically cued and played from the Server interface, the Playout Control buttons can still be used to manually control the clip at that point.
- When a clip is associated with a prepared shot from the rundown, the clip is automatically cued in the Playout Control section.
- When a clip is associated with an on-air shot from the rundown, that clip is automatically cued and played in the Playout Control section.

For More Information on...

- how video servers can be monitored or locked in the Device view during rundown playout, refer to the sections "**Bus Lock Mode**" on page 12–37 and "**Device Lock Mode**" on page 12–37.

Preset QuickPick Control Section

Preset QuickPick buttons enable fast access to video clips. These buttons are stored in the **Preset QuickPick Control** section of the **Server** interface. This section features several tabs that can be used for clips. For example, a tab named “11:00 PM” might be used to hold all the clips used in the 11:00 PM show. In this case the tab also matches the **QuickRecall** section in the RundownControl that is used for the same show.

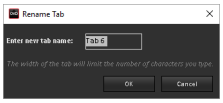


Figure 12.21 Server Interface Preset QuickPick Section

To rename a Preset QuickPick Control tab

1. In the **Preset QuickPick Control** section of the **Server** interface, right-click the **Preset QuickPick Control** tab to rename.

   The **Rename Tab** dialog box opens.



2. In the **Name** box, enter a new name for the selected tab.

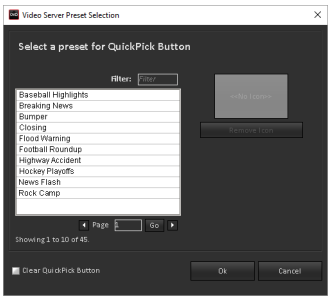
   The length of the tab name is automatically limited by the **Name** box. To reset the tab name to the default name, clear the **Name** box.

3. Click **OK** to rename the selected tab and close the **Rename Tab** dialog box.

To assign a clip to a Preset QuickPick button

1. In the **Preset QuickPick Control** section of the **Server** interface, right-click the **Preset QuickPick** button to assign a clip.

   The **Video Server Preset Selection** dialog box opens.



2. Use the **Clip** list to select the clip to assign to the selected **Preset QuickPick** button.

3. Select an icon for the clip as follows:

   - Click the **Icon** button to open the **Select Icon** dialog box.
   - Click **Refresh** to update the list of images that can be selected as an icon.
   - Select an image file (.jpg, .gif, .png, .bmp) to use an icon for the new shot. Use the following methods to filter the image files displayed in the **Icon** list.
     - › In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
     - › To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
     - › To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
     - › Use the list to the right of the **Search** box to control the node used to search for icons.

       Search This Node — only search for icons in the node selected in the tree view.

       Search All Nodes — search for icons in all nodes.
   - Click **OK** to assign the selected image as the icon for the clip and close the **Select Icon** dialog box.

   Click **Remove Icon** to remove the icon from the selected clip.

4. Click **OK** to assign the selected clip to the selected **Preset QuickPick** button and close the **Video Server Preset Selection** dialog box.

   The name of the selected clip is displayed as an overlay on the selected **Preset QuickPick** button and the clip icon is displayed on the button.

To edit a Preset QuickPick button

1. In the **Preset QuickPick Control** section of the **Server** interface, right-click the **Preset QuickPick** button to edit.

   The **Video Server Preset Selection** dialog box opens.

2. Edit the selected **Preset QuickPick** button as follows:

   - Use the **Clip** list to select the new clip to assign to the selected **Preset QuickPick** button.
   - Click the **Icon** button to change the icon of the clip.
   - Click **Remove Icon** to remove the icon from the clip.

3. Click **OK** to save **Preset QuickPick** button changes and close the **Video Server Preset Selection** dialog box.

To clear the assigned clip from a Preset QuickPick button:

1. In the **Preset QuickPick Control** section of the **Server** interface, right-click the **Preset QuickPick** button from which to clear a clip.

   The **Video Server Preset Selection** dialog box opens.

2. Select the **Clear QuickPick Button** check box.

3. Click **OK** to clear the assigned clip from the selected **Preset QuickPick** button and close the **Video Server Preset Selection** dialog box.

   The clip name and icon are removed from the **Preset QuickPick** button.

Variables

The Variables Assignment view enables you to change the audio channels assigned to a variable. The variable to change is selected by clicking the associated button in the Variables section of the Variables Assignment view. The new audio source to assign to the selected variable is selected by clicking the associated button in the Sources section. All the buttons in the Variables and Sources sections are configurable for your workflow.

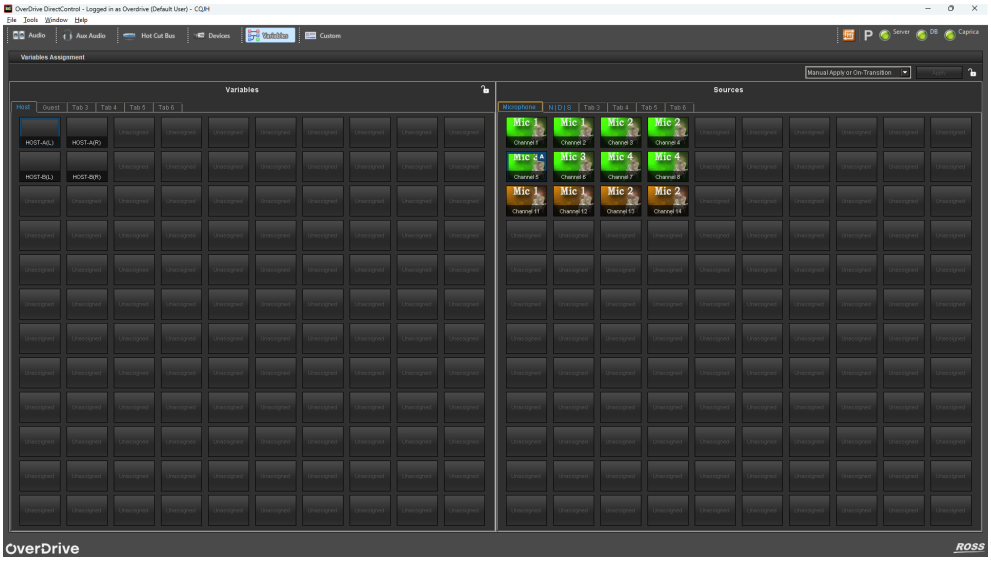


Figure 12.22 Variables View

You should configure the Variables Assignment view for your workflow before you use the view to change the audio channels assigned to a variable. Configure the Variables Assignment view as follows:

- Customize the tab names in the Variables and Sources sections.
- Assign the variables you may want to change during a show to buttons in the Variables section.
- Assign the audio channels for your variables to the buttons in the Variables section.

The Variables Assignment view configuration is automatically saved with DirectControl on the client computer for all DirectControl users.

For More Information on...

- creating variables, refer to the section "**Audio Variables**" on page 10–68.
- managing audio channels, refer to the section "**Audio Channel Editor**" on page 12–13.

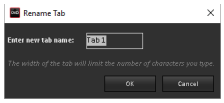
Customize Tab Names

The Variables and Sources sections contain several tabs that can be used to organize variables and sources. For example: a Variables section tab named "Host" might contain the variables for the host microphone, while the Sources section tab named "Mic" might contain the microphone audio channels.

To rename a tab in the Variables or Sources section

1. In the **Variables** or **Sources** section of the **Variables Assignment** view, right-click the tab to rename and select **Rename Tab** from the **Shortcut** menu.

   The **Rename Tab** dialog box opens.



2. In the **Name** box, enter a new name for the selected tab.

   The **Name** box automatically limits name lengths to fit on a tab.

3. Click **OK** to rename the selected tab and close the **Rename Tab** dialog box.

Assign Audio Variables to Buttons

The buttons in the Variables section of the Variables Assignment view are used to select the audio variable for which to change the audio source. Before you can use Variable section buttons to select audio variables to change, you need to assign audio variables to the buttons.

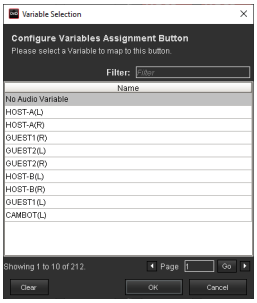
To assign an audio variable to a Variables section button

1. In the **Variables** section, click the tab that contains the button to assign an audio variable.

   The selected **Variables** section tab opens.

2. Right-click the button to assign an audio variable. Empty buttons are labeled **Unassigned** and assigned buttons are labeled with the name of the assigned audio variable. Selecting an assigned button will edit the audio variable assignment for the button.

   The **Variable Selection** dialog box opens.



3. Use the following methods to view the available audio variables:

   - **Filter** — enter in this box a portion of the audio variable name you are looking for. As you type, the audio variable list automatically updates to show the audio variables that contain the entered text.
   - **Page** — each page of the **Variable Selection** dialog box lists ten audio variables. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

4. Use the **Name** column to select the audio variable to assign to the selected button.

5. Click **OK**.

   The **Variable Selection** dialog box closes, and DirectControl labels the selected button with the name of the selected audio variable.

To clear the assigned audio variable from a button

1. In the **Variables** section, click the tab that contains the button to clear.

   The selected **Variables** section tab opens.

2. Right-click the button to clear.

   The **Variable Selection** dialog box opens.

3. Click **Clear**.

4. Click **OK**.

   The **Variable Selection** dialog box closes, and the audio variable is removed from the selected button. The button is relabeled **Unassigned**.

To clear the assigned audio variables from all the buttons in a tab

1. In the **Variables** section, click the tab that contains the buttons to clear.

   The selected **Variables** section tab opens.

2. Right-click the tab to clear and select **Clear all Variables on this Tab** from the **Shortcut** menu.

   The **Remove Variable** alert opens.

3. Click **Yes**.

   The **Remove Variable** alert closes, and the audio variables are removed from all buttons in the selected tab. All buttons are relabeled **Unassigned**.

Assign Audio Sources to Buttons

The buttons in the Sources section of the Variables Assignment view are used to select the audio source to assign to the audio variable selected in the Variables section. Before you can use Sources section buttons to select audio channels to assign, you need to assign audio variables to the buttons.

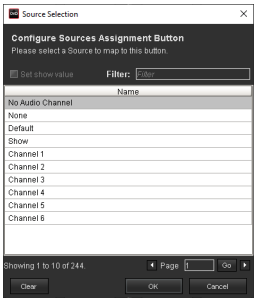
To assign an audio source to a Sources section button

1. In the **Sources** section, click the tab that contains the button to assign an audio source.

   The selected **Sources** section tab opens.

2. Right-click the button to assign an audio source. Empty buttons are labeled **Unassigned** and assigned buttons are labeled with the name of the assigned audio source. Selecting an assigned button will edit the audio source assignment for the button.

   The **Source Selection** dialog box opens.



3. Use the following methods to view the available audio channels:

   - **Filter** — enter in this box a portion of the audio source name you are looking for. As you type, the audio source list automatically updates to show the audio channels that contain the entered text.
   - **Page** — each page of the **Source Selection** dialog box lists ten audio channels. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.

4. Use the **Name** column to select the audio source as the source to assign to the selected button. You can also assign the following options to set the audio source for an audio variable:
   - **No Audio Channel** — clear the assigned audio source from the selected button.
   - **None** — do not select a source for the audio variable.
   - **Default** — use the default source set for the audio variable. The default source for an audio variable is set in the **Variables** tab of the **TemplateEditor**.
   - **Show** — use the source set as the **Show** value for the variable.
5. Select the **Set show value** check box to use the source assigned to the button as the **Show** value for the audio variable selected in the **Variables** section.
6. Click **OK**.

   The **Source Selection** dialog box closes, and DirectControl labels the selected button with the name of the selected audio source. DirectControl adds **(s)** to labels of buttons that set a source as the **Show** value for the audio variable selected in the **Variables** section.

To clear the assigned audio source from a button

1. In the **Sources** section, click the tab that contains the button to clear.

   The selected **Sources** section tab opens.
2. Right-click the button to clear.

   The **Source Selection** dialog box opens.
3. Click **Clear**.
4. Click **OK**.

   The **Source Selection** dialog box closes, and the audio source is removed from the selected button. The button is relabeled **Unassigned**.

To clear the assigned audio sources from all the buttons in a tab

1. In the **Sources** section, click the tab that contains the buttons to clear.

   The selected **Sources** section tab opens.
2. Right-click the tab to clear and select **Clear all Sources on this Tab** from the **Shortcut** menu.

   The **Remove Variable** alert opens.
3. Click **Yes**.

   The **Remove Source** alert closes, and the audio sources are removed from all buttons in the selected tab. All buttons are relabeled **Unassigned**.

Text Overlay Display Control

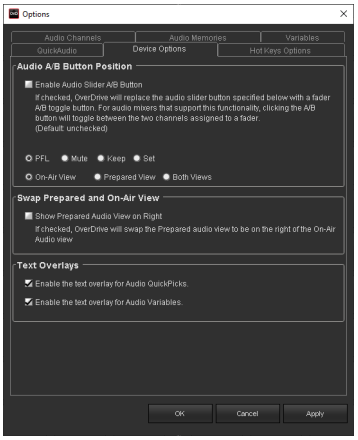
By default, the names of the buttons in the Variables and Sources section of the Variables Assignment view are displayed as text overlays at the base of the buttons. The Device Options tab in the Options dialog box contains a setting to control the display of button text overlays.

To control text overlay display on Variables and Sources section buttons

1. In **DirectControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.
2. In the **Options** dialog box, click the **Device Options** tab.

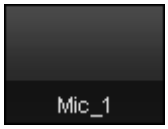
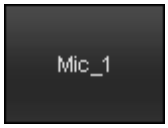
The **Device Options** tab opens.



3. The **Text Overlays** section, use the **Enable the text overlay for Audio Variables** check box as follows to control the display of text overlays on buttons:

   - **Display text overlays** — select this check box. This is the default setting for the check box.
   - **Hide text overlays** — clear this check box.

   The **Variables** and **Sources** section buttons display as follows:

Check Box	Text Button	Icon Button
Selected		
Cleared		

4. Click **OK** to save the display setting for button text overlays in the **Variables** and **Sources** sections of the **Variables Assignment** view.

   DirectControl updates the display of button text overlays in the **Variables** and **Sources** sections of the **Variables Assignment** view.

View Audio Variable Sources

After you assign audio variables to Variable section buttons and audio sources to Sources section buttons, you can use the buttons to view and change the audio sources assigned to audio variables. You can view and manage audio variable sources when a rundown is stopped or playing.

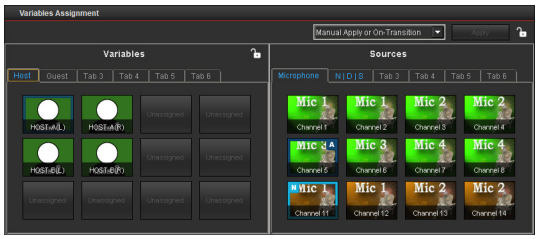
To view audio variable sources

1. In the **Variables** section, click the tab that contains the **button** assigned to the audio variable to view or change.

   The selected **Variables** section tab opens.

2. Click the **button** assigned to the **audio variable** to view.

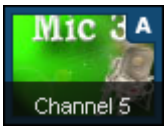
The name of the **Variables** section tab containing the selected audio variable turns blue along with the name of the **Sources** section tab containing the button assigned to current audio source of the selected audio variable. When the **Sources** section tab containing the assigned audio variable is not open, click a blue titled **Sources** section tab to view the audio variable.



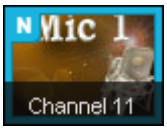
The following borders indicate the current status of buttons in the **Variables** and **Sources** section tabs:



Selected — the audio variable selected in the **Variables** tab of the **Variables Assignment** view.



Assigned — the assigned audio source in the **Sources** tab of the **Variables Assignment** view for the selected audio variable.



Next — the next audio source in the **Sources** tab of the **Variables Assignment** view for the selected audio variable.



Set Show Value — the audio source assigned to the button is used as the **Show** value for the audio variable selected in the **Variables** section. This border is only displayed when text overlays are hidden for audio variables. When the audio source is selected as the next audio source, the blue Next border overrides this border. The letter **S** remains visible in the lower right corner of the button.

DirectControl only highlights **Sources** tab buttons that are assigned to the audio sources associated with the selected audio variable.

Apply Audio Variable Source Changes

When you change the audio source of an audio variable you can choose to apply your change manually, on transition to the next rundown shot, or automatically when you select a source.

- The audio source set for an audio variable in the Variables Assignment view overrides audio variable assignments set in shots.

Manually

Manually changing the audio source of an audio variable enables you to set the Assigned and Next audio sources for the audio variable at the instance you click the Apply button.

To manually change the audio source of an audio variable

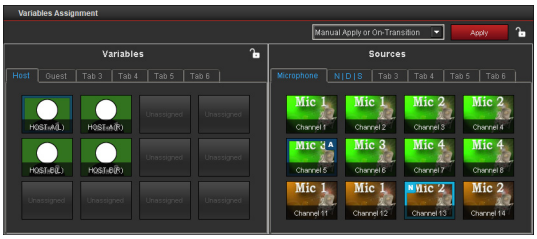
1. In the **Variable Assignments** view, use the list to the left of **Apply** to select **Manual Apply or On-Transition**.
2. In the **Variables** section, click the tab that contains the **button** assigned to the **audio variable** to change.

   The selected **Variables** section tab opens.

3. Click the **button** assigned to the audio variable to change.
4. In the **Sources** section, click the tab that contains the **button** assigned to the **audio source** that you want to assign to the selected audio variable.

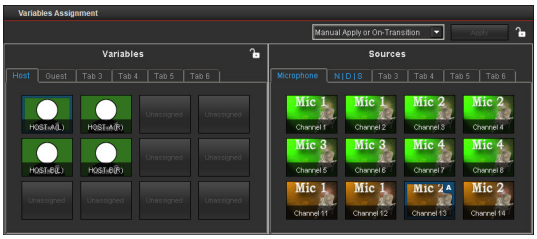
   The selected **Variables** section tab opens.
5. Click the **Sources** assigned to the **audio source** that you want to assign to the selected audio variable.

   DirectControl highlights the button as the **Next** audio source for the selected audio variable. The **Assigned** audio source for the selected audio variable remains the unchanged.



6. Click **Apply**.

   DirectControl immediately changes the **Assigned** and **Next** audio source to be the assigned audio source for the selected audio variable.



   The **Variables** view in **RundownControl** updates to display the set **Assigned** and **Next** audio sources for the selected audio variable.

On Transition

Changing the audio source of an audio variable on transition sets the Assigned and Next audio sources for the audio variable when the RundownControl transitions to the next shot in the rundown.

To change the audio source of an audio variable on transition

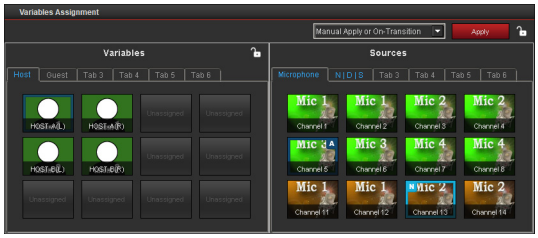
1. In the **Variable Assignments** view, use the list to the left of **Apply** to select **Manual Apply or On-Transition**.
2. In the **Variables** section, click the tab that contains the **button** assigned to the **audio variable** to change.

   The selected **Variables** section tab opens.
3. Click the **button** assigned to the audio variable to change.
4. In the **Sources** section, click the tab that contains the **button** assigned to the **audio source** that you want to assign to the selected audio variable.

   The selected **Sources** section tab opens.

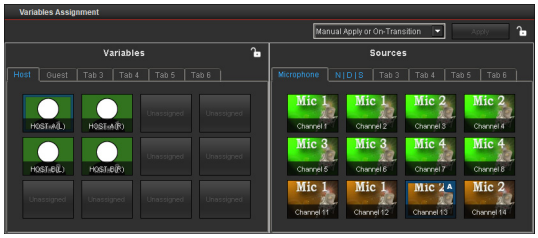
5. Click the **button** assigned to the **audio source** that you want to assign to the selected audio variable.

   DirectControl highlights the button as the **Next** audio source for the selected audio variable. The **Assigned** audio source for the selected audio variable remains the unchanged.



6. In **RundownControl**, transition to the next shot in the rundown.

   On the transition DirectControl changes the **Assigned** and **Next** audio source to be the assigned audio source for the selected audio variable.



   The **Variables** view in **RundownControl** updates to display the set **Assigned** and **Next** audio sources for the selected audio variable.

Automatically

Automatically changing the audio source of an audio variable sets the Assigned and Next audio sources for the audio variable you select an audio source in the Sources section.

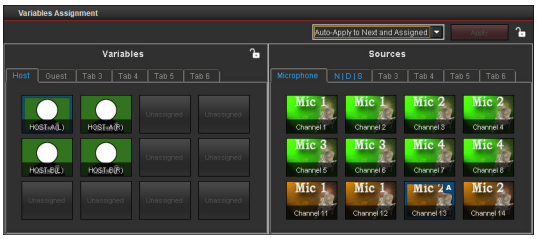
To automatically change the audio source of an audio variable

1. In the **Variable Assignments** view, use the list to the left of **Apply** to select **Auto-Apply to Next and Assigned**.
2. In the **Variables** section, click the tab that contains the **button** assigned to the **audio variable** to change.

   The selected **Variables** section tab opens.
3. Click the **button** assigned to the audio variable to change.
4. In the **Sources** section, click the tab that contains the **button** assigned to the **audio source** that you want to assign to the selected audio variable.

   The selected **Sources** section tab opens.
5. Click the **button** assigned to the **audio source** that you want to assign to the selected audio variable.

DirectControl immediately changes the **Assigned** and **Next** audio source to be the assigned audio source for the selected audio variable.



The **Variables** view in **RundownControl** updates to display the set **Assigned** and **Next** audio sources for the selected audio variable.

Lock Audio Variable Sources

You can also use the DirectControl Variables Assignment view to lock the current audio variable sources. You can lock all audio variables or individual audio variables in the Variables Assignment view. Locking and audio variable in the Variables Assignment view also locks the same audio variable in the RundownControl Variables view. Changing the lock for an audio variable in the Variable Assignment view or Variables view automatically updates the other view with the lock change.

After you lock an audio variable in the Variables section of the Variables Assignment view, you cannot change the assigned audio source in the Sources section. In RundownControl, rundown shots and Variable Presets view buttons do not change the audio source of locked audio variables. When you exit DirectControl, locked audio variables remain locked for the next user that opens DirectControl connected to the same OverDrive Server.

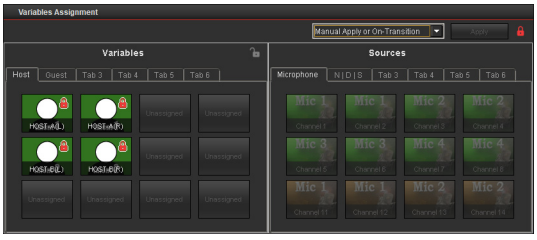
Lock Audio Variable Sources

You can lock all audio variables or individual audio variables in the Variables Assignment view.

To lock audio variable sources

1. To lock the audio sources of all the audio variables in the **Variables Assignment** view tabs, click the white **Global Lock** icon to the right of the **Apply** button.

   The **Global Lock** icon locks and turns red along with the all the individual audio variable **Lock** icons in the **Variables** section. all the **Source** section buttons gray to indicate that you cannot select audio sources.



2. To lock the source of a selected audio variable, complete the following steps:

   a. In the **Variables** section, click the tab that contains the button assigned to the audio variable to lock.

      The selected **Variables** section tab opens.

   b. Click the **button** assigned to the audio variable to lock.

   c. Click the white **Lock** icon in the upper right corner of the **Variables** section.

The **Lock** icon associated with the selected audio variable turns red. The **Variables** section **Lock** icon also turns red. The **Global Lock** icon turns yellow to indicate that the **Variables Assignment** view contains a mix of locked and unlocked audio variables.



When you click the yellow **Global Lock** icon, the **Global Lock** icon locks and turns red along with the all the individual audio variable **Lock** icons in the **Variables** section.

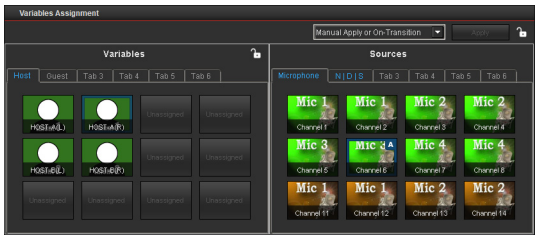
Unlock Audio Variables

You can unlock all audio variables or individual audio variables in the Variables Assignment view.

To unlock audio variable sources

1. To unlock the sources of all locked audio variables in the **Variables Assignment** view tabs, click the red **Global Lock** icon to the right of the **Apply** button.

   The **Global Lock** icon locks and turns white along with **Variables** section **Lock** icon. DirectControl also clears the red **Lock** icons from the **Variables** section buttons and the **Source** section buttons become selectable.



2. To unlock the source of a selected audio variable, complete the following steps:

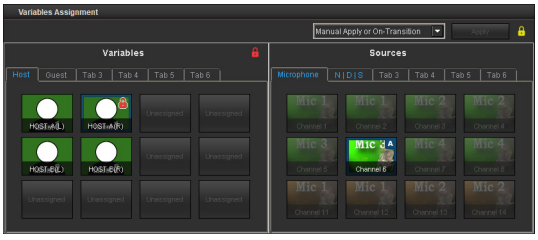
   a. In the **Variables** section, click the tab that contains the button assigned to the audio variable to unlock.

      The selected **Variables** section tab opens.

   b. Click the **button** assigned to the audio variable to unlock.

   c. Click the red **Lock** icon in the upper right corner of the **Variables** section.

      DirectControl clears the red **Lock** icon from the button assigned to the unlocked audio variable. The **Variables** section **Lock** icon turns white for the selected audio variable. The **Global Lock** icon turns yellow to indicate that the **Variables Assignment** view contains a mix of locked and unlocked audio variables.



Control Surfaces

Ross Video offers a number of control panels for those who prefer a dedicated control surface to control OverDrive shots, Audio, and robotic systems. These work in conjunction with your OverDrive touch screen interface, keyboard, and mouse to give you multiple ways to interact with the system.

- CX Director panel only works with OverDrive systems that contain a Caprica Server or an Acuity switcher.
- SideShot, SideSlide, and SideStick modules only work with OverDrive systems that contain a Caprica Server or an Acuity switcher. You can connect a maximum of fifteen SideBox modules (SideShot, SideSlide, or SideStick) to your OverDrive system.

The following topics are discussed in this chapter:

- CX Director Panel
- SideShot Module
- SideSlide Module
- SideStick Module

CX Director Panel

The CX Director Panel is an optional companion control panel for users who prefer a dedicated control surface to run Custom Controls from Caprica and control audio channel faders. The 32 multi-color LCD buttons on the panel enable you to access 32 pages, each of which has 32 buttons that you can assign a Custom Control. The 10 audio channel faders on the panel work in conjunction with DirectControl to control faders in the On-Air Audio view and on the OverDrive system audio mixer.

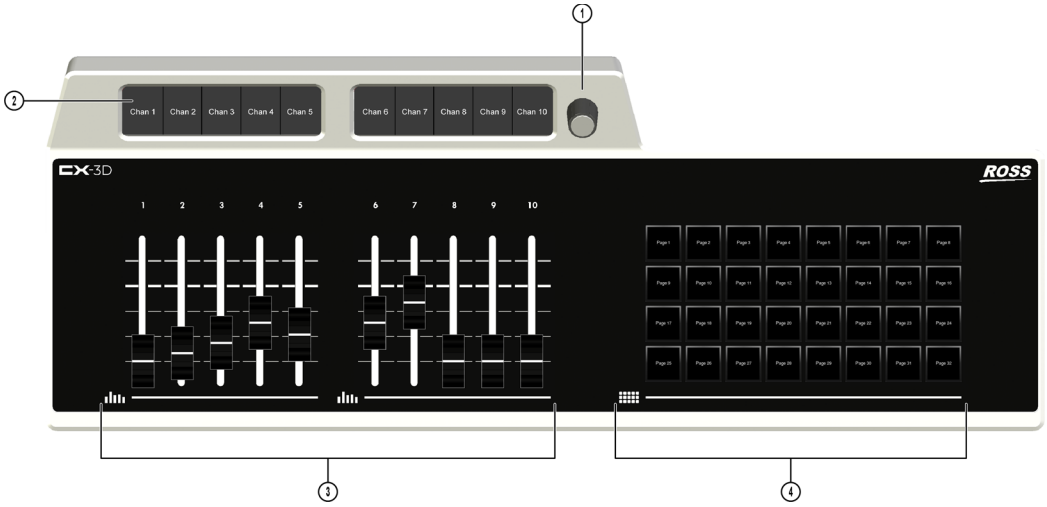


Figure 13.1 CX Director Panel Director Model

1) Menu Button	2) Main Menu or Channel Name	3) Master Audio Fader
4) Current Audio Faders	5) Page or Custom Control Buttons	

1. Menu Button

Press this button to display the CX Director Panel Main menu in the display to the left of the button. Tap the display to select a Main menu function.

2. Main Menu or Channel Mnemonics

A two segment display that displays the CX Director Panel Main menu or the name of the channel controlled by the fader directly beneath it. Channel names are retrieved from the Caprica Server.

The following channel mnemonic background colors are used to indicate the current state of a channel:

› **Orange** — on-air channel

› **Yellow** — off-air channel

3. Master Fader

The Master fader mirrors and controls the audio level of the Master channel in the On-Air Audio view of DirectControl. By default, the left-most fader of the CX Director Panel is set as the Master channel fader.

4. Current Audio Faders

The current audio faders mirror and control the audio levels in the On-Air Audio view of the DirectControl. The Master channel and first enabled nine channels in the On-Air Audio view can be controlled by the CX Director Panel audio faders.

5. Page or Custom Control Buttons

You can configure the 32 multi-color LCD buttons to run a selected Custom Control or open a new page of Custom Controls when pressed.

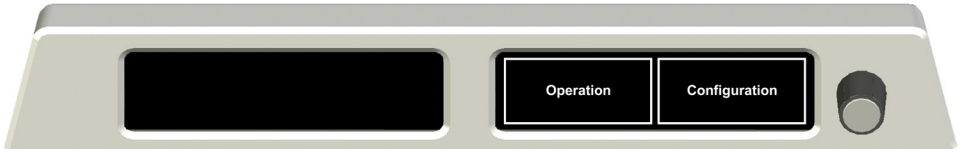
Access and Run Custom Controls

The 32 buttons on the CX Director Panel enable your to access Custom Control pages and the Custom Controls on them.

To access and run Custom Controls from a CX Director Panel

1. On your **CX Director Panel**. press the **Menu** button.

   The **CX Director Panel Main** menu displays to the left of the **Menu** button.



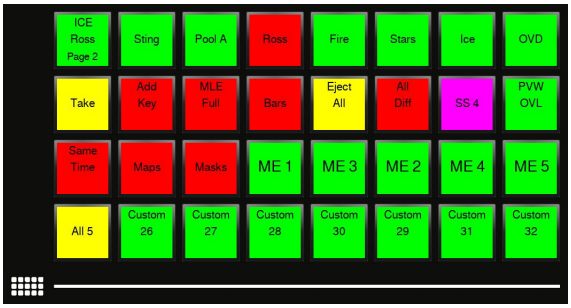
2. In the **CX Director Panel Main** menu, tap **Operation**.

   The CX Director Panel buttons display the names of the available Custom Control pages.



3. Press a **Page** button to view the Custom Controls contained in the selected page.

   The CX Director Panel buttons update to display the names of the available Custom Controls in the selected page. In the unlikely event that your CX Director Panel inadvertently shuts down, restarting it will automatically bring up the page that was visible when it shutdown.



4. Press a button to run the Custom Control assigned to the button.

   A name displayed at the bottom of a button indicates the name of the page that will open on the CX Director Panel after the Custom Control runs.

5. When you press a button that runs a Custom Control containing a **Pause Hold**, or **Hold for Run Group** command, an icon replaces the button text to show the current state of the Custom Control as follows:

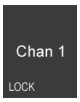
Button	State	Description
	Pause	The Custom Control is paused. When the set pause time ends, the Custom Control will continue and the icon will turn off. To continue the Custom Control before the set pause time ends, press the button.
	Hold	The Custom Control is stopped until the you press the button to continue the Custom Control. The button text replaces the icon when you press the button to continue the Custom Control.
	Hold Group	The Custom Control is stopped until the Run Held Group event is triggered for the group that the Hold For Group event was assigned. The icon displays the letter of the held group. You can also press the button to continue the Custom Control.

Adjust Audio Levels

CX Director Panels also contain 10 audio channel faders that work in conjunction with DirectControl to control the faders in the On-Air Audio view and on the OverDrive system audio mixer.

Moving a CX Director Panel fader manually adjusts the audio level of the associated channel and updates the channel fader position in the On-Air Audio view. When changes are made to the faders in the On-Air Audio view, the associated faders on the CX Director Panel move to mirror the changes.

Along with displaying the channel name and on-air state, the channel mnemonics also displays the following channel information:

Mnemonic	State	Description
	Mute	The audio channel is silenced on the connected audio mixer.
	PFL	Pre Fade Listen mode is turned on for the audio channel, enabling the channel input to be monitored on speakers.
	Lock	The audio channel volume level is locked on the connected audio mixer.

Hold Faders in Place

Faders can be physically held in place on a CX Director Panel during the transition to the next shot in a rundown to retain the following attributes for the next shot:

- Retain the held fader in the **On-Air Audio** view.
- Preserve the fader location in a view.
- Maintain the fader audio level.

For More Information on...

- working with audio channels in DirectControl, refer to the section "**Audio Views**" on page 12–7.
- installing and configuring a CX Director Panel, refer to the ***Caprica User Guide***.

SideShot Module

The SideShot™ module is an optional companion control panel for users who prefer a dedicated control surface to run Custom Controls on the switcher. A SideShot module contains 28 multi-color LCD buttons that you can configure to run a selected Custom Control when you press a button.

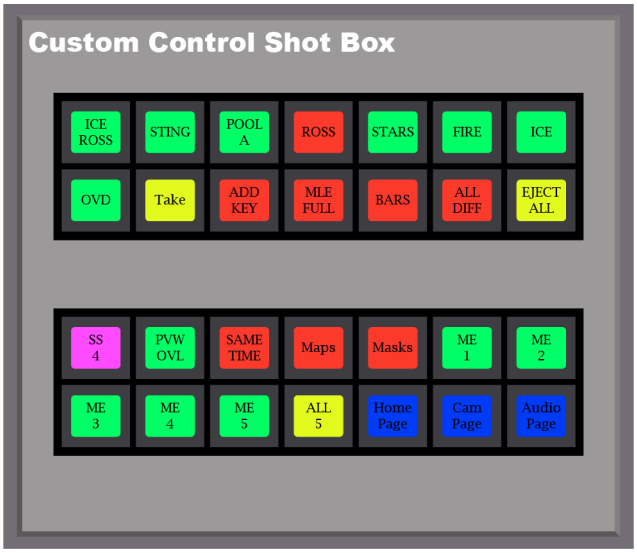


Figure 13.2 SideShot module

For More Information on...

- installing and configuring a SideShot module, refer to the ***Caprica User Guide***.
- using the Caprica Server to create Custom Controls, refer to the ***Caprica User Guide***.
- creating Custom Controls on a switcher, refer to the Switcher ***Operator's Manual***.

SideSlide Module

The SideSlide™ module is an optional companion control panel for users who prefer a dedicated control surface to control audio channel faders. When connected to your OverDrive system, a SideSlide module works in conjunction with DirectControl to control the faders in the Audio view and on the OverDrive system audio mixer.

SideSlide modules contain eight physical faders. You can connect one or two SideSlide modules to the switcher panel in your OverDrive system to control the Master channel and the first seven or fifteen channels in the Audio view.

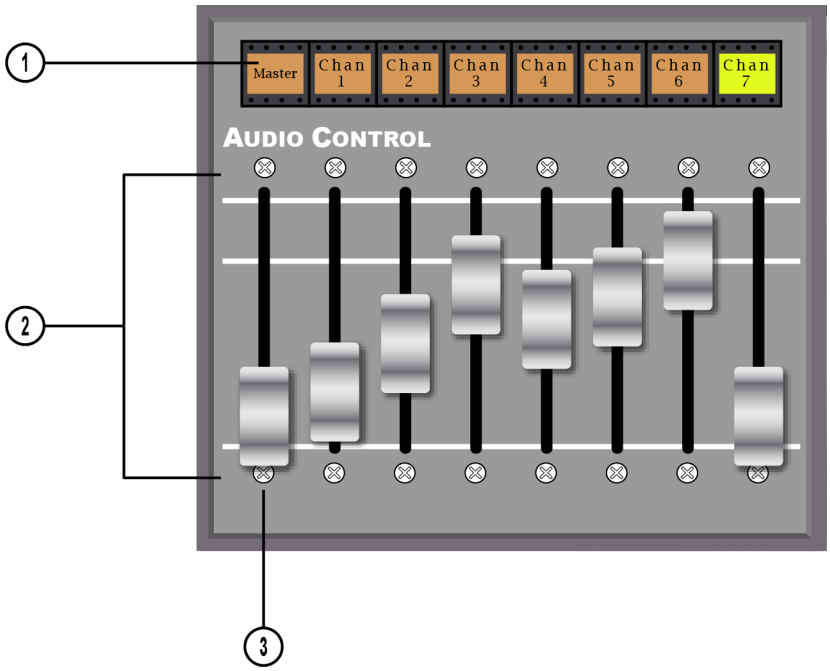


Figure 13.3 SideSlide Module

1) Channel Information	2) Current Audio Faders	3) Master Fader

1. Channel Mnemonics

Channel mnemonics display the name of the channel controlled by the fader directly beneath a mnemonic. Channel names are retrieved from the switcher.

The following channel mnemonic background colors are used to indicate the current state of a channel:

› **Orange** — on-air channel

› **Yellow** — off-air channel

2. Current Audio Faders

The current audio faders mirror and control the audio levels in the On-Air Audio view of the DirectControl. The Master channel and first seven channels in the On-Air Audio view can be controlled by a single SideSlide module. Additional SideSlide modules can control the more channels.

3. Master Fader

The Master fader mirrors and controls the audio level of the Master channel in the On-Air Audio view of DirectControl. By default, the left-most fader of the first connected SideSlide module is set as the Master channel fader.

For More Information on...

- installing and configuring a SideSlide module, refer to the ***Caprica User Guide***.

Adjust Audio Settings

Moving an SideSlide module fader manually adjusts the audio level of the associated channel and updates the channel fader position in the On-Air Audio view. When changes are made to the faders in the On-Air Audio view, the associated faders on the SideSlide module move to mirror the changes.

For More Information on...

- working with audio channels in DirectControl, refer to the section "**Audio Views**" on page 12–7.
- installing and configuring a SideSlide module, refer to the ***Caprica User Guide***.

SideStick Module

The SideStick™ module is an optional companion control panel for users who prefer a dedicated control surface to control cameras. When connected to your OverDrive system, a SideStick module works in conjunction with the camera interface of DirectControl to control robotic cameras connected to the switcher.

SideStick modules contain thirteen physical mnemonic buttons and a joystick. You can connect one or many SideStick modules to your OverDrive system to control robotic cameras.

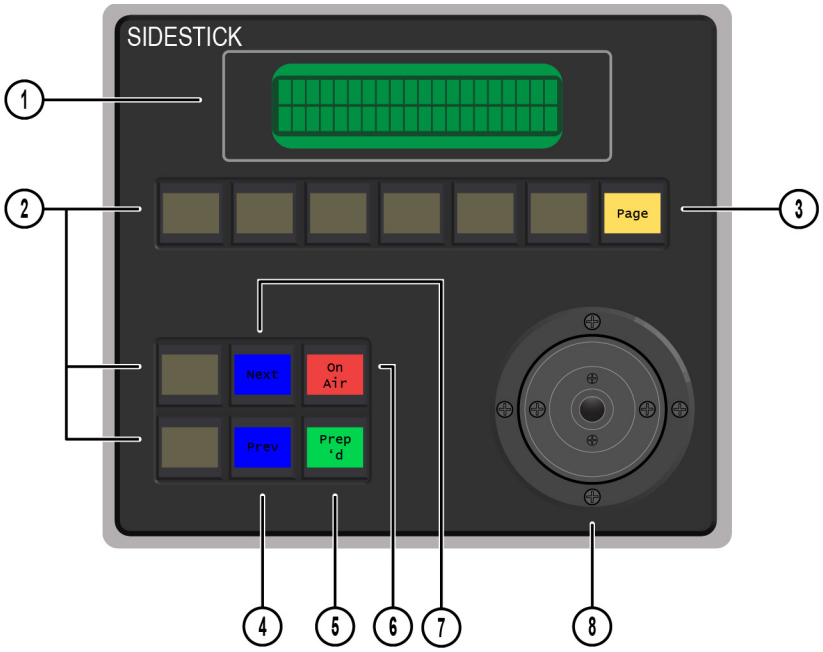


Figure 13.4 SideStick Module

1) Information Screen	2) Mnemonic Buttons	3) Page Button	4) Previous Camera Button
5) Prepared Camera Button	6) On Air Camera Button	7) Next Camera Button	8) Joystick

1. Information Screen

The information screen displays the current status of the SideStick: camera name, follow mode, and axis control mode.

2. Mnemonic Buttons

Mnemonic buttons display the name of a camera to select or the Custom Control to run when you press the button. The functionality of all mnemonic buttons is customizable.

3. Page Button

Press and hold the Page button to display the buttons to access the various pages configured for the SideStick. Each page customizes the functionality of the SideStick mnemonic buttons.

4. Previous Button

Press this button to select the previous camera in the camera list. A camera must be selected before you can use this button. The top left corner of the information screen displays the text **Cam** when the SideStick has selected a camera.

When locked to the On-Air camera, the Previous button selects the previous on-air camera. When locked to the Preset camera, the Previous button selects the previous prepared camera.

5. Next Button

Press this button to select the next camera in the camera list. A camera must be selected before you can use this button. The top left corner of the information screen displays the text **Cam** when the SideStick has selected a camera.

When locked to the On-Air camera, the Next button selects the next on-air camera. When locked to the Preset camera, the Next button selects the next prepared camera.

6. On Air Button

Press this button to select the first on-air camera. A camera must be selected before you can use this button. The top left corner of the information screen displays the text **Cam** when the SideStick has selected a camera.

Double press the On Air button to lock and follow the on-air camera. When locked to the on-air camera, double press the On Air button to release the lock.

7. Prepared Button

Press this button to select the prepared camera. A camera must be selected before you can use this button. The top left corner of the information screen displays the text **Cam** when the SideStick has selected a camera.

Double press the Prepared button to lock and follow the on-air camera. When locked to the on-air camera, double press the Prepared button to release the lock.

8. Joystick

When you select a camera, you can use the joystick to control pan/tilt/zoom, focus, or iris. Press the button on the top of the joystick to cycle through the different modes.

For More Information on...

- installing and configuring a SideSlide module, refer to the ***Caprica User Guide***.

Customize Your Layout

In OverDrive you can customize the user interface layout of RundownControl and DirectControl. Both RundownControl and DirectControl use perspectives to set the size and position components on the screen. You can add, resize, move, detach, or close views in a perspective to tailor the RundownControl or DirectControl user interface to your work flow.

In RundownControl you can customize the preset perspective designed for wide screen monitors. In DirectControl you can use the Custom screen to design your own perspective.

The following topics are discussed in this chapter:

- RundownControl Perspective Customization
- DirectControl Custom Screen Customization

RundownControl Perspective Customization

A RundownControl perspective contains the Rundown table along with selected views. The default RundownControl perspective is designed for wide screen monitors. You can add, resize, move, detach, or close views in the default perspective to tailor the RundownControl user interface to your work flow.

Any changes made to the perspective are automatically saved with the OverDrive user. When an OverDrive user opens RundownControl, OverDrive uses the user's saved perspective to lay out the RundownControl views.

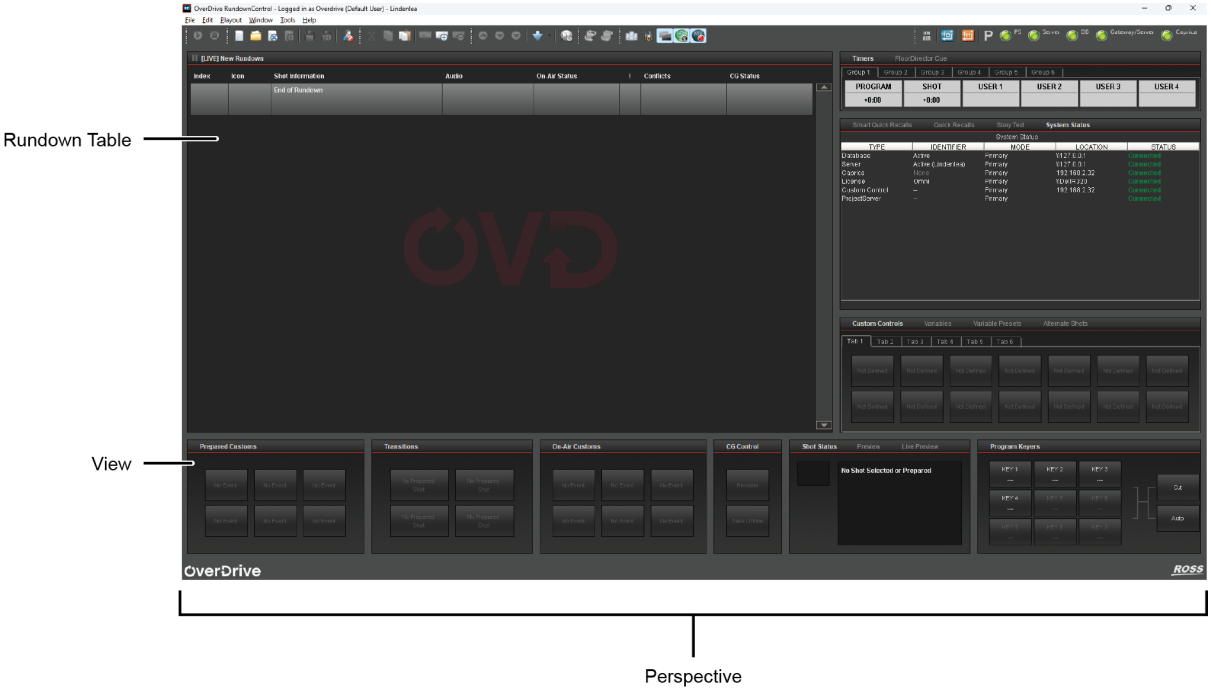


Figure 14.1 The RundownControl Default Perspective

Resize a View

You can make views smaller to display more views in the perspective, or you can enlarge views to make them easier to work with.

To resize a view

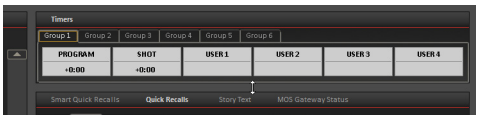
1. To resize a view, place the mouse pointer on the view border as follows:
   - To change the **height** of a view, place the mouse pointer on the top or bottom border of the view.



   - To change the **width** of a view, place the mouse pointer on the left or right border of the view.



2. When the mouse pointer changes to a double-headed arrow, click and drag the border to shrink or enlarge the view.



3. When the size of the selected view meets your requirements, release the mouse button to set the view size.

   The **RundownControl** perspective updates to display the selected view at the set size.

Move a View

You can move views within the RundownControl perspective to better match your workflow.

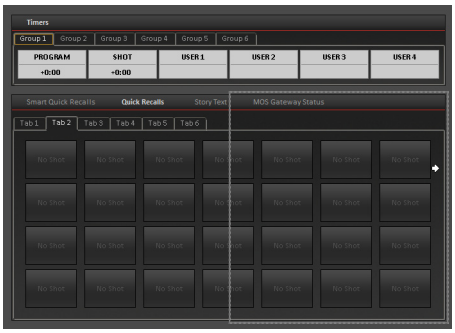
To move a view

1. Place the mouse pointer on the title bar of the view to move.



2. Click and hold the mouse button.
3. Drag the selected view to a new location in the **RundownControl** perspective.

   As you drag the view, a gray outline previews the new location for the view.

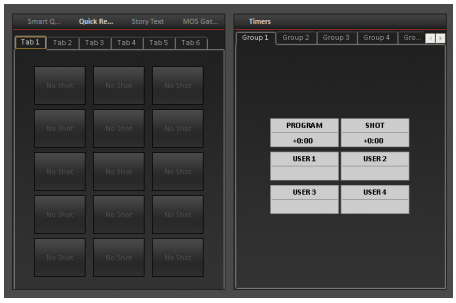


   The cursor also changes to indicate the new location to place the view. Cursors indicate the following placements for the view:

   - ⇧ — above the current view.
   - ⇩ — below the current view.
   - ⇨ — to the right of the current view.
   - ⇦ — to the left of the current view.
   - — add as a new tab in the current view.

4. When the view outline displays at the location that you want to place the view, release the mouse button.

   The **RundownControl** perspective updates to display the selected view at the placed location.



Detach a View

When you want to work with a view in an individual window outside of the RundownControl perspective, you can detach the view.

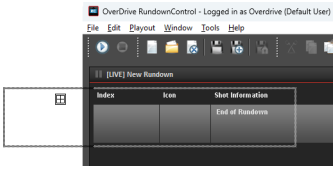
To detach a view

1. Place the mouse pointer on the title bar of the view to detach.



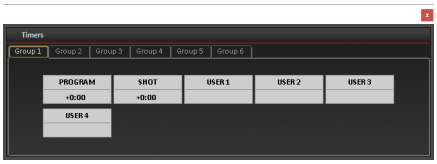
2. Click and hold the mouse button.
3. Drag the selected view to a location outside of the **RundownControl** perspective.

   The mouse pointer changes to a four-box square to indicate that the view is detached from the **RundownControl** perspective.



4. When the view outline displays at the location that you want to place the view, release the mouse button.

   The select view opens in a new window, detached from the **RundownControl** perspective.



5. To move the detached view, click and drag the view window title bar.
6. To resize the detached view, click and drag any edge of the view window.
7. To quickly detach a view without moving it, complete the following steps:
   a. In the **RundownControl** perspective, Right-click the title bar of the view to detach.

      The **Shortcut** menu opens.

   b. Use the he **Shortcut** menu to select **Detached**.

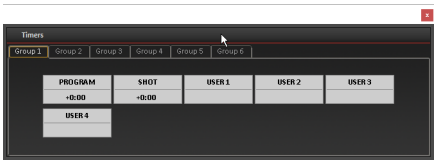
      The select view opens in a new window, detached from the **RundownControl** perspective.

Reattach a View

At any time, you can reattach a detached view to the RundownControl perspective.

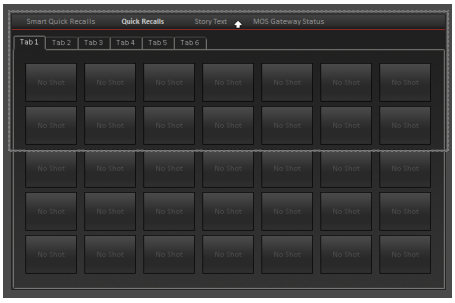
To reattach a View

1. Place the mouse pointer on the title bar of the detached view to reattach to the RundownControl perspective.



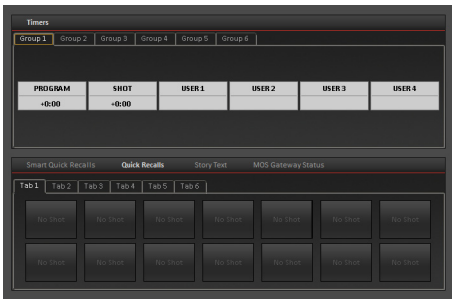
2. Click and hold the mouse button.
3. Drag the selected view to a location inside the **RundownControl** perspective.

   As you drag the view, a gray outline previews the new location for the view.



4. When the view outline displays at the location that you want to place the view, release the mouse button.

   The **RundownControl** perspective updates to display the previously detached view at the placed location. The view is once again attached to the **RundownControl** perspective.



Close a View

When you no longer require a view, you can close the view to remove it from the RundownControl perspective.

✶ You cannot close the Rundown view.

To close a view

1. Right-click the title bar of the view to close.

   The **Shortcut** menu opens.



2. Use the **Shortcut** menu to select **Close**.

   The selected view closes and the remaining views expand to occupy the space vacated by the closed view.

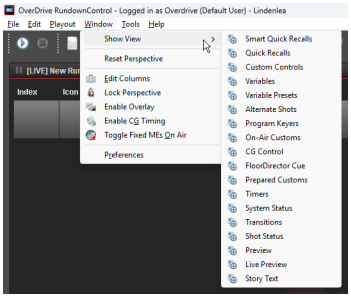
Add a View

After you close a view you can use the Window > Show View menu to add a closed view to the RundownControl perspective.

To add a view

1. In **RundownControl**, use the **Window** menu to select **Show View**.

   The **View** menu opens, listing the available views.



2. Use the **View** menu, select the view to add to your perspective.

   The selected view opens in the **RundownControl** perspective.

Lock the Perspective

After customizing the RundownControl perspective, you can use the Lock Perspective command to freeze the perspective layout. Locking a perspective stops users from accidentally resizing, moving, or closing views in the RundownControl perspective.

✶ Users can still add views to and reset a locked perspective.

To lock a Perspective

1. In the **RundownControl** toolbar, click **Lock Perspective**  to lock the size and position of views in the current perspective.

   The Lock Perspective button updates to indicate that views are locked.

Prespective Unlocked   Perspective Locked

2. In a locked perspective, click **Lock Perspective**  to unlock the views in the perspective.

   A locked perspective must be unlocked before resizing or moving views in the perspective.

Reset the Perspective

After customizing the RundownControl perspective, you can use the Reset Perspective command to return all views to their default size and position in the perspective.

To reset the perspective

1. In **RundownControl**, select **Window > Reset Perspective**.

   The **Reset Perspective** dialog box opens.

2. Click **OK**.

   The RundownControl perspective updates to display the view in their default size and position.

DirectControl Custom Screen Customization

The DirectControl Custom screen is a blank perspective in which you can customize the views to tailor the DirectControl user interface to your work flow.

Any changes made to the Custom screen are automatically saved with DirectControl on the client computer. When an OverDrive user opens DirectControl, OverDrive uses the customized perspective saved on the client computer to lay out DirectControl views.

Add a View

The DirectControl Custom screen starts out blank. You can use the Window > Custom Views menu to add DirectControl views to the Custom screen that fit your workflow.

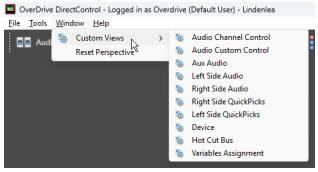
To add a view

1. In the **DirectControl** toolbar, click **Custom**  .

   The **Custom** screen opens. The **Custom** screen is blank the first time you open it.

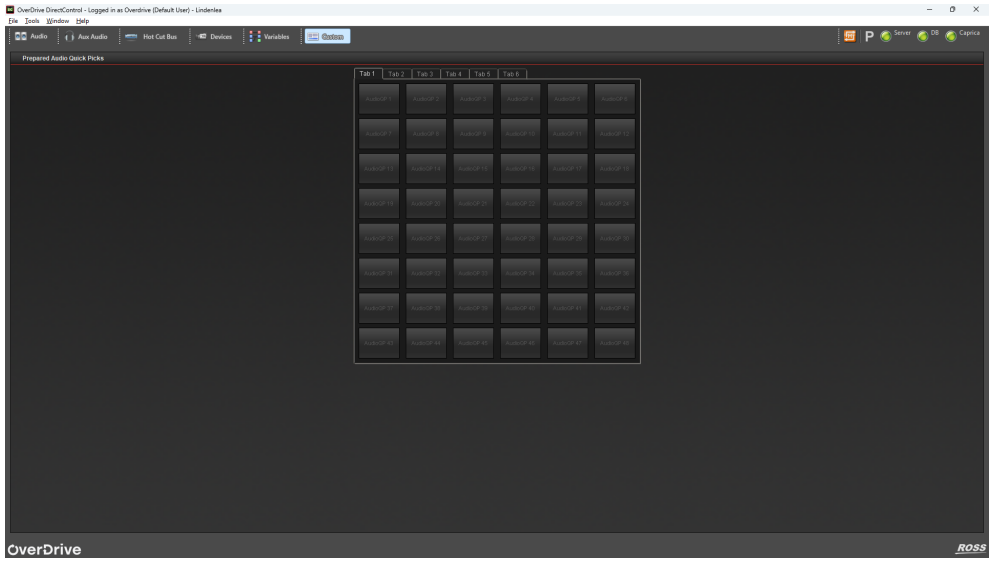
2. Use the **Window** menu to select **Custom Views**.

   The **Custom Views** menu opens, listing the available views.



3. Use the **Custom Views** menu, select a view to add to your perspective.

   The layout of the **Custom** screen displays the selected view.



4. Repeat step **2** and step **3** to add additional views the **Custom** screen.

Resize a View

You can make views smaller to display more views in the Custom screen, or you can enlarge views to make them easier to work with.

To resize a view

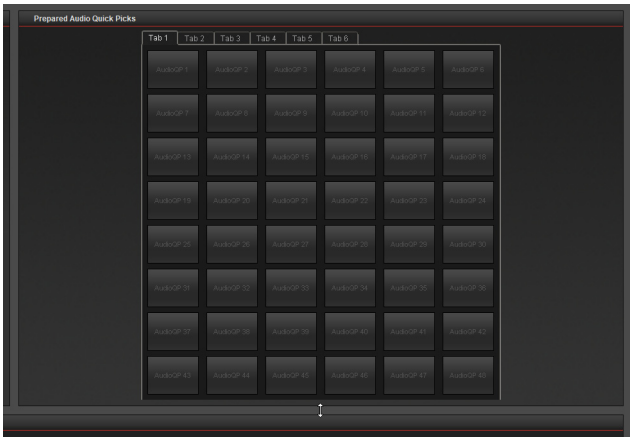
1. To resize a view, place the mouse pointer on the view border as follows:
   - To change the **height** of a view, place the mouse pointer on the top or bottom border of the view.



   - To change the **width** of a view, place the mouse pointer on the left or right border of the view.



2. When the mouse pointer changes to a double-headed arrow, click and drag the border to shrink or enlarge the view.



3. When the size of the selected view meets your requirements, release the mouse button to set the view size.

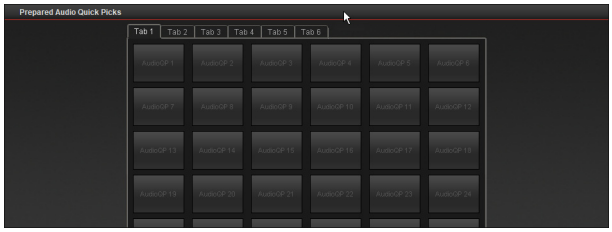
   The **Custom** screen updates to display the selected view at the set size.

Move a View

You can move views within the Custom screen to better match your workflow.

To move a view

1. Place the mouse pointer on the title bar of the view to move.



2. Click and hold the mouse button.
3. Drag the selected view to a new location in the **Custom** screen.

   As you drag the view, a gray outline previews the new location for the view.

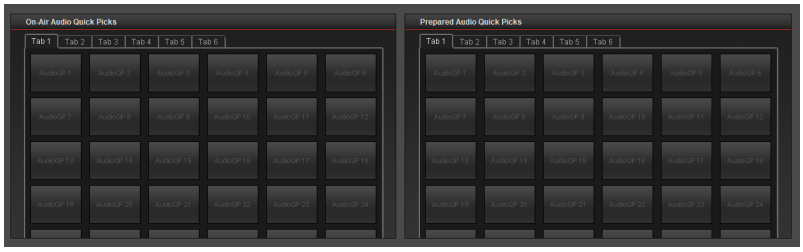


   The cursor also changes to indicate the new location to place the view. Cursors indicate the following placements for a view:

   - ⇧ — above the current view.
   - ⇩ — below the current view.
   - ⇨ — to the right of the current view.
   - ⇦ — to the left of the current view.
   - 🗀 — add as a new tab in the current view.

4. When the view outline displays at the location that you want to place the view, release the mouse button.

   The **Custom** screen updates to display the selected view at the placed location.

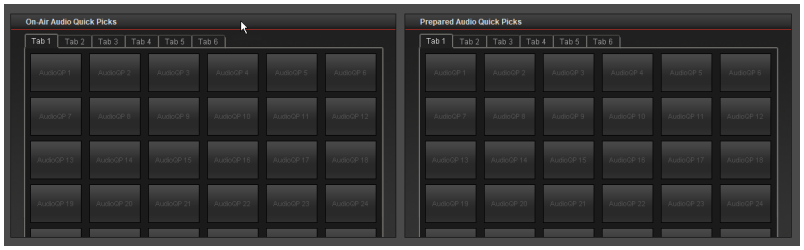


Detach a View

When you want to work with a view in an individual window outside of the Custom screen, you can detach the view.

To detach a view

1. Place the mouse pointer on the title bar of the view to detach.



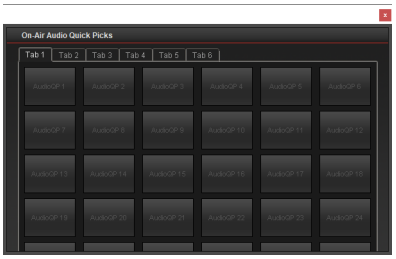
2. Click and hold the mouse button.
3. Drag the selected view to a location outside of the **Custom** screen.

   The mouse pointer changes to a four-box square to indicate that the view is detached from the **Custom** screen.



4. When the view outline displays at the location that you want to place the view, release the mouse button.

   The select view opens in a new window, detached from the **Custom** screen.



5. To move the detached view, click and drag the view window title bar.
6. To resize the detached view, click and drag any edge of the view window.
7. To quickly detach a view without moving it, complete the following steps:
   a. In the Custom screen, Right-click the title bar of the view to detach.

      The **Shortcut** menu opens.

   b. Use the he **Shortcut** menu to select **Detached**.

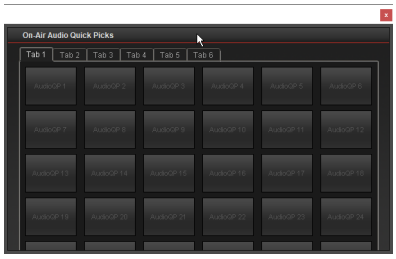
      The select view opens in a new window, detached from the **Custom** screen.

Reattach a View

At any time, you can reattach a detached view to the Custom screen.

To reattach a View

1. Place the mouse pointer on the title bar of the detached view to reattach to the RundownControl perspective.



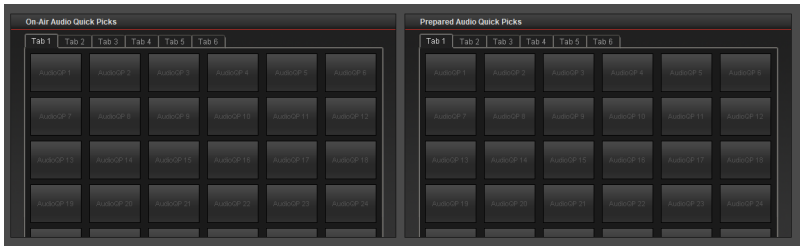
2. Click and hold the mouse button.
3. Drag the selected view to a location inside the **Custom** screen.

   As you drag the view, a gray outline previews the new location for the view.



4. When the view outline displays at the location that you want to place the view, release the mouse button.

   The **Custom** screen updates to display the selected view at the placed location.



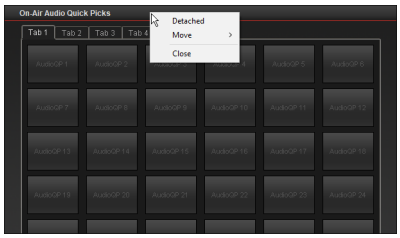
Close a View

When you no longer require a view, you can close the view to remove it from the Custom screen.

To close a view

1. Right-click the title bar of the view to close.

   The **Shortcut** menu opens.



2. Use the **Shortcut** menu to select **Close**.

   The selected view closes and the remaining views expand to occupy the space vacated by the closed view.

OverDrive Show Setup

This chapter provides instructions for creating and working with Live rundowns.

The following topics are discussed in this chapter:

- Create a Live Rundown
- Open a Live Rundown
- Append Shots to a Live Rundown
- Delete a Live Rundown
- Insert Shots into a Rundown
- Configure Rundown Shots
- Work with Internal Store Devices
- Search for a Master Template
- Edit Shots in a Rundown
- Take a Show to Air

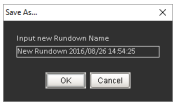
Create a Live Rundown

Live rundowns are created and edited using RundownControl.

To create a new Live rundown

1. From the **File** menu, select **New Rundown**.
2. Insert a shot in to the rundown.
3. Click **Save**.

   The **Save As** dialog box opens.



4. In the **Input New Rundown Name** box, enter a name for the new rundown.
5. Click **OK**.

   The name of the new rundown is displayed at the top of the Rundown table.

For More Information on...

- working with OverDrive rundowns in RundownControl, refer to the section "**Live Rundown Basics**" on page 11–70.
- inserting a shot in to a rundown, refer to the section "**Insert Shots into a Rundown**" on page 15–5.

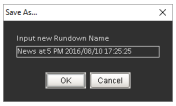
Duplicate a Live Rundown

While editing a Live rundown, the **Save As** command can be used to create a copy of the currently open rundown as a new Live rundown in the OverDrive Database.

To duplicate the Live rundown open in Edit Mode

1. In **RundownControl**, open the Live rundown to duplicate.
2. Use the **File** menu to select **Save As**.

   The **Save Rundown** dialog box opens.



3. In the **Input New Rundown Name** box, enter a name for the duplicate Live rundown.
4. Click **OK**.

   A duplicate of the open Live rundown is saved as a new Live rundown in the OverDrive Database. The name of the new Live rundown is displayed at the top of the Rundown table, indicating that it is now the open rundown. New edits are made to the new Live rundown, and not the originally opened Live rundown.

   When the open Live rundown contains shots inserted using QuickRecall buttons, the QuickRecall shots are converted to standard shots and saved with the new Live rundown.

Open a Live Rundown

RundownControl must be in Edit Mode to open a rundown. If a rundown is in Playout Mode, it must be stopped before another rundown can be opened.

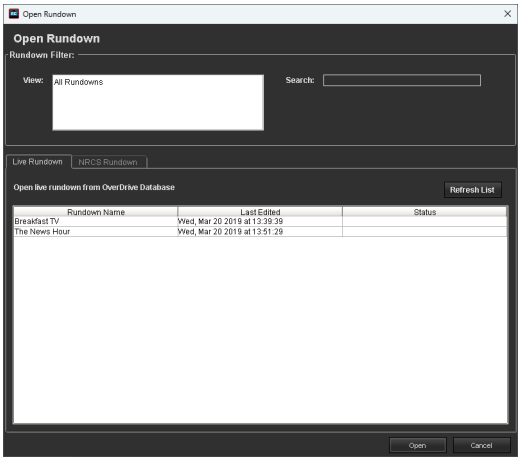
To open a Live rundown in RundownControl

1. From the **File** menu, select **Open Rundown**.

   The **Open Rundown** dialog box opens.

2. Click the **Live Rundown** tab.

   The **Live Rundown** tab opens.



3. Click **Refresh List** to update the list of available rundowns.

4. Use the **Open Live Rundown from OverDrive Database** list to select the rundown to open.

   To filter the list of available rundowns, enter text in the **Search** box that matches part of a rundown name. As you enter text, the **Open Live Rundown from OverDrive Database** list automatically updates to display only the rundowns with names that contain the entered text. To display all available rundowns, clear the **Search** box.

5. Click **Open**.

   The **Rundown** table displays the shots in the selected rundown, and the **Open Rundown** dialog box closes.

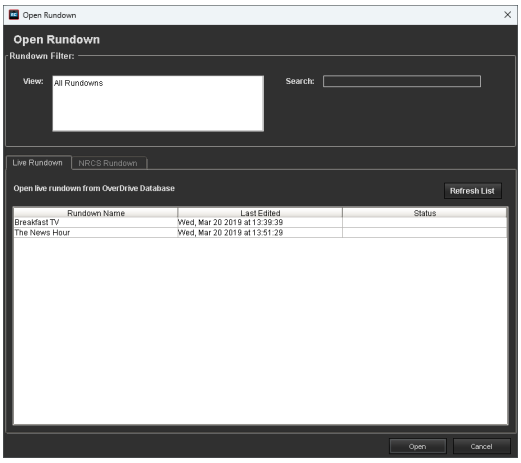
Append Shots to a Live Rundown

While editing an OverDrive Live rundown, the Append Rundown command can be used to add the shots in a locally saved rundowns to the end of the currently open rundown.

To append a locally saved rundown to the rundown open in Edit Mode

1. From an open rundown in RundownControl, select **Edit** > **Append Rundown**.

   The **Open Rundown** dialog box opens.



2. Click **Refresh List** to update the list of available rundowns.
3. Use the **Open Local Live Rundown from OverDrive** list to select the rundown to append the currently open rundown.
4. Click **Open** to add the shots in the selected rundown to the currently open rundown and close the **Open Rundown** dialog box.

   The shots in the selected rundown are added to the bottom of the currently open rundown.
5. In **RundownControl**, select **File** > **Save** to save rundown changes.

Delete a Live Rundown

While editing a Live rundown, the Delete command can be used to delete the currently open rundown. The Delete command can only delete Live rundowns.

✶ Deleting a Live rundown permanently removes it from the OverDrive Database, which affects all connected OverDrive client systems.

To delete a Live rundown

1. In **RundownControl**, open the Live rundown to delete.
2. From the **File** menu, select **Delete Rundown**.

   The **Delete Rundown** dialog box opens.
3. Click **Yes** to delete the currently open Live rundown from the OverDrive Database.

Insert Shots into a Rundown

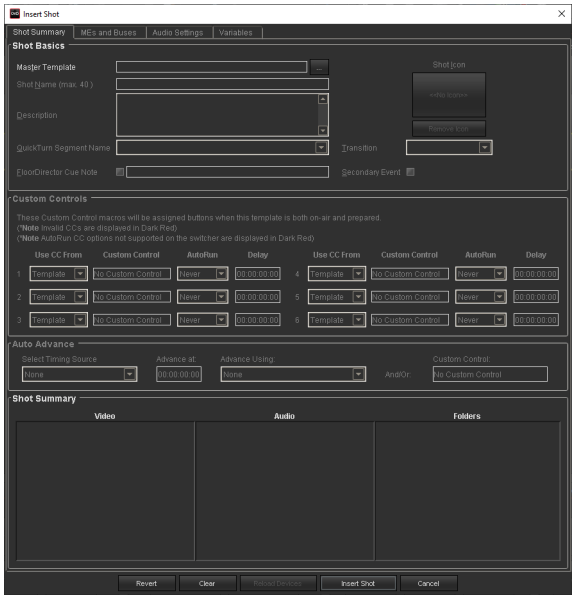
New shots are inserted in a rundown using the Insert Shot dialog box or the QuickRecall buttons.

Shots inserted into a rundown using the Insert Shot dialog box are based on pre-configured Shots or Master templates. A pre-configured Shot is a combination of a Master template and settings for the Master template properties. Shot properties set by the selected Shot or Master template can be modified when configuring the new shot to insert into the rundown. Property modifications made to a new shot only effect the shot and are not saved in the Master template. New shots are inserted into the rundown directly above the currently selected shot in the rundown.

To insert a new shot into the rundown

1. From the **Edit Rundown** menu, select **Insert Shot.**

   The **Insert Shot** dialog box opens.



2. Use the tabs in the **Insert Shot** dialog box to configure a new shot before inserting it into the rundown. The following tabs hold the properties used to configure a template:

   - **Shot Summary** — choose the Master template on which to base the shot, set shot details, and assign Custom Controls to the shot. Refer to the section "**Shot Summary**" on page 15–6.
   - **ME and Buses** — view and modify the devices associated with the Master template selected for the shot. Refer to the section "**MEs and Buses**" on page 15–11.
   - **Audio Settings** — modify the audio follow video, audio fade rate, and audio level settings for each channel associated with the shot. Refer to the section "**Audio Settings**" on page 15–15.
   - **Variables** — set shot specific sources for audio variables. Refer to the section "**Variables**" on page 15–19.

   The **Clear** button can be used to clear all the properties set for the shot by the selected template. Click the **Reload Devices** button to re-load the clip information stored on the devices used in a shot.

3. Click **Insert Shot** to insert the new shot into the rundown above the selected shot in the rundown and close the **Insert Shot** dialog box.

4. In **RundownControl**, select **File** > **Save** to save rundown changes.

For More Information on...

- using QuickRecall buttons to insert shots, refer to the section "**Use QuickRecall Buttons to Insert Shots in Edit Mode**" on page 11–42.
- re-ordering a rundown, refer to the section "**Rundown Re-ordering**" on page 11–71.

Configure Rundown Shots

When a shot in the rundown requires specific settings, use the Shot Summary, MEs and Buses, Audio Settings, and Variables tabs in the Insert Shot dialog box to modify property settings for the shot. Property changes made in the Insert Shot dialog box are only saved with the shot and are not saved in the or Master template selected for the shot or the QuickRecall button used to insert the shot.

Shot Summary

The Shot Summary tab enables you to configure the Master template, shot name, description, icon, transition, Custom Controls, and auto advance settings for a shot.

To configure summary information for a shot

1. In the **Insert Shot** dialog box, click the **Shot Summary** tab.

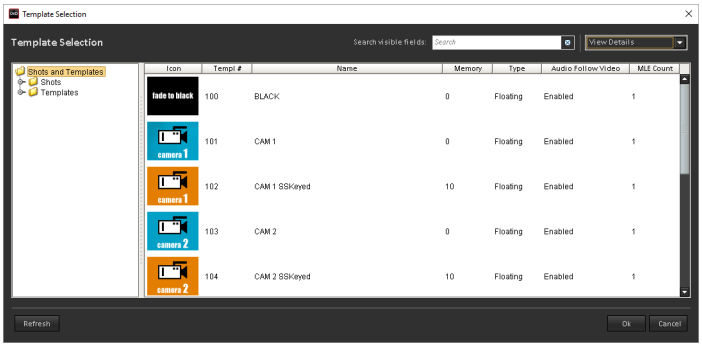
   The **Shot Summary** tab opens.



   To quickly select a Master template, enter the Master template number in the **Master Template** box.

2. In the **Shot Basics** area, click **Browse** (...) to the right of the **Master Template** box to select a Master template on which to base the new shot.

   The **Template Selection** dialog box opens.



3. Select the pre-configured Shot or Master template for the new shot. Use the following methods to filter the templates displayed in the **Template** list:

   - In the tree view, select the **Shots** folder to view the available Shots. Expand the **Shots** folder to view Shot category folders.
   - In the tree view, select the **Templates** folder to view the available Master templates. Expand the **Templates** folder to view Master template category folders.
   - To search for a Shot or Master template, enter text in the **Search** box to match part the Master template ID, name, switcher memory, template type, Audio Follow Video setting, ME count, or category folder. While entering text, the **Template** list automatically updates to display only the Shots and Master templates that match the entered text. To clear the **Search** box, click the **X** at the right of the box.
   - To change the information displayed about Shots and Master templates, use the **View** list to the right of the **Search** box. The available view options are as follows:
     - **View Thumbnails** — display an icon, number, and name for each Shot or Master template.
     - **View Icons** — display an icon, number, and name for each Shot or Master template.
     - **View Description** — display an icon, number, name, and description for each Shot or Master template.
     - **View Details** — display selected information about Shots or Master templates in a tabular format.
   - To sort the **Template** list; select **View Details** from the **View** list, then click the column by which to sort the list. The sort order is shown by the arrow displayed to the right of the column title. Click the column title once again to reverse the sort order.
   - To select the information columns displayed in the Details view; select **View Details** from the **View** list, then right-click a column title to display the **Column** menu. To display a column, select the check box beside the column name. To hide a column, clear the check box beside the column name. The available columns are as follows:
     - **Icon** — icon assigned to a Master template
     - **Templ #** — Master template identification number
     - **Name** — Master template name
     - **Memory** — switcher memory number used to recall the First ME
     - **Type** — type of ME (Fixed or Floating) used by a Master template
     - **Audio Follow Video** — Audio Follow Video setting (Enabled, Disabled, Video Only, or N/A (Fixed Templates))
     - **ME Count** — number of MEs used by a Master template

4. Click **OK**.

   The **Template Selection** dialog box closes, and the tabs in the **Insert Shot** dialog box are populated with properties from the selected Shot or Master template.

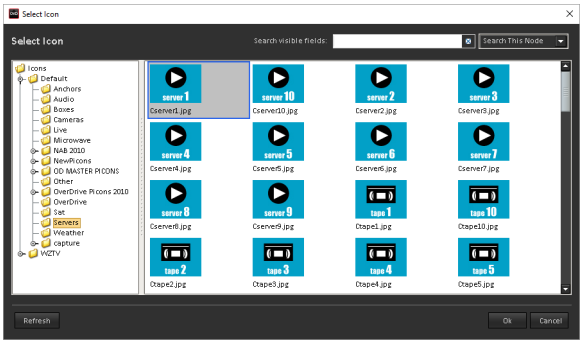
5. In the **Shot Name** box enter a name for the new shot.

   Shot names can be up to 40 alphanumeric characters in length. By default, the name of the selected Master template is entered in the **Shot Name** box.

6. In the **Description** box enter a description for the new shot.

7. Click the **Icon** button to add an icon to the new shot. A shot icon is displayed in the rundown with the shot.

   The **Select Icon** dialog box opens.



8. Select an image file (.jpg, .gif, .png, .bmp) to use an icon for the new shot. Use the following methods to filter the image files displayed in the **Icon** list.

   - In the tree view, click the button to the left of the **Default** node to expand the node and display the nodes it contains. Select a node to view the icon image files contained in the node.
   - To sort the listed icons, right-click in the **Icon** list and select **Sort By** > **Filename**. To reverse the icon sorting order, once again select **Sort By** > **Filename**.
   - To search for an icon, enter text in the **Search** box to match part of the icon image file name. While entering a file name, the **Icon** list automatically updates to display only the icon image files that match the entered file name. To clear the **Search** box, click the **X** at the right of the box.
   - Use the list to the right of the **Search** box to control the node used to search for icons.
     - › **Search This Node** — only search for icons in the node selected in the tree view.
     - › **Search All Nodes** — search for icons in all nodes.

9. Click **OK** to add the selected icon to the new shot and close the **Select Icon** dialog box. To remove an icon from a shot, click **Remove Icon**.

10. Use the **Transition** list to select the method to use to transition from the new shot to the next shot in the rundown. Only the **Cut** transition can be selected for an audio-only shot.

    The **Transition** list only contains the transitions included in the Master template selected for the shot.

11. Use the properties in the **Custom Controls** section to specify the Custom Controls to assign to the **Custom Controls for Prepared Shot** and the **Custom Controls for On-Air Shot** buttons in RundownControl when the shot is both prepared and on-air.

    From each **Custom Control** (**1** to **6**):

    a. Use the **Use CC From** list to select the location of the Custom Control to assign to the associated **Custom Controls for Prepared Shot** and **Custom Controls for On-Air Shot** buttons in RundownControl. The available locations are as follows:

       - **Template** — use the Custom Control set in the Master template used to create the shot.
       - **Shot** — use the Custom Control selected in the shot.

    b. Click the **Custom Control** box to select a Custom Control from the **Configure Custom Control** dialog box to assign to the associated **Custom Controls for Prepared Shot** and **Custom Controls for On-Air Shot** buttons in RundownControl. The **Configure Custom Control** dialog box list displays invalid Custom Controls in **Dark Red**.

       Selecting a Custom Control from the **Configure Custom Control** dialog box automatically selects **Shot** in the **Use CC From** list.

c. Use the **AutoRun** list to select the event to automatically run the selected Custom Control. The available events are as follows:

- **Never** — only run the selected Custom Control when you click the associated **Custom Controls for Prepared Shot** or **Custom Controls for On-Air Shot** button in RundownControl.
- **On Air** — automatically run the selected Custom Control when the shot goes on air.
- **Prepared** — automatically run the selected Custom Control when OverDrive prepares the shot.
- **Both** — automatically run the selected Custom Control when OverDrive prepares the shot and again when the shot goes on air.

The **AutoRun** list is only available after you select a Custom Control from the **Custom Control** list

d. To set a delay for an autorun Custom Control, enter in the **Delay** boxes the length of time to wait before running the selected Custom Control. The default autorun delay is **00:00:00:00.**

The **Delay** boxes use the **hh:mm:ss:ff** format to set a delay time. Time values greater than 79 hours, 59 minutes, 59 seconds, or 29 frames are not permitted. When the delay time set for multiple Custom Controls is identical, OverDrive runs the Custom Control with the highest index first (1 to 6).

12. Use the properties in the **Auto Advance** section to enable shots created with the Master template to automatically advance to the next shot in the Rundown table without operator input:

a. Use the **Select Timing Source** list to select the timing source to trigger the automatic advance to the next shot in the Rundown table. The available timing sources are as follows:

- **None** — manually advance shots created from the Master template.
- **Clip Time Remaining** — a timer that automatically starts when a clip within a shot goes on air and stops when the clip ends.
- **Clip Time Elapsed** — a timer that automatically starts when a clip within a shot goes on air and stops when the clip ends.
- **Clock (24 Hour)** — the time of day displayed in 24-hour format.
- **Shot Time Elapsed** — a timer that automatically starts when a shot transitions on air and resets when the transition between shots ends.
- **NRCS Estimated Duration** — a story timer based on the story duration calculated by the NRCS using the story word count, anchor read rate, and media time. This timer starts when the story index number changes.
- **NRCS Rundown Duration** — a timer that counts down from “Black to Black” or the start of the show to the end of the show.
- **NRCS Rundown Start Time** — a timer that uses the rundown start date and time to countdown 00:00:00, when the show should start.
- **NRCS Target Time** — a story timer based on the story target time manually entered in the NRCS. This timer starts when the story index number changes.
- **NRCS Item Time** — a shot timer based on MOS item (video server clip) duration. When a story contains multiple video server clips the timer displays the time for the shortest video server clip.
- **NRCS Media Time** — a shot timer based on media duration. In the NRCS, media duration can be manually entered or automatically calculated.

You must select a timing source to set the remaining properties in the **Auto Advance** section.

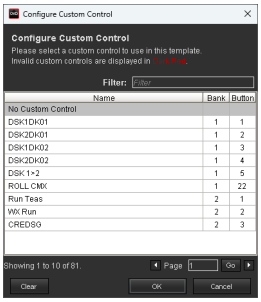
b. Enter in the **Advance at** box the time on the selected timing source to automatically advance from the on-air shot to the next shot in the Rundown table.

c. Use the **Advance Using** list to select how to transition to the next shot in the Rundown table. The available transition are as follows:

- **None** — do not trigger a transition, only trigger the Custom Control selected in the **Custom Control** box.
- **Take and Prepare** — Advance the rundown, preparing the next shot.
- **Transition** — Do not advance the rundown. The rundown will be advanced manually
- **Prepare Next** — Prepare the next shot in the Rundown table.

d. To select a Custom Control to run with the auto advance, click the **Custom Control** box.

The **Configure Custom Control** dialog box opens.



The **Configure Custom Control** dialog box list the accessible Custom Controls on the switcher. To sort the Custom Controls list, click the **Bank/Button** or **Name** column heading to sort the list by the selected column. Click the selected column heading once again to reverse the sort order of the column.

e. Use the **Button/Bank** column to select the switcher Custom Control to assign to the auto advance.

The **Configure Custom Control** dialog box only lists the Custom Controls that are stored on the switcher. Invalid switcher Custom Controls in the list are displayed in **Dark Red**.

f. Click **OK**.

The **Configure Custom Control** dialog box closes, and the **Custom Control** box is updated with the name of the selected switcher Custom Control.

13. Use the **Shot Summary** section at the bottom of the tab to check if a shot is based on a Fixed ME or Floating ME template.

14. Click the **MEs and Buses** tab to associate devices with the shot. When you are done configuring the shot, click **Insert Shot** to insert the configured shot into the rundown above the selected shot in the rundown and close the **Insert Shot** dialog box.

For More Information on...

- using folders to search for Master templates, refer to the section "**Search for a Master Template**" on page 15–24.
- assigning Custom Controls, refer to section "**Assign a Custom Control to a Button**" on page 11–46.
- configuring Auto Advance properties for a Master template, refer to the procedure "**To configure summary information for a new Master template**" on page 10–11.
- configuring Auto Advance properties for a shot, refer to the procedure "**To configure summary information for a shot**" on page 15–6.

MEs and Buses

The MEs and Buses tab enables you to associate devices with a shot.

To associate devices with a shot

1. In the **Insert Shot** dialog box, click the **MEs and Buses** tab.

   The **MEs and Buses** tab opens. To refresh the details of the devices associated with a shot, click **Reload Devices**.



   OverDrive displays unavailable Utility Buses are in Yellow. Utility Buses become unavailable when the Caprica switcher device Utility Bus setting is disabled or the switcher in your OverDrive system is changed to one that does not support Utility Buses.

2. In the **Clip Details and Presets** section, enter clip details and/or presets for the devices associated with the shot

   - **Video Servers** — select a clip or directly enter a clip name.

     To select a Clip:

     › Click **Select** to the right of the **Clip Details and Presets** box to open the **Select a Clip** dialog box.

     › In the **Filter** box, enter a portion of the clip name you are looking for. As you type, the clip list automatically updates to show the clips that contain the entered text.

     › Each page of the **Select a Clip** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.

     › Select a clip from the clip list, then click **Select**.

     To search for a Clip:

     › Enter a portion of the clip name you are looking for in the **Clip Details and Presets** box.

     › Click **Select** to the right of the **Clip Details and Presets** box to open the **Select a Clip** dialog box.

     The **Select a Clip** dialog box opens with a list of the clips that match the text entered in the **Clip Details and Presets** box.

     To select the first matching Clip:

     › Enter a portion of a valid clip name in the **Clip Details and Presets** box.

     › Press the **Tab** key to select the first clip that contains the entered text.

✶ For Leitch Nexio video servers, do not use the " (double-quote) character in clip names. If any of the clips stored on a Leitch Nexio video server are named using the " character, the **Clip** list remains empty and cannot be used to select a clip. A clip can be selected by entering the exact clip name in the **Clip** box.

- **VTRs** — use the **hh:mm:ss:ff** format to specify the clip **In**, **Out**, and **Duration** times in the provided boxes. Time values greater than 79 hours, 59 minutes, 59 seconds, or 29 frames are not permitted.
- **Internal Stores** — select a still or animation, or directly enter a still or animation name.
  - › Click **Browse** to the right of the **Clip Details and Presets** box to open the **Browse Stills** dialog box.
  - › In the **Search Visible Fields** box, enter a portion of the still or animation name you are looking for. As you type, the clip list automatically updates to show the clips that contain the entered text.
  - › Use the list to the right of the **Search Visible Fields** box to search for stills or animations in all the folders (**Search All Nodes**) or in just the selected folder (**Search This Node**).
  - › Select a still or animation from the displayed items, then click **OK**.

  When an Invalid still or animation ID number is requested to be cued, the switcher responds with a correct clip not found message, which OverDrive interprets as an error.
- **Character Generators** — depending on the specific character generator, new tag data entered and saved in the **Configure QuickRecall Button** dialog box tag boxes, may or may not be saved in the character generator page location after the shot is prepared in the rundown. Use the following steps to set up a character generator clip:
  - › Enter the **Folder** and **File** location, pressing **Tab** after each entry. When the character generator is connected, the current tag information is automatically read from the character generator. To properly save character generator clip information, the **Folder** and **Page** location must be specified. If the **Folder** location is not specified, the **Page** and **Tag** information will not be saved.
  - › Use the provided boxes to modify tag content.

    For Inscriber CGs, do not enter *, \, &, /, <, or > characters in a tag.
  - › Enter custom content in the provided tag boxes. Make sure that the **Use CG Tag** and **Blank Tag** check boxes are cleared.
  - › Select the **Use CG Tag** check box to use the tag currently stored in the specified character generator folder. Custom content entered in the tag box is grayed out and ignored when the **Use CG Tag** check box is selected.
  - › Select the **Blank Tag** check box to use a blank tag. This option does not gray out and ignore the tag name and data boxes. When content is entered in a tag with a selected **Blank Tag** check box, the check box is cleared after **Tab** is pressed. An **Incomplete Clip** message is displayed with the clip in the rundown when content is deleted from a tag field and the **Blank Tag** check box is cleared. OverDrive will prompt for the missing clip information each time the shot is prepared.
- **Routers** — select a router source or directly enter a numeric router source.

  To select a Source:
  - › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.
  - › In the **Filter** box, enter a portion of the source name you are looking for. As you type, the source list automatically updates to show the sources that contain the entered text.
  - › Each page of the **Select a Source** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.
  - › Select a source from the source list, then click **Select**.

  To search for a Source:
  - › Enter a portion of the source name you are looking for in the **Source** box.
  - › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

    The **Select a Source** dialog box opens with a list of the sources that match the text entered in the **Source** box.

To select the first matching Source:

› Enter a portion of a valid source name in the **Source** box.

› Press the **Tab** key to select the first source that contains the entered text.

To select the router level:

› If the router level is different than the default level, select the new level from the **Level** list.

- **Cameras** — enter the name or identifier of the clip or preset in the **Clip Details and Presets** box. For **Furio**, **Shotoku**, and **Vinten** cameras you can use the following formats to enter a move duration along with a shot:

Format	Example	Description
<Show>:<Shot>:<Duration>	show:5:12	Move the camera to shot 5 in the News show with a 12 second duration.
<Show>:<Shot>	show:5	Move the camera to shot 5 in the News show with no duration.
:<Shot>:<Duration>	:5:12	Move the camera to shot 5 in the current show with a 12 second duration.
:<Shot>	:5	Move the camera to shot 5 in the current show with no duration.

- **External Still Stores** — enter the name or identifier of the clip or preset in the **Clip Details and Presets** box.
- **Crosspoints** — select the crosspoint number or name for the bus.

  To select a Crosspoint:

  › Click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

  › In the **Filter** box, enter a portion of the crosspoint name you are looking for. As you type, the crosspoint list automatically updates to show the crosspoints that contain the entered text.

  › Each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.

  › Select a crosspoint from the crosspoint list, then click **Select**.

  To select the first matching Crosspoint:

  › Enter a portion of a valid crosspoint number or name in the **Crosspoint** box.

  › Press the **Tab** key to select the first crosspoint number or name that contains the entered text.

- **Source Groups** — select the source for the bus from the source group associated with the shot.

  To select a source from the shot source group:

  › Click **Select** to the right of the **Source** box to open the **Select a Source from Group** dialog box.

  › In the **Filter** box, enter a portion of the source number or name you are looking for. As you type, the source list automatically updates to show the sources that contain the entered text.

  › Each page of the **Select a Crosspoint** dialog box lists ten sources. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.

  › Select a source from the source list, then click **Select**.

  To select the first matching source:

  › Enter a portion of a valid source number in the **Source** box.

  › Press the **Tab** key to select the first source number or name that contains the entered text.

3. Edit settings as required for any additional devices associated with the shot.

   Available device settings are as follows:

   - **Zero Crosspoint Routers**

     To select a Source:

     › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

     › In the **Filter** box, enter a portion of the source name you are looking for. As you type, the source list automatically updates to show the sources that contain the entered text.

     › Each page of the **Select a Source** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

     › Select a source from the source list, then click **Select**.

     To search for a Source:

     › Enter a portion of the source name you are looking for in the **Source** box.

     › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

     The **Select a Source** dialog box opens with a list of the sources that match the text entered in the **Source** box.

     To select the first matching Source:

     › Enter a portion of a valid source name in the **Source** box.

     › Press the **Tab** key to select the first source that contains the entered text.

     To select a Destination:

     › Click **Select** to the right of the **Destination** box to open the **Select a Destination** dialog box.

     › In the **Filter** box, enter a portion of the destination name you are looking for. As you type, the destination list automatically updates to show the destinations that contain the entered text.

     › Each page of the **Select a Destination** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

     › Select a destination from the destination list, then click **Select**.

     To search for a Destination:

     › Enter a portion of the destination name you are looking for in the **Destination** box.

     › Click **Select** to the right of the **Destination** box to open the **Select a Destination** dialog box.

     The **Select a Destination** dialog box opens with a list of the destinations that match the text entered in the **Destination** box.

     To select the first matching Destination:

     › Enter a portion of a valid destination name in the **Destination** box.

     › Press the **Tab** key to select the first destination that contains the entered text.

     To set the Level:

     › If the router level is different than the default level, select the new level from the **Level** list.

   - **Aux Buses**

     To select the aux bus:

     › In the **Aux Bus** box, enter an aux bus number.

     The standard **aux bus** range is 1 to 32. When multiple crosspoints are assigned the same aux bus, the lower position is used. For example, if an aux bus is at position 1 and 3, and all positions are assigned the same aux bus, then the assigned crosspoint will come from position 3.

To select a Crosspoint:

› Click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

› In the **Filter** box, enter a portion of the crosspoint name you are looking for. As you type, the crosspoint list automatically updates to show the crosspoints that contain the entered text.

› Each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

› Select a crosspoint from the crosspoint list, then click **Select**.

To search for a Crosspoint:

› Enter a portion of a valid crosspoint number or name in the **Crosspoint** box.

› Press **Enter** or click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

The **Select a Crosspoint** dialog box lists the crosspoints that match the text entered in the **Crosspoint** box.

To select the first matching Crosspoint:

› Enter a portion of a valid crosspoint number or name in the **Crosspoint** box.

› Press the **Tab** key to select the first crosspoint number or name that contains the entered text.

- **Audio Servers**

  › Enter the **Drive** location using the range 0 to 6.

  › Enter the **Directory** number using the range 1 to 10.

  › Enter the **Cut** number using the range 0 to 999.

4. Click the **Audio Settings** tab to configure audio for the shot. When you are done configuring the shot, click **Insert Shot** to insert the configured shot into the rundown above the selected shot in the rundown and close the **Insert Shot** dialog box.

For More Information on...

- additional switcher and OverDrive requirements for using internal store devices in a show, refer to the section "**Work with Internal Store Devices**" on page 15–21.
- specific character generators, refer to the section "**Clip Details and Presets Behavior**" on page 30–3.
- setting properties for a MOS character generator device, refer to the section "**Create a MOS CG Device Template**" on page 10–57.

Audio Settings

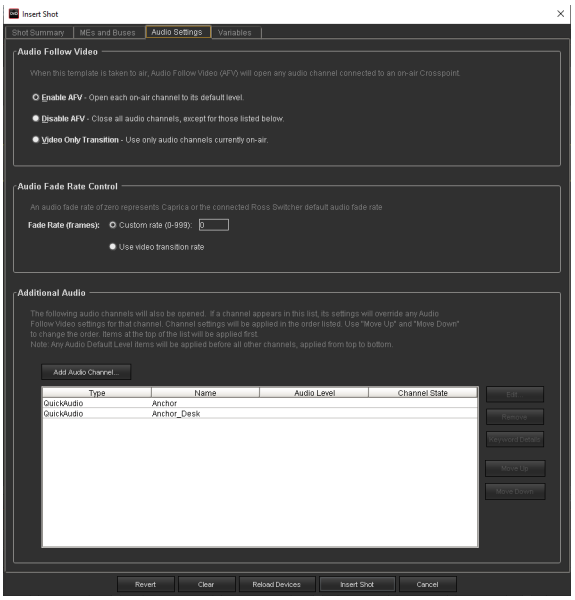
The Audio Settings tab enables you to configure the audio follow video, audio fade rate, and audio level settings for each channel associated with a shot. Audio settings cannot be configured for Fixed ME Master templates.

✶ The Audio Settings tab is not available when a Fixed ME Master template is selected for a shot. Changing from a Floating ME Master template to a Fixed ME Master template will clear all audio settings for the template.

To configure audio settings for a shot

1. In the **Insert Shot** dialog box, click the **Audio Settings** tab.

   The **Audio Settings** tab opens.



   The **Audio Settings** tab is not available when a Fixed ME Master template is selected for a shot. Changing from a Floating ME Master template to a Fixed ME Master template will clear all audio settings for the template.

2. In the **Audio Follow Video** area, select one of the following options to set the audio channels used when the new shot is taken to air:

   - **Enable AFV** — open each audio channel connected to the on-air Crosspoint at the default audio level set for the channel.
   - **Disable AFV** — close all audio channels except the audio channels listed in the **Additional Audio** area.
   - **Video Only Transition** — only use the audio channels that are currently on air.

   To modify Audio Follow Video settings for specific channels, use the **Additional Audio** area.

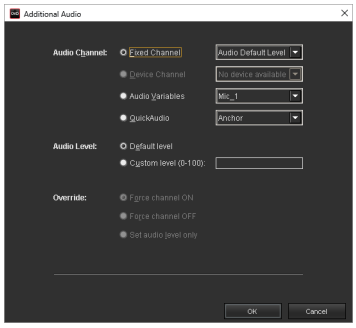
3. In the **Audio Fade Rate Control** area, select one of the following options to set the number of frames to fade audio when the new shot is transitioned to the next shot in the rundown.

   - **Custom Rate** — enter the number of frames to fade audio for this shot. The box to the right of this option displays the audio fade rate defined by the **Master Template** selected for this shot. To change the audio fade rate, enter the number of frames to fade audio in the box to the right. Enter 0 to set the audio fade rate to the same number of frames as the default Vision or Acuity audio fade rate.
   - **Use Video Transition Rate** — fade audio at the same rate as the video transition. When this option is selected, the audio fade rate is set to the same number of frames set for the video transition on the switcher panel.

   The set audio fade rate is displayed with the shot in the run down.

4. In the **Additional Audio** area, click **Add Audio Channel** to add an audio channel to the list of audio channels that override **Audio Follow Video** settings.

   The **Additional Audio** dialog box opens.



5. Select one of the following **Audio Channel** options to choose the type of audio channel for which to set the audio level:

   - **Fixed Channel** — select an audio mixer channel. Use the list to the right to select the audio mixer channel to add to the shot.
   - **Device Channel** — select the audio channels associated with a device. Use the list to the right to select the device that contains the audio channels to add to the shot. This list contains the devices associated with the Master Template selected for the shot.
   - **Audio Variables** — select the audio channels associated with an audio variable. Use the list to the right to select the audio variable associated with the audio channels to add to the shot. This list contains the audio variables from the **Variables** tab of the **TemplateEditor**.
   - **QuickAudio** — select the audio channels associated with a QuickAudio keyword. Use the list to the right to select the QuickAudio keyword associated with the audio channels to add to the shot. This list contains the QuickAudio keywords from the **QuickAudio** tab of the **TemplateEditor**.

6. Select one of the following **Audio Level** options to set the audio level at which to open the selected **Audio Channel**:

   - **Default Level** — open the selected **Audio Channel** at the default audio level set for the channel.
   - **Custom Level** — set the audio level at which to open the selected **Audio Channel**. Enter the audio level in the box to the right then type a custom level value for the channel.

7. Select one of the following **Override** options to control the selected **Audio Channel**:

   - **Override Channel ON** — take the audio channel to air at the set level when the shot transitioned to air.
   - **Override Channel OFF** — set the audio channel level but leave the channel off air when the shot transitioned to air. On air channels are closed when the shot transitioned to air.
   - **Only Set Audio Level** — set the audio channel level and retain the channel status when the shot transitioned to air. Channels on air in the previous shot are left on air, and closed channels remain closed.

   Override options are not available when **Audio Default Level** is selected for the **Audio Channel**.

8. Click **OK** to save the defined **Audio Channel** and close the **Additional Audio** dialog box.

   The **Audio Channel** is added to the list in the **Additional Audio** area. The channels in this list override default and audio follow video settings. Audio level assignment of fixed channels override device-based settings.

9. To view the channels associated with a QuickAudio keyword, complete the following steps:

   a. In the **Additional Audio** list, select the QuickAudio keyword for which to view associated channels.

   b. Click **Keyword Details**.

      The **QuickAudio Keyword Channels Definition** dialog box opens listing the channels associated with the selected QuickAudio keyword.

   c. Click **OK**.

      The **QuickAudio Keyword Channels Definition** dialog box closes.

10. Click the **Variables** tab to set shot specific sources for audio variables in the shot. When you are done configuring the shot, click **Insert Shot** to insert the configured shot into the rundown above the selected shot in the rundown and close the **Insert Shot** dialog box.

For More Information on...

- creating audio variables, refer to section "**Audio Variables**" on page 10–68.
- creating QuickAudio variable keywords, refer to section "**Add Keywords to Set Audio Variable Sources**" on page 22–72.

Manage Additional Audio

After adding channels to the Additional Audio list, you can edit the channel definitions or delete the channels that you no longer use.

To edit an additional audio channel

1. In the **Additional Audio** list, select the channel to edit.
2. Click **Edit**.

   The **Additional Audio** dialog box opens with the settings of the selected channel.
3. Edit the required settings.
4. Click **OK**.

   OverDrive saves the changed settings.

To set the order in which OverDrive applies channel settings

1. Select the channel to reposition.
2. Click **Move Up** to move the selected channel up one position in the order that OverDrive applies channel settings.
3. Click **Move Down** to move the selected channel down one position in the order that OverDrive applies channel settings.

   OverDrive applies channels settings starting at the top of the **Additional Audio** list working downwards.

To delete an additional audio channel

1. In the **Additional Audio** list, select the channel to delete.
2. Click **Remove**.

   TemplateEditor removes the selected channel from the **Additional Audio** list.

Variables

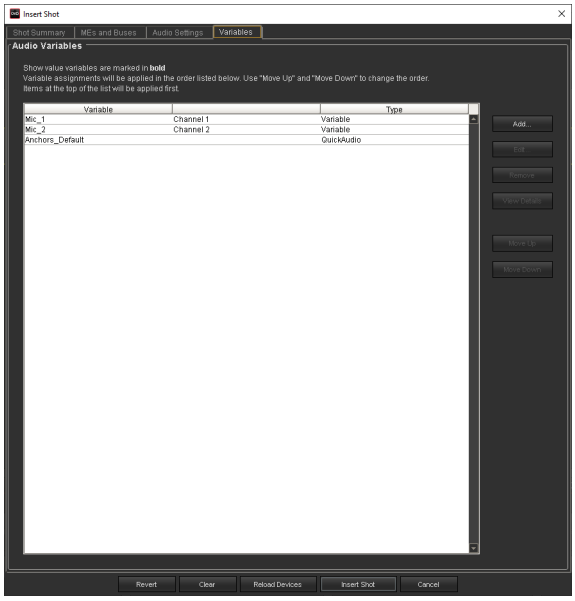
The Variables tab enables you to set shot specific sources for audio variables.

✶ Before you set shot specific sources, you must create audio variables to assign to shots. For information on how to create audio variables, refer to the section "**Audio Variables**" on page 10–68.

To set shot specific sources for audio variables

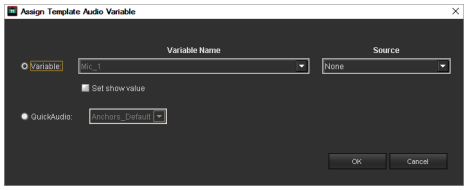
1. In the **Insert Shot** dialog box, click the **Variables** tab.

   The **Variables** tab opens.



2. Click **Add** to add an existing audio variable to the shot and set a source for the audio variable in the shot.

   The **Assign Template Audio Variable** dialog box opens.



3. To select an audio variable for which to set a source, complete the following steps:

   a. Select the **Variable** option.

   b. Use the **Variable Name** list to select the audio variable for which to set a source.

   c. Use the **Source** list to select the source for the selected audio variable. The available sources are as follows:

   - **None** — do not select a source for the audio variable.
   - **Default** — use the default source set for the audio variable. The default source for an audio variable is set in the **Variables** tab of the **TemplateEditor**. Changing the source for an audio variable also changes the source for the Master template audio variable
   - **Show** — use the source set as the **Show** value for the variable.
   - **Channel #** — select an audio channel as the source for the audio variable. Changing the default source for the audio variable in the **Variables** tab of the **TemplateEditor** does not change the source for the Master template audio variable.

d. Select the **Set show value** check box to use the selected source as the **Show** value for the audio variable.

   The **Audio Variables** list displays the audio variables set as **Show** values in **bold** typeface.

4. To select a QuickAudio keyword to set sources for audio variables, complete the following steps:

   a. Select the **QuickAudio** option.

   b. Use the list to the right to select the QuickAudio keyword associated with the audio channels and sources that you want to set for the shot. This list contains the QuickAudio keywords from the **QuickAudio** tab of the **TemplateEditor**.

5. Click **OK** to add the selected audio variable and set source to the shot.

   The **Assign Template Audio Variable** dialog box closes, and OverDrive adds the audio variable to the **Audio Variables** list. The shot will use the source set for the audio variable in the shot.

6. To view the variables associated with a QuickAudio keyword, complete the following steps:

   a. In the **Audio Variables** list, select the QuickAudio keyword for which to view associated audio variables.

   b. Click **View Details**.

      The **QuickAudio Keyword Variables Definition** dialog box opens listing the audio variables associated with the selected QuickAudio keyword.

   c. Click **OK**.

      The **QuickAudio Keyword Variables Definition** dialog box closes.

7. Click **Insert Shot** to insert the configured shot into the rundown above the selected shot in the rundown and close the **Insert Shot** dialog box.

Manage Variables

After adding audio variables and QuickAudio keywords to the Audio Variables list, you can edit the variable definitions or delete the variables that you no longer use.

To edit a variable

1. In the **Audio Variables** list, select the audio variable or QuickAudio keyword edit.
2. Click **Edit**.

   The **Edit Template Audio Variable** dialog box opens with the settings of the selected audio variable.
3. Edit the required settings.
4. Click **OK**.

   OverDrive saves the changed settings.

To set the order in which OverDrive applies variable settings

1. In the **Audio Variables** list, select the audio variable or QuickAudio keyword to reposition.
2. Click **Move Up** to move the selected audio variable or QuickAudio keyword up one position in the order.
3. Click **Move Down** to move the selected audio variable or QuickAudio keyword down one position in the order.

   OverDrive applies audio variables and QuickAudio keywords starting at the top of the **Audio Variables** list working downwards.

To delete a variable

1. In the **Audio Variables** list, select the audio variable or QuickAudio keyword to delete.
2. Click **Remove**.

   An **Alert** opens.
3. Click **Yes** to delete the selected audio variable.

   The OverDrive deletes the selected audio variable or QuickAudio keyword from the **Audio Variables** list.

Work with Internal Store Devices

The following sections contain additional switcher and OverDrive requirements for using internal store devices in a show.

Switcher Personality Setup

When using an internal store device in OverDrive, switcher personality must be configured as follows:

- When using the Global Store channels to store stills or animations, the Global-Store Memory Recall (**GlblStoreMem**) mode must be turned **Off**.
- When using the ME Store channels to store stills or animations, the ME Store Memory Recall (**MLEStoreMem**) mode must be turned **Off**.

If the switcher personality is not properly configured, cueing errors will occur when attempting to cue the clips on the internal store channels that are not turned off.

Cue in Advance

When the **Allow this Device to be Cued in Advance** option is enabled and the rundown list contains multiple large animations, there is a risk that switcher will unload the first animation from the still cache when loading the new animation into a cache that does not have enough space to store both animations. This situation could cause one of the following results:

- One of the animations is not ready when it is required to go to air.
- The two animations load and unload each other, causing a fight for resources.

Proper show preparation should also prevent still cache space problems.

For More Information on...

- working with large animations, refer to the section "**Manage Large Animations**" on page 10–53.

No Internal Still Devices in RundownControl

When inserting a shot in RundownControl and Master templates that use Internal Still devices are not listed in the Template Selection dialog box, check the following:

- The device may be improperly setup on the switcher.
- The OverDrive template database may not contain an appropriate Device template.
- The switcher administration username and/or password may have changed from the username and/or password entered in the OverDrive Server configuration file.

Locating Stills and Animations

Internal store devices often contain many stills and animations. When the full path to the still or animation is not known, the Browse Stills dialog box can be used to locate the still or animation.

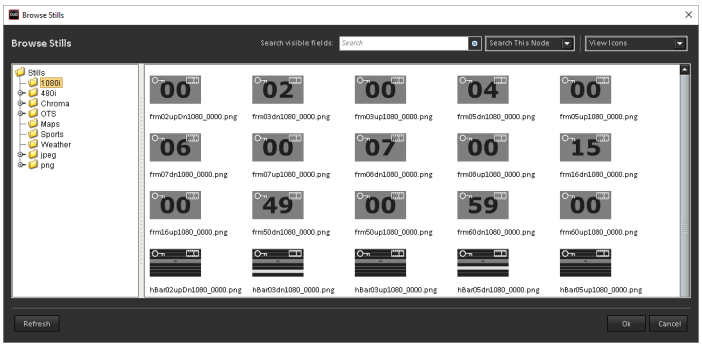
To browse for stills and animations

1. In the **Insert Shot** dialog box, click the **ME and Buses** tab.

   The **ME and Buses** tab opens.

2. In the **ME Devices** area, click **Browse** to the right of the **Clip Details and Presets** box associated with internal store device.

   The **Browse Stills** dialog box opens.



3. Expand the folders in the tree view to list the stills and animations contained in the selected folder.

   Only the graphics contained in the selected folder are displayed in the **Stills** list.

4. Expand folder nodes in the tree view to show the folders within the selected folder node.

5. Use the **View** list to the right of the **Search** box to change the information displayed in the **Stills** list. The available view options are as follows:

   - **View Thumbnails** — display an icon, number, and name for each graphic.
   - **View Icons** — display an icon, number, and name for each graphic.
   - **View Description** — display an icon, number, name, and description for each graphic.
   - **View Details** — display selected information about graphics in a tabular format.

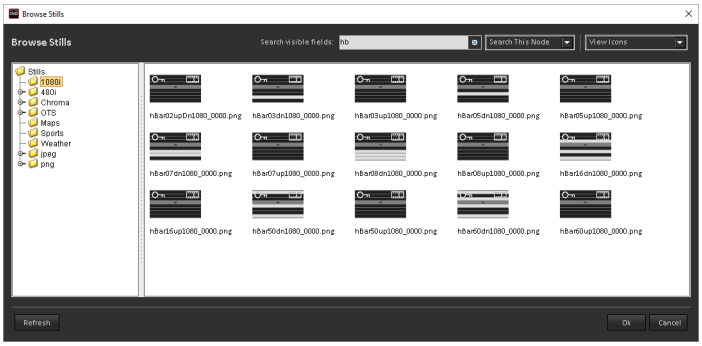
To search for stills and animations

1. In the **Browse Stills** dialog box, select **View Description** from the **View** list.

   This view shows an overview the type of information that can be used to search for stills and animations

2. To search for a still or animation graphic, enter text in the **Search** box to match part of the graphic number, title, type, number of frames, or resolution. Enter **AutoStart**, **Looping**, **Reverse**, **Shaped**, or **Alpha** to find graphics with the associated switcher Still-Store Animation Property enabled (**Yes**).

   While entering text, the **Stills** list automatically updates to display only the graphics that match the entered text.



   To clear the **Search** box, click the **X** at the right of the box.

3. Use the list to the right of the **Search** box to select the folder node in which to search for stills or animations.
   - **Search This Node** — only search for graphic files in the folder node selected in the tree view.
   - **Search All Nodes** — search for graphic files in all folder nodes.

To sort listed stills and animations

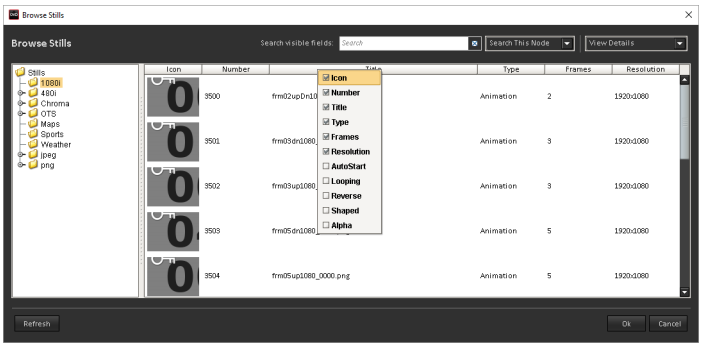
1. In the **Browse Stills** dialog box, select **View Details** from the **View** list.
2. To sort the listed stills and animations, click the column title by which to sort the **Stills** list.

   The **Stills** list sort order is shown by the arrow displayed to the right of the column title. Click the column title once again to reverse the sort order.

To select the columns displayed in the Details view

1. In the **Browse Stills** dialog box, select **View Details** from the **View** list.
2. Right-click a column title.

   The **Column** menu opens.



   The available columns are as follows:

   - **Icon** — graphic thumbnail
   - **Number** — graphic identification number
   - **Title** — graphic name.
   - **Type** — graphic type (Still or Animation).
   - **Frames** — number of frames in a graphic
   - **Resolution** — horizontal and vertical size in pixels of a graphic
   - **Auto Start** — switcher **Auto Start** Still-Store Animation Property setting (Yes for on, blank for off).
   - **Looping** — switcher **Looping** Still-Store Animation Property setting (Yes for on, blank for off).
   - **Reverse** — switcher **Reverse** Still-Store Animation Property setting (Yes for on, blank for off).
   - **Shaped** — switcher **Shaped** Still-Store Animation Property setting (Yes for on, blank for off).
   - **Alpha** — switcher **Alpha** Still-Store Animation Property setting (Yes for on, blank for off).
3. To display a column, select the check box beside the column name. To hide a column, clear the check box beside the column name.

Search for a Master Template

OverDrive systems often contain hundreds of Master templates. When building a show, folders and searches can be used to quickly find Shots and Master templates to insert in a rundown.

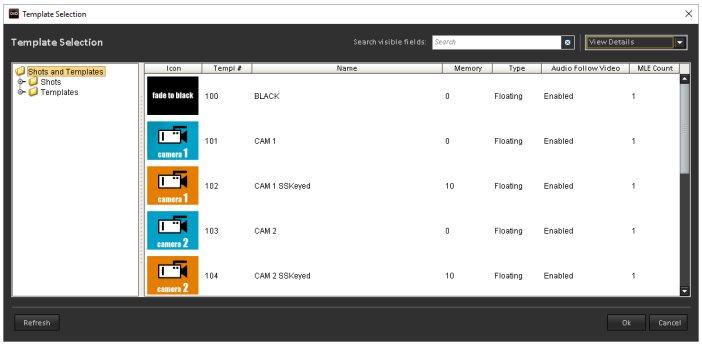
To search for Master templates

1. In the **Insert Shot** dialog box, click the **Shot Summary** tab.

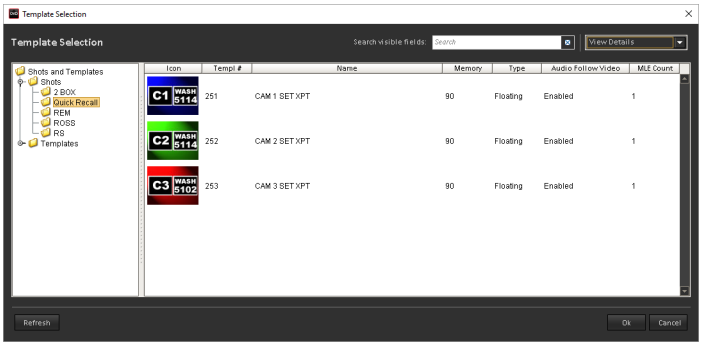
   The **Shot Summary** tab opens.

2. In the **Shot Basics** area, click **Browse** (...) to the right of the **Master Template** box to select a Shot or Master template on which to base the new shot.

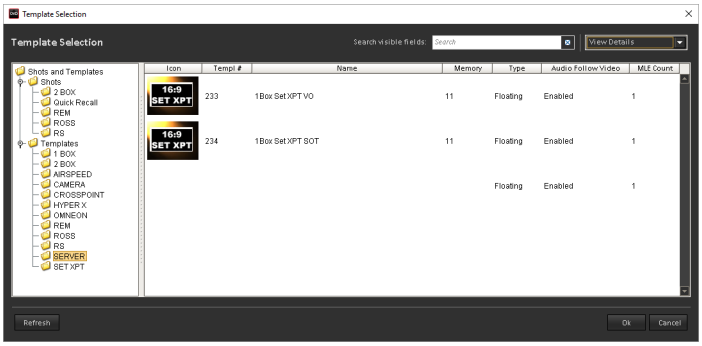
   The **Template Selection** dialog box opens.



3. In the tree view, select the **Shots** folder to view the available Shots. Expand the **Shots** folder to view Shot category folders.

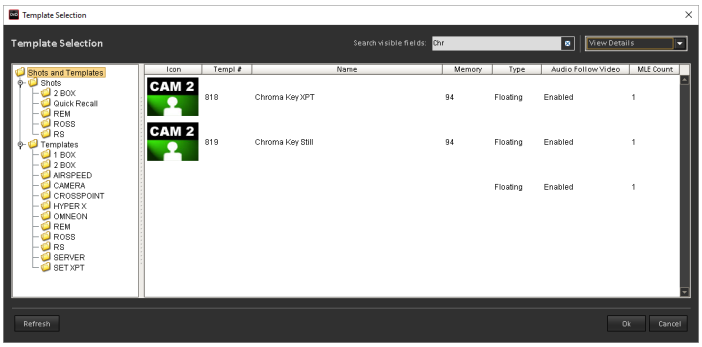


4. In the tree view, select the **Templates** folder to view the available Master templates. Expand the **Templates** folder to view Master template category folders.



5. To search for a Shot or Master template in the selected folder, enter text in the **Search** box to match part of the Master template ID, name, switcher memory, template type, Audio Follow Video setting, ME count, or assigned folder.

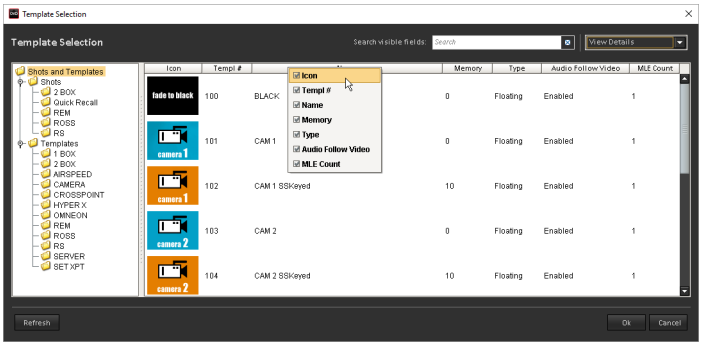
6. While entering text, the **Template** list automatically updates to display only the Shots and Master templates that match the entered text.



7. To clear the **Search** box, click the **X** at the right of the box.

8. To select the information columns displayed in the Details view, right-click a column title.

   The **Column** menu opens.



   The available columns are as follows:

   - **Icon** — icon assigned to a Master template
   - **Templ #** — Master template identification number
   - **Name** — Shot or Master template name
   - **Memory** — switcher memory number used to recall the First ME
   - **Type** — type of ME (Fixed or Floating) used by a Master template
   - **Audio Follow Video** — Audio Follow Video setting (Enabled, Disabled, Video Only, or N/A (Fixed Templates))
   - **ME Count** — number of MEs used by a Master template

9. To hide a column, clear the check box beside the column name. To display a column, select the check box beside the column name.

For More Information on...

- creating, assigning, and managing folders, refer to the section "**Folders**" on page 10–25.

Edit Shots in a Rundown

After shots are inserted into a rundown, the **Edit Shot** dialog box can be used to modify the properties of a selected shot in the rundown. The **Delete Shot** command can be used to remove shots from a rundown that are no longer required.

✶ Any changes made to the properties of a shot in the rundown are only applied to the shot, and do not affect the Master template used to create the shot.

To edit the properties of a shot in a rundown

1. In the rundown, select the shot to edit.
2. Open **Edit Shot** dialog box using one of the following methods:
   - From the **Edit Rundown** menu, select **Edit Shot.**
   - Click the **Edit Shot** button in the tool bar.
   - Right-click the shot in the rundown to edit and select **Edit Shot** from the **Shortcut** menu.

   The **Edit Shot** dialog box opens.



3. Use the tabs in the **Edit Shot** dialog box to modify the properties of the selected shot. Shot properties are contained in the following tabs:
   - **Shot Summary** — change the Master template on which to base the shot, modify shot details, or change Custom Controls assigned to the shot. Refer to the section "**Shot Summary**" on page 15–6.
   - **ME and Buses** — view and modify the devices associated with the Master template selected for the shot. Refer to the section "**MEs and Buses**" on page 15–11.
   - **Audio Settings** — modify the audio follow video, audio fade rate, and audio level settings for each channel associated with the shot. Refer to the section "**Audio Settings**" on page 15–15.
   - **Variables** — modify shot specific sources for audio variables. Refer to the section "**Variables**" on page 15–19.
4. Click **Save Changes** to save property changes for the selected shot and close the **Edit Shot** dialog box.

   Click **Restore Default** to switch all changed property values back to the values set in the Master template selected for the shot. Click **Clear** to remove all set property values. Click **Reload Devices** to re-load the clip information stored on the devices used in a shot.
5. In **RundownControl**, select **File** > **Save** to save rundown changes.

To delete a shot from a rundown

1. In the rundown, select the shot to delete.
2. From the **Edit** menu, select **Delete Shot.**

   Clicking the **Delete Shot** button in the toolbar or selecting **Delete** from the right-click **Shortcut** menu for a shot are additional methods of deleting a shot from a rundown.

✶ After a shot is deleted from a rundown, it cannot be restored.

3. Select **File** > **Save** to save rundown changes.

Take a Show to Air

Preparation is the key to running a smooth production. Before taking a show to air, make sure that enough time is budgeted to prepare shots on the switcher. After a show is taken to air, the touch screen or keyboard and mouse are used to transition from one shot to the next in the show rundown.

To take a show to air

1. On the switcher, set up each shot for the show.

   OverDrive uses the first available ME on the switcher to recall memories. When creating a memory on the switcher, the exact same effect must be stored in the same register on each ME.
2. Create OverDrive templates that define the look of each shot in the show.
3. Create a rundown and add shots to it to build the show. The rundown sets the event order for the show.
4. After the show is take to air, use the **Prepare** and **Transition** buttons in **RundownControl** to prepare each shot and transition it to air. **QuickRecall** buttons can be used to prepare shots. To recall a shot to the Preview monitor, click the appropriate **QuickRecall** button, then click the appropriate **Transition** button to take the shot to air. The **PGM Transitions** buttons can be configured to automatically advance the rundown.

Inception Show Setup

This chapter provides instructions for creating and working with Ross Video Inception running orders.

The following topics are discussed in this chapter:

- Ross Video OverDrive NRCS plugin Configuration for Ross Video Inception
- Configure Connection Information for Inception
- Monitor a Running Order from Inception
- Use OverDrive Master Templates in Inception Broadcast Stories

Ross Video OverDrive NRCS plugin Configuration for Ross Video Inception

OverDrive uses the Ross Video OverDrive NRCS plugin to interface with the Ross Video Inception NRCS. Inception uses the plugin to access OverDrive templates and shots. Inception users access the OverDrive NRCS plugin through a MOS device configured for the OverDrive NRCS plugin. The Inception administrator configures the OverDrive NRCS plugin MOS device for Inception users.

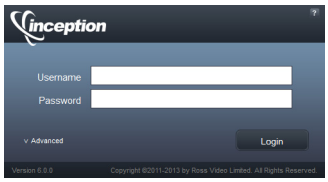
✶ You require an NCS license for your Inception Server to access the **Devices** tab and add MOS device to your server for the OverDrive NRCS plugin. Please contact Ross Video to purchase an NCS license for your Inception Server.

To add a new MOS device to Inception for the OverDrive NRCS plugin

1. In a supported web browser, navigate to the Inception web page.

   - Microsoft Internet Explorer® 9.0 or greater
   - Mozilla Firefox® version 3.6 or greater
   - Google Chrome™ browser version 17.x or higher
   - Apple Safari® version 5.1.x or greater

   The **Login** panel opens.



2. In the **Login** panel, enter your system administrator login credentials in the **Username** and **Password** boxes.

   The system administrator login credentials are as follows:

   - **Username** — `root`
   - **Password** — `<your_password>`

   The system administrator password was set during the Inception NRCS software install.

3. Click or tap **Login**.

   Inception opens.

✶ When Inception displays a message indicating that the system is in maintenance mode, a system administrator must establish a database connection before you can log in to your Inception Server.

4. In the main toolbar, click the **Configuration** icon. If the **Configuration** icon is not visible, you are not an administrator and cannot configure the server.

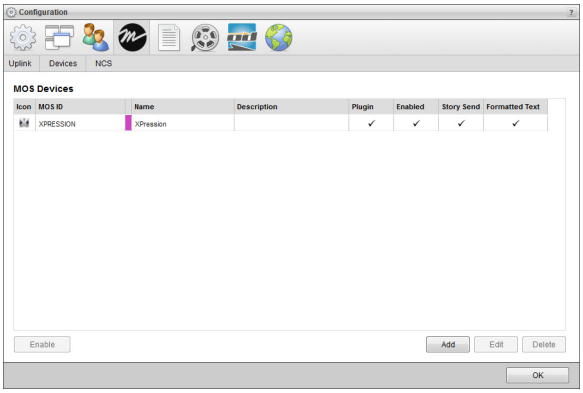
   The **Configuration** window opens.

5. On the **Configuration** window toolbar, click the **MOS** icon.

   The **MOS** panel opens.

6. Click the **Devices** tab. If the **Devices** tab is not visible, you do not have an NCS license for your Inception Server and you cannot add MOS devices to your server.

   The **Devices** tab opens.



7. Click **Add**.

   The **Create MOS Device** page opens and displays the **Device Settings** section for the OverDrive MOS device.

8. Use the **Device** list to select **Ross OverDrive** as the type of MOS device to create.

   Inception automatically sets the **MOS ID**, **MOS Version**, and **Name** for the OverDrive MOS device and selects the **Enabled** check box to enable the device. If the automatic settings do not match your OverDrive Server, click in the box associated with the setting to change and edit the setting value.

9. Write down the name in the **MOS ID** box.

   You will need the MOS ID of the OverDrive device to configure a MOS Gateway to use your Inception Server as an NRCS.

10. In the **Host** box, enter the hostname or IP address of your **OverDrive Server**.

11. In the **Description** box, enter a short description of your **OverDrive Server**.

12. Click **Next**.

    The next page opens and displays the **MOS Plugin** section for the OverDrive MOS device.

13. In the **Web Plugin** section, verify that the automatically set web plugin URL in the **URL** box matches the hostname or IP address of your **OverDrive Server**.

    The format of the **URL** box is as follows, where `<Your OverDrive Server>` is the hostname or IP address of your OverDrive Server:

    - `http://<Your OverDrive Server>/newsroomplugin`

    If the automatically set URL does not match your OverDrive Server, click in the **URL** box and change the `<Your OverDrive Server>` part of the URL to match your OverDrive Server.

14. Click **Next**.

    The next page opens and displays the **Appearance** and the **MOS Settings** sections for the new MOS device.

15. In the **Appearance** section, you can edit the values of the following setting to customize the look of your OverDrive MOS device in Inception:

    - **Icon** — use this list to select an icon to identify the OverDrive MOS device. If the icons in the list are not appropriate for your OverDrive MOS device, select Upload an Icon to add a custom icon to the list.
    - **Background** — click this color square to use a color picker to select the background color that Inception uses to display the OverDrive MOS device in a Broadcast story. As you click in the color picker, the box to the right of the color square displays the HTML color code of the selected color.

      You can also enter an HTML color code in the box to the right of the color square. As you enter an HTML color code, the color square displays the color of the entered code.
    - **Foreground** — click this color square to use a color picker to select the text color that Inception uses to display the OverDrive MOS device in a Broadcast story. As you click in the color picker, the box to the right of the color square displays the HTML color code of the selected color.

      You can also enter an HTML color code in the box to the right of the color square. As you enter an HTML color code, the color square displays the color of the entered code.

16. In the **MOS Settings** section, verify that the following setting are selected:

    - **Enable Story Send** — send story text and MOS items in a Broadcast story to the MOS device.
    - **Send Formatted Text** — include HTML markup with story text sent to the MOS device. For MOS devices that do not use HTML formatting, clear this check box to not send HTML markup with the story text.
    - **Require Item Status** — report the status of the MOS device in the MOS Status and MOS Device columns of the table in the Running Order panel.

17. Clear the **Enable Object Browsing** check box.

    OverDrive does not support using the MOS Objects panel to add MOS objects to a Broadcast story.

18. Select the **Enable Timing Control** if you want the OverDrive MOS device to signal Inception to take the next or previous story in the Inception running order on air during running order playout.

✶ When you select the **Enable Timing Control** check box you must also select the **Enable Item Status** check box.

19. Click **Save**.

    Inception adds the new OverDrive MOS device to the **MOS Devices** list.

For More Information on...

- adding OverDrive pre-configured Shots and Master templates to Inception stories, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.
- working with Inception, refer to the ***Inception User Guide***.

Configure Connection Information for Inception

After creating a MOS device on the Inception Server for the OverDrive NRCS plugin, you must configure a MOS Gateway to communicate with your Inceptions NRCS.

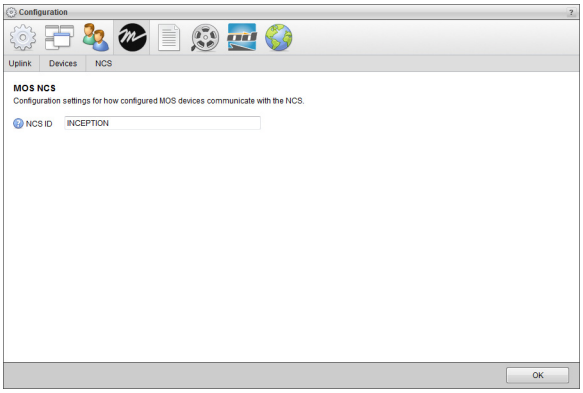
Record the NRCS ID of Your Inception Server

Along with the MOS ID of your OverDrive device, you also need the NCS ID of your Inception Server to configure a MOS Gateway.

To record the NCS ID of your Inception Server

1. In the On the **MOS** panel of the **Configuration** window, click the NCS tab.

   The **NCS** tab opens.



2. Write down the name in the **NCS ID** box.

   You will need the NCS ID of your Inception Server to configure a MOS Gateway to use your Inception Server as an NRCS.

3. Click **OK**.

   The **Configuration** window closes.

Configure MOS Gateway Communication

MOS Gateway communication properties are configured on the MOS Gateway Configuration page of the OverDrive Server Web Administration web page. This page provides properties for enabling a MOS Gateway to communicate with your Inception Server when you use Inceptions as your NRCS.

✶ Changing the MOS Port settings stops all running services and disconnects all clients from the gateway. Ross Video recommends that port settings be left to the default number unless otherwise specified.

To configure a MOS Gateway to communicate with your Inception NRCS.

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

4. Use the **Configuration** menu to select **MOS Gateway**.

   The **MOS Gateway Configurations** page opens.

5. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the **Default** MOS Gateway.

   The **Edit NRCS** section opens.

6. Use the **Newsroom System** list to select **Inception**.

7. Use the **Mos Version** list to select the version of Media Object Server Communications Protocol (MOS) that the OverDrive Server uses to communicate with the Inception. The available MOS versions are as follows:

   - **2.8** — on premise connections.
   - **4.0** — Cloud connections.

   When you select **4.0** as the **Mos Version**, complete the following steps to configure the additional MOS 4.0 settings that display:

   a. Use the **WebSocket Mode** list to select **Active** or **Passive** as the mode for the OverDrive end of the OverDrive Gateway to Inception connection. You must configure one end of the OverDrive Gateway to Inception connection to run in **Active** mode and the other end to run in **Passive** mode.

   b. Use the **Remote Protocol** list to select the WebSocket protocol security level. The available options are as follows:

      - **ws** — unsecured WebSocket protocol.
      - **wss** — secured WebSocket protocol. Use this protocol when connecting to a secure NRCS. This setting is only available you select **Active** from the **WebSocket Mode** list.

   c. In the **EndPoint** box, enter the endpoint for the OverDrive Gateway. For most configurations you should not need to change the default endpoint. This setting is only available you select **Active** from the **WebSocket Mode** list.

   d. In the **EndPoint Port** box, enter the port of the NRCS. For most configurations you should not need to change the default endpoint port.

   e. Select the **Allow Untrusted Certificates** check box to allow the use of self-signed certificates. Clear this check box to disallow self-signed certificates. This setting is only available you select **wss** from the **Remote Protocol** list.

✶ If change the port number in the **EndPoint Port** box you must also change AWS SSL settings to match the entered endpoint port number.

8. In the **Primary** section, complete the following steps to configure the Primary Inception Server settings:

   a. When **4.0** is selected in the **Mos Version** list, enter the API key generated by the Primary Inception Server in the **NRCS API Key** box.

   b. In the **NRCS ID** box, enter the ID assigned to the Primary Inception Server.

      From within Inception you can view the Inception Server NCS ID on the **NCS** tab of the **MOS** panel in the **Configuration** window. NRCS IDs are case sensitive.

   c. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the Primary Inception Server computer.

   d. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   e. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device on the Primary Inception Server.

      From within Inception you can view the OverDrive Primary device MOS ID on the **Devices** tab of the **MOS** panel in the **Configuration** window. MOS IDs are case sensitive.

   f. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

   g. In the **OD MOS High Port** box, confirm the default setting of **10541**.

9. In the **Redundant/Buddy** section, complete the following steps to configure the Redundant Inception Server settings:

   a. When **4.0** is selected in the **Mos Version** list, enter the API key generated by the Redundant Inception Server in the **NRCS API Key** box.

   b. In the **NRCS ID** box, enter the ID assigned to the Redundant Inception Server.

   c. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the Redundant Inception Server computer.

   d. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   e. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device on the Redundant Inception Server.

   f. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

   g. In the **OD MOS High Port** box, confirm the default setting of **10541**.

10. Click **Save**.

    OverDrive saves the MOS Gateway settings and the **Edit NRCS** section closes.

For More Information on...

- MOS Gateway settings, refer to the chapter "**MOS Gateway**" on page 7–1.

Configure OverDrive RundownControl Communication

OverDrive RundownControl communication properties are configured in the Network tab of the Options dialog box in RundownControl. This tab provides properties for enabling RundownControl to communicate with your Inception Server when you use Inceptions as your NRCS.

To configure RundownControl to communicate with your Inception NRCS.

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Network Settings** tab.

   The **Network Settings** tab opens.

3. In the **Networks Settings** section, enter the IP address or hostname of the OverDrive Primary Server in the **Primary Server** box.

4. Click **Test Host Connection**.

   OverDrive tests the connection between **RundownControl** and the set **Primary Server**, and reports one of the following results:

   - **Succeeded** — RundownControl is connected to the set Primary Server.
   - **Failed** — RundownControl could not connect to the set Primary Server.

   When the set **Primary Server** has an associated **Redundant Server**, OverDrive displays the IP address of the Redundant Server along with the following check boxes:

   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Primary Server.
   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Redundant Server.

5. Select the **Connect to the Primary Server** check box to connect RundownControl with the OverDrive Server running on the Primary System. Selecting this check box automatically clears the **Connect to the Redundant Server** check box. Under normal operation, RundownControl communicates with the OverDrive Server on the Primary system.

6. Click **OK** to save changes and close the **Options** dialog box.

For More Information on...

- RundownControl settings, refer to the chapter "**Configuration Options**" on page 4–1.

Ross Video OverDrive NRCS plugin Connection Errors in Inception

The Ross Video OverDrive NRCS plugin may encounter connection error messages while working in Inception. These errors can occur when attempting to connect to the OverDrive Server in Inception, or if the MOS ID of the OverDrive Server does not match the MOS ID set on Inception Server.

Server Connection Errors

Connection error messages may be encountered in the plugin when attempting to connect to the OverDrive Server in Inception. Connection errors may be caused be the follow:

- The IP Address or hostname was not entered correctly.
- The OverDrive computer does not exist on the network.
- The OverDrive system is not configured properly.
- Inception is not set up or configured properly on the OverDrive computer.
- The network permissions are not properly set to allow Inception to connect to OverDrive.

Ensure that connection properties in both OverDrive and Inception are correct before attempting to reconnect to the Inception Server. If settings are correct and a connection still can not be made to the Inception server, contact the Networking (IT) Department or Ross Video Technical Support.

MOS ID Errors

If the MOS ID is set incorrectly in OverDrive, the plugin reports that the MOS ID is different than the MOS ID set in Inception. Changes made to shots in Inception are not saved by the NRCS and are not added to the rundown.

Check the following areas:

- The MOS ID in OverDrive matches the MOS ID set in Inception.
- The plugin is connected to the OverDrive server.

If changes are required in OverDrive, the plugin automatically updates after the changes are complete.

For More Information on...

- editing Inception settings in OverDrive, refer to the section "**Configure Connection Information for Inception**" on page 16–4.

Monitor a Running Order from Inception

When you start the playout of an NCS running order, Inception uses the MOS protocol to send running order information to all the devices monitoring the running order. Before playing out a NCS running order that you want MOS devices to monitor, you need to select the devices to monitor your running order. An Inception running order must be monitored before it can be opened and played from OverDrive.

✶ Monitored Inception running orders must be re-monitored after a restart of the OverDrive Server.

To monitor an Inception running order for OverDrive

1. From the main toolbar, click or tap the **Open Running Order** icon.

   The **Select Running Order** dialog box opens.

2. Use the **Running Orders** list to select the running order to open.

3. Click or tap **OK**.

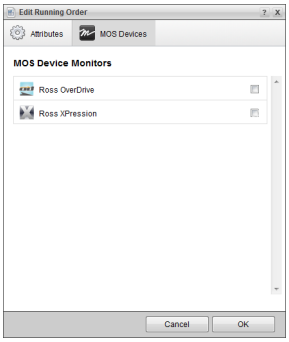
   The selected running order opens in the **Running Order** panel.

4. In the **Running Order** panel, click or tap the **Settings** icon.

   The **Edit Running Order** dialog box opens.

5. Click or tap the **MOS Devices** tab. If the **MOS Devices** tab is not visible, you do not have an NCS license for your Inception Server. You cannot select monitoring MOS devices without an NCS license for your Inception Server.

   The **MOS Devices** tab opens.



6. In the **MOS Device Monitors** list, select the check box to the right of the **Ross OverDrive** MOS device.
7. Click **OK**.
8. In the **Running Order** panel, click or tap the **Monitor** icon.

   An **Alert** opens.

9. Click **OK**.

   Inception start monitoring the **Ross OverDrive** MOS device, and the **Monitor** icon changes to **Unmonitor**. The running order in the **Running Order** panel is made available to OverDrive. When an Inception running order is played out through OverDrive RundownControl, the status of the currently playing shot is reported in the **MOS Status** column and the **Ross OverDrive** column of the Inception **Running Order** table.

To stop monitoring an Inception running order from OverDrive

1. In the **Running Order** panel, click or tap the **Unmonitor** icon.

   An **Alert** opens.

2. Click **OK**.

   Inception stops monitoring the MOS devices selected for the running order, and the **Unmonitor** icon changes to **Monitor**.

   The running order in the **Running Order** panel is no longer available to OverDrive.

Inception Playout Status

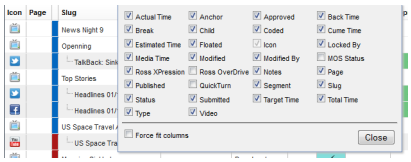
When an Inception running order is played in OverDrive through OverDrive RundownControl, the current shot status is reported in the Inception Running Order table by the MOS Status column and the Ross OverDrive column. The following OverDrive playout states are reported in the Inception Running Order table:

- **NOT READY** — The shot is preparing, queuing, or has failed in OverDrive. Check RundownControl and verify that all templates are configured properly, and that no clips are missing.
- **READY** — The shot is prepared to go on air in OverDrive.
- **PLAY** — The shot is on air in OverDrive.
- **DONE** — The story has finished playing in OverDrive.

To add the MOS Status column and the Ross OverDrive column to the Running Order table

1. Open a running order in **Inception**.
2. In the **Running Order** panel, right-click the title of any table column.

   The **Columns** list opens.



3. Select the check box to the right of the **MOS Status** table column title.
4. Select the check box to the right of the **Ross OverDrive** table column title.
5. Click **Close**.

Use OverDrive Master Templates in Inception Broadcast Stories

The Ross OverDrive NRCS plugin enables OverDrive pre-configured Shots and Master templates to be added to Broadcast stories of an Inception running as shots. The Shots and Templates panels in the plugin are used to add shots to Inception Broadcast stories, while the Editor panel is used to edit shot property settings.

Delete OverDrive Shots from Inception Broadcast Stories

To prevent a loss of playout status in OverDrive, it is not recommended to delete stories from Inception that are prepared or on air in OverDrive.

To delete an OverDrive shot from an Inception story

1. In the Inception **Story Editor**, open the **Broadcast** story that contains the OverDrive shot to delete.
2. If the selected **Broadcast** story is published, unpublish the story before deleting the OverDrive shot from the story.
3. In the **MOS Objects** area, select the **OverDrive shot** to delete.
4. Press the **Backspace** key or the **Delete** key.

   Inception deletes the selected OverDrive shot from the Broadcast story.
5. After you finish editing the Broadcast story, click or tap **Save** icon.

   Inception saves the modified story.

For More Information on...

- how to use the Ross OverDrive NRCS plugin add and edit shots in Inception Broadcast stories, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.

iNEWS Show Setup

This chapter provides instructions for creating and working with iNEWS rundowns.

The following topics are discussed in this chapter:

- Ross Video OverDrive NRCS plugin Configuration for iNEWS
- Configure Connection Information for iNEWS
- Configure Playout Status in iNEWS
- Restart the iNEWS Server
- Publish an iNEWS Rundown
- Use OverDrive Templates in iNEWS Stories
- Float a Story
- NewsQ Pro Video Server Clips
- Add a QuickTurn Column to iNEWS

Ross Video OverDrive NRCS plugin Configuration for iNEWS

The Ross Video OverDrive NRCS plugin enables an iNEWS system to add OverDrive pre-configured Shots and Master templates to iNEWS rundowns.

✶ For iNEWS to communicate with OverDrive, the MOS Gateway Option must be installed with iNEWS. Contact an Avid Technology Inc. representative for more information on this option.

The Ross Video OverDrive NRCS plugin is available in the following formats:

- **HTML5** — this plugin is quick to configure in iNEWS and does not require local installation. Refer to the section "**Configure iNEWS to use the HTML5 Ross Video OverDrive NRCS plugin**" on page 17-2.
- **ActiveX** — install this plugin if the HTML5 plugin does not work with your iNEWS Server. Refer to the section "**Install the ActiveX Ross Video OverDrive NRCS plugin for iNEWS**" on page 17-3.

Before configuring or installing the Ross Video OverDrive NRCS plugin, ensure that the following conditions are met:

- The computer operating system is Microsoft® Windows® 10 or 11 64 bit with the latest patches.
- Microsoft Internet Explorer® 9.0 or higher is installed.
- Ports 80, 8080, 10540, and 10541 are fully open on all computers and/or routers between the OverDrive server, client, and newsroom MOS Gateway computers.
- The iNEWS server is working.
- The iNEWS client is installed.
- You have been added to the iNEWS server as a user.

For More Information on...

- adding OverDrive pre-configured Shots and Master templates to iNEWS rundowns, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.
- working with iNEWS, refer to the ***iNEWS Operations Manual***.

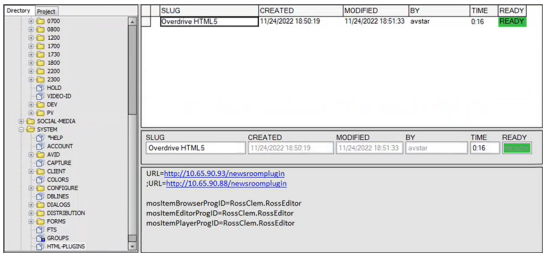
Configure iNEWS to use the HTML5 Ross Video OverDrive NRCS plugin

The HTML5 Ross Video OverDrive NRCS plugin is quick to configure in iNEWS and does not require local installation.

To configure iNEWS to use the HTML 5 Ross Video OverDrive NRCS plugin

1. Verify that the **ActiveX OverDrive NRCS Plugin** is uninstalled from your iNEWS Client computer.
2. Log on to the iNEWS Server with your iNEWS Client.
3. In the **Directory** tree view, expand the **SYSTEM** folder.
4. In the **SYSTEM** folder, select **HTML-PLUGINS**.

   The **HTML-PLUGINS** table opens.



5. Add a new plugin entry to the **HTML-PLUGINS** table for the **HTML5 OverDrive NRCS Plugin**.

6. In the **Slug** box, enter a name for the **HTML5 OverDrive NRCS Plugin**.

✶ iNEWS uses the first **HTML5 OverDrive NRCS Plugin** in the **HTML-PLUGINS** table. If your iNEWS Server has multiple configured plugins, you must move the plugin that you want to use to the top of the table before using it.

7. Depending on your OverDrive system, enter the following information in the **Story** panel for the **HTML5 OverDrive NRCS Plugin**:

   - **Single Server System** — enter the following configuration for a single OverDrive Server system, where `<OverDrive_Server>` is the IP address of the OverDrive Server in your OverDrive system:

     ```
     URL=http://<OverDrive_Server>/newsroomplugin

     mosItemBroswerProgID=RossClem.RossEditor
     mosItemEditorProgID=RossClem.RossEditor
     mosItemPlayerProgID=RossClem.RossEditor
     ```

   - **Redundant Server System** — enter the following configuration for a Redundant Server System, where `<OverDrive_Primary_Server>` is the IP address of the **OverDrive Primary Server** and `<OverDrive_Redundant_Server>` is the IP address of the **OverDrive Redundant Server** in your Redundant Server System:

     ```
     URL=http://<OverDrive_Primary_Server>/newsroomplugin
     ;URL=http://<OverDrive_Redundant_Server>/newsroomplugin

     mosItemBroswerProgID=RossClem.RossEditor
     mosItemEditorProgID=RossClem.RossEditor
     mosItemPlayerProgID=RossClem.RossEditor
     ```

     The iNEWS Server can only connect to a single **HTML5 OverDrive NRCS Plugin** at a time. The `;` (semi-colon) character deactivates the plugin connection to the **OverDrive Redundant Server** by making the entry a comment. In this initial configuration, the iNEWS Server connects to the plugin on the **OverDrive Primary Server**.

     When you switch to the **OverDrive Redundant Server**, you must edit the **HTML5 OverDrive NRCS Plugin** configuration to connect to the plugin on the **OverDrive Redundant Server**. Move the `;` (semi-colon) character from the **OverDrive Redundant Server** plugin to the **OverDrive Primary Server** plugin as follows:

     ```
     ;URL=http://<OverDrive_Primary_Server>/newsroomplugin
     URL=http://<OverDrive_Redundant_Server>/newsroomplugin

     mosItemBroswerProgID=RossClem.RossEditor
     mosItemEditorProgID=RossClem.RossEditor
     mosItemPlayerProgID=RossClem.RossEditor
     ```

✶ Do not forget to return to the initial plugin configuration when you switch back to the **OverDrive Primary Server**.

Install the ActiveX Ross Video OverDrive NRCS plugin for iNEWS

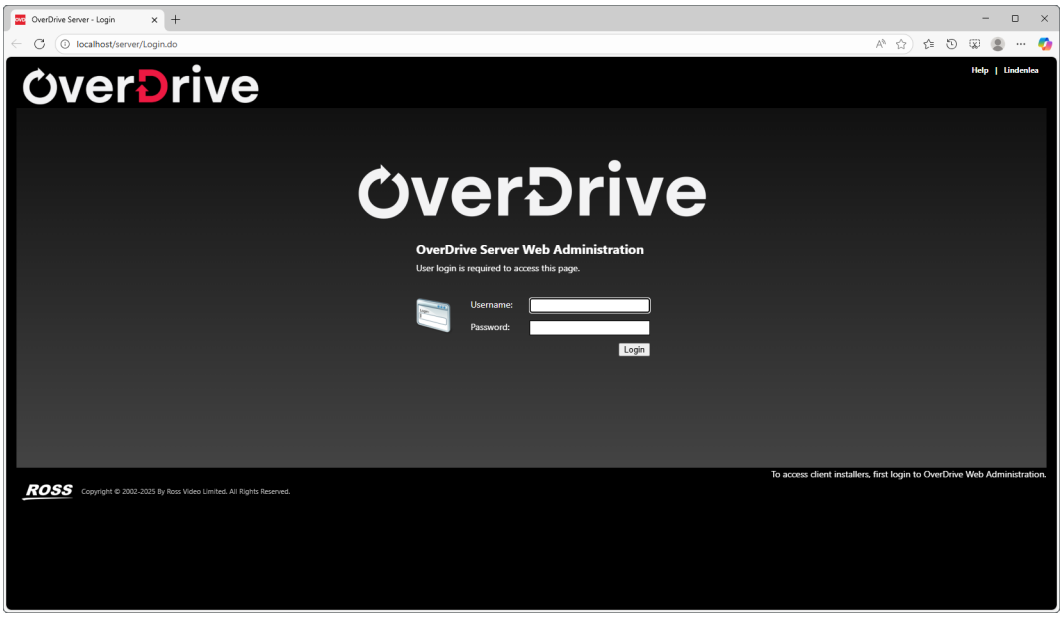
Install the ActiveX Ross Video OverDrive NRCS Plugin if the HTML5 plugin does not work with your iNEWS Server.

✶ The Ross Video OverDrive NRCS ActiveX plugin requires Microsoft® Windows® 10 or 11 64 bit with the latest patches and must be installed on the same computer as iNEWS.

To install the ActiveX Ross Video OverDrive NRCS plugin

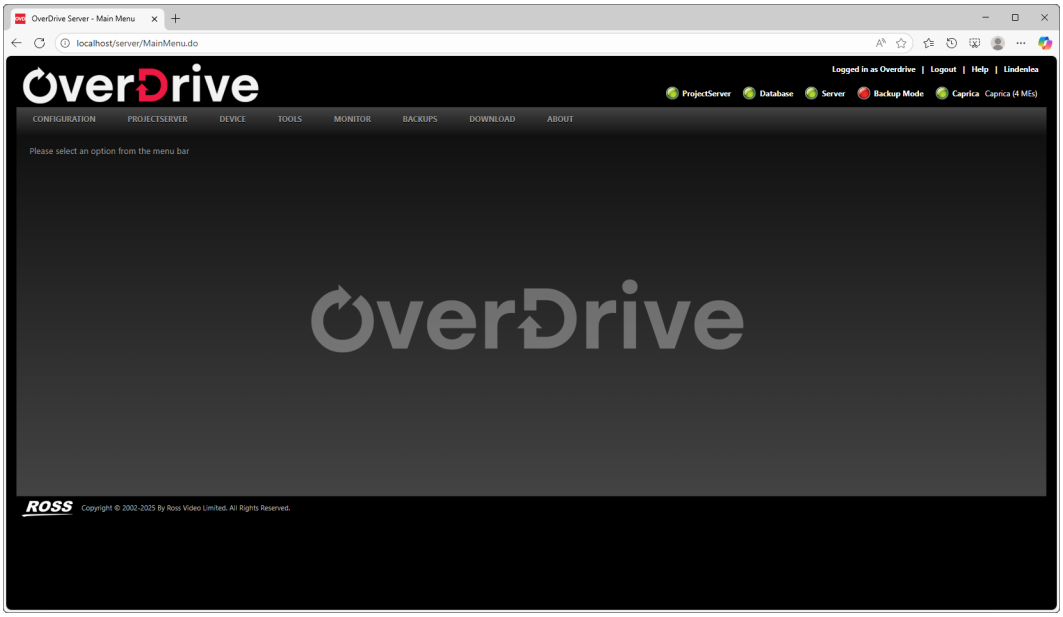
1. Close the **iNEWS Client**.
2. Close all instances of the **HTML5 OverDrive NRCS Plugin** running in a web browser.
3. Use a web browser to open the **OverDrive Server Web Administration** web page. Ask the OverDrive System Administrator for the URL of the **OverDrive Server Web Administration** web page for your OverDrive system.

   The **OverDrive Server - Login** web page opens in a web browser window.



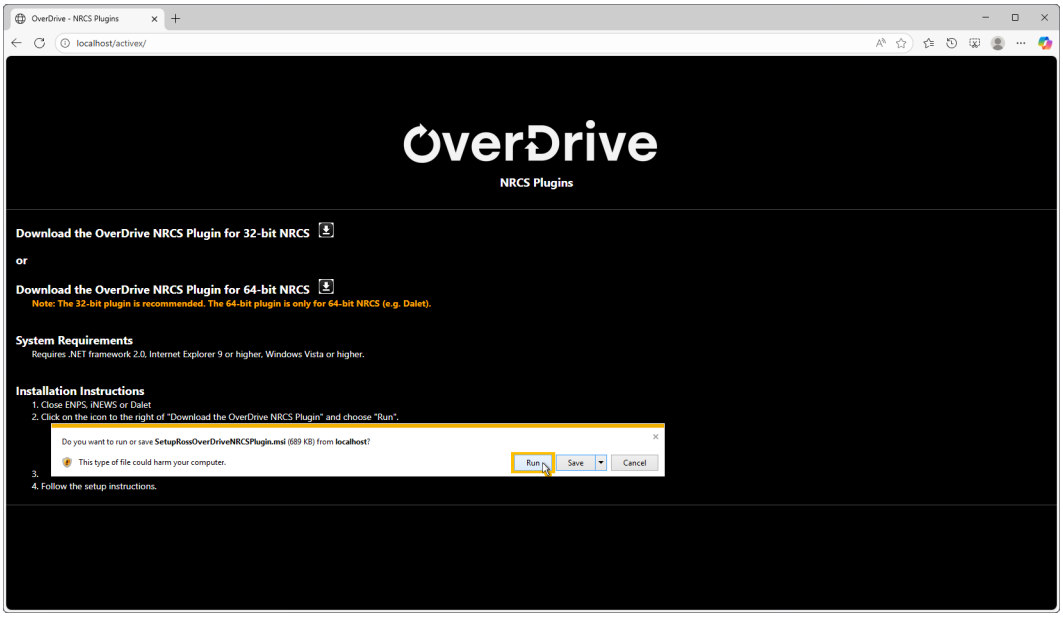
4. In the provided boxes, enter the **Username** and **Password** of an OverDrive user with administrative privileges.
5. Click **Login**.

   The **OverDrive Server - Main** web page opens.



6. Use the **DOWNLOAD** menu to select **NRCS Plugins**.

   The **NRCS Plugin Download** page opens.



7. Click the **Download the OverDrive NRCS Plugin for 32-bit NRCS** icon.
8. Click **Run**.

   The **OverDrive NRCS Plugin Setup** wizard opens.
9. Follow the **OverDrive NRCS Plugin Setup** wizard instructions to install the Ross Video OverDrive NRCS plugin.

Configure the iNEWS MOS Gateway for OverDrive

After configuring the Ross Video OverDrive NRCS plugin, the iNEWS MOS Gateway must be configured for OverDrive. In an OverDrive Redundant Server system, the iNEWS MOS Gateway must be configured on both the OverDrive Primary and OverDrive Redundant systems. The iNEWS MOS Gateway is configured by editing the information in the MOS Gateway configuration file.

For More Information on...

- the tag areas in the mosconfig.xml file, refer to the ***iNEWS® MOS Gateway Installation and Operations Manual***.

✶ Change configuration settings only if advised to do so by a representative of Ross Video or a System Integrator. Configuration settings reflect the NRCS server and may affect other areas if changed incorrectly.

To configure the iNEWS MOS Gateway in an OverDrive Standard or Redundant Server system

1. Shut down all gateway services.
2. Navigate to the **MOSGateway** folder that contains the **mosconfig.xml** file. The full path to the **MOSGateway** folder is as follows:

   `C:\Program Files\Avid\MOSGateway`

   If the Avid software was installed in a folder other than the default folder, the full path to the **MOSGateway** folder may be different from the stated path.
3. Create a backup copy of the **mosconfig.xml** file.
4. Open **mosconfig.xml** file in a text editor.

5. Locate the **<mosGatewayConfiguration>** tag area of the mosconfig.xml file.
6. In the tag **<listDevices>**, create a new **<mosDevice>** tag by copying and pasting an existing **<mosdevice>** tag area already in the configuration file. Each OverDrive system used to publish NRCS rundowns must have a **<mosDevice>** tag.
7. Edit the information between the following tags in the **<name>** tag of the new **<mosdevice>** tag area:
   - **<mos>** — enter the MOSID for the OverDrive system on the News server.
   - **<amcp>** — enter the NRCS device name.
   - **<network>** — enter the IP Address or hostname of the OverDrive system.
   - **<handlesEmptyStories>** — enter **NO** for servers in an OverDrive Standard system or on the OverDrive Primary system in a Redundant Serve system, and **YES** for servers on the OverDrive Redundant system in a Redundant Server system.
8. Edit the information between the following tags in the new **<mosdevice>** tag area:
   - **<handlesRoStoryMoveMultiple>** — enter **YES**.
   - **<handlesRoItemLevelCommands>** — enter **NO**.
   - **<prependPageNumber>** — enter **NO**.
   - **<sendRoCreateOnStartLoad>** — enter **NO**.
9. After completing the required configuration file edits, save and close the **mosconfig.xml** file.
10. Restart all MOS Gateway services.

Configure the MOS Gateway in a Redundant Server System

In a Redundant system, the MOS Gateway on the OverDrive Redundant system requires additional configuration to receive published iNEWS stories.

To configure the MOS Gateway on an OverDrive Redundant system

1. On the OverDrive Redundant system, shut down all gateway services.
2. Navigate to the **MOSGateway** folder that contains the **mosconfig.xml** file. The full path to the **MOSGateway** folder is as follows:

   ```
   C:\Program Files\Avid\MOSGateway
   ```

   If the Avid software was installed in a folder other than the default folder, the full path to the **MOSGateway** folder may be different from the stated path.
3. Create a backup copy of the **mosconfig.xml** file.
4. Open **mosconfig.xml** file in a text editor.
5. In the **<mosdevice>** tag area defined for the OverDrive system, edit the following information:
   - **<handlesEmptyStories>** — enter **YES**.
   - **<handlesRoStorySend>** — enter **YES**.
6. Save and close the **mosconfig.xml** file.
7. Restart all MOS Gateway services.

Enable News Story Markup Language

In iNEWS the News Story Markup Language (NSML) can be used to represent content and information about a news story. OverDrive can be configured to support NSML and process iNEWS Machine Control Events (MCEs), which enables direct entry of video clip IDs in the **video-id** field of an iNEWS story form.

★ The amount of MOS traffic is greatly increased when OverDrive is configured to support NSML and process MCEs. It is recommended to turn off NSML support when OverDrive is not required to handle MCEs.

To configure each MOS Gateway server in an OverDrive Standard or Redundant Server system to support NSML and process MCEs

1. Shut down all gateway services.
2. Navigate to the **MOSGateway** folder that contains the **mosconfig.xml** file. The full path to the **MOSGateway** folder is as follows:

   ```
   C:\Program Files\Avid\MOSGateway
   ```

   If the Avid software was installed in a folder other than the default folder, the full path to the **MOSGateway** folder may be different from the stated path.
3. Create a backup copy of the **mosconfig.xml** file.
4. Open **mosconfig.xml** file in a text editor.
5. In the **<mosdevice>** tag area defined for the OverDrive system, edit the following information:
   - **<handlesRoStorySend>** — Enter **YES**.
   - **<handlesRoStorySendNSMLX>** — Enter **YES**.
6. Save and close the **mosconfig.xml** file.
7. Restart all MOS Gateway services.

Create a Device Template

After configuring MOS Gateway servers to support NSML and process MCEs, a MOS Server Device template must be created for video server events stored in story form. Use **TemplateEditor** to create a Device template with the following settings:

- Select **Video Server** as the **Device Type**.
- Select the **Set this device to MOS Device** check box.
- Select **Other** from the **Server Manufacturer** list.
- Enter the crosspoint to which the device is connected.

For More Information on...

- creating Device templates, refer to the section "**To create a Device template**" on page 10–38 in the ***OverDrive User Guide***.

Create a Master Template

After creating a MOS Server Device template for video server event clips, create a Master template to associate the new Device template with the proper bus.

For More Information on...

- create a Switch template, refer to the section "**To create a Master template**" on page 10–9 in the ***OverDrive User Guide***.

Add to a Story

To add a video server event clip to an iNEWS story, insert the Master template containing the video server event clip Device template into the iNEWS story. The play order for the video server event clip is determined by the position of the Master template in the iNEWS story.

For More Information on...

- adding OverDrive pre-configured Shots and Master templates to iNEWS story, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.

Configure the MOS-MAP and MAP Stories

The second step of configuring the iNEWS MOS Gateway for OverDrive involves editing the information in the MOS-MAP and MAP Stories to point at newly configured MOS Devices for iNEWS.

✶ Change configuration settings only if advised to do so by a representative of Ross Video or a System Integrator. Configuration settings reflect the NRCS server and may affect other areas if changed incorrectly.

To configure the MOS-MAP story in iNEWS

1. Start iNEWS.
2. In the iNEWS **Directory Panel**, navigate to the **SYSTEM** folder.
3. Expand the **SYSTEM** folder.
4. Double-click the **MOS-MAP** story.

   The MOS-MAP story opens it in the **Queue Panel**. Each OverDrive system that publishes NRCS rundowns has a device entry in the **Story Panel**.
5. In the **Story Panel**, using the following format to add the OverDrive computer MOS ID and the NRCS Device Name to the bottom of the device list section:

   `"MOSID NRCS Device name"`

   The MOSID is the value from the **<mos>** tag and the NRCS Device Name is the value from the **<amcp>** tag, in the **mosconfig.xml** file.
6. In the **Directory Panel**, double-click the **MAP** story.

   The MAP story opens in the **Queue Panel**.
7. In the **Story Panel**, add an entry for the rundown to be monitored by the MOS Gateway.
8. Restart iNEWS.

   iNEWS automatically saves changes made to the MOS-MAP and MAP stories.

For More Information on...

- settings for the iNEWS MOS MAP Story configuration, refer to the ***MOS Gateway Installation and Operations Manual***.
- entry guidelines, refer to the ***MOS Gateway Installation and Operations Manual***.

Configure Connection Information for iNEWS

To enable communication between OverDrive and your iNEWS NRCS, you must configure a MOS Gateway for iNEWS and connect RundownControl to the OverDrive Server.

For More Information on...

- iNEWS connection errors, refer to the section "**Plugin Connection Errors in iNEWS**" on page 17–12.

Configure MOS Gateway Communication

MOS Gateway communication properties are configured on the MOS Gateway Configuration page of the OverDrive Server Web Administration web page. This page provides properties for enabling a MOS Gateway to communicate with your iNEWS NRCS.

✶ Changing the MOS Port settings stops all running services and disconnects all clients from the gateway. Ross Video recommends that port settings be left to the default number unless otherwise specified.

To configure a MOS Gateway to communicate with your iNEWS NRCS.

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server - Login** web page opens in a web browser window.

2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

4. Use the **Configuration** menu to select **MOS Gateway**.

   The **MOS Gateway Configurations** page opens.

5. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the **Default** MOS Gateway.

   The **Edit NRCS** section opens.

6. Use the **Newsroom System** list to select **iNEWS**.

7. Use the **Mos Version** list to select the version of Media Object Server Communications Protocol (MOS) that the OverDrive Server uses to communicate with the NRCS in your OverDrive system. The available MOS versions are as follows:

   - **2.8** — on premise connections.
   - **4.0** — Cloud connections.

   When you select **4.0** as the **Mos Version**, complete the following steps to configure the additional MOS 4.0 settings that display:

   a. Use the **WebSocket Mode** list to select **Active** or **Passive** as the mode for the OverDrive end of the OverDrive Gateway to NRCS connection. You must configure one end of the OverDrive Gateway to NRCS connection to run in **Active** mode and the other end to run in **Passive** mode.

   b. Use the **Remote Protocol** list to select the WebSocket protocol security level. The available options are as follows:

   - **ws** — unsecured WebSocket protocol.
   - **wss** — secured WebSocket protocol. Use this protocol when connecting to a secure NRCS. This setting is only available you select **Active** from the **WebSocket Mode** list.

   c. In the **EndPoint** box, enter the endpoint for the OverDrive Gateway. For most configurations you should not need to change the default endpoint. This setting is only available you select **Active** from the **WebSocket Mode** list.

   d. In the **EndPoint Port** box, enter the port of the NRCS. For most configurations you should not need to change the default endpoint port.

   e. Select the **Allow Untrusted Certificates** check box to allow the use of self-signed certificates. Clear this check box to disallow self-signed certificates. This setting is only available you select **wss** from the **Remote Protocol** list.

✶ If change the port number in the **EndPoint Port** box you must also change AWS SSL settings to match the entered endpoint port number.

8. In the **Primary** section, complete the following steps to configure the Primary NRCS Server settings:

   a. When **4.0** is selected in the **Mos Version** list, enter the API key generated by the Primary NRCS Server in the **NRCS API Key** box.

   b. In the **NRCS ID** box, enter the ID assigned to the Primary NRCS Server.

   c. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the Primary NRCS Server computer.

   d. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   e. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device on the Primary NRCS Server.

   f. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

   g. In the **OD MOS High Port** box, confirm the default setting of **10541**.

9. In the **Redundant/Buddy** section, complete the following steps to configure the Redundant NRCS Server settings:

   a. When **4.0** is selected in the **Mos Version** list, enter the API key generated by the Redundant NRCS Server in the **NRCS API Key** box.

   b. In the **NRCS ID** box, enter the ID assigned to the Redundant NRCS Server.

   c. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the NRCS Inception Server computer.

   d. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   e. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device on the Redundant NRCS Server.

   f. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

   g. In the **OD MOS High Port** box, confirm the default setting of **10541**.

10. Click **Save**.

    OverDrive saves the MOS Gateway settings and the **Edit NRCS** section closes.

For More Information on...

- MOS Gateway settings, refer to the chapter "**MOS Gateway**" on page 7–1.

Configure OverDrive RundownControl Communication

OverDrive RundownControl communication properties are configured in the Network tab of the Options dialog box in RundownControl. This tab provides properties for enabling RundownControl to communicate with your iNEWS NRCS.

To configure RundownControl to communicate with your iNEWS NRCS.

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Network Settings** tab.

   The **Network Settings** tab opens.

3. In the **Networks Settings** section, enter the IP address or hostname of the OverDrive Primary Server in the **Primary Server** box.

4. Click **Test Host Connection**.

   OverDrive tests the connection between **RundownControl** and the set **Primary Server**, and reports one of the following results:

   - **Succeeded** — RundownControl is connected to the set Primary Server.
   - **Failed** — RundownControl could not connect to the set Primary Server.

   When the set **Primary Server** has an associated **Redundant Server**, OverDrive displays the IP address of the Redundant Server along with the following check boxes:

   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Primary Server.
   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Redundant Server.

5. Select the **Connect to the Primary Server** check box to connect RundownControl with the OverDrive Server running on the Primary System. Selecting this check box automatically clears the **Connect to the Redundant Server** check box. Under normal operation, RundownControl communicates with the OverDrive Server on the Primary system.

6. Click **OK** to save changes and close the **Options** dialog box.

For More Information on...

- RundownControl settings, refer to the chapter "**Configuration Options**" on page 4–1.

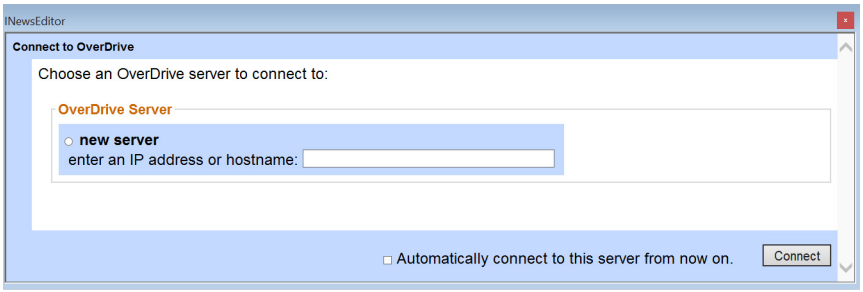
Configure iNEWS to OverDrive Connection

To connect iNEWS to OverDrive, you must set the hostname or IP address of the OverDrive Server in iNEWS.

To set the IP address or hostname for the OverDrive Server in iNEWS

1. Log on to iNEWS.
2. Select **Tools** > **Plugins** > **Ross OverDrive iNews Editor**.

   The **iNewsEditor** dialog box opens



3. Enter the OverDrive Server hostname or IP Address in the provided box.
4. Select the **Automatically Connect** check box to always connect iNEWS to the set hostname or IP Address.

   If you would like to change the existing OverDrive connection settings, click the  **Configure OverDrive Server** icon in the main toolbar to open the **Ross Video OverDrive** dialog box and connect iNEWS to a different IP Address or hostname.

5. Click **OK** to save changes and close the **iNewsEditor** dialog box.

★ When connecting to a different OverDrive system (such as an OverDrive Redundant system in a Redundant Server system as a result of system failure), you will need to restart the Ross Video OverDrive plugin, using the new systems IP address.

Plugin Connection Errors in iNEWS

The Ross Video plugin may encounter connection error messages while working in iNEWS. These errors can occur when attempting to connect to the OverDrive Server in iNEWS, or if the MOS ID of the OverDrive Server does not match the MOS ID set on the iNEWS server.

Connection Status

The plugin must be connected to OverDrive in order to properly view device information. A connection LED is provided at the top of the Device Settings pane and indicates the connection status between the plugin and the OverDrive Server. This icon reports the following states:



The plugin is connected to OverDrive.



The plugin is not connected to OverDrive. Check the connection properties in both the NRCS and OverDrive to ensure they are correct.

Connection Errors

Connection error messages may be encountered in the plugin when attempting to connect to the OverDrive Server in iNEWS. Connection errors may be caused be the follow:

- The IP Address or hostname was not entered correctly.
- The OverDrive computer does not exist on the network.
- The OverDrive system is not configured properly.
- iNEWS is not set up or configured properly on the OverDrive computer.
- The network permissions are not properly set to allow iNEWS to connect to OverDrive.

Ensure that connection properties in both OverDrive and iNEWS are correct before attempting to reconnect to the iNEWS server. If settings are correct and a connection still can not be made to the iNEWS server, contact the Networking (IT) Department or Ross Video Technical Support.

MOS ID Errors

If the MOS ID is set incorrectly in OverDrive, the plugin reports that the MOS ID is different than the MOS ID set in iNEWS. Changes made to shots in iNEWS are not saved by the NRCS and are not added to the rundown.

Check the following areas:

- The MOS ID in OverDrive matches the MOS ID set in iNEWS.
- The plugin is connected to the OverDrive server.

If changes are required in OverDrive, the plugin automatically updates after the changes are complete.

For More Information on...

- editing iNEWS settings in OverDrive, refer to the section "**Configure Connection Information for iNEWS**" on page 17–8.

Configure Playout Status in iNEWS

When an iNEWS rundown is played in OverDrive, the status of the shots currently being played can be reported in iNEWS. The Event List Queue of the iNEWS rundown includes a column that displays the status of the rundown being played in OverDrive. To use this option, playout status must be sent from OverDrive to iNEWS, and iNEWS must be configured to show the playout status.

✶ Change configuration settings only if advised to do so by a representative of Ross Video or a System Integrator. These settings reflect the NRCS server and may affect other areas if changed incorrectly.

Configure Playout Status in the MOS Gateway Configuration File

The iNEWS MOS Gateway is configured for OverDrive by editing the information in the MOS Gateway configuration file.

For More Information on...

- tag areas in the mosconfig.xml file, and sample configuration files, refer to the ***MOS Gateway Installation and Operations Manual***.

To edit the MOS Gateway configuration file

1. Shut down all gateway services.
2. Navigate to the **MOSGateway** folder that contains the **mosconfig.xml** file. The full path to the **MOSGateway** folder is as follows:

   ```
   C:\Program Files\Avid\MOSGateway
   ```

   If the Avid software was installed in a folder other than the default folder, the full path to the **MOSGateway** folder may be different from the stated path.
3. Create a backup copy of the **mosconfig.xml** file.
4. Open **mosconfig.xml** file in a text editor.
5. In the **<mosdevice>** tag area of the mosconfig.xml file, add the following information:

   ```
   <statusTranslations>
        <statusUnknown/>
        <statusUnavailable>NOT READY</statusUnavailable>
        <statusAvailable>READY</statusAvailable>
        <statusCueing/>
        <statusCued/>
        <statusTensionReleased/>
        <statusPlayRequested/>
        <statusPlaying>PLAY</statusPlaying>
        <statusPaused/>
        <statusStopped>DONE</statusStopped>
        <statusRewinding/>
   </statusTranslations>
   ```
6. After adding the required information, save and close the **mosconfig.xml** file.
7. Restart all MOS Gateway services.

Set iNEWS to Show Playout Status

The text and colors used to report status can be customized for iNEWS. To enable customizing of the Event List Queue, the Event Stat column must be added to the Event List Queue for display. After adding the Event Stat column, the status text and color can be set on the server.

To add the Event Stat column to the Event List Queue

1. In the iNEWS **Directory Panel**, navigate to the **SYSTEM** > **FORMS** > **M** > **MOSRUNDOWN**.
2. Double-click to open the **MOSRUNDOWN**.
3. Right-click on the **Form Panel** and select **Insert Field**.

   The **Insert Field** dialog box opens.
4. Enter `STATUS` for the label, and `event-status` for the type.
5. Click **OK** to save changes and close the **Insert Field** dialog box.

   The **Event Stat** column is added to the **Event List Queue**.

Change the Playout Status Display Text and Color

The configuration of display text and color is defined by editing the translation table in the /site/dict/mcs file on the iNEWS server. A Linux operating system interface is used to edit the configuration file. Example settings are provided in the procedure which will work with the OverDrive Playout Status option.

✶ Ross Video strongly recommends that setting changes and commands only be executed by an iNEWS System Administrator. These settings could affect other areas of iNEWS if changed incorrectly.

To set display text and color for iNEWS playout status

1. Connect to the iNEWS server using SSH or directly from the server console.
2. Log in to the server with **so** and the appropriate password.
3. Use the **su** command and the appropriate root password to become the Super User.
4. Open the file **/site/dict/mcs** in a text editor.
5. Edit the following lines in the Translation table:
   - In the line **A_CAFRZ** **/STOPPED** — Change the display string to **/DONE**
   - In the line **A_CANOTAPE** **/4OFFLINE** — Change the display string to **/4NOTREADY**
   - In the line **A_CABIN** **/ONLINE** — Change the display string and color to **/2READY**

   The left side of each line in the file is the AMCP status code. The display color and text are denoted on the right, where the number is the color, and the text is the display string.
6. After completing the required configuration file edits, save and close the mcs file.

Restart the iNEWS Server

After changes have been made to the Translation table in the /site/dict/mcs file, the updated Translation table must be reloaded and the iNEWS system restarted.

To reload the Translation table and restart the iNEWS system.

1. At a command prompt on the iNEWS server computer, enter the following sequence of commands:
   - `offline`
     Take iNEWS offline.
   - `logout`
     Logout all users from iNEWS.
   - `shutdown`
     Shutdown the iNEWS system, but not the server computer.
2. Enter the following sequence of commands to reload the Translation table:
   - `maketab -i`
   - `makemctab -i`
   - `makeccutab -i`

   When using iNEWS Version 1.5, replace **-i** with **-b** when executing the above commands.
3. Enter `startup` to restart the iNEWS server.

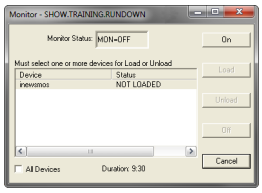
Publish an iNEWS Rundown

Before a rundown can be sent to OverDrive, the iNEWS server must be configured to monitor the rundown. When a rundown is monitored, the iNEWS server checks for errors in and changes made to the rundown. After configuring the iNEWS Server to monitor a rundown, the rundown must be loaded into the MOS Gateway to ensure that the rundown is published and made available to OverDrive.

To configure the iNEWS server to monitor an iNEWS rundown

1. Open a rundown in iNEWS.
2. Select **Tools** > **Monitor**.

   The **Monitor** dialog box opens



3. Click **ON**.
4. After about 10 to 15 seconds, check the **Monitor Status** bar to verify that the iNEWS server status is **MON = ON**.

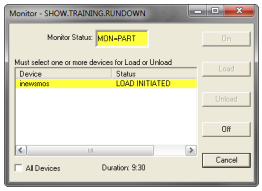
To publish an iNEWS rundown

1. In iNEWS, select **Tools** > **Monitor**.

   The **Monitor** dialog box opens.
2. Check the **Monitor Status** bar to verify that the iNEWS server status **MON = ON**.

   If the status is not **MON = ON**, click **Cancel** and re-configure the iNEWS server to **Monitor**.
3. Use the **Device** list to select the device to which to publish the rundown.
4. Click **Load**.

   After the rundown is loaded on the MOS Gateway, the iNEWS server sends a confirmation message to the System Monitor status bar in RundownControl.



   There is a minimum 60 second delay before the iNEWS rundown is available in OverDrive. If the System Monitor status bar in RundownControl reports an error, ensure RundownControl is open and working properly.

Remove an iNEWS Rundown from OverDrive

After playing an iNEWS rundown in OverDrive, the rundown must be remove from OverDrive to stop iNEWS from sending MOS command to RundownControl.

To remove an iNEWS rundown from OverDrive

1. In iNEWS, Select **Tools** > **Monitor**.

   The **Monitor** dialog box opens.
2. Click **OFF**.
3. Check the **Monitor Status** bar to verify that the iNEWS server status **MON = OFF**.

Use OverDrive Templates in iNEWS Stories

The Ross OverDrive NRCS plugin enables OverDrive pre-configured Shots and Master templates to be added to the story segments of an iNEWS rundown as shots. The Shots and Templates panels in the plugin are used to add shots to iNEWS story segments, while the Editor panel is used to edit shot property settings.

For information on how to use the Ross OverDrive NRCS plugin add and edit shots in iNEWS story segments, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.

- When inserting a controlAir and an Aurora clip in the same iNEWS story, the controlAir clip must be placed ahead of the Aurora clip in the story. When only inserting an Aurora clip in an iNEWS story, do not enter an ID in the story form VID-ID box. Entering an ID will double the Aurora clip.
- When using Inscriber templates in an iNEWS story, do not enter square bracket characters ([]) in tags.

Delete a Template from an iNEWS Story

To prevent a loss of playout status in OverDrive, it is not recommended to delete stories in iNEWS that are prepared or on air in OverDrive.

To delete a template from an iNEWS story

1. In the **Queue Panel**, select the story that contains the OverDrive template to delete.
2. In the **Story Text Panel**, delete any production queues associated with the template.

   The selected template is removed from the story.

- When the OverDrive rundown playout reaches a shot with no clip specified, the system prompts for the clip name when preparing the shot. Entering the clip name to prepares and takes the shot to air in OverDrive but does not save the change in iNEWS.

Float a Story

In iNEWS, the Story menu is used to set the behavior of stories. When floating a story in iNEWS, the story is removed from the Rundown table in RundownControl. Timing is adjusted according to the stories that were floated, and there is no interruption to the rundown playout in OverDrive.

- To prevent a loss of playout status in OverDrive, it is not recommended to float stories or segments in iNEWS where a shot is currently "prepared" or "on air" in OverDrive.

For More Information on...

- how to float a story in iNEWS, refer to the ***iNEWS Operations Manual***.

NewsQ Pro Video Server Clips

The NewsQ Pro application works closely with iNEWS Newsroom System to enable the insertion of NewsQ Pro video server clips into iNEWS stories. The NewsQ Pro plugin is used to insert clips into iNEWS stories, and the NewsQ Pro client then plays the clips from the video server. Clip objects created by the NewsQ Pro plugin are embedded in iNEWS stories as MOS items and are published to Overdrive. Shots in an OverDrive rundown that contain NewsQ Pro video server clips are highlighted with a pink background.

Use the following guidelines when creating shots that contain NewsQ Pro video server clips:

- Only Master templates that contain a MOS video server device can be used to create a shot that contains NewsQ Pro video server clips.
- TemplateEditor is used to create MOS video server devices for NewsQ Pro video server clips. The following properties must be set in the New Device dialog box when creating a MOS video server device:
  - In the Video Server Properties section, select the Set this Device to MOS Device check box.
  - Based on the NewsQ Pro configuration, enter the MOS ID of the video server in the MOD ID box.
  - Enter the clip source in the Clip box.
- A MOS video server template should be inserted into iNEWS story after NewsQ Pro clip objects. The position of a NewsQ Pro clip in the story is determined by the MOS video server template in the story. The MOS templates should be same as or more than the clips. If there are more clips than MOS templates, extra clips are ignored by Overdrive. However, when there is only one clip and a MOS template does not exists in the story, the default MOS template is used to hold the clip.
- A MOS template can be used as regular template to create Overdrive shot.

For More Information on...

- creating a Master template, refer to the section "**Master Templates**" on page 10–8.
- creating a Device template, refer to the section "**External Device Templates**" on page 10–37.

Add a QuickTurn Column to iNEWS

QuickTurn™ is a New Media Workflow (NMW) option for OverDrive that enables the automatic division and quick re-purpose of broadcast content for the web or streaming to mobile devices. A QuickTurn segment is created by assigning a QuickTurn segment name to a news story or group of news stories. iNEWS can be used to directly tag news stories with QuickTurn segment names. Before news stories can be tagged, an additional QuickTurn segment name column must be added to iNEWS rundowns.

To add a QuickTurn segment name column to iNEWS rundowns

1. Start iNEWS.
2. Use the tree view at the left to browse **[iNEWS Main]** > **System** > **Forms** > **S** > **StoryForm**, where **[iNEWS Main]** is the top-level folder in the tree view.

   The **Story Form** window opens.
3. In the **Story Form** window, locate the middle pane that is filled with input fields.
4. Right-click on the background of the middle pane, do not click in a field.

   The **Shortcut** menu opens.
5. Use the **Shortcut** menu to select **Insert Field**.

   The **Insert Field** dialog box opens.
6. In the **Insert Field** dialog box, enter the following values:
   - **Label**: `QuickTurn`
   - **Lab le Size**: `20`
   - **Type**: `app5-1`
   - **Edit Size**: `50`
7. Close the **Insert Field** dialog box.

   The defined QuickTurn field is added to the middle panel. When publishing a rundown, the RoStorySend message will include an **NSML** field with the **ID** of `app5-1`. The value of this field is your QuickTurn segment name.

ENPS Show Setup

This chapter provides instructions for creating and working with ENPS rundowns.

The following topics are discussed in this chapter:

- Ross Video OverDrive NRCS plugin Configuration for ENPS
- Configure Connection Information for ENPS
- Publish an ENPS Rundown
- ENPS Playout Status
- Use OverDrive Master Templates in ENPS Stories
- Create CGs in ENPS
- NRCS Character Generator Custom Controls
- Add a QuickTurn Column to ENPS

Ross Video OverDrive NRCS plugin Configuration for ENPS

The Ross Video OverDrive NRCS plugin enables an ENPS system to add OverDrive pre-configured Shots and Master templates to ENPS rundowns.

The Ross Video OverDrive NRCS plugin is available in the following formats:

- **HTML5** — this plugin is quick to configure in ENPS and does not require local installation. Refer to the section "**Configure ENPS to use the HTML5 Ross Video OverDrive NRCS plugin**" on page 18-2.
- **ActiveX** — install this plugin if the HTML5 plugin does not work with your ENPS Server. Refer to the section "**Install the ActiveX Ross Video OverDrive NRCS plugin for ENPS**" on page 18-4.

Before configuring or installing the Ross Video OverDrive NRCS plugin, ensure that the following conditions are met:

- The computer operating system is Microsoft® Windows® 10 or 11 64 bit with the latest patches.
- Microsoft Internet Explorer® 9.0 or higher is installed.
- Ports 80, 8080, 10540, and 10541 are fully open on all computers and/or routers between the OverDrive server, client, and newsroom MOS Gateway computers.
- The ENPS server is working.
- The ENPS client is installed.
- You have been added to the ENPS server as a user.

For More Information on...

- adding OverDrive pre-configured Shots and Master templates to ENPS rundowns, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.
- working with ENPS, refer to the ***ENPS Operations Manual***.

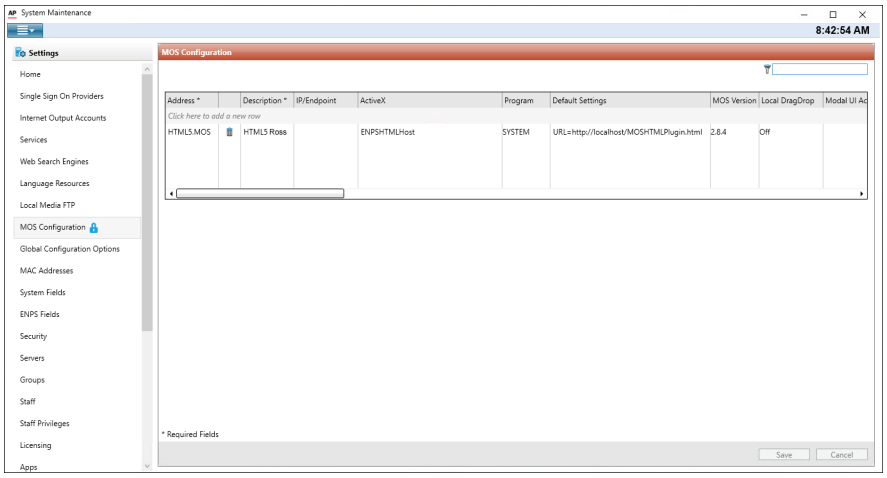
Configure ENPS to use the HTML5 Ross Video OverDrive NRCS plugin

The HTML5 Ross Video OverDrive NRCS plugin is quick to configure in ENPS and does not require local installation.

To configure ENPS to use the HTML 5 Ross Video OverDrive NRCS plugin

1. Log on to the ENPS Server.
2. Start the **ENPS System Maintenance** application.
3. In the **Settings** tree view, select **MOS Configuration**.

   The **MOS Configuration** panel opens.



4. Click in the **top row** (*Click here to add a new row*) of the **MOS Configuration** table to add a new MOS ID to ENPS for OverDrive.
5. In the **Address** column of the new row, enter the **MOS ID** to use to communicate with the OverDrive Server.
6. In the **Description** column, enter a description for the MOS ID.
7. In the **IP** column, enter the IP address of the OverDrive Server in your OverDrive system.
8. In the **ActiveX** column, enter `ENPSHTMLHost` to instruct the ENPS Server to use the HTML5 Ross Video OverDrive NRCS plugin for this MOS ID.
9. In the **Default Settings** column, enter the following address where `<OverDrive_Server>` is the IP address of the OverDrive Server in your OverDrive system.

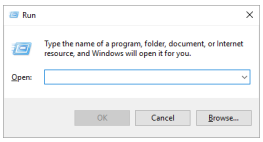
   ```
   URL=http://<OverDrive_Server>/newsroomplugin
   ```

10. In the **MOS Version** column, enter `2.8.4`.
11. In the **Story Send** column, enable the check box.
12. In the **Detached ActiveX** column, enter `ENPSHTMLHost`.
13. In the **Detached Default Settings** column, enter the following address where `<OverDrive_Server>` is the IP address of the OverDrive Server in your OverDrive system.

    ```
    URL=http://<OverDrive_Server>/newsroomplugin
    ```

14. In the **Browser Type** column, select **Internet Explorer**.
15. Click **Save** at the bottom of the panel.
16. Complete the following steps to make the new MOS ID available on your network:
    a. From the Windows Desktop, press **Windows Key+R**.

       The **Run** dialog box opens.

    b. In the Open box, type the following command:

       iisreset

    c. Click **OK**.

       A command prompt opens, runs the **iisreset** command, and closes on successful completion. The new MOS ID is now available on your network.
17. In the **OverDrive MOS Gateway**, create and apply a new **NRCS Configuration** for the ENPS Server using the MOS ID you created for the HTML 5 Ross Video OverDrive NRCS plugin.
18. Restart the **OverDrive MOS Gateway**.

For More Information on...

- configuring MOS Gateway settings for an NRCS, refer to the section "**Configure a MOS Gateway for OverDrive NRCS Rundowns**" on page 7–5.
- restarting the OverDrive MOS Gateway, refer to the section "**Manage the MOS Gateway Service**" on page 7–2.

Install the ActiveX Ross Video OverDrive NRCS plugin for ENPS

Install the ActiveX Ross Video OverDrive NRCS Plugin if the HTML5 plugin does not work with your ENPS Server. The Ross Video OverDrive NRCS plugin is designed to work with ENPS Client version 4.0 or higher

- The Ross Video OverDrive NRCS ActiveX plugin requires Microsoft® Windows® 10 or 11 64 bit with the latest patches and must be installed on the same computer as ENPS.

To install the ActiveX Ross Video OverDrive NRCS plugin

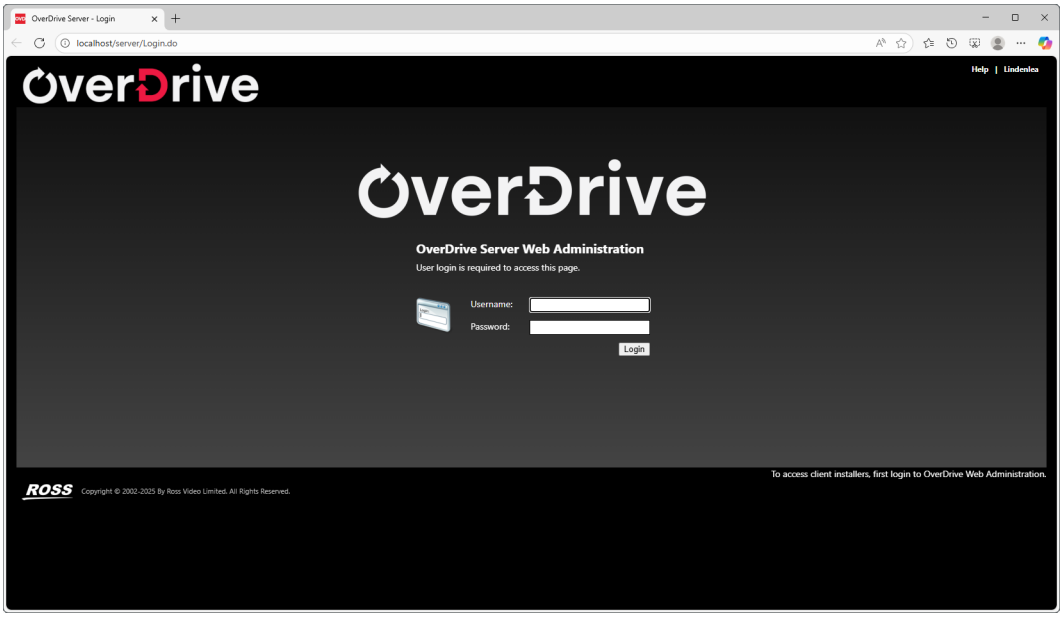
1. Log on to the ENPS Server or an ENPS Client computer on which to install the **ActiveX Ross Video OverDrive NRCS plugin**.

   The **ActiveX Ross Video OverDrive NRCS plugin** must be installed on each computer that runs the **ENPS Client application**, the first of which is the ENPS Server computer.

2. Ensure that the ENPS program is closed.

3. Use a web browser to open the **OverDrive Server Web Administration** web page. Ask the OverDrive System Administrator for the URL of the **OverDrive Server Web Administration** web page for your OverDrive system.

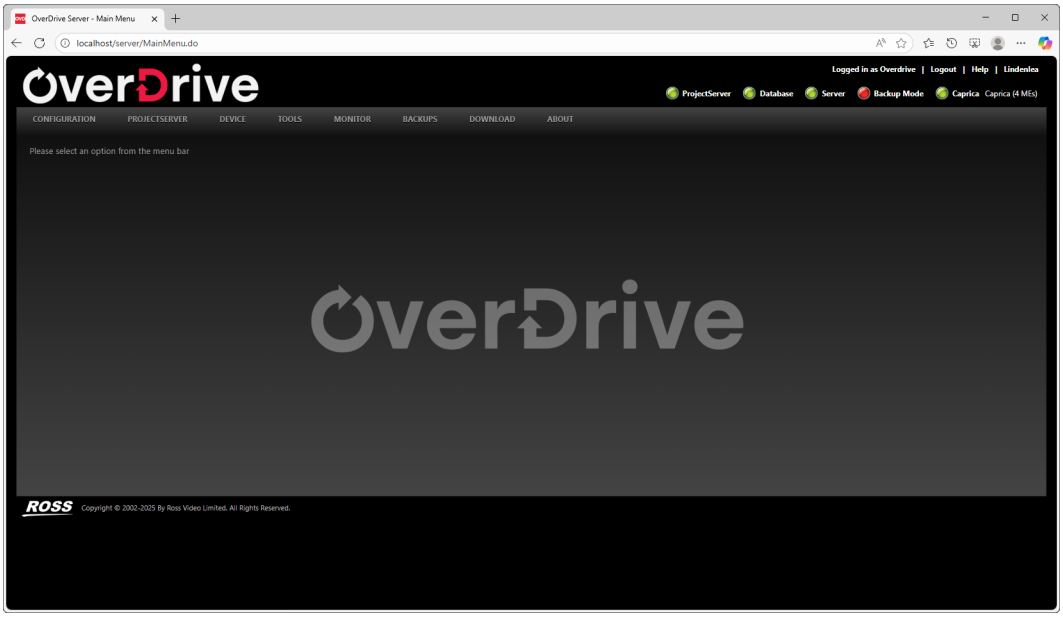
   The **OverDrive Server - Login** web page opens in a web browser window.



4. In the provided boxes, enter the **Username** and **Password** of an OverDrive user with administrative privileges.

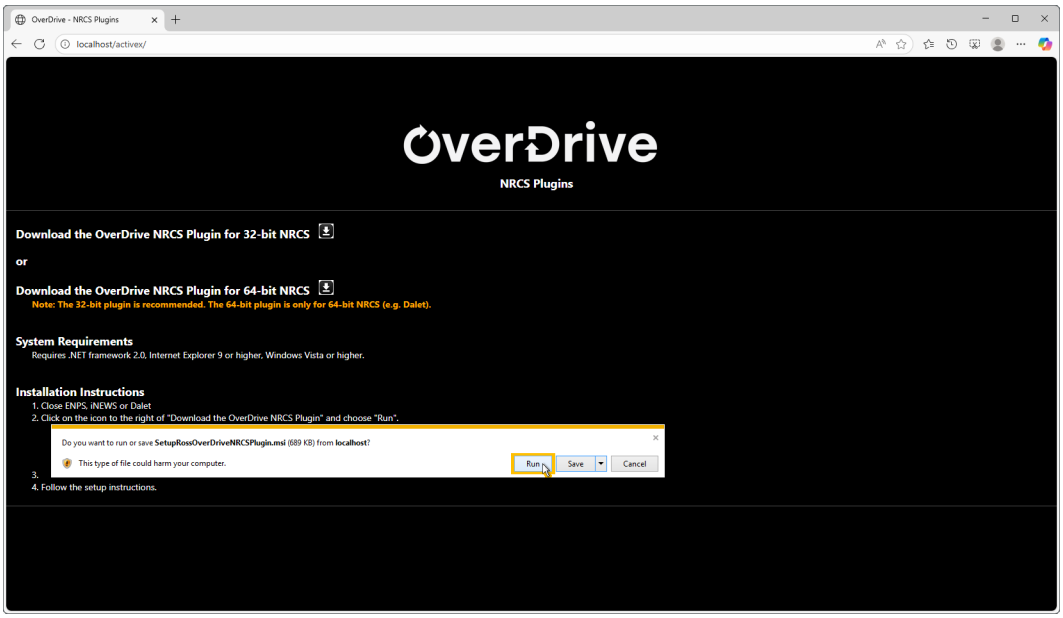
5. Click **Login**.

   The **OverDrive Server - Main** web page opens.



   - Use the **DOWNLOAD** menu to select **NRCS Plugins**.

   The **NRCS Plugin Download** page opens.



6. Click the **Download the OverDrive NRCS Plugin for 32-bit NRCS** icon.
7. Click **Run**.

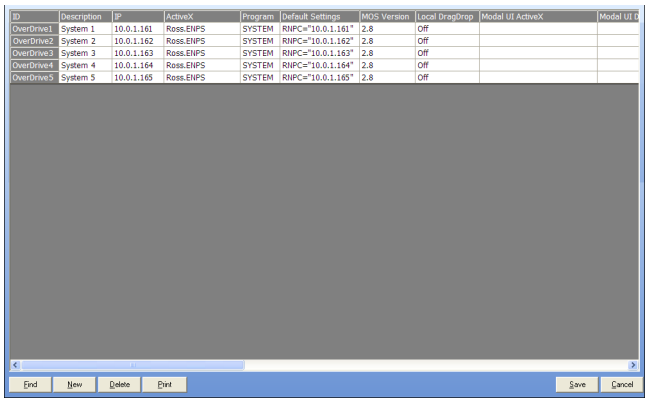
   The **OverDrive NRCS Plugin Setup** wizard opens.

8. Follow the **OverDrive NRCS Plugin Setup** wizard instructions to install the Ross Video OverDrive NRCS plugin.
9. Repeat step **1** to step **8** to in stall the **ActiveX Ross Video OverDrive NRCS plugin** on each of your computers that run the **ENPS Client application**.

To configure the Ross Video OverDrive NRCS plugin

1. Start ENPS.
2. In ENPS, use the **ENPS** folder rover to select **System Maintenance** > **MOS Configuration**.

   The **MOS Configuration** dialog box opens.



3. Click **New** in the lower left-hand corner to add a new entry.

   The **ENPS New ID** dialog box is opens.



   Each OverDrive system to which NRCS rundowns are published must have a unique **MOS ID Configuration**, and have properties set in the **ID Configuration** dialog box.

4. Enter the MOS ID used to access OverDrive and ENPS, based on organization MOS naming conventions.
5. Click **OK** to save changes and close the **ENPS New ID** dialog box.

   The new ID is added to the **MOS Configuration** dialog box.

6. For the new ID, set the required information in the following columns:
   - **Description** — enter a description for the user ID.
   - **IP** — enter the IP address of the OverDrive server.
   - **ActiveX** — type `Ross.ENPS`.
   - **Program** — select the **User Group** name found in the **ID column** after selecting **ENPS** > **System Maintenance** > **Groups**.
   - **Default Settings** — type `RNPC= "OverDrive Server hostname"`.
   - **Local DragDrop** — select **Off**.
   - **Browser Type** — select **Internet Explorer**.

     Before changing an existing **ID** to **Internet Explorer**, it is a good idea to shut down everything on ENPS.
7. Double-click in the **Send Story XML** column.
8. Click **Save** to save changes and close the **MOS Configuration** dialog box.
9. Exit ENPS.
10. Restart ENPS.

Set the ENPS Default Media Control

Setting the default media control to the Ross Video OverDrive NRCS plugin enables the plugin to automatically launch from within ENPS.

To set the Ross Video OverDrive NRCS plugin as the ENPS default media control

1. In ENPS, click the  **Media Control** rover (green dot).
2. Select **Set Default Media Control**.
3. Select the **MOS ID** created for ENPS to work with OverDrive.
4. Exit ENPS.
5. Restart ENPS.

Configure Connection Information for ENPS

To enable communication between OverDrive and your ENPS NRCS, you must configure a MOS Gateway for ENPS and connect RundownControl to the OverDrive Server.

For More Information on...

- ENPS connection errors, refer to the section "**Ross Video OverDrive NRCS plugin Connection Errors in ENPS**" on page 18–10.

Configure MOS Gateway Communication

MOS Gateway communication properties are configured on the MOS Gateway Configuration page of the OverDrive Server Web Administration web page. This page provides properties for enabling a MOS Gateway to communicate with your ENPS NRCS.

✶ Changing the MOS Port settings stops all running services and disconnects all clients from the gateway. Ross Video recommends that port settings be left to the default number unless otherwise specified.

To configure a MOS Gateway to communicate with your ENPS NRCS.

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server - Login** web page opens in a web browser window.
2. Enter the following user name and password in the provided boxes:
   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.
3. Click **Login**.

   The **OverDrive Server - Main** web page opens.
4. Use the **Configuration** menu to select **MOS Gateway**.

   The **MOS Gateway Configurations** page opens.
5. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the **Default** MOS Gateway.

   The **Edit NRCS** section opens.
6. Use the **Newsroom System** list to select **ENPS**.

7. Use the **Mos Version** list to select the version of Media Object Server Communications Protocol (MOS) that the OverDrive Server uses to communicate with the NRCS in your OverDrive system. The available MOS versions are as follows:

   - **2.8** — on premise connections.
   - **4.0** — Cloud connections.

   When you select **4.0** as the **Mos Version**, complete the following steps to configure the additional MOS 4.0 settings that display:

   a. Use the **WebSocket Mode** list to select **Active** or **Passive** as the mode for the OverDrive end of the OverDrive Gateway to NRCS connection. You must configure one end of the OverDrive Gateway to NRCS connection to run in **Active** mode and the other end to run in **Passive** mode.

   b. Use the **Remote Protocol** list to select the WebSocket protocol security level. The available options are as follows:

      - **ws** — unsecured WebSocket protocol.
      - **wss** — secured WebSocket protocol. Use this protocol when connecting to a secure NRCS. This setting is only available you select **Active** from the **WebSocket Mode** list.

   c. In the **EndPoint** box, enter the endpoint for the OverDrive Gateway. For most configurations you should not need to change the default endpoint. This setting is only available you select **Active** from the **WebSocket Mode** list.

   d. In the **EndPoint Port** box, enter the port of the NRCS. For most configurations you should not need to change the default endpoint port.

   e. Select the **Allow Untrusted Certificates** check box to allow the use of self-signed certificates. Clear this check box to disallow self-signed certificates. This setting is only available you select **wss** from the **Remote Protocol** list.

✶ If you change the port number in the **EndPoint Port** box you must also change AWS SSL settings to match the entered endpoint port number.

8. In the **Primary** section, complete the following steps to configure the Primary NRCS Server settings:

   a. When **4.0** is selected in the **Mos Version** list, enter the API key generated by the Primary NRCS Server in the **NRCS API Key** box.

   b. In the **NRCS ID** box, enter the ID assigned to the Primary NRCS Server.

   c. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the Primary NRCS Server computer.

   d. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   e. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device on the Primary NRCS Server.

   f. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

   g. In the **OD MOS High Port** box, confirm the default setting of **10541**.

9. In the **Redundant/Buddy** section, complete the following steps to configure the Redundant NRCS Server settings:

   a. When **4.0** is selected in the **Mos Version** list, enter the API key generated by the Redundant NRCS Server in the **NRCS API Key** box.

   b. In the **NRCS ID** box, enter the ID assigned to the Redundant NRCS Server.

   c. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the NRCS Inception Server computer.

   d. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   e. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device on the Redundant NRCS Server.

   f. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

   g. In the **OD MOS High Port** box, confirm the default setting of **10541**.

10. Click **Save**.

    OverDrive saves the MOS Gateway settings and the **Edit NRCS** section closes.

For More Information on...

- MOS Gateway settings, refer to the chapter "**MOS Gateway**" on page 7–1.

Configure OverDrive RundownControl Communication

OverDrive RundownControl communication properties are configured in the Network tab of the Options dialog box in RundownControl. This tab provides properties for enabling RundownControl to communicate with your ENPS NRCS.

To configure RundownControl to communicate with your ENPS NRCS.

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Network Settings** tab.

   The **Network Settings** tab opens.

3. In the **Networks Settings** section, enter the IP address or hostname of the OverDrive Primary Server in the **Primary Server** box.

4. Click **Test Host Connection**.

   OverDrive tests the connection between **RundownControl** and the set **Primary Server**, and reports one of the following results:

   - **Succeeded** — RundownControl is connected to the set Primary Server.
   - **Failed** — RundownControl could not connect to the set Primary Server.

   When the set **Primary Server** has an associated **Redundant Server**, OverDrive displays the IP address of the Redundant Server along with the following check boxes:

   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Primary Server.
   - **Connect to the Redundant Server** — select this check box to connect RundownControl to the Redundant Server.

5. Select the **Connect to the Primary Server** check box to connect RundownControl with the OverDrive Server running on the Primary System. Selecting this check box automatically clears the **Connect to the Redundant Server** check box. Under normal operation, RundownControl communicates with the OverDrive Server on the Primary system.

6. Click **OK** to save changes and close the **Options** dialog box.

For More Information on...

- RundownControl settings, refer to the chapter "**Configuration Options**" on page 4–1.

Ross Video OverDrive NRCS plugin Connection Errors in ENPS

The Ross Video OverDrive NRCS plugin may encounter connection error messages while working in ENPS. These errors can occur when attempting to connect to the OverDrive Server in ENPS, or if the MOS ID of the OverDrive Server does not match the MOS ID set on the ENPS server.

Server Connection Errors

Connection error messages may be encountered in the plugin when attempting to connect to the OverDrive Server in ENPS. Connection errors may be caused be the follow:

- The IP Address or hostname was not entered correctly.
- The OverDrive computer does not exist on the network.
- The OverDrive system is not configured properly.
- ENPS is not set up or configured properly on the OverDrive computer.
- The network permissions are not properly set to allow ENPS to connect to OverDrive.

Ensure that connection properties in both OverDrive and ENPS are correct before attempting to reconnect to the ENPS server. If settings are correct and a connection still can not be made to the ENPS server, contact the Networking (IT) Department or Ross Video Technical Support.

MOS ID Errors

If the MOS ID is set incorrectly in OverDrive, the plugin reports that the MOS ID is different than the MOS ID set in ENPS. Changes made to shots in ENPS are not saved by the NRCS and are not added to the rundown.

Check the following areas:

- The MOS ID in OverDrive matches the MOS ID set in ENPS.
- The plugin is connected to the OverDrive server.

If changes are required in OverDrive, the plugin automatically updates after the changes are complete.

For More Information on...

- editing ENPS settings in OverDrive, refer to the section "**Configure Connection Information for ENPS**" on page 18–7.

Publish an ENPS Rundown

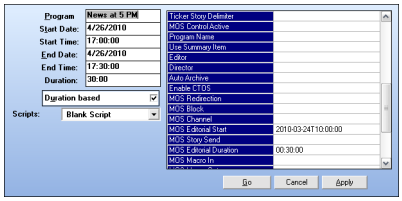
An ENPS rundown must be published before it can be opened and played from OverDrive. How you publish an ENPS rundown depends on the version of your ENPS: version 6 and earlier, or version 7 and later.

ENPS 6 and Earlier

To publish an ENPS 6 or earlier rundown for OverDrive

1. In ENPS, double-click the title of the rundown to publish.

   The **Rundown Properties** dialog box opens.



2. Click the **MOS Story Send** property.

   A list of available MOS devices opens.

3. Select the check box to the right of the **MOS ID** associated with the OverDrive Server.

4. Click **OK**.

   The MOS device list closes.

5. Click the **MOS Control Active** property.

   The check mark displayed in the box to the right of the **MOS Control Active** property indicates that the property is selected.

6. Click **Go**.

   The selected rundown is made available in OverDrive. When an ENPS rundown is played in OverDrive, the status of the currently playing shot is reported in the ENPS **MOS Status** column.

Re-publish an ENPS 6 or Earlier Rundown

✶ Published ENPS rundowns must be re-published after a restart of the OverDrive Server.

To re-publish an ENPS rundown

1. In ENPS, double-click the title of the rundown to re-publish.

   The **Rundown Properties** dialog box opens.

2. Click the **MOS Control Active** property to clear the check mark from the box to the right of the property.

3. Click **Apply**.

4. Click the **MOS Story Send** property.

5. Verify that the selected device is the **MOS ID** associated with the OverDrive Server.

6. Click the **MOS Control Active** property.

   The check mark displayed in the box to the right of the **MOS Control Active** property indicates that the property is selected.

7. Click **Go**.

   The selected rundown is once again available in OverDrive.

To unpublish an ENPS rundown from OverDrive

1. In ENPS, double-click the rundown title.

   The **Rundown Properties** dialog box opens.

2. Click the **MOS Control Active** property to clear the check mark from the box to the right of the property.

3. Click **Apply**.

   The selected rundown is no longer available in OverDrive.

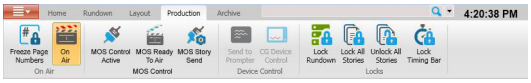
ENPS 7 and Later

To publish an ENPS 7 or later rundown for OverDrive

1. In ENPS, click the title of the rundown to publish.

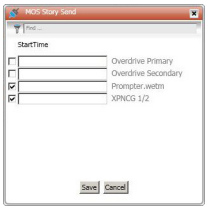
2. Click the **Production** tab.

   The **Production** tab toolbar opens.



3. In the **Production** tab toolbar, click **MOS Story Send**.

   The **MOS Story Send** dialog box opens.



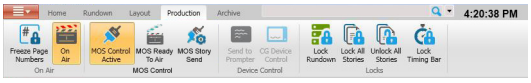
4. In the **MOS Story Send** dialog box, select the check box to the left of the **MOS ID** associated with the OverDrive Server.

5. Click **Save**.

   The **MOS Story Send** dialog box closes.

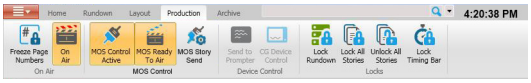
6. In the **Production** tab toolbar, click **MOS Control Active**.

   The **Production** tab toolbar updates to show **MOS Control Active** selected.



7. Click **MOS Ready To Air**.

   The **Production** tab toolbar updates to show **MOS Ready To Air** selected.



   The selected rundown is made available in OverDrive. When an ENPS rundown is played in OverDrive, the status of the currently playing shot is reported in the ENPS **MOS Status** column.

Re-publish an ENPS 7 or Later Rundown

✶ Published ENPS rundowns must be re-published after a restart of the OverDrive Server.

To re-publish an ENPS rundown

1. In ENPS, click the title of the rundown to publish.
2. Click the **Production** tab.

   The **Production** tab toolbar opens.



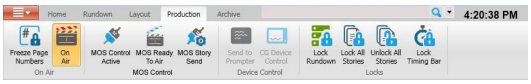
3. In the **Production** tab toolbar, click **MOS Ready To Air**.

   The **Production** tab toolbar updates to show **MOS Ready To Air** cleared.



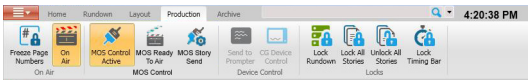
4. Click **MOS Control Active**.

   The **Production** tab toolbar updates to show **MOS Control Active** cleared.



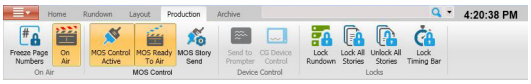
5. Click **MOS Control Active**.

   The **Production** tab toolbar updates to show **MOS Control Active** selected.



6. Click **MOS Ready To Air**.

   The **Production** tab toolbar updates to show **MOS Ready To Air** selected.

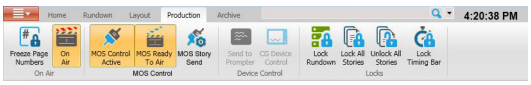


   The selected rundown is once again available in OverDrive.

To unpublish an ENPS rundown from OverDrive

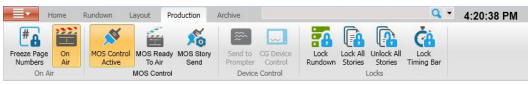
1. In ENPS, click the title of the rundown to publish.
2. Click the **Production** tab.

   The **Production** tab toolbar opens.



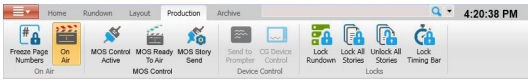
3. In the **Production** tab toolbar, click **MOS Ready To Air**.

   The **Production** tab toolbar updates to show **MOS Ready To Air** cleared.



4. Click **MOS Control Active**.

   The **Production** tab toolbar updates to show **MOS Control Active** cleared.



   The selected rundown is no longer available in OverDrive.

ENPS Playout Status

When an ENPS rundown is played in OverDrive, the current shot status is reported in the ENPS rundown by the MOS Status column. The following OverDrive playout states are reported by the MOS Status column:

- **NOT READY** — The shot is preparing, queuing, or has failed in OverDrive. Check RundownControl and verify that all templates are configured properly, and that no clips are missing.
- **READY** — The shot is prepared to go on air in OverDrive.
- **PLAY** — The shot is on air in OverDrive.
- **DONE** — The story has finished playing in OverDrive.

To add the MOS Status column to an ENPS rundown

1. Open a rundown in ENPS.
2. Click the **Rundown File** rover in the rundown title bar and select **Layout** > **Add Columns** > **MOS Status**.

   The **MOS Status** column is added to the Rundown table. If the **MOS Status** column is not visible, drag the right side of the rundown window outwards to view more of the Rundown table.
3. To save the current layout and always show the **MOS Status** column, click the **Rundown File** rover and selecting **Layout** > **Make this my layout**.

Use OverDrive Master Templates in ENPS Stories

The Ross OverDrive NRCS plugin enables OverDrive pre-configured Shots and Master templates to be added to the story segments of an ENPS rundown as shots. The Shots and Templates panels in the plugin are used to add shots to ENPS story segments, while the Editor panel is used to edit shot property settings.

For information on how to use the Ross OverDrive NRCS plugin add and edit shots in ENPS story segments, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.

✶ After switching from the ENPS Primary Server to the Buddy Server due to a server fail, the first story floated during the fail does not show up in OverDrive. Stories floated after the first story do commit.

When the ENPS Primary Server to fails over to the Buddy Server, the change that triggered the failure may not be reflected in the OverDrive rundown.

Delete OverDrive Shots from ENPS Stories

To prevent a loss of playout status in OverDrive, it is not recommended to delete stories in ENPS that are prepared or on air in OverDrive.

To delete an OverDrive shot from an ENPS story

1. In ENPS, open the story segment that contains the OverDrive shot to delete.
2. Select the MOS **[<mos>…</mos>]** message that defines the shot to delete.
3. Use one of the following methods to delete the selected MOS message:
   - Drag the MOS message to the trash can in the lower left corner of ENPS.
   - Press **Shift-Delete**.

   The shot defined by the deleted MOS message is removed from the story.
4. Click **Update Story** to save changes.

   When working with ENPS 5.0, a story must be immediately saved each time a change is made to the story. Each story segment must be edited and saved separately for ENPS to populate the story with the correct OverDrive shot.

Create CGs in ENPS

OverDrive directly supports CGs created with ENPS CG tools. ENPS has two CG tools that can be used to create CGs and add them to ENPS stories. Added CGs are embedded in story text as Production Commands. When an ENPS rundown is published to OverDrive, all the embedded CG information is interpreted by OverDrive and converted into CG shots. These CG shots are added to the Rundown table in OverDrive as MOS CG devices and displayed with a purple background. In OverDrive, RundownControl is used to manage and edit CG shots created in ENPS.

✶ Before using ENPS to create a CG, the proper MOS CG Device template must be added to OverDrive and the default Folder ID (default folder) and default Page ID (default file) set.

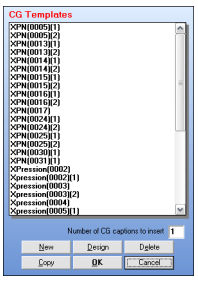
For More Information on...

- how to add a MOS CG Device template to OverDrive, refer to the section "**Create a MOS CG Device Template**" on page 10–57.

To use a template to create a CG and add it to an ENPS story

1. In ENPS, right-click the ENPS story window and select **Character Generator** from the **Shortcut** menu.

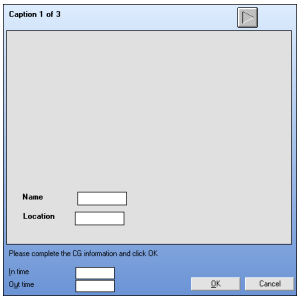
   The **CG Templates** dialog box opens.



2. Use the list to select a CG template with which to create a CG.
3. To add multiple CGs using the selected template, enter the number of CGs to add in the **Number of CG Captions to Insert** box.

4. Click **OK**.

   A dialog box containing the selected CG template opens.



5. Enter CG information in the appropriate fields of the template.
6. When using a template to create multiple CGs, click the **right arrow** button at the top of the dialog box to create another CG. Click the **left arrow** button to review previous CGs.
7. Click **OK**.

   A Production Command for the defined CG is inserted into the story text.

```
[CG in 0'00" to 0'30":XPression(0002)\1\1]
[CG in 0'31" to 1'00":XPression(0002)\2\2]
[CG in 1'01" to 1'30":XPression(0002)\3\3]
```

8. Press **Ctrl+S** to save the story.

   In RundownControl, the new CG or CGs are added to the Rundown table as MOS CG shots.

✶ Use the following naming convention to create a CG template for a specific page and channel:

```
TemplateName(PageNumber)(ChannelNumber)
```

The page number must be included in the template name so that OverDrive can correctly parse the data in the CGs created with a template. The format of CG messages embedded in an ENPS story script is as follows:

```
[CG: TemplateName(PageNumber)\Field1\ Field 2\ Field 3…]
```

For More Information on...

- creating CG templates, refer to the section "**Working with Character Generators**" in the ***ENPS Advanced User's Guide***.

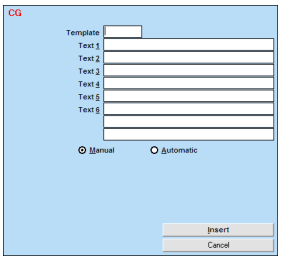
Create an Automation CG

Automation CGs are used to create a CG using a layout from a CG device.

To create a CG as an automation control command and add it to an ENPS story

1. In ENPS, right-click the ENPS story window and select **Automation** > **CG** from the **Shortcut** menu.

   The **CG** dialog box opens.



2. In the **Template** box, enter the channel number for the CG.

   To also specify a page number for a CG, enter the page number in parentheses following the channel number. For example, enter 2(5) in the **Template** box to specify channel 2 and page 5 for a CG.

3. Enter appropriate CG information for the selected CG template in the **Text 1**, **Text 2**, **Text 3**, **Text 4**, **Text 5**, and **Text 6** boxes.

4. Click **Insert**.

   A Production Command for the defined CG is inserted into the story text.

   ```
   [AUTOMATION:CG\2(5)\Local Weather\\\\\\\\MANUAL]
   ```

5. Press **Ctrl+S** to save the story.

   In OverDrive RundownControl, the new CG is added to the Rundown table as MOS CG shot with a purple background.

Edit CGs in RundownControl

When RundownControl is used to edit CGs created in ENPS, changes are only temporary. If the same CGs are edited in RundownControl and in ENPS, changes made in RundownControl are overwritten when the ENPS story is saved and published to OverDrive.

To use RundownControl to edit a CG created in ENPS

1. In RundownControl, select **Tools > Options**.

   The **Options** dialog box opens.

2. Click the **NRCS Settings** tab.

   The **NRCS Settings** tab opens.

3. On the **NRCS Settings** tab, verify that the **Allow Story Edits** setting is selected.

   If the check box beside the **Allow Story Edits** setting is cleared, select the check box to enable the setting.

4. Click **OK**.

   The **Options** dialog box closes.

5. In the Rundown table, right-click the MOS CG shot to edit and select **Edit** from the **Shortcut** menu.

   The **Edit Shot** dialog box opens.

6. Click the **MEs and Buses** tab.

   The **MEs and Buses** tab opens.

7. In the **Clip Details and Presets** section, edit the CG information in the appropriate boxes.

8. Click **Save Changes**.

   Changes made to the selected CG shot are saved.

NRCS Character Generator Custom Controls

In many production environments device, effect, and graphic timing information is entered in the NRCS. The NRCS timing information can be used for informational purposes and to drive media or events at a set time relative to the story/shot event transition.

OverDrive uses the MOS interface to gather timing information from the NRCS. Operators can use the gathered timing information as an OverDrive timer source or associated it with a shot to drive Custom Controls.

NRCS CG Custom Controls require the following:

- **ENPS Components**
  - › Story
  - › CG added using the XPression plugin, Chryon plugin, Deko plugin, Inscriber plugin, or the ENPS CTRL-G Interface
- **OverDrive Components**
  - › MOS character generator device
  - › MOS CG Master template
  - › Rundown table Timing column
  - › Set a GPI-I to automatically advance the OverDrive rundown and prepare the next shot (Do Take) when a GPI trigger is received from the set switcher Custom Controls.
- **Switcher Custom Controls**
  - › **CG In** — use the Simulate GPI special Custom Control command to trigger a GPI-O on the OverDrive system to advance the OverDrive rundown and prepare the next shot (Do Take), then turn on the key specified for the CG.
  - › **CG Out** — turn off the key specified for the CG.
  - › **CG Advance** — use the Simulate GPI special Custom Control command to trigger a GPI-O on the OverDrive system to advance the OverDrive rundown and prepare the next shot (Do Take).

For More Information on...

- configuring GPI events in OverDrive, refer the section "**Configure GPI Events**" on page 4–5.
- how to build Custom Controls, refer the **Custom Controls** chapter in the switcher ***Engineering/Installation Manual*** set.

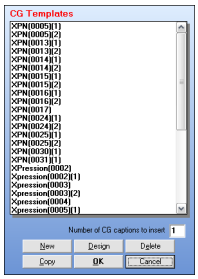
Add CGs Using the CTRL-G Interface

When an ENPS plugin is not available for the character generator in an OverDrive system, the ENPS CTRL-G Interface can be used to enter CG timing information in an ENPS story.

To add a CG for Custom Controls to an ENPS story

1. In ENPS, right-click the ENPS story window and select **Character Generator** from the **Shortcut** menu.

   The **CG Templates** dialog box opens.

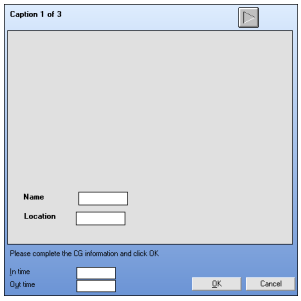


2. Use the list to select a CG template with which to create a CG.
3. To add multiple CGs using the selected template, enter the number of CGs to add in the **Number of CG Captions to Insert** box.

✶ Do not add more than 12 CGs to a story.

4. Click **OK**.

   A dialog box containing the selected CG template opens.



5. Enter CG information in the appropriate fields of the template.
6. In the **In Time** box, enter the amount of time from the start of the story at which run the Custom Control associated with **CG-IN** in the OverDrive MOS CG template.
7. In the **Out Time** box, enter the amount of time from the start of the story at which run the Custom Control associated with **CG-OUT** in the OverDrive MOS CG template.
8. When using a template to create multiple CGs, click the **right arrow** button at the top of the dialog box to create another CG. Click the **left arrow** button to review previous CGs.
9. Click **OK**.

   A Production Command for the defined CG is inserted into the story text.

```
[CG in 0'10" to 0'50":XPression(0002)(1)\Theo\Netherlands]
[CG in 0'55" to 1'35":XPression(0002)(1)\Thor\Norway]
[CG in 1'35" to 2'15":XPression(0002)(1)\Volodimir\Ukraine]
```

10. Press **Ctrl+S** to save the story.

    In RundownControl, the new CG or CGs are added to the Rundown table as MOS CG shots.

Control NRCS CG Custom Controls in OverDrive.

OverDrive uses the MOS interface to gather timing information from the NRCS. Operators can use the gathered timing information as an OverDrive timer source or associated it with a shot to drive Custom Controls.

To control NRCS CG Custom Controls in OverDrive

1. In **RundownControl**, use the **GPI** tab in the **Options** dialog box to set the GPI-I received from switcher Custom Controls to **Do Take**.

   The GPI number must match the number of the GPI-O sent from the switcher by the Take CG and Advance Custom Controls.
2. Use **TemplateEditor** to create a generic MOS CG device with the following settings:
   - **Device Type** — MOS character generator
   - **MOS CG Type** — Generic
   - **Channel ID** — Set to the CG channel
   - **Device Crosspoints** — Set to the CG crosspoint
3. Use **TemplateEditor** to edit the auto-generated Master template corresponding to the MOS CG device.

   The Master template generated for a MOS CG device has the same name as the MOS CG device. Auto-generated templates are numbered starting at 99 and increment downwards.

4. In the **Editing Master Template** dialog box select the **Automatically Run Custom Controls for the CG if Timing Information is Provided by the NRCS** check box in the **NRCS CG AutoRun Custom Controls** section.
5. Use the **CG-IN** list to select the Custom Control to run at the NRCS In Time set for the CG.
6. Use the **CG-OUT** list to select the Custom Control to run at the NRCS Out Time set for the CG.
7. Use the **CG-ADVANCE** list to select the Custom Control to run when the NRCS Out Time set for a CG is the same as the NRCS In Time set for the next CG in a news story.
8. In the **Default Duration** box, enter the number of seconds to run a CG when the CG out time is not set in the NRCS.
9. Click **Save** to save Master template property changes and close the **Editing Master Template** dialog box.
10. Use **RundownControl** to open the NRCS Rundown that contains the CGs entered in ENPS.
11. Add the **Timing** column to the Rundown table.

    The Rundown table displays the CGs and timing information entered in ENPS.



    Timing errors are displayed in red. Hover the mouse over a timing error to view a description of the error in a Tool Tip.



    Timing information is automatically updated when CGs are edited in ENPS.
12. Play the rundown to run the selected Custom Controls at the set times.

For More Information on...

- how to build Custom Controls, refer the **Custom Controls** chapter in the switcher ***Engineering/Installation Manual*** set.
- adding the Timing column to the Rundown table, refer to the section "**Rundown Table**" on page 11–10.
- playing out a rundown, refer to the chapter "**Rundown Playout**" on page 22–1.

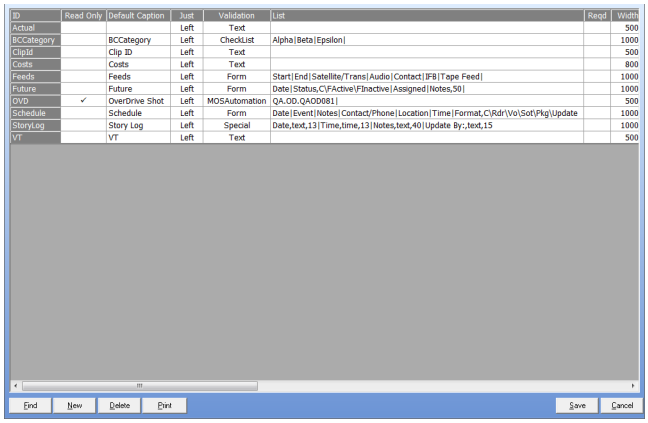
Add a QuickTurn Column to ENPS

QuickTurn™ is a New Media Workflow (NMW) option for OverDrive that enables the automatic division and quick re-purpose of broadcast content for the web or streaming to mobile devices. A QuickTurn segment is created by assigning a QuickTurn segment name to a news story or group of news stories. ENPS can be used to directly tag news stories with QuickTurn segment names. Before news stories can be tagged, an additional QuickTurn segment name column must be added to ENPS rundowns.

To add a QuickTurn segment name column to ENPS rundowns

1. Start ENPS.
2. In ENPS, use the **ENPS** folder rover to select **System Maintenance** > **ENPS Fields**.

   The **ENPS Fields** dialog box opens.



3. Click **New** in the lower left-hand corner to add a new field.

   The **ENPS New ID** dialog box is opens.



4. Enter `QuickTurn` as the name for the new field.
5. Click **OK** to save changes and close the **ENPS New ID** dialog box.

   The new field is added to the **ENPS Fields** dialog box.
6. For the new field, set the required information in the following columns:
   - **Default Caption** — type `QuickTurn`.
   - **Just** — select **Left**.
   - **Validation** — select **Text**.
   - **Width** — type `500`.
   - **MOS Send** — select this field (check mark displayed)
   - **MOS Tag** — type `QuickTurn`.
7. Click **Save** to save changes and close the **ENPS Fields** dialog box.
8. Open the rundown that contains the news stories to tag with QuickTurn segment names.
9. Use the rundown rover to select **Layout** > **Add Columns** > **QuickTurn**.

   The QuickTurn column is added to the rundown. The QuickTurn column can be dragged to any position in the rundown table heading row.
10. Use the rundown rover to select **Layout** > **Add Columns** > **QuickTurn**.

    The QuickTurn column is added to the default layout used by all rundowns.
11. Exit ENPS.

Dalet Show Setup

This chapter provides instructions for creating and working with Dalet rundowns.

The following topics are discussed in this chapter:

- Ross Video OverDrive NRCS plugin Configuration for Dalet
- Configure Connection Information for Dalet
- Publish a Dalet Rundown

Ross Video OverDrive NRCS plugin Configuration for Dalet

The Ross Video OverDrive NRCS plugin is used to interface OverDrive with the Dalet NRCS. Dalet uses the plugin to access OverDrive templates and shots.

✶ The Ross Video OverDrive NRCS plugin requires Windows 2000 or XP and must be installed on the same computer as Dalet.

For More Information on...

- adding OverDrive pre-configured Shots and Master templates to Dalet rundowns, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.
- working with Dalet, refer to the ***Dalet User Manual***.

Install the Ross Video OverDrive NRCS plugin for Dalet

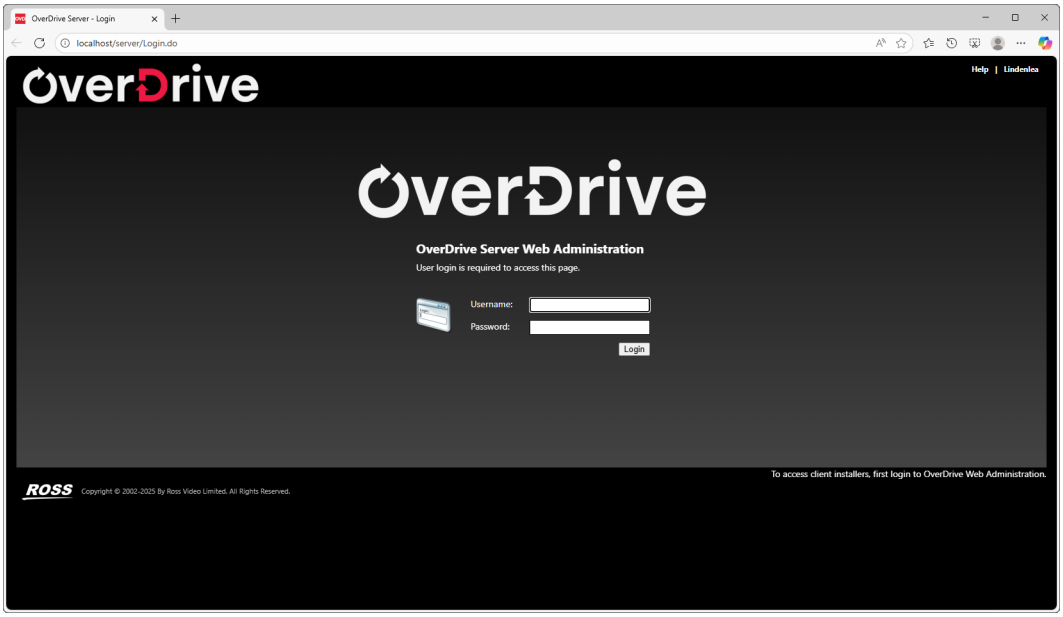
Before installing the Ross Video OverDrive NRCS plugin, ensure that the following conditions are met:

- The computer operating system is Windows 2000, Windows XP, or higher.
- Microsoft Internet Explorer® 9.0 or higher is installed.
- Ports 80, 8080, 10540, and 10541 are fully open on all computers and/or routers between the OverDrive server, client, and newsroom MOS Gateway computers.
- The installed Dalet application is Version 3.0.
- The Dalet Server is working.
- The Dalet MOS Gateway is installed and configured.
- You have been added to Dalet as a user, with correct permissions.

To install the Ross Video OverDrive NRCS plugin

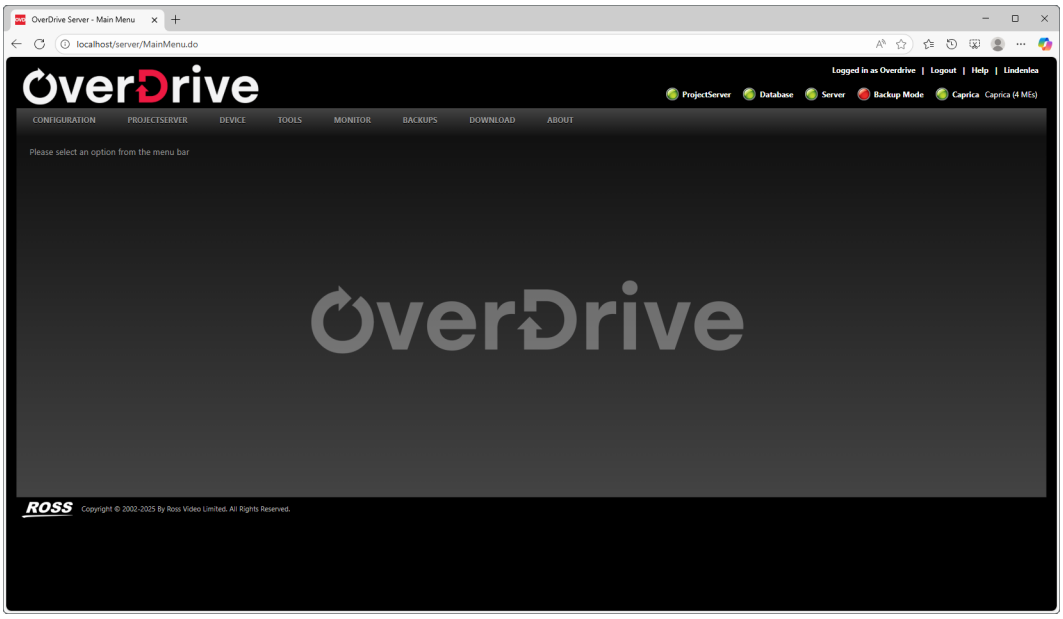
1. Log on to the Dalet Server computer.
2. Ensure that the Dalet program is closed.
3. Use a web browser to open the **OverDrive Server Web Administration** web page. Ask the OverDrive System Administrator for the URL of the **OverDrive Server Web Administration** web page for your OverDrive system.

   The **OverDrive Server - Login** web page opens in a web browser window.



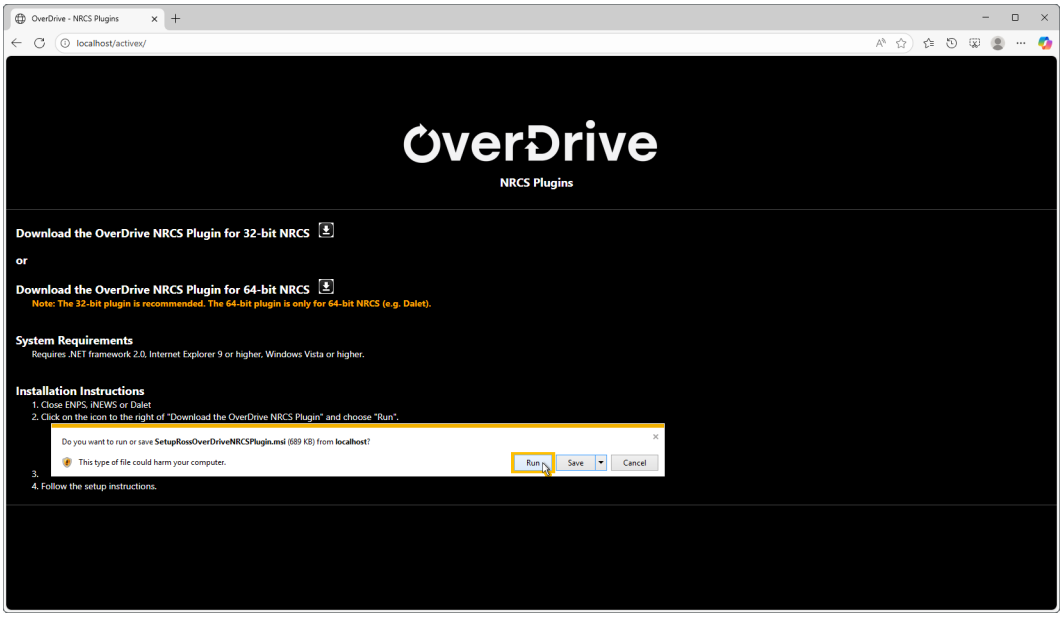
4. In the provided boxes, enter the **Username** and **Password** of an OverDrive user with administrative privileges.
5. Click **Login**.

   The **OverDrive Server - Main** web page opens.



6. Use the **DOWNLOAD** menu to select **NRCS Plugins**.

   The **NRCS Plugin Download** page opens.



7. Click the **Download the OverDrive NRCS Plugin for 64-bit NRCS** icon.
8. Click **Run**.

   The **OverDrive NRCS Plugin Setup** wizard opens.
9. Follow the **OverDrive NRCS Plugin Setup** wizard instructions to install the Ross Video OverDrive NRCS plugin.

Configure the Ross Settings in Dalet

After installing the Ross Video OverDrive NRCS plugin, the following Dalet settings must be configured to enable communication between Dalet and OverDrive:

- IP address of the OverDrive Server
- Device Type for OverDrive (Ross)
- MOS ID for the Dalet client
- **Send the text stories to the MOS** device option enabled
- Low Port (MOM) number
- High Port (RD) number

✶ When using Dalet in an OverDrive Redundant Server system, the **MOS High Port** and **MOS Low Port** port numbers set for the Redundant Server system must be different than the **MOS High Port** and **MOS Low Port** port numbers set for the Primary Server system.

✶ Contact your Dalet representative to configure your Dalet system to connect with OverDrive.

Configure Connection Information for Dalet

To enable communication between OverDrive and your Dalet NRCS, you must configure a MOS Gateway for Dalet and connect RundownControl to the OverDrive Server.

For More Information on...

- Dalet connection errors, refer to the section "**Ross Video OverDrive NRCS plugin Connection Errors in Dalet**" on page 19–8.

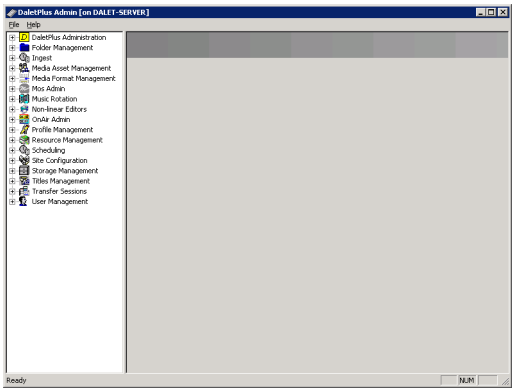
Gather Dalet NRCS Settings

Before you start Dalet NRCS configuration in OverDrive, it is a good idea to gather required setting values from Dalet.

To gather Dalet NRCS settings

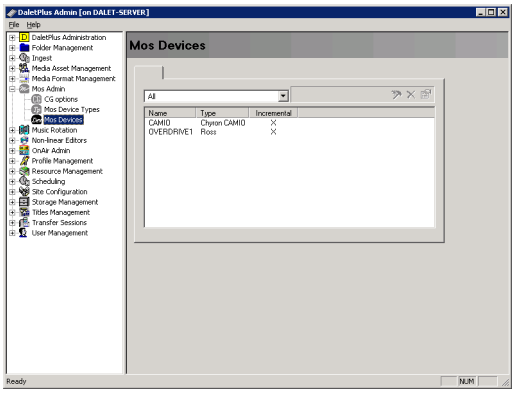
1. Log on to the Dalet Server computer.
2. Note the hostname or IP address of the Dalet Server.
3. Start the **DaletPlus Admin** client.

   The **DaletPlus Admin** window opens.



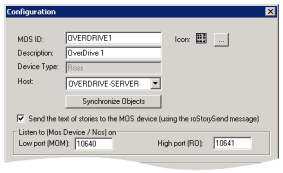
4. In the tree view, expand the **Mos Admin** node.
5. In the **Mos Admin** node, select **Mos Devices**.

   The **Mos Devices** panel opens.



6. In the table, select the MOS device with the **Type** of **Ross**.
7. Click the **Configuration** icon.

   The **Configuration** dialog box opens.



8. Note the following settings used to configure OverDrive RundownControl and the MOS Gateway for Dalet:
   - **MOS ID**
   - **Low Port (MOM)**
   - **High Port (RO)**
9. Verify that the **Send the text of stories to the MOS device** setting is selected.
10. Click **OK**.

    The **Configuration** dialog box closes.
11. In the **DaletPlus Admin** window, select **File** > **Exit**.

    The **DaletPlus Admin** window closes.

Configure MOS Gateway Communication

MOS Gateway communication properties are configured on the MOS Gateway Configuration page of the OverDrive Server Web Administration web page. This page provides properties for enabling a MOS Gateway to communicate with your Dalet NRCS.

✶ Changing the MOS Port settings stops all running services and disconnects all clients from the gateway.

To configure a MOS Gateway to communicate with your Dalet NRCS.

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

4. Use the **Configuration** menu to select **MOS Gateway**.

   The **MOS Gateway Configurations** page opens.

5. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the **Default** MOS Gateway.

   The **Edit NRCS** section opens.

6. Use the **Newsroom System** list to select **iNEWS**.

7. Use the **Mos Version** list to select the version of Media Object Server Communications Protocol (MOS) that the OverDrive Server uses to communicate with the NRCS in your OverDrive system. The available MOS versions are as follows:

   - **2.8** — on premise connections.
   - **4.0** — Cloud connections.

   When you select **4.0** as the **Mos Version**, complete the following steps to configure the additional MOS 4.0 settings that display:

   a. Use the **WebSocket Mode** list to select **Active** or **Passive** as the mode for the OverDrive end of the OverDrive Gateway to NRCS connection. You must configure one end of the OverDrive Gateway to NRCS connection to run in **Active** mode and the other end to run in **Passive** mode.

   b. Use the **Remote Protocol** list to select the WebSocket protocol security level. The available options are as follows:

   - **ws** — unsecured WebSocket protocol.
   - **wss** — secured WebSocket protocol. Use this protocol when connecting to a secure NRCS. This setting is only available you select **Active** from the **WebSocket Mode** list.

   c. In the **EndPoint** box, enter the endpoint for the OverDrive Gateway. For most configurations you should not need to change the default endpoint. This setting is only available you select **Active** from the **WebSocket Mode** list.

   d. In the **EndPoint Port** box, enter the port of the NRCS. For most configurations you should not need to change the default endpoint port.

   e. Select the **Allow Untrusted Certificates** check box to allow the use of self-signed certificates. Clear this check box to disallow self-signed certificates. This setting is only available you select **wss** from the **Remote Protocol** list.

✶ If change the port number in the **EndPoint Port** box you must also change AWS SSL settings to match the entered endpoint port number.

8. In the **Primary** section, complete the following steps to configure the Primary NRCS Server settings:

   a. When **4.0** is selected in the **Mos Version** list, enter the API key generated by the Primary NRCS Server in the **NRCS API Key** box.

   b. In the **NRCS ID** box, enter the ID assigned to the Primary NRCS Server.

   c. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the Primary NRCS Server computer.

   d. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   e. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device on the Primary NRCS Server.

   f. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

   g. In the **OD MOS High Port** box, confirm the default setting of **10541**.

9. In the **Redundant/Buddy** section, complete the following steps to configure the Redundant NRCS Server settings:

   a. When **4.0** is selected in the **Mos Version** list, enter the API key generated by the Redundant NRCS Server in the **NRCS API Key** box.

   b. In the **NRCS ID** box, enter the ID assigned to the Redundant NRCS Server.

   c. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the NRCS Inception Server computer.

   d. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   e. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device on the Redundant NRCS Server.

   f. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

   g. In the **OD MOS High Port** box, confirm the default setting of **10541**.

10. Click **Save**.

    OverDrive saves the MOS Gateway settings and the **Edit NRCS** section closes.

For More Information on...

- MOS Gateway settings, refer to the chapter "**MOS Gateway**" on page 7–1.

Configure OverDrive RundownControl Communication

OverDrive RundownControl communication properties are configured in the Network tab of the Options dialog box in RundownControl. This tab provides properties for enabling RundownControl to communicate with your Dalet NRCS.

To configure RundownControl to communicate with your Dalet NRCS.

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Network Settings** tab.

   The **Network Settings** tab opens.

3. In the **Networks Settings** section, enter the IP address or hostname of the OverDrive Primary Server in the **Primary Server** box.

4. Click **Test Host Connection**.

   OverDrive tests the connection between **RundownControl** and the set **Primary Server**, and reports one of the following results:

   - **Succeeded** — RundownControl is connected to the set Primary Server.
   - **Failed** — RundownControl could not connect to the set Primary Server.

   When the set **Primary Server** has an associated **Redundant Server**, OverDrive displays the IP address of the Redundant Server along with the following check boxes:

   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Primary Server.
   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Redundant Server.

5. Select the **Connect to the Primary Server** check box to connect RundownControl with the OverDrive Server running on the Primary System. Selecting this check box automatically clears the **Connect to the Redundant Server** check box. Under normal operation, RundownControl communicates with the OverDrive Server on the Primary system.

6. Click **OK** to save changes and close the **Options** dialog box.

For More Information on...

- RundownControl settings, refer to the chapter "**Configuration Options**" on page 4–1.

Ross Video OverDrive NRCS plugin Connection Errors in Dalet

The Ross Video OverDrive NRCS plugin may encounter connection error messages while working in Dalet. These errors can occur when attempting to connect to the OverDrive Server in Dalet, or if the MOS ID of the OverDrive Server does not match the MOS ID set on the Dalet server.

Server Connection Errors

Connection error messages may be encountered in the plugin when attempting to connect to the OverDrive Server in Dalet. Connection errors may be caused be the follow:

- The IP Address or hostname was not entered correctly.
- The OverDrive computer does not exist on the network.
- The OverDrive system is not configured properly.
- Dalet is not set up or configured properly on the OverDrive computer.
- The network permissions are not properly set to allow Dalet to connect to OverDrive.

Ensure that connection properties in both OverDrive and Dalet are correct before attempting to reconnect to the Dalet server. If settings are correct and a connection still can not be made to the Dalet server, contact the Networking (IT) Department or Ross Video Technical Support.

MOS ID Errors

If the MOS ID is set incorrectly in OverDrive, the plugin reports that the MOS ID is different than the MOS ID set in Dalet. Changes made to shots in Dalet are not saved by the NRCS and are not added to the rundown.

Check the following areas:

- The MOS ID in OverDrive matches the MOS ID set in Dalet.
- The plugin is connected to the OverDrive server.

If changes are required in OverDrive, the plugin automatically updates after the changes are complete.

For More Information on...

- editing Dalet settings in OverDrive, refer to the section "**Configure Connection Information for Dalet**" on page 19–4.

Publish a Dalet Rundown

A Dalet rundown must be published before it can be opened and played from OverDrive.

For More Information on...

- opening published Dalet rundowns in OverDrive, refer to the section "**To open an OverDrive NRCS rundown**" on page 22–2.

To publish a Dalet rundown for OverDrive

1. In the **DaletPlus** client, open the rundown to publish.
2. In the toolbar, click the **Load** icon.

   A Confirmation dialog box opens.
3. In the Confirmation dialog box, click **Yes**.

   The selected rundown is made available in OverDrive. The **Load** button displays the publish state of the rundown.

   - **Published** — the rundown is published and available in OverDrive. In this state the **Load** button is pressed-down.
   - **Unpublished** — the rundown is unpublished and not available in OverDrive. In this state the **Load** button is up.

To unpublish a Dalet rundown from OverDrive

1. In the **DaletPlus** client, open a published rundown.
2. In the toolbar, click the **Load** icon.

   A Confirmation dialog box opens.
3. In the Confirmation dialog box, click **Yes**.

   The selected rundown is no longer available in OverDrive. The **Load** button returns the unpublished state.

Octopus Show Setup

This chapter provides instructions for configuring Octopus to work with OverDrive and opening Octopus running orders in an OverDrive to run a show.

The following topics are discussed in this chapter:

- Configure Connection Information for Octopus
- Activate an Octopus Rundown

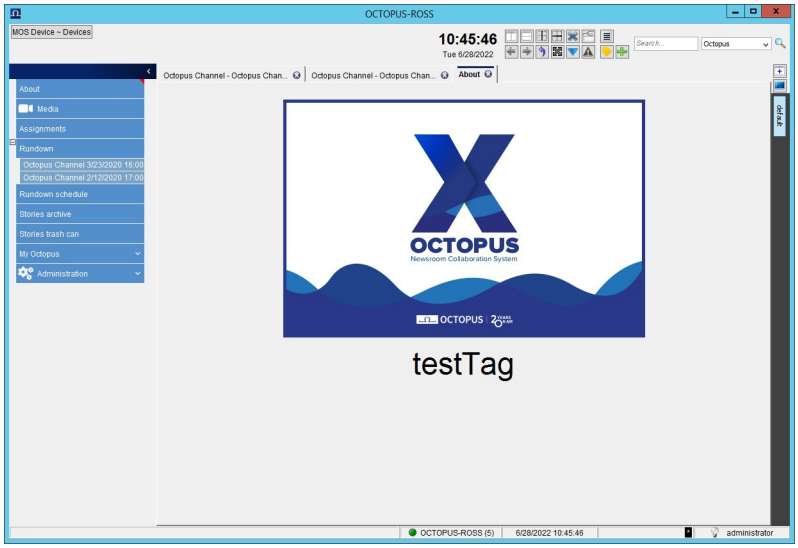
Configure Connection Information for Octopus

To enable communication between OverDrive and your Octopus NRCS, you must configure a MOS Device for OverDrive in the Octopus NRCS.

To create an Octopus NRCS MOS device for OverDrive

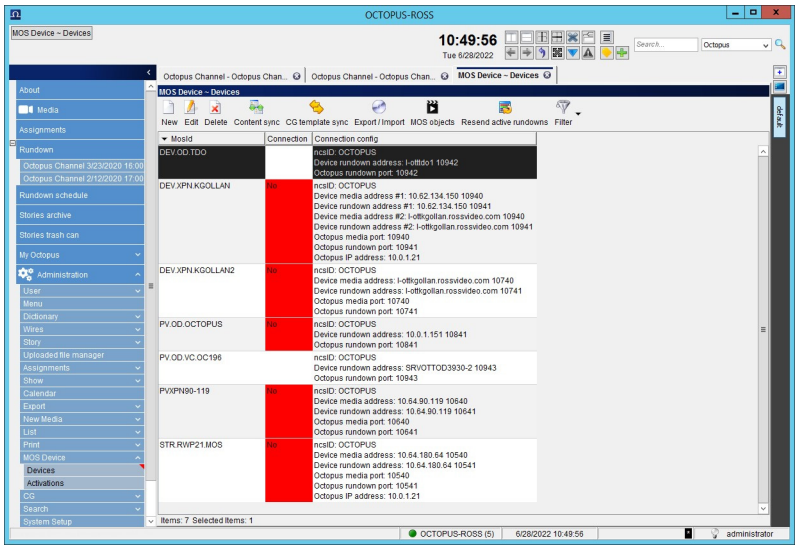
1. Log on to the Octopus Server computer.
2. Note the hostname or IP address of the Octopus Server.
3. Start the **Octopus Newsroom System Client**.

   The **Octopus Newsroom System Client** window opens.



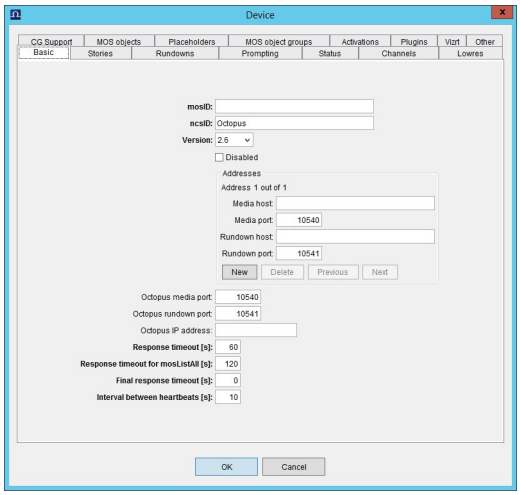
4. In the tree view, expand the **Administration** node.
5. In the **Administration** node, expand the **MOS Device** node.
6. In the **MOS Device** node, select **Devices**.

   The **Devices** panel opens.



7. In the toolbar, click the New **New** icon.

   The **Device** dialog box opens.

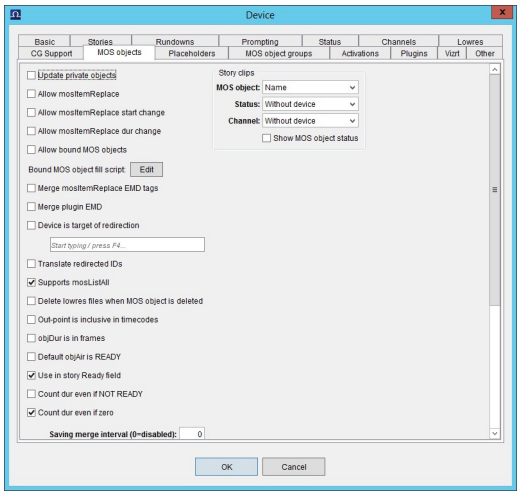


8. In the **mosID** box, enter the MOS ID of your OverDrive Server.
9. In the **ncsID** box, enter a MOS ID to identify your Octopus NRCS.
10. Use the **Version** list to select **2.8.4**.
11. Clear the **Media Host** box.

✶ The **Media Host** box must remain clear so as not to continually destroy the connection between the Octopus NRCS and the OverDrive Gateway.

12. In the **Rundown host** box, enter the hostname of your OverDrive Server.
13. In the **Rundown port** box, enter `10942`.
14. Clear the **Octopus media port** box.
15. In the **Octopus rundown port** box, enter `10942`.
16. Click the **MOS Objects** tab.

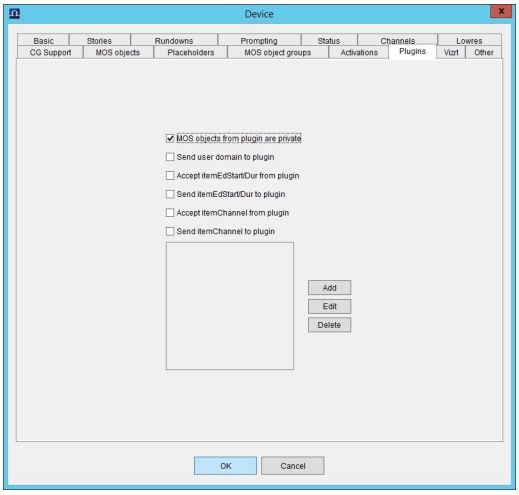
    The **MOS Objects** tab opens.



17. Select the **Update private objects** check box.
18. Select the **Allow mosItemReplace** check box.

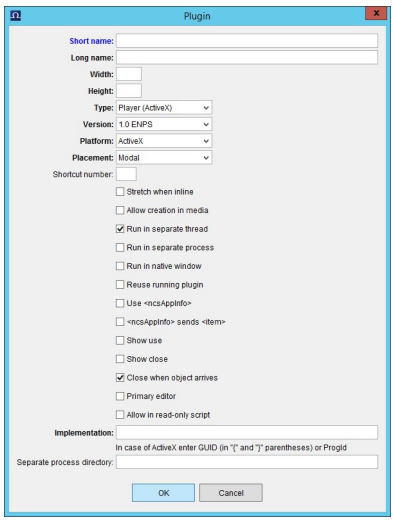
19. Click the **Plugins** tab.

    The **Plugins** tab opens.



20. Select the **MOS objects from plugin are private** check box.
21. Click **Add**.

    The **Plugin** dialog box opens.



22. In the **Short name** box, enter an identifier name for the OverDrive web plugin.
23. In the **Long name** box, enter a descriptive name for the OverDrive web plugin.
24. In the **Width** box, enter the width in pixels to display the OverDrive web plugin.
25. In the **Height** box, enter the height in pixels to display the OverDrive web plugin.
26. Use the **Type** list to select **Editor**.
27. Use the **Version** list to select **2.8**.
28. Use the **Platform** list to select **Chrome (CEF)**.
29. Use the **Placement** list to select **Modal**, **Modeless**, **Modeless reused**, **Vertical split**, or **Horizontal split**.

✶ Do not select **None** as plugin placement.

30. Clear the **Use <ncsAppInfo>** check box.

31. In the **Implementation** box, enter the **URL** of your OverDrive web plugin.

    http://i-ottdo1/newsroomplugin

32. Click **OK**.

    The **Plugin** dialog box closes.

33. In the **Device** dialog box, click **OK**.

    The **Device** dialog box closes.

34. Close the **Octopus Newsroom System Client** window.

Configure MOS Gateway Communication

MOS Gateway communication properties are configured on the MOS Gateway Configuration page of the OverDrive Server Web Administration web page. This page provides properties for enabling a MOS Gateway to communicate with your Octopus NRCS.

✶ Changing the MOS Port settings stops all running services and disconnects all clients from the gateway.

To configure a MOS Gateway to communicate with your Octopus NRCS

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main Menu** web page opens.

4. Use the **Configuration** menu to select **MOS Gateway**.

   The **MOS Gateway Configurations** page opens.

5. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the **Default** MOS Gateway.

   The **Edit NRCS** section opens.

6. Use the **Newsroom System** list to select **Inception**.

7. Use the **Mos Version** list to select **2.8** as the version of Media Object Server Communications Protocol (MOS) that the OverDrive Server uses to communicate with the Octopus Server in your OverDrive system.

8. In the **Primary** section, complete the following steps to configure the Primary Octopus Server settings:

   a. In the **NRCS ID** box, enter the ID assigned to the Primary Octopus Server.

   b. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the Primary Octopus Server computer.

   c. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   d. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device set on the Primary Octopus Server.

e. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

f. In the **OD MOS High Port** box, confirm the default setting of **10541**.

9. In the **Redundant/Buddy** section, complete the following steps to configure the Redundant Octopus Server settings:

   a. In the **NRCS ID** box, enter the ID assigned to the Redundant Octopus Server.

   b. In the **NRCS MOS Server Host Address** box, enter the hostname or IP address of the Redundant Octopus Server computer.

   c. In the **OD GW Host Address** box, enter the host name or IP address of the computer running the Primary MOS Gateway.

   d. In the **OD MOS ID** box, enter the MOS ID of the OverDrive Primary system device set on the Redundant Octopus Server.

   e. In the **OD MOS Low Port** box, confirm the default setting of **10540**.

   f. In the **OD MOS High Port** box, confirm the default setting of **10541**.

10. Click **Save**.

    OverDrive saves the MOS Gateway settings and the **Edit NRCS** section closes.

For More Information on...

- MOS Gateway settings, refer to the chapter "**MOS Gateway**" on page 7–1.

Configure OverDrive RundownControl Communication

OverDrive RundownControl communication properties are configured in the Network tab of the Options dialog box in RundownControl. This tab provides properties for enabling RundownControl to communicate with your Octopus NRCS.

To configure RundownControl to communicate with your Octopus NRCS

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **Network Settings** tab.

   The **Network Settings** tab opens.

3. In the **Networks Settings** section, enter the IP address or hostname of the OverDrive Primary Server in the **Primary Server** box.

4. Click **Test Host Connection**.

   OverDrive tests the connection between **RundownControl** and the set **Primary Server**, and reports one of the following results:

   - **Succeeded** — RundownControl is connected to the set Primary Server.
   - **Failed** — RundownControl could not connect to the set Primary Server.

   When the set **Primary Server** has an associated **Redundant Server**, OverDrive displays the IP address of the Redundant Server along with the following check boxes:

   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Primary Server.
   - **Connect to the Primary Server** — select this check box to connect RundownControl to the Redundant Server.

5. Select the **Connect to the Primary Server** check box to connect RundownControl with the OverDrive Server running on the Primary System. Selecting this check box automatically clears the **Connect to the Redundant Server** check box. Under normal operation, RundownControl communicates with the OverDrive Server on the Primary system.

6. Click **OK** to save changes and close the **Options** dialog box.

For More Information on...

- RundownControl settings, refer to the chapter "**Configuration Options**" on page 4–1.

Ross Video OverDrive NRCS plugin Connection Errors in Octopus

The Ross Video OverDrive NRCS plugin may encounter connection error messages while working in Octopus. These errors can occur when attempting to connect to the OverDrive Server in Octopus, or if the MOS ID of the OverDrive Server does not match the MOS ID set on the Octopus server.

Server Connection Errors

Connection error messages may be encountered in the plugin when attempting to connect to the OverDrive Server in Octopus. Connection errors may be caused be the follow:

- The IP Address or hostname was not entered correctly.
- The OverDrive computer does not exist on the network.
- The OverDrive system is not configured properly.
- Octopus is not set up or configured properly on the OverDrive computer.
- The network permissions are not properly set to allow Octopus to connect to OverDrive.

Ensure that connection properties in both OverDrive and Octopus are correct before attempting to reconnect to the Octopus server. If settings are correct and a connection still can not be made to the Octopus server, contact the Networking (IT) Department or Ross Video Technical Support.

MOS ID Errors

If the MOS ID is set incorrectly in OverDrive, the plugin reports that the MOS ID is different than the MOS ID set in Octopus. Changes made to shots in Octopus are not saved by the NRCS and are not added to the rundown.

Check the following areas:

- The MOS ID in OverDrive matches the MOS ID set in Octopus.
- The plugin is connected to the OverDrive server.

If changes are required in OverDrive, the plugin automatically updates after the changes are complete.

For More Information on...

- editing Octopus settings in OverDrive, refer to the section "**Configure Connection Information for Octopus**" on page 20–2.

Chrome Cache

The Octopus NRCS uses embedded version of the Google Chrome web browser. The browser cache does not seem to invalidate files. Refreshing the OverDrive web plugin or restarting Octopus does not clear the cache. To clear the cache you must manually delete the cache folder.

To manually clear the cache

1. Log on to the Octopus Server computer.
2. Ensure that the Octopus program is closed.
3. Open the following folder:

   `C:\Users\<Octopus_User>\.octopus\libs\cef\84.3.8+gc8a556f\cache\administrator`

   `<Octopus_User>` is the username that you used to log in to the Octopus Server computer
4. Delete the **Cache** folder.

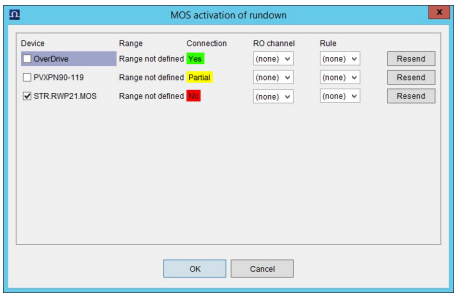
Activate an Octopus Rundown

An Octopus rundown must be activated for OverDrive before it can be opened and played in RundownControl.

To activate an Octopus rundown for OverDrive

1. In the **Octopus Newsroom System Client**, open the rundown to activate for OverDrive.
2. In the toolbar, use the MOS **MOS** menu to select **Activate**.

   The **MOS Activation of Rundown** dialog box opens.



3. Select the check box to the left of your **OverDrive MOS device**.

   When you no longer require an Octopus rundown to be available in RundownControl, clear the check box to the left of your **OverDrive MOS device**.
4. Click **OK**.

   The **MOS Activation of Rundown** dialog box closes and the selected Octopus rundown is made available to RundownControl.

For More Information on...

- opening activated Octopus rundowns in RundownControl, refer to the section "**To open an OverDrive NRCS rundown**" on page 22–2.

OverDrive NRCS Plugin

The Ross Video OverDrive NRCS plugin enables pre-configured Shots and Master templates from OverDrive to be used to create shots in the stories of an NRCS rundown.

✶ Shots created for QuickRecall buttons cannot be used in the Ross Video OverDrive NRCS plugin.

The following topics are discussed in this chapter:

- Log in to the OverDrive NRCS Plugin
- View the OverDrive NRCS Plugin Version
- Select the NRCS to Work With
- Select the OverDrive Server for the OverDrive NRCS ActiveX Plugin
- Refresh the Master Template List in the NRCS
- Use OverDrive Master Templates to Add Shots to an NRCS Story
- View QuickCode Keywords
- View QuickAudio Keywords
- Edit an OverDrive Shot in an NRCS Story
- Create Pre-configured Shots
- Organize Shots in Folders
- Alternate Shots
- Keyboard Navigation in the OverDrive NRCS Plugin
- Update NRCS Story Shots After Master Template Changes in OverDrive
- Change the Template Used by an OverDrive Shot in an NRCS Story
- Code Multiple MOS Video Clips in One Shot
- Deploy and Publish OverDrive ProjectServer Shows

The Ross Video OverDrive NRCS plugin works with various NRCS systems. For NRCS specific setup and usage information, refer to:

- **Ross Video Inception** — “**Inception Show Setup**” on page 16–1
- **iNEWS** — “**iNEWS Show Setup**” on page 17–1
- **ENPS** — “**ENPS Show Setup**” on page 18–1
- **Dalet** — “**Dalet Show Setup**” on page 19–1

Log in to the OverDrive NRCS Plugin

When your NRCS uses the web version of the OverDrive NRCS plugin users must log in to the plugin with a valid OverDrive user. At any time you can log out of the OverDrive NRCS. OverDrive will automatically log you out of the plugin when you end a session or close a web browser tab that contains the plugin.

The appearance of the OverDrive NRCS plugin login also depends on if your OverDrive system is a new installation or an upgrade from a previous OverDrive version.

- **New Installation** — users working on an OverDrive system with a new installation of OverDrive version 21.0 or newer will see the OverDrive NRCS Login screen.
- **Version 20.2 Upgrade** — users working on an OverDrive system that was upgraded from OverDrive v20.2 or older will not see the OverDrive NRCS Login screen.
- **Version 21.x Upgrade** — users working on an OverDrive system that was upgraded from OverDrive v21.0 or new will see or not see the OverDrive NRCS Login screen as they did with the previous version of OverDrive.

To log in to the web version of the OverDrive NRCS plugin

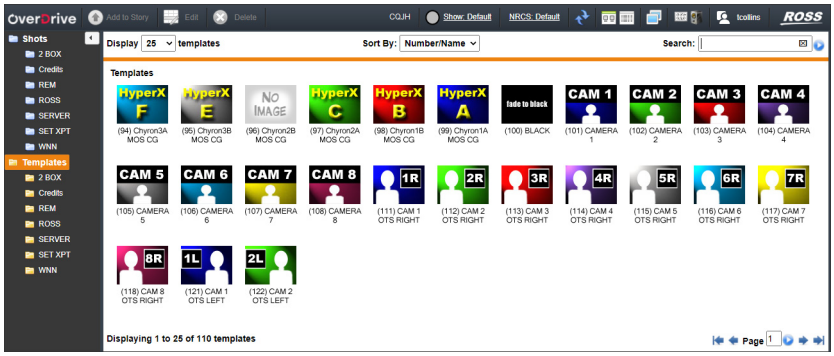
1. In the NRCS, open the Ross Video OverDrive NRCS plugin.

   The **Ross OverDrive NRCS Login** screen opens.



2. In the **Username** box, enter the username of the OverDrive user with which to log in to the OverDrive NRCS plugin.
3. In the **Password** box, enter the password associated with the entered username.
4. Click **Login**.

   The **Ross OverDrive NRCS** plugin opens, and the **Search** box activates so that you can start typing to enter a search for templates or shots.



The OverDrive NRCS plugin displays the OverDrive logo with a red D when the current user has the permission create templates and shots and save the edits that they make to existing templates and shots.



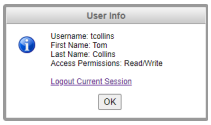
When the OverDrive NRCS plugin displays the OverDrive logo with a white D, the current user does not have permission to create templates or shots or to save the edits that they make to existing templates and shots in OverDrive. This type of user can edit a shot in the OverDrive NRCS plugin and add the edited shot to a Newsroom rundown, but they cannot save the edited shot in OverDrive.



5. To log out of the OverDrive NRCS plugin, complete the following steps:

   a. Click the **User** icon in the main toolbar.

      The **User Info** dialog box opens. Along with the OverDrive logo, the **User Info** dialog box displays the OverDrive NRCS plugin access permission for the current user.



   b. Click the **Logout Current Session** link to log out of the OverDrive NRCS plugin. Click **OK** to close the **User Info** dialog box and continue working in the plugin.

      OverDrive automatically logs you out of the plugin when you end a session or close a web browser tab that contains the plugin.

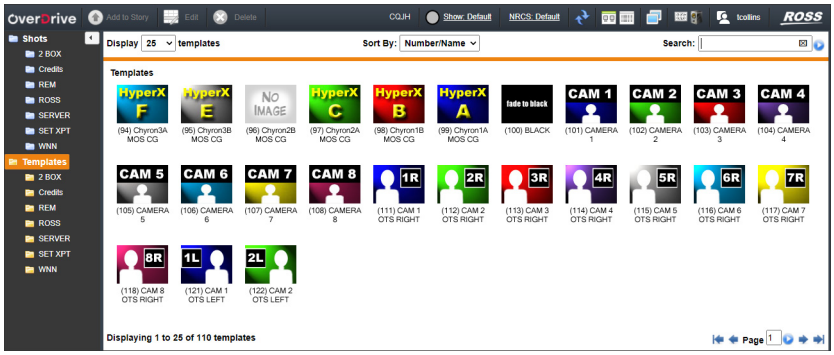
View the OverDrive NRCS Plugin Version

When working with Ross Video Technical Support to resolve connectivity issues between your NRCS and OverDrive it is very helpful to inform Ross Video Technical Support of your OverDrive NRCS Plugin version.

To view the version of your Ross OverDrive NRCS plugin

1. In the NRCS, open the Ross Video OverDrive NRCS plugin.

   The **Ross OverDrive NRCS** plugin opens.



2. In the main toolbar, click the ROSS logo.

   An **Information** dialog box opens displaying the OverDrive NRCS Plugin version.

3. Click **OK** to close the **Information** dialog box.

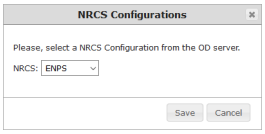
Select the NRCS to Work With

When an OverDrive system is configured to work with multiple MOS Gateways, you can select the NRCS to work with from the Ross Video OverDrive NRCS plugin.

To select the NRCS to work with

1. In the main toolbar, click the NRCS: Inception **NRCS** link.

   The **NRCS Configurations** dialog box opens.



2. Use the **NRCS** list to select the NRCS to work with in the Ross Video OverDrive NRCS plugin.
3. Click **Save**.

   The **NRCS Configurations** dialog box closes, and the Ross Video OverDrive NRCS plugin starts working with the selected NRCS. The **NRCS** link updates to display the selected NRCS.

Select the OverDrive Server for the OverDrive NRCS ActiveX Plugin

When you use the ActiveX version of the OverDrive NRCS plugin in your NRCS, you can select the OverDrive Server to work with. After you select the OverDrive Server to work with, the OverDrive NRCS plugin displays the Master templates and shots available on the selected server.

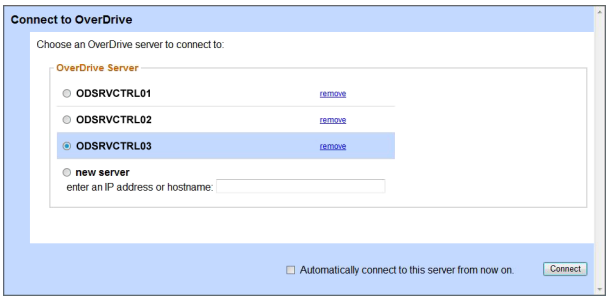
When you used a web browser to access the OverDrive NRCS plugin, you can change the web plugin URL to change the OverDrive Server used by the plugin. The format of the web plugin URL is as follows, where `<Your OverDrive Server>` is the hostname or IP address of your OverDrive Server:

- `http://<Your OverDrive Server>/newsroomplugin`

To select the OverDrive Server to work with

1. In the main toolbar, click the ODSRVCTRL01 **OverDrive Server** name.

   The **Connect to OverDrive** dialog box opens.



2. Select the **OverDrive Server** that contains the Master templates and shots that you want to use to code shows with in your NRCS.
3. If the OverDrive Server you want to use is not listed in the OverDrive Server list, complete the following steps to add the server to the OverDrive Server list:

   a. Select the **new server** option.

   b. In the **enter an IP address or hostname** box, enter the IP address or hostname of the OverDrive Server to add to the OverDrive Server list.

4. To always connect the OverDrive NRCS ActiveX plugin to the selected OverDrive Server, select the **Automatically connect to this server from now** on check box.
5. Click **Connect**.

   The **Connect to OverDrive** dialog box closes, and the **OverDrive NRCS ActiveX** plugin displays the Master templates and shots from the selected OverDrive Server.

Refresh the Master Template List in the NRCS

When Master templates are added, modified, or removed from within OverDrive, the Ross Video OverDrive NRCS plugin should be refreshed to show the latest Master templates from OverDrive.

To refresh the Ross OverDrive NRCS plugin in the NRCS

1. In the NRCS, open the Ross Video OverDrive NRCS plugin.

   The **Ross OverDrive NRCS** plugin opens.
2. In the main toolbar, click the **Refresh** icon.

   The **Templates** panel updates to show the current list of Master templates from OverDrive.

Use OverDrive Master Templates to Add Shots to an NRCS Story

The Ross Video OverDrive NRCS plugin enables you to use OverDrive Master templates to add shots to stories in an NRCS rundown. The plugin contains three panels: Shots, Templates, and Editor. The Shots and Templates panel are used to add shots to NRCS stories, while the Editor panel is used to edit shot property settings.

✶ Stories not associated with an OverDrive template are skipped when playing an NRCS rundown in OverDrive; however, these stories still play in the NRCS.

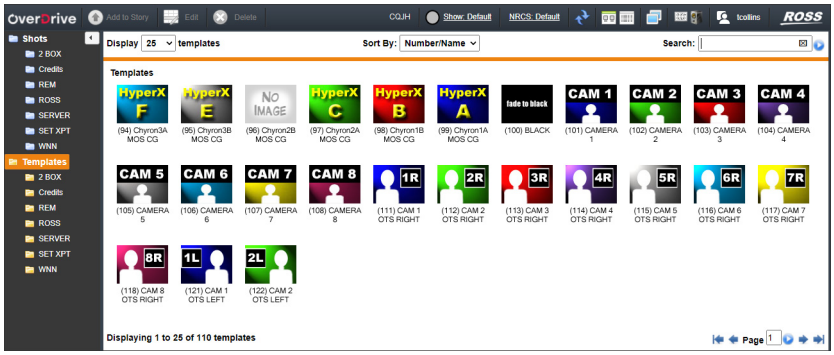
For More Information on...

- adding MOS CG templates to NRCS stories, refer to the section "**MOS CG Master Templates**" on page 10–3.

To use a Master temple to add a shot to an NRCS story

1. Create a rundown in your NRCS.
2. Add the new story to your NRCS rundown.
3. Open the story for editing.
4. Place the cursor in the story at the location to add a new shot.
5. Open the **Ross Video OverDrive NRCS** plugin.

   The **Ross OverDrive NRCS** plugin opens.



6. In the tree view, select the **Templates** folder.

   The **Templates** panel lists the available Master templates from OverDrive.

7. You can use the **Display** list to select the number of Master templates to display on a page. The available options for the number of Master templates to display on a page are: **10**, **25**, **50**, **100**, **200**, and **All** templates.

   Use the following controls at the bottom of page to view more pages of Master templates:

   - — click this button to view the first page of Master templates.
   - — click this button to view the previous page of Master templates.
   - **Page** — enter in this box the page number of Master templates to view.
   - — click this button to view the page of Master templates entered in the **Page** box.
   - — click this button to view the next page of Master templates.
   - — click this button to view the last page of Master templates.

8. While in **Icons** or **List** view, you can use the **Sort By** list to sort the available Master templates as follows:

   - **Number/Name** — ascending order by Master template number, in brackets, and name.
   - **Name** — ascending order by Master template name.
   - **Create Date** — descending order by Master template creation date.
   - **Modified Date** — descending order by Master template modification date.

9. To search for Master templates that match a Master template number or name, do the following:

   a. In the **Search** box, enter a complete or partial Master template number or name.

   b. Click the button to the right of the search box.

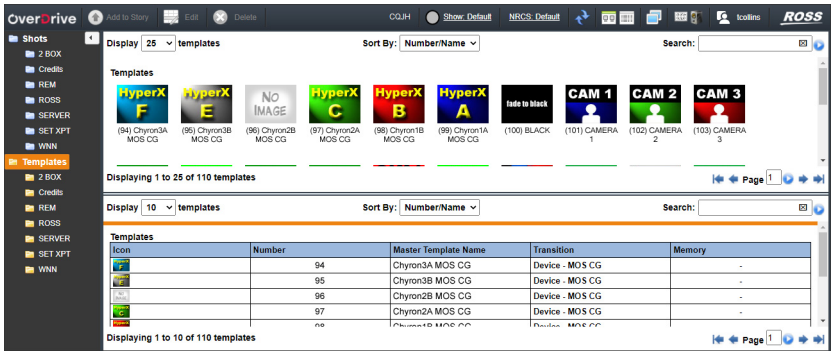
   The **Templates** panel displays the Master templates that match the entered number or name.

   c. To once again view all available Master templates, clear the **Search** box and then click the button.

10. Use the following icons in the main toolbar to control the display of templates in the **Templates** panel:

    - **Icons View** — click this icon to display the available templates as large icons.
    - **List View** — click this icon to display the available templates as a list.
    - **Split View** — click this icon to horizontally split the **Templates** panel into two panels that you view two lists at the same time.
    - **Single View** — click this icon to switch the **Templates** panel back to a single panel.

    Example of an Icons view and List view in a split panel.



In list view the **Templates** table displays the following information in the **Memory** column:

- **No ME (audio only)** — a "-" (dash) character.
- **MOS CG** — a "-" (dash) character.
- **A Single Fixed ME** — the memory number, if applicable.
- **Multiple Fixed MEs** — the memory numbers in order; for example, 1, 2, 3, ...

11. From the **Templates** panel, select the **Master template** with which to add a shot to the open story.

    In the tree view, click the folders contained in the **Templates** folder to filter the templates listed in the **Templates** panel. Double-click the **Templates** folder to collapse or expand the list of folders contained in the folder.

12. Use one of the following methods to use the selected Master template to add a shot to the story:

    - **Inception** and **ENPS**
      - › In the main toolbar, click the **Add to Story** icon.
      - › Click and drag a Master template into the story, then release the mouse button.

        You cannot drag Master templates into Inception when using Chrome as the web browser to access Inception.
    - **iNEWS** and **Dalet**
      - › Click and drag the Master template into the story, then release the mouse button.

    The selected Master template creates a shot in the story as a MOS message using the format **[<mos>…</mos>]**.

13. In your NRCS, save the story.

For More Information on...

- creating NRCS stories, refer to your ***NRCS User Manual***.

View QuickCode Keywords

QuickCode uses keywords entered in NRCS rundown columns to assign the following in an OverDrive rundown:

- The six Custom Controls in the Prepared Customs and the On-Air Customs views for shots in a rundown.
- The Master template used by MOS video server shots in a rundown.
- Production Cue

QuickCode is only available for OverDrive NRCS rundowns.

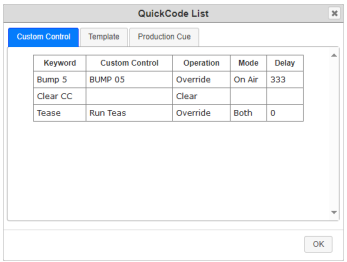
To view QuickCode keywords

1. In the Ross Video OverDrive NRCS plugin main toolbar, click the **QuickCode List View** icon.

   The **QuickCode List** dialog box opens.

2. Click the **Custom Control** tab to view the defined QuickCode Custom Control keywords.

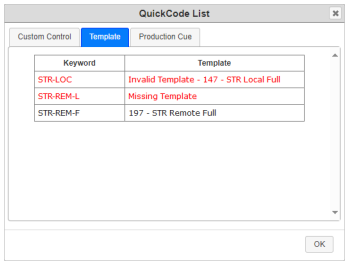
   The **Custom Control** tab opens displaying the current list of defined QuickCode Custom Control keywords.



   You can quickly copy a **Keyword** name by clicking the **Copy** icon to the left of the **Keyword** name to copy. OverDrive copies the selected **Keyword** name to the clipboard on your computer.

3. Click the **Template** tab to view the defined QuickCode template keywords.

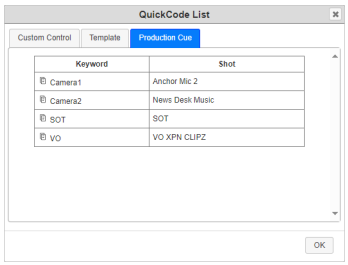
   The **Template** tab opens displaying the current list of defined QuickCode template keywords.



   The **Template** tab displays invalid Master templates in **Dark Red**.

4. Click the **Production Cue** tab to view the defined QuickCode production cue keywords.

   The **Production Cue** tab opens displaying the current list of defined QuickCode production cue keywords.



5. To close the **QuickCode List** dialog, click **OK**.

For More Information on...

- configuring and working with QuickCode Custom Control keywords, refer to the section "**Set Prepared and On-Air Customs from the NRCS Rundown**" on page 22–23.
- configuring and working with QuickCode template keywords, refer to the section "**Set the Master Template for MOS Video Servers from the NRCS Rundown**" on page 22–85.

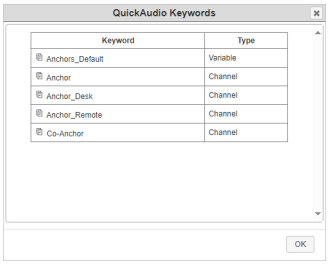
View QuickAudio Keywords

QuickAudio enables you to enter keywords in an NRCS rundown column to enable additional audio channels and to set the source of audio variables for shots in an OverDrive NRCS rundown.

To view QuickAudio keywords

1. In the Ross Video OverDrive NRCS plugin main toolbar, click the **QuickAudio Keywords View** icon.

   The **QuickAudio Keywords** dialog box opens displaying the current list of defined keywords and their type.



   You can quickly copy a **Keyword** name by clicking the **Copy** icon to the left of the **Keyword** name to copy. OverDrive copies the selected **Keyword** name to the clipboard on your computer.

2. To close the **QuickAudio Keywords** dialog, click **OK**.

For More Information on...

- configuring and working with QuickAudio, refer to the section "**Add Audio Channels from the NRCS Rundown**" on page 22–66.

Edit an OverDrive Shot in an NRCS Story

The Editor panel in the Ross Video OverDrive NRCS plugin enables clips and settings to be specified for still stores, cameras, video servers, VTRs, character generators, routers, audio servers, and Aux buses. You can also use the Editor panel to configure shot transitions, audio channel settings, and Custom Controls. Device and clip lists are transmitted to OverDrive from the NRCS via MOS Messaging.

✶ To prevent a loss of playout status in OverDrive, it is not recommended to change the details of an NRCS story that is prepared or on air in OverDrive.

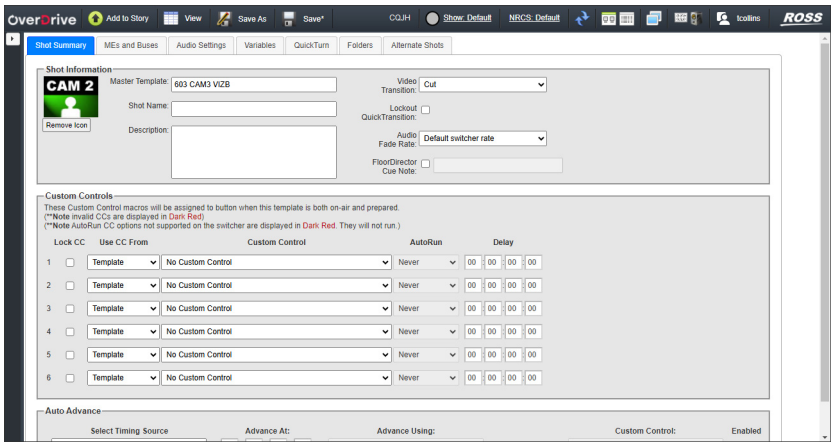
The Ross Video OverDrive NRCS plugin contains the following tabs to configure shot settings: Shot Summary, MEs and Buses, and Audio Setup.

✶ The Audio Settings tab is disabled when editing Fixed ME templates.

To open an OverDrive shot in the Editor panel

1. In your NRCS, open the story to edit.
2. In the story, locate the MOS message **[<mos>…</mos>]** that contains the OverDrive shot to edit.
   - Double-click the MOS message **[<mos>…</mos>]**.

   The **Editor** panel opens with the selected shot.



3. When a shot requires specific settings, use the following tabs in the Editor panel to set shot properties:
   - **Shot Summary** — configure shot summary information on page 21–10.
   - **MEs and Buses** — associate devices with a shot on page 21–14.
   - **Audio Settings** — configure shot audio settings on page 21–18.
   - **Variables** — set audio variable sources for a shot on page 21–19.

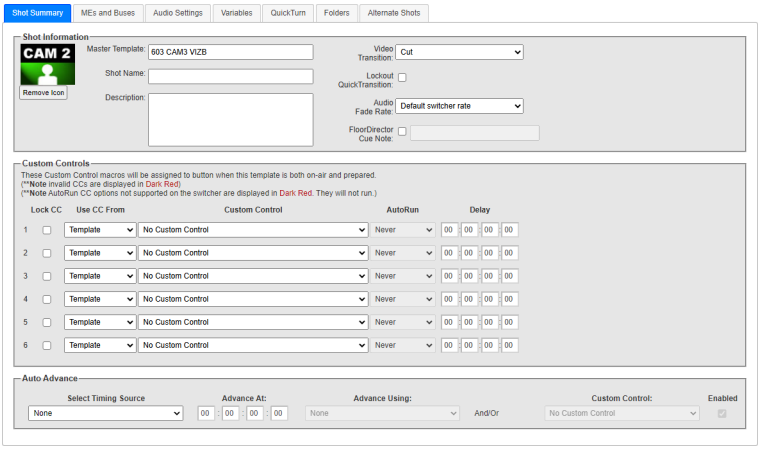
Shot Summary

Use Shot Summary tab to set the icon, Master template, shot name, description, video transition, QuickTurn segment, audio fade rate, Custom Controls and assigned folders for a shot.

To edit summary information for a shot

1. After opening an OverDrive shot in the **Editor** panel, click the **Shot Summary** tab.

   The **Shot Summary** tab opens.



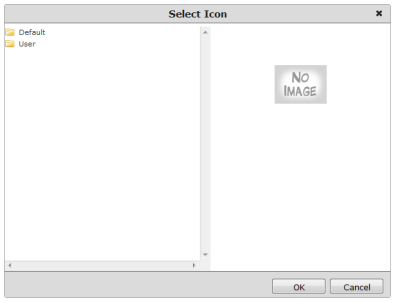
2. In the **Shot Information** section, enter a name for the shot in the **Shot Name** box.

   Shot names can be up to 40 alphanumeric characters in length.

3. In the **Description** box enter a description for the shot.

4. Click the shot **Icon** to change the icon for the shot. The selected icon is displayed in the OverDrive rundown along with the shot.

   The **Select Icon** dialog box opens.



   To select an image file (.jpg, .gif, .png, .bmp) to use as the icon for the shot, follow these steps:

   a. In the tree view, click the **Default** or **User** folders to expand the selected folder and display the folders it contains.

   b. Select a sub-folder to view the icon image files contained in the selected folder.

   c. Select an image file to view the icon it contains.

   d. Click **OK** to save the selected image file as the icon for the shot and close the **Select Icon** dialog box.

5. To remove an icon from a shot, click **Remove Icon** below the shot **Icon**.

6. Use the **Video Transition** list to select the type of video transition that the shot uses to transition to the next shot in the OverDrive rundown.

   The **Transition** list only contains the transitions defined by the Transition templates in TemplateEditor **Transitions** tab.

7. Select the **Lockout QuickTransition** check box to prevent the video transition selected in the **Video Transition** list from being overridden by the video transition set in the NRCS. Clear this check box to allow the video transition set in the NRCS to override the video transition selected in the shot **Video Transition** list.

   For more information about QuickTranstion functionality, refer to the section "**Override Shot Transitions from the NRCS Rundown**" on page 22–44.

8. Use the **QuickTurn Segment Name** list to select the segment name used by the QuickTurn encoding computer to create a video file of the shot.

   If the **QuickTurn Segments Name** list does not contain a suitable segment name, enter a segment name in the **QuickTurn Segments Name** box. Segment names entered in the **QuickTurn Segments Name** box are not added to the **QuickTurn** tab in **TemplateEditor** and do not show in the **QuickTurn Segments Name** list.

9. Use the **Audio Fade Rate** list to select the option that sets the number of frames used to fade audio when transitioning to the next shot in the OverDrive rundown. The available options are as follows:

   - **Default Switcher Rate** — set the audio fade rate to the same number of frames as set on the switcher.
   - **Use Video Trans Rate** — fade audio at the same rate as the video transition. When this option is selected, the audio fade rate is set to the same number of frames set for the video transition on the switcher panel.
   - **Use Custom Rate** — enter the number of frames (1 to 999) to fade audio for this shot. When this option is selected, enter the fade rate in the box that opens to the right of the list.

10. Select the **FloorDirector Cue Note** check box to enter a production to send to FloorDirector for shots created with the Master template.

11. In box to the right of the **FloorDirector Cue Note** check box, enter the production cue to send to FloorDirector.

12. Use the properties in the **Custom Controls** section to specify the Custom Controls to assign to the **Custom Controls for Prepared Shot** and the **Custom Controls for On-Air Shot** buttons in RundownControl when the shot is both prepared and on-air.

    From each **Custom Control** (**1** to **6**):

    a. Use the **Lock CC** check box as follows to determine whether a QuickCode Custom Control from the NRCS rundown can override the Custom Control slot:

       - **Lock** — select this check box to prevent the Custom Control slot from being overridden by a QuickCode Custom Control set in the NRCS rundown.
       - **Allow** — clear this check box to allow the Custom Control slot to be overridden by a QuickCode Custom Control set in the NRCS rundown.

    b. Use the **Use CC From** list to select the location of the Custom Control to assign to the associated **Custom Controls for Prepared Shot** and **Custom Controls for On-Air Shot** buttons in RundownControl. The available locations are as follows:

       - **Template** — use the Custom Control set in the Master template used to create the shot.
       - **Shot** — use the Custom Control selected in the shot.

    c. Use the **Custom Control** list to select a Custom Control to assign to the associated **Custom Controls for Prepared Shot** and **Custom Controls for On-Air Shot** buttons in RundownControl.

       Selecting a Custom Control from the **Configure Custom Control** dialog box automatically selects **Shot** in the **Use CC From** list.

d. Use the **AutoRun** list to select the event to automatically run the selected Custom Control. The available events are as follows:

- **Never** — only run the selected Custom Control when you click the associated **Custom Controls for Prepared Shot** or **Custom Controls for On-Air Shot** button in RundownControl.
- **On Air** — automatically run the selected Custom Control when the shot goes on air.
- **Prepared** (Caprica, Vision 18.1a or greater, and Acuity 3.1a or greater systems only) — automatically run the selected Custom Control when OverDrive prepares the shot. OverDrive displays this event in **Red** when prepared shot AutoRun functionality is not supported by the switcher in your OverDrive system.
- **Both** (Caprica, Vision 18.1a or greater, and Acuity 3.1a or greater systems only) — automatically run the selected Custom Control when OverDrive prepares the shot and again when the shot goes on air. OverDrive displays this event in **Red** when prepared shot AutoRun functionality is not supported by the switcher in your OverDrive system.

The **AutoRun** list is only available after you select a Custom Control from the **Custom Control** list

e. To set a delay for an autorun Custom Control, enter in the **Delay** boxes the length of time to wait before running the selected Custom Control. The default autorun delay is **00:00:00:00.**

The **Delay** boxes use the **hh:mm:ss:ff** format to set a delay time. Time values greater than 79 hours, 59 minutes, 59 seconds, or 29 frames are not permitted. When the delay time set for multiple Custom Controls is identical, OverDrive runs the Custom Control with the highest index first (1 to 6).

13. Use the properties in the **Auto Advance** section to enable shots created with the Master template to automatically advance to the next shot in the Rundown table without operator input:

a. Use the **Select Timing Source** list to select the timing source to trigger the automatic advance to the next shot in the Rundown table. The available timing sources are as follows:

- **None** — manually advance shots created from the Master template.
- **Clip Time Remaining** — a timer that automatically starts when a clip within a shot goes on air and stops when the clip ends.
- **Clip Time Elapsed** — a timer that automatically starts when a clip within a shot goes on air and stops when the clip ends.
- **Clock (24 Hour)** — the time of day displayed in 24-hour format.
- **Shot Time Elapsed** — a timer that automatically starts when a shot transitions on air and resets when the transition between shots ends.
- **NRCS Estimated Duration** — a story timer based on the story duration calculated by the NRCS using the story word count, anchor read rate, and media time. This timer starts when the story index number changes.
- **NRCS Rundown Duration** — a timer that counts down from “Black to Black” or the start of the show to the end of the show.
- **NRCS Rundown Start Time** — a timer that uses the rundown start date and time to countdown 00:00:00, when the show should start.
- **NRCS Target Time** — a story timer based on the story target time manually entered in the NRCS. This timer starts when the story index number changes.
- **NRCS Item Time** — a shot timer based on MOS item (video server clip) duration. When a story contains multiple video server clips the timer displays the time for the shortest video server clip.
- **NRCS Media Time** — a shot timer based on media duration. In the NRCS, media duration can be manually entered or automatically calculated.

You must select a timing source to set the remaining properties in the **Auto Advance** section.

b. Enter in the **Advance at** box the time on the selected timing source to automatically advance from the on-air shot to the next shot in the Rundown table.

c. Use the **Advance Using** list to select how to transition to the next shot in the Rundown table. The available transition are as follows:

- **None** — do not trigger a transition, only trigger the Custom Control selected in the **Custom Control** box.
- **Take and Prepare** — Advance the rundown, preparing the next shot.
- **Transition** — Do not advance the rundown. The rundown will be advanced manually
- **Prepare Next** — Prepare the next shot in the Rundown table.

d. Use the **Custom Control** list to select a Custom Control to run with the auto advance.

e. Select the **Enabled** check box to use the properties set in the **Auto Advance** section to enable shots created with the Master template to automatically advance to the next shot in the Rundown table without operator input. Clear the **Enabled** check box to save the set properties but do not automatically advance shots created with the Master template.

In RundownControl you can use the following methods to toggle Auto Advance for a selected shot or all shots in the Rundown table:

Selected Shot

- Right-click a shot in the **Rundown** table and select **Toggle Auto Advance (Selected)** from the **Shortcut** menu to toggle **Auto Advance** on or off for the selected shot.
- Press the hot key you defined to toggle **Auto Advance** on or off for a selected shot. Use the following settings to define an Auto Advance hot key for a selected shot.

Category	Name
Window	Toggle Auto Advance (Selected Shots)

All Shots

- Right-click a shot in the **Rundown** table and select **Toggle All Auto Advance** from the **Shortcut** menu to toggle **Auto Advance** on or off for all of the shots in the Rundown table.
- Press the hot key you defined to toggle **Auto Advance** on or off for all the shots in the Rundown table. Use the following settings to define an Auto Advance hot key for a selected shot.

Category	Name
Window	Toggle Auto Advance (Selected Shots)

14. Use the **Folders** section to assign the shot to a folder.

15. Click **Update Shot**. To close the **Editor** panel without saving changes, click **Cancel**.

16. Use one of the following methods to use the selected Master template to add a shot to the story:

- **Inception**, **ENPS**, and **Dalet**
  - › In the main toolbar, click the **Update Story** icon.
  - › To close the **Editor** panel without saving changes, click the **View** icon.
- **iNEWS**
  - › At the bottom of the Ross Video OverDrive NRCS, click **Apply**.
  - › To close the **Editor** panel without saving changes, click **Cancel**.

For More Information on...

- QuickTurn and QuickTurn segments, refer to the chapter "**QuickTurn™**" on page 25–1.
- assigning Shots or Master templates to folders, refer to the section "**Organize Shots in Folders**" on page 21–24.

MEs and Buses

Use ME and Buses tab to set clip details and presets for each device assigned in the shot. Additional zero crosspoint devices associated with the shot are also set up on the ME and Buses tab.

To edit shot ME devices

1. In the **Editor** panel, click the **MEs and Buses** tab.

   The **MEs and Buses** tab opens.



   OverDrive displays unavailable Utility Buses are in **Dark Red**. Utility Buses become unavailable when the Caprica switcher device Utility Bus setting is disabled or the switcher in your OverDrive system is changed to one that does not support Utility Buses.

2. In the **Clip Details and Presets** section, enter clip details and/or presets for the devices associated with the shot

   - **Video Servers** — select a clip or directly enter a clip name.

     To select a Clip:

     › Click **Select** to the right of the **Clip Details and Presets** box to open the **Select a Clip** dialog box.

     › In the **Filter** box, enter a portion of the clip name you are looking for. As you type, the clip list automatically updates to show the clips that contain the entered text.

     › Each page of the **Select a Clip** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

     › Select a clip from the clip list, then click **Select**.

     To search for a Clip:

     › Enter a portion of the clip name you are looking for in the **Clip Details and Presets** box.

     › Click **Select** to the right of the **Clip Details and Presets** box to open the **Select a Clip** dialog box.

     The **Select a Clip** dialog box opens with a list of the clips that match the text entered in the **Clip Details and Presets** box.

✶ For Leitch Nexio video servers, do not use the " (double-quote) character in clip names. If any of the clips stored on a Leitch Nexio video server are named using the " character, the **Clip** list remains empty and cannot be used to select a clip. A clip can be selected by entering the exact clip name in the **Clip** box.

   - **VTRs** — use the **hh:mm:ss:ff** format to specify the clip **In**, **Out**, and **Duration** times in the provided boxes. Time values greater than 79 hours, 59 minutes, 59 seconds, or 29 frames are not permitted.
   - **Internal Stores** — select a still or animation, or directly enter a still or animation name.

     › Click **Browse** to the right of the **Clip Details and Presets** box to open the **Browse Stills** dialog box.

     › In the **Search Visible Fields** box, enter a portion of the still or animation name you are looking for. As you type, the clip list automatically updates to show the clips that contain the entered text.

     › Use the list to the right of the **Search Visible Fields** box to search for stills or animations in all the folders (**Search All Nodes**) or in just the selected folder (**Search This Node**).

     › Select a still or animation from the displayed items, then click **OK**.

     When an Invalid still or animation ID number is requested to be cued, the switcher responds with a correct clip not found message, which OverDrive interprets as an error.

- **Character Generators** — depending on the specific character generator, new tag data entered and saved in the **Configure QuickRecall Button** dialog box tag boxes, may or may not be saved in the character generator page location after the shot is prepared in the rundown. Use the following steps to set up a character generator clip:
  - › Enter the **Folder** and **File** location, pressing **Tab** after each entry. When the character generator is connected, the current tag information is automatically read from the character generator. To properly save character generator clip information, the **Folder** and **Page** location must be specified. If the **Folder** location is not specified, the **Page** and **Tag** information will not be saved.
  - › Use the provided boxes to modify tag content.

    For Inscriber CGs, do not enter *, \, &, /, <, or > characters in a tag.
  - › Enter custom content in the provided tag boxes. Make sure that the **Use CG Tag** and **Blank Tag** check boxes are cleared.
  - › Select the **Use CG Tag** check box to use the tag currently stored in the specified character generator folder. Custom content entered in the tag box is grayed out and ignored when the **Use CG Tag** check box is selected.
  - › Select the **Blank Tag** check box to use a blank tag. This option does not gray out and ignore the tag name and data boxes. When content is entered in a tag with a selected **Blank Tag** check box, the check box is cleared after **Tab** is pressed. An **Incomplete Clip** message is displayed with the clip in the rundown when content is deleted from a tag field and the **Blank Tag** check box is cleared. OverDrive will prompt for the missing clip information each time the shot is prepared.
- **Routers** — select a router source or directly enter a numeric router source.

  To select a Source:
  - › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.
  - › In the **Filter** box, enter a portion of the source name you are looking for. As you type, the source list automatically updates to show the sources that contain the entered text.
  - › Each page of the **Select a Source** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.
  - › Select a source from the source list, then click **Select**.

  To search for a Source:
  - › Enter a portion of the source name you are looking for in the **Source** box.
  - › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

    The **Select a Source** dialog box opens with a list of the sources that match the text entered in the **Source** box.

  To select the router level:
  - › If the router level is different than the default level, select the new level from the **Level** list.
- **Cameras** — enter the name or identifier of the clip or preset in the **Clip Details and Presets** box. For **Furio**, **Shotoku**, and **Vinten** cameras you can use the following formats to enter a move duration along with a shot:

Format	Example	Description
<Show>:<Shot>:<Duration>	show:5:12	Move the camera to shot 5 in the News show with a 12 second duration.
<Show>:<Shot>	show:5	Move the camera to shot 5 in the News show with no duration.
:<Shot>:<Duration>	:5:12	Move the camera to shot 5 in the current show with a 12 second duration.
:<Shot>	:5	Move the camera to shot 5 in the current show with no duration.

- **External Still Stores** — enter the name or identifier of the clip or preset in the **Clip Details and Presets** box.
- **Crosspoints** — select the crosspoint number or name for the bus.

  To select a Crosspoint:

  › Click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

  › In the **Filter** box, enter a portion of the crosspoint name you are looking for. As you type, the crosspoint list automatically updates to show the crosspoints that contain the entered text.

  › Each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

  › Select a crosspoint from the crosspoint list, then click **Select**.

  To search for a Crosspoint:

  › Enter a portion of a valid crosspoint number or name in the **Crosspoint** box.

  › Press **Enter** or click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

  The **Select a Crosspoint** dialog box lists the crosspoints that match the text entered in the **Crosspoint** box.
- **Source Groups** — select the source for the bus from the source group associated with the shot.

  To select a source from the shot source group:

  › Click **Select** to the right of the **Source** box to open the **Select a Source from Group** dialog box.

  › In the **Filter** box, enter a portion of the source number or name you are looking for. As you type, the source list automatically updates to show the sources that contain the entered text.

  › Each page of the **Select a Source from Group** dialog box lists ten sources. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

  › Select a source from the source list, then click **Select**.

  To search for a Crosspoint:

  › Enter a portion of a valid crosspoint number or name in the **Source** box.

  › Click **Select** to the right of the **Source** box to open the **Select a Source from Group** dialog box.

  The **Select a Source from Group** dialog box lists the sources that match the text entered in the **Source** box.

  › Select a source from the source list, then click **Select**.

3. Edit settings as required for any additional devices associated with the shot.

   Available device settings are as follows:

   - **Zero Crosspoint Routers**

     To select a Source:

     › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

     › In the **Filter** box, enter a portion of the source name you are looking for. As you type, the source list automatically updates to show the sources that contain the entered text.

     › Each page of the **Select a Source** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

     › Select a source from the source list, then click **Select**.

     To search for a Source:

     › Enter a portion of the source name you are looking for in the **Source** box.

     › Click **Select** to the right of the **Source** box to open the **Select a Source** dialog box.

     The **Select a Source** dialog box opens with a list of the sources that match the text entered in the **Source** box.

To select the first matching Source:

› Enter a portion of a valid source name in the **Source** box.

› Press the **Tab** key to select the first source that contains the entered text.

To select a Destination:

› Click **Select** to the right of the **Destination** box to open the **Select a Destination** dialog box.

› In the **Filter** box, enter a portion of the destination name you are looking for. As you type, the destination list automatically updates to show the destinations that contain the entered text.

› Each page of the **Select a Destination** dialog box lists ten clips. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

› Select a destination from the destination list, then click **Select**.

To search for a Destination:

› Enter a portion of the destination name you are looking for in the **Destination** box.

› Click **Select** to the right of the **Destination** box to open the **Select a Destination** dialog box.

The **Select a Destination** dialog box opens with a list of the destinations that match the text entered in the **Destination** box.

To select the first matching Destination:

› Enter a portion of a valid destination name in the **Destination** box.

› Press the **Tab** key to select the first destination that contains the entered text.

To set a Level:

› If the router level is different than the default level, select the new level from the **Level** list.

- **Aux Buses**

To select the aux bus:

› In the **Aux Bus** box, enter an aux bus number.

The standard **aux bus** range is 1 to 32. When multiple crosspoints are assigned the same aux bus, the lower position is used. For example, if an aux bus is at position 1 and 3, and all positions are assigned the same aux bus, then the assigned crosspoint will come from position 3.

To select a Crosspoint:

› Click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

› In the **Filter** box, enter a portion of the crosspoint name you are looking for. As you type, the crosspoint list automatically updates to show the crosspoints that contain the entered text.

› Each page of the **Select a Crosspoint** dialog box lists ten crosspoints. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

› Select a crosspoint from the crosspoint list, then click **Select**.

To search for a Crosspoint:

› Enter a portion of a valid crosspoint number or name in the **Crosspoint** box.

› Press **Enter** or click **Select** to the right of the **Crosspoint** box to open the **Select a Crosspoint** dialog box.

The **Select a Crosspoint** dialog box lists the crosspoints that match the text entered in the **Crosspoint** box.

- **Audio Servers**

› Enter the **Drive** location using the range 0 to 6.

› Enter the **Directory** number using the range 1 to 10.

› Enter the **Cut** number using the range 0 to 999.

4. Click **Save**.

To close the **Editor** panel without saving changes, click **Cancel**.

For More Information on...

- additional switcher and OverDrive requirements for using internal store devices in a show, refer to the section "**Work with Internal Store Devices**" on page 15–21.
- specific character generators, refer to the section "**Clip Details and Presets Behavior**" on page 30–3.

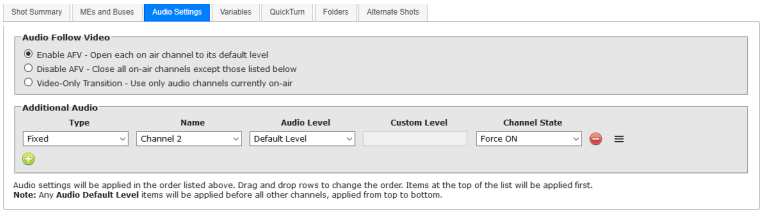
Audio Settings

Use the Audio Settings tab to specify AFV settings, add or remove channels, and modify audio levels.

To edit shot audio settings

1. In the **Editor** panel, click the **Audio Settings** tab.

   The **Audio Settings** tab opens.



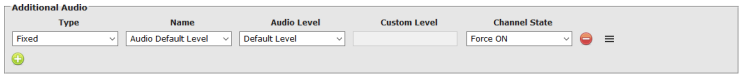
2. In the **Audio Follow Video** area, select one of the following options to set the audio channels used when a shot is taken to air:

   - **Enable AFV** — open each audio channel connected to the on-air Crosspoint at the default audio level set for the channel.
   - **Disable AFV** — close all audio channels except the audio channels listed in the **Additional Audio** area.
   - **Video Only Transition** — only use the audio channels that are currently on air.

   To modify audio settings for a specific channel, add the channel to the **Additional Audio** section.

3. Click the **Add Channel** icon to add an audio channel to the list of audio channels that override **Audio Follow Video** settings

   A new channel opens in the **Additional Audio** section.



4. Use the **Type** list to select one of the following **Audio Channel** options to choose the type of audio channel for which to set the audio level:

   - **Channel** — select an audio mixer channel.
   - **Device** — select the audio channels associated with a device.
   - **Variables** — select the audio channels associated with an audio variable.
   - **QuickAudio** — select the audio channels associated with a QuickAudio keyword.

5. Use the **Name** list to select audio channels for the type of audio channel selected in the **Type** list. The channels available for the various channel types are as follows:

   - **Channel** — select the audio mixer channel to add to the shot.
   - **Device** — select the device that contains the audio channels to add to the shot. This list contains the devices associated with the Master Template selected for the shot.
   - **Variables** — select the audio variable associated with the audio channels to add to the shot. This list contains the audio variables from the **Variables** tab of the **TemplateEditor**.
   - **QuickAudio** — select the QuickAudio keyword associated with the audio channels to add to the shot. This list contains the QuickAudio keywords from the **QuickAudio** tab of the **TemplateEditor**.

6. Use the **Audio Level** list to select one of the following options to set the audio level at which to open the audio channel:

   - **Default Level** — open the selected audio channel at the default audio level set for the channel.
   - **Custom Level** — enter the audio level (1 to 100) at which to open the selected audio channel. When this option is selected, enter the audio level in the **Custom Level** box to the right of the list.

   The **Audio Level** list is not available when **QuickAudio** is selected from the **Type** list.

7. Use the **Channel State** list to select one of the following override options to control the selected audio channel:

   - **No Change** — do not change the audio level when the shot transitions to air.
   - **Force Channel OFF** — force the audio channel off when the shot transitions to air. The set audio channel level is used when the channel is later turned on; for example, from DirectControl.
   - **Force ON** — force the audio channel on at the set level when the shot transitions to air.

   The **Channel State** list is not available when **QuickAudio** is selected from the **Type** list.

8. Click **Update Shot**. To close the **Editor** panel without saving changes, click **Cancel**.

Manage Additional Audio

After adding channels to the Additional Audio list, you can change the order in which audio settings are applied or delete the channels that you no longer use.

To set the order in which OverDrive applies channel settings

1. In the **Additional Audio** list, locate the channel setting to reposition.
2. Click and drag the ≡ **Move Row** icon to the right of the channel setting to reposition in the order that OverDrive applies channel settings for the shot.

   OverDrive applies channels settings starting at the top of the **Additional Audio** list working downwards.

To delete an additional audio channel

1. In the **Additional Audio** list, locate the channel to delete.
2. Click the ⊖ **Remove Channel** icon to the right of the audio channel to remove.

   The selected audio channel is removed from the **Additional Audio** list.

Variables

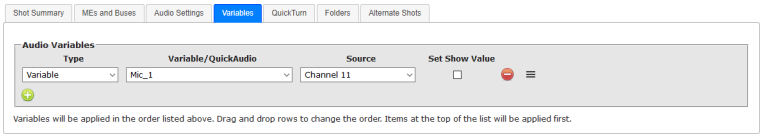
The Variables tab enables you to set shot specific sources for audio variables.

✶ Before you set shot specific sources, you must create audio variables to assign to shots. For information on how to create audio variables, refer to the section "**Audio Variables**" on page 10–68.

To set shot specific sources for audio variables

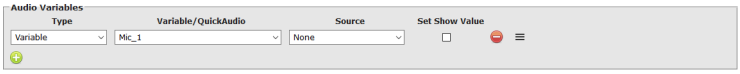
1. In the **Configure QuickRecall Button** dialog box, click the **Variables** tab.

   The **Variables** tab opens.



2. Click the ⊕ **Add Variable** icon to add an existing audio variable to the shot and set a source for the audio variable in the shot.

A new variable is added to the **Audio Variables** section.



3. To select an audio variable for which to set a source, complete the following steps:

   a. Use the **Type** list to select **Variable**.

   b. Use the **Variable/QuickAudio** list to select the audio variable for which to set a source.

   c. Use the **Source** list to select the source for the selected audio variable. The available sources are as follows:

      - **None** — do not select a source for the audio variable.
      - **Default** — use the default source set for the audio variable. The default source for an audio variable is set in the **Variables** tab of the **TemplateEditor**. Changing the source for an audio variable also changes the source for the Master template audio variable
      - **Show** — use the source set as the **Show** value for the variable.
      - **Channel #** — select an audio channel as the source for the audio variable. Changing the default source for the audio variable in the **Variables** tab of the **TemplateEditor** does not change the source for the Master template audio variable.

   d. Select the **Set show value** check box to use the selected source as the **Show** value for the audio variable.

      The **Audio Variables** list displays the audio variables set as **Show** values in **bold** typeface.

4. To select a QuickAudio keyword to set sources for audio variables, complete the following steps:

   a. Use the **Type** list to select **QuickAudio**.

   b. Use the **Variable/QuickAudio** list to select the QuickAudio keyword associated with the audio channels and sources that you want to set for the shot. This list contains the QuickAudio keywords from the **QuickAudio** tab of the **TemplateEditor**.

Manage Variables

After adding audio variables to the Audio Variables list, you can change the order in which audio variables and are applied or delete the audio variables that you no longer use

To set the order in which OverDrive applies audio variables

1. In the **Audio Variables** list, locate the audio variable or QuickAudio keyword to reposition.

2. Click and drag the ≡ **Move Row** icon to the right of the audio variable or QuickAudio keyword to reposition in the order that OverDrive applies audio variables and QuickAudio keywords for the shot.

   OverDrive applies audio variables and QuickAudio keywords starting at the top of the **Audio Variables** list working downwards.

To delete an additional audio channel

1. In the **Audio Variables** list, locate the audio variable or QuickAudio keyword to delete.

2. Click the ⛔ **Remove Channel** icon to the right of audio variable or QuickAudio keyword to delete.

   The selected audio channel is removed from the **Audio Variables** list.

Create Pre-configured Shots

Along with Master templates, you can use pre-configured Shots to create shots in an NRCS story. A pre-configured Shot is a combination of a Master template and settings for the Master template properties. Shots are created in the Editor panel of the Ross Video OverDrive NRCS plugin and accessed through the Shots folder in the tree view of the plugin.

Since Shots are based on Master templates, changes made to a Master template are inherited by the Shots that used the revised Master template as follows:

- **Audio** — changes made to the audio properties of a Master template are not reflected in existing Shots that are based on the revised Master template.
- **ME/BUS** — changes made to the ME or device properties of a Master template are reflected in existing Shots that are based on the revised Master template.
- **Custom Controls** — changes made to the Custom Controls of a Master template are reflected in existing Shots that are based on the revise Master template. If a Custom Control has been added to a Shot, Master template Custom Control changes are not reflected in the Shot.
- **Other Properties** — changes made to Master template properties such as, Description and QuickTurn Name, are not reflected in existing Shots that are based on the revised Master template.

To create a Shot from a Master template

1. In the tree view, click the **Templates** folder.

   The **Templates** panel opens.

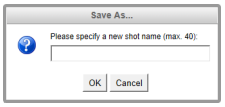
2. In the **Templates** panel, double-click the **Master template** on which to base the Shot.

   The **Editor** panel opens with the selected Master template.

3. Use the **Shot Summary**, **MEs and Buses**, and **Audio Setup** tabs to configure property settings for the Shot.

4. In the main toolbar, click the **Save As** icon.

   The **Save As** dialog box opens.



5. In the **Please specify a new shot name** box, enter a name for the new Shot.

   Shot names can be up to 40 alphanumeric characters in length.

6. Click **OK**.

   The new Shot is added to the **Shots** panel. If the Master template used to create the Shot was assigned to a folder, the Shot is also assigned the same folder.

7. In the tree view, select the **Shots** folder.

   The **Shots** panel lists the available Shots in OverDrive.

8. You can use the **Display** list to select the number of Shots to display on a page. The available options for the number of Shots to display on a page are: **10**, **25**, **50**, **100**, **200**, and **All** shots.

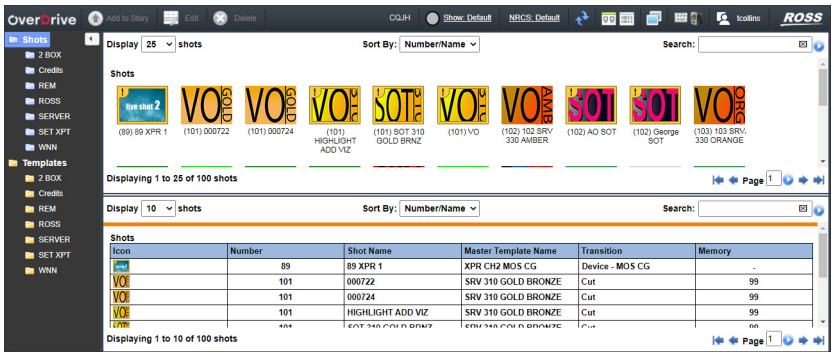
After you select the number of Shots to display on a page, use the following controls at the bottom of page to view more pages of Shots:

- — click this button to view the first page of Shots.
- — click this button to view the previous page of Shots.
- **Page** — enter in this box the page number of Shots to view.
- — click this button to view the page of Shots entered in the **Page** box.
- — click this button to view the next page of Shots.
- — click this button to view the last page of Shots.

9. While in **Icons** or **List** view, you can use the **Sort By** list to sort the available Shots as follows:
   - **Number/Name** — ascending order by associated Template number, in brackets, and name.
   - **Name** — ascending order by Shot name.
   - **Create Date** — descending order by Shot creation date.
   - **Modified Date** — descending order by Shot modification date.
10. To search for Shots that match an associated Master template number or Shot name, do the following:
    a. In the **Search** box, enter a complete or partial associated Master template number or Shot name.
    b. Click the button to the right of the search box.

       The **Templates** panel displays the Shots that match the entered number or name.
    c. To once again view all available Shots, clear the **Search** box and then click the button.
11. Use the following icons in the main toolbar to control the display of shots in the **Shots** panel:
    - **Icons View** — click this icon to display the available shots as large icons.
    - **List View** — click this icon to display the available shots as a list.
    - **Split View** — click this icon to horizontally split the **Shots** panel into two panels that you view two lists at the same time.
    - **Single View** — click this icon to switch the **Shots** panel back to a single panel.

Example of an Icons view and List view in a split panel.



In list view the **Templates** table displays the following information in the **Memory** column:

- **No ME (audio only)** — a "-" (dash) character.
- **MOS CG** — a "-" (dash) character.
- **A Single Fixed ME** — the memory number, if applicable.
- **Multiple Fixed MEs** — the memory numbers in order; for example, 1, 2, 3, ...

12. From the **Shots** panel, select the **Shot** to add to the open story.

    In the tree view, click the folders contained in the **Shots** folder to filter the shots listed in the **Shots** panel. Double-click the **Shots** folder to collapse or expand the list of folders contained in the folder.

13. Use one of the following methods to add a shot to the open story:

    - **Inception** and **ENPS**
      - › In the main toolbar, click the **Add to Story** icon.
      - › Click and drag a Shot into the story, then release the mouse button.

        You cannot drag Shots into Inception when using Chrome as the web browser to access Inception.
    - **iNEWS** and **Dalet**
      - › Click and drag a Shot into the story, then release the mouse button.

    The selected Shot creates a shot in the story as a MOS message using the format **[<mos>…</mos>]**.

14. In your NRCS, save the story.

To create a Shot from a Shot

1. In the tree view, click the **Shots** folder.

   The **Shots** panel opens.

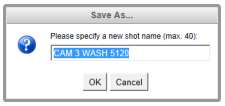
2. In the **Shots** panel, double-click the Shot from which to create a new Shot.

   The **Editor** panel opens with the selected Master template.

3. Use the **Shot Summary**, **MEs and Buses**, and **Audio Setup** tabs to configure property setting for the Shot.

4. In the main toolbar, click the **Save As** icon.

   The **Save As** dialog box opens.



5. In the **Please specify a new shot name** box, enter a name for the new Shot.

6. Click **OK**.

   The new Shot is added to the **Shots** panel. The new Shot does not keep a connection to the Shot from which it was created. The new Shot is connected to the Master template on which it is based. If the Master template used by the Shot was assigned to a folder, the Shot is also assigned the same folder.

Delete Shots

You can delete the Shots that you no longer use. Deleting a Shot does not change shots in NRCS stories that were created using the deleted Shot.

To delete a Shot

1. In the **Shots** panel, select the **Shot** to delete.

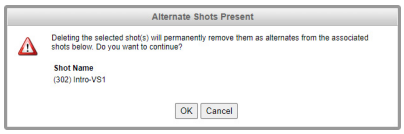
2. In the main toolbar, click the **Delete** icon.

   The **Delete Shot** alert opens.

3. Click **OK** to delete the selected Shot and close the **Delete Shot** alert.

   The selected Shot is deleted from the **Shots** panel.

When the shot you selected to delete is used as an alternate shot for another shot, the **Alternate Shots Present** dialog box opens listing the shots that you will change by deleting the selected shot.



Click **Cancel** to keep the selected shot and retain it as an alternate shot for the listed shots. Click **OK** to delete the selected shot and remove it as an alternate shot from the listed shots. Rundowns that used the deleted shot as an alternate shot will revert to the original shot.

For More Information on...

- the Alternate Shots view in RundownControl, refer to the section "**Alternate Shots View**" on page 11–55.
- assigning alternate shots to a shot, refer to the section "**Alternate Shots**" on page 21–27.
- using alternate shots in an NRCS rundown, refer to the section "**Select an Alternate Shot**" on page 11–55.

Organize Shots in Folders

Often OverDrive systems contain hundreds of shots. Folders can be used to organize shots, which can help simplify shot selection while editing NRCS stories.

✶ Folders used by the Ross Video OverDrive NRCS plugin are the same folders used by the OverDrive Template Editor and the RundownControl Template Selection dialog box. All changes made to folders in the plugin are reflected in the Template Editor and the RundownControl Template Selection dialog box.

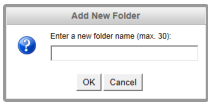
To create folders

1. In the tree view, right-click the **Shots** folder.

   The **Shortcut** menu opens.

2. Use the **Shortcut** menu to select **Add**.

   The **Add New Folder** dialog box opens.

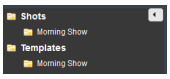


3. In the **Enter a new folder name** box, enter a name for the new folder.

   Folder names can be up to 30 alphanumeric characters in length.

4. Click **OK**.

   The new folder is added to **Shots** and **Templates** folders in the tree view.



To add additional folders to the **Shots** and **Templates** folders, repeat step **1** to step **4**.

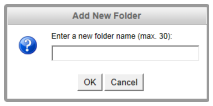
5. To add a sub-folder to a folder, complete the following steps:

   a. In the tree view, right-click the **Shots** folder to which to add a sub-folder.

      The **Shortcut** menu opens.

   b. Use the **Shortcut** menu to select **Add**.

      The **Add New Folder** dialog box opens.

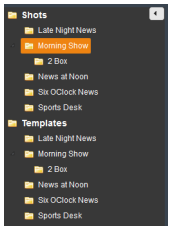


   c. In the **Enter the folder name** box, enter a name for the new folder.

      Folder names can be up to 30 characters in length. Folder names can contain alphanumeric, space, dash, period, colon, round bracket, and underscore characters.

   d. Click **OK**.

      The new sub-folder is added to the selected folder in the **Shots** and **Templates** folders of the tree view



Assign a Shot a Folder

After you create folders, you can assign shots to one or more folders.

To assign a shot to one or more folders

1. In the tree view, select the **Shots** folder.

   The **Shots** panel lists the available shots from OverDrive.

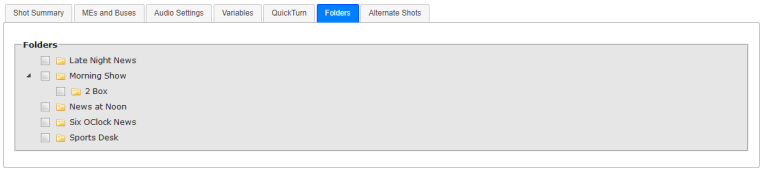
2. From the **Shots** panel, select the shot to assign to one or more folders.

3. In the main toolbar, click the **Edit** icon.

   The **Editor** panel opens with the selected shot.

4. Click the **Folders** tab.

   The **Folders** tab opens.



5. In the **Folders** list, select the check box to the left of each folder to which to assign the current shot. You may need to expand folders in the **Folders** list to view all the available folders.

   Any folder assigned to a shot can be used to select the shot.

6. To unassign a shot from a folder, clear the check box to the left of the folder from which to unassign the shot.

   After a folder is unassigned from a shot, it cannot be used to select the shot or Master template.

7. In the main toolbar, click the **Save** icon.

   The **Shot Saved** alert opens.

8. Click **OK**.

   The **Shot Saved** alert closes and the Ross Video OverDrive NRCS plugin adds the shot to the selected folders in the **Shots** folder of the tree view.

Manage Folders

Folder management includes the following tasks:

- Editing the names of existing folders
- Deleting folders from the list of available folders

✶ Folders used by the Ross Video OverDrive NRCS plugin are the same folders used by the OverDrive Template Editor. All changes made to folders in the plugin are reflected in the Template Editor.

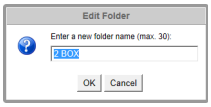
To edit the name of a folder

1. In the tree view, right-click the folder to edit.

   The **Shortcut** menu opens.

2. Use the **Shortcut** menu to select **Edit**.

   The **Edit Folder** dialog box opens.



3. In the **Enter a new folder name** box, enter a new name for the selected folder.

   Folder names can be up to 30 alphanumeric characters in length.

4. Click **OK**.

   The tree view is updated with the new folder name. Use the new folder name to access shots and Master templates in the renamed folder.

To delete a folder

1. In the tree view, right-click the folder to delete.

   The **Shortcut** menu opens.

2. Use the **Shortcut** menu to select **Delete**.

   The **Delete Folder** alert opens.

3. Click **OK** to delete the selected folder and close the **Delete Folder** alert.

✶ Deleting a folder also deletes all the sub-folders contained in the selected folder.

The selected folder is deleted from the tree view. Shots and Master templates assigned to the deleted folder are not deleted. The deleted folder is no longer available to access shots and Master templates.

Alternate Shots

The Alternate Shots tab enables you to assign up to eight alternate shots to a shot. The alternate shots assigned to a shot are accessible in RundownControl while playing out an NRCS rundown. Alternate shots enable you to quickly change the resources used in a shot without having to create a new shot in the NRCS.

✶ Alternate Shots is a licensed OverDrive feature that is part of the Variables feature license and is only available for OverDrive NRCS rundowns. If your OverDrive system is not licensed for Variables you cannot assign alternate shots to a shot or select alternate shots in RundownControl.

To assign alternate shots to a shot

1. In the tree view, click the **Shots** or **Templates** folder.

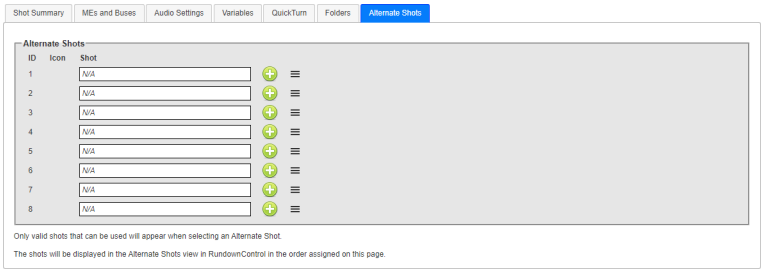
   The selected **Shots** or **Templates** panel opens.

2. In the open panel, double-click the **Shot** or **Master template** to which to add alternate shots.

   The **Editor** panel opens with the selected Shot or Master template.

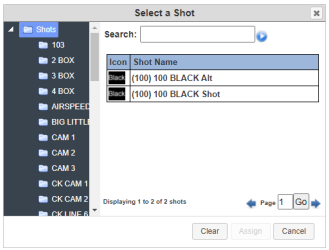
3. Click the **Alternate Shots** tab.

   The **Alternate Shots** tab opens.



4. Click the **Add** icon to right of the **Shot** box associated with the **ID** to which to add an alternate shot.

   The **Select a Shot** dialog box opens.



   The shots listed in the **Select a Shot** dialog box depend on the following:

   - **Folder** — only the shots contained in the folder selected in the tree view.
   - **MOS Device Shots** — only the shots that have the same number of matching MOS devices (MOS ID) as the original shot and are contained in the folder selected in the tree view.
   - **Non MOS Device Shots** — only the shots contained in the folder selected in the tree view.

To search for Shots that match a Shot name, do the following:

a. In the **Search** box, enter a complete or partial shot name.

b. Click the button to the right of the **Search** box.

The **Select a Shot** dialog displays the shots that match the entered name and are contained in the folder selected in the tree view.

c. To once again view all available shots in a folder, clear the **Search** box and then click the button.

When the **Select a Shot** dialog box contains more than a single page of eligible Shots, use the following controls at the bottom of page to view more pages of shots:

- — click this button to view the previous page of shots.
- **Page** — enter in this box the page number of Shots to view.
- Go — click this button to view the page of shots entered in the **Page** box.
- — click this button to view the next page of shots.

5. Select the **Shot** to add to the original shot as an alternate shot.

   You cannot assign the original shot to itself as an alternate shot. To deselect the selected shot, click **Clear**.

6. Click **Assign**.

   The **Select a Shot** dialog box closes and OverDrive displays the selected shot in the **Shot** box.

7. To assign additional alternate shots, repeat step **4** to step **6**.

8. Click **Save**.

   When you add alternate shots to a Master template OverDrive will save the edited Master template as a shot.

Manage Alternate Shots

Alternate shot management includes the following tasks:

- Repositioning alternate shots in the Alternate Shots list.
- Removing alternate shots form the original shot.

To reposition an alternate shot in the list

1. In the **Alternate Shots** list, locate the alternate shot to reposition.
2. Click and drag the **Reposition** icon to right of the **Shot** to reposition.
3. At the new position for the **Shot** in the lists, release the mouse button.

   The **Alternate Shots** list updates to display the new alternate shots order.

To remove an alternate shot from the list

1. In the **Alternate Shots** list, locate the alternate shot to remove.
2. Click the **Remove** icon to right of the **Shot** box associated with the **ID** to which to add an alternate shot.

   OverDrive removes the selected shot from the **Alternate Shots** list.

Keyboard Navigation in the OverDrive NRCS Plugin

For users that prefer using their keyboard to navigate program user interfaces the OverDrive NRCS plugin offers built-in keyboard accessibility. Table 21.1, “OverDrive NRCS Plugin Keyboard Accessibility,” on page 29 lists the keyboard controls that you can use to control the OverDrive NRCS plugin.

Table 21.1 OverDrive NRCS Plugin Keyboard Accessibility

Keyboard	Action
Shift Home	Select the OverDrive logo in the toolbar. This keyboard shortcut enables you to quickly access the toolbar. Use Ctrl L when using the OverDrive NRCS Plugin with the Dalet or Open Media NRCS.
Home	Focus on the first Master template or shot in the selected folder.
End	Focus on the last Master template or shot in the selected folder.
Tab	Move focus to the next item in the OverDrive NRCS Plugin.
Shift Tab	Move focus to the previous item in the OverDrive NRCS Plugin.
Space Bar	• Select the currently focused item. • Open the currently focused list. • Select or clear a check box.
↑ (Arrow Up)	• Select the previous item in currently open list. • Select the previous option in a group of options. • Move focus to the previous folder in a tree view. • Move focus to the Master template or shot directly above the currently focused Master template or shot. To select multiple Master templates or shots, hold down the Shift key while pressing the ↑ key.
↓ (Arrow Down)	• Select the next item in currently open list. • Select the next option in a group of options. • Move focus to the next folder in a tree view. • Move focus to the Master template or shot directly below the currently focused Master template or shot. To select multiple Master templates or shots, hold down the Shift key while pressing the ↓ key.
→ (Arrow Right)	Move focus to the Master template or shot to the right of the currently focused Master template or shot. To select multiple Master templates or shots, hold down the Shift key while pressing the → key.
← (Arrow Left)	Move focus to the Master template or shot to the left of the currently focused Master template or shot. To select multiple Master templates or shots, hold down the Shift key while pressing the ← key.
Enter	• Add the selected Master template or shot to the open NRCS story. Pressing **Enter** is the same as clicking the **Add to Story** icon in the toolbar. • Select the currently focused list item and close the list.
Esc	• Select the currently focused list item and close the list. • Close the currently open dialog box.

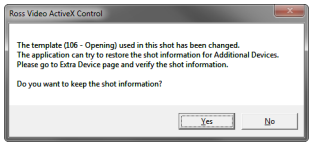
Update NRCS Story Shots After Master Template Changes in OverDrive

After using the Template Editor to change Master template device information, any shots in NRCS stories that use the changed Master templates must be updated with the revised Master templates.

To update shots in NRCS stories with revised Master templates

1. In your NRCS, open a story that contains a shot that uses a revised Master template.
2. In the NRCS story, double-click a shot that uses a revised Master template.

   An **Alert** dialog box opens warning that the Master template used by the selected shot has changed.



3. In the **Alert** dialog box, do one of the following:
   - Click **Yes** to restore shot information for Additional Devices.
   - Click **No** to clear Additional Device information from the shot.
4. Click the **ME and Buses** tab to verify **Additional Device** information set for the shot.

Change the Template Used by an OverDrive Shot in an NRCS Story

To prevent a loss of playout status in OverDrive, it is not recommended to delete or change the details of stories in the NRCS that are prepared or on air in OverDrive.

To change the OverDrive template used in an NRCS story, you must delete the shot and then recreate the shot using the new template you wish to use.

Code Multiple MOS Video Clips in One Shot

In your NRCS, you can quickly code a shot with multiple video clips by adding the MOS video server elements to the story followed by a production cue that sets the OverDrive Master template for the video server devices. OverDrive places MOS video server elements into Master template keys where the MOS ID of the MOS video server element matches the MOS ID of the device set for the Master template key.

The method the OverDrive uses to fill the Master template keys depends on the match between coded MOS video server elements and number of keys in the coded Master template. The order that OverDrive fills the keys depends on the type NRCS in your OverDrive system.

NRCS Types

NRCS type is based on how an NRCS codes story body content and clip/CG/shot information. The two NRCS types are as follows:

- **Type 1 NRCS** — story body content is coded separately from clip/CG/shot information. Ross Video Inception is an example of a Type 1 NRCS. This type of NRCS fills keys from the top of the clip list downwards (**Figure 21.1**).

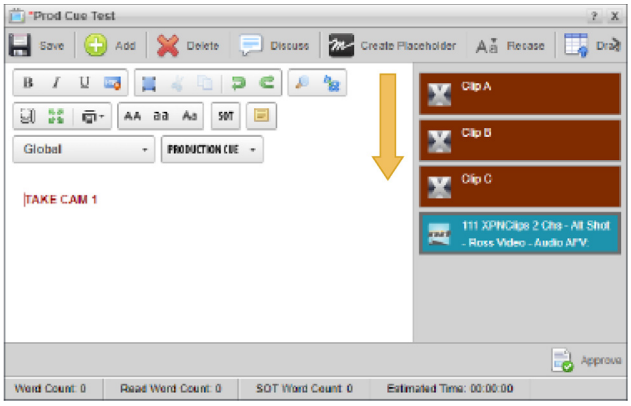


Figure 21.1 Type 1 NRCS Clip Fill Direction Top-Down

- **Type 2 NRCS** — story body content and clip/CG/shot information are coded inline with each other. ENPS, Dalet, iNEWS, and Octopus are examples of a Type 2 NRCS. This type of NRCS fills keys from the bottom of the clip list upwards (**Figure 21.2**).

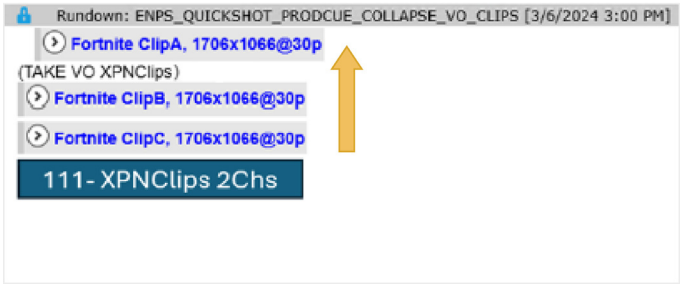


Figure 21.2 Type 2 NRCS Clip Fill Direction Bottom-Up

✶ Production cue shot boundaries are only significant for Type 2 NRCS systems. For Type 1 NRCS systems, OverDrive will consider any unassigned (and compatible, for example: XPression clip for an XPression device) clip when collapsing production cues.

Equal MOS Video Server Elements and Master Template Keys

It is a perfect match when the Master template contains the same number of keys as the number of MOS video server elements in the story.

NRCS Type 1

For a Type 1 NRCS, OverDrive would place MOS video server elements A, B, and C into the Master template keys 1, 2, and 3 as follows (**Figure 21.3**):

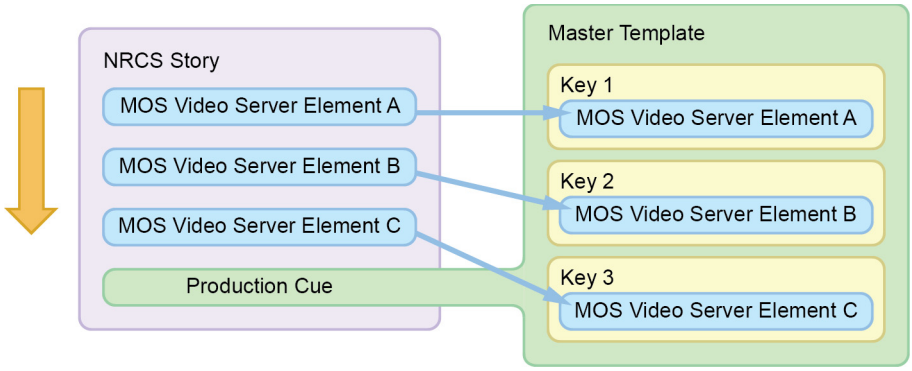


Figure 21.3 NRCS Type 1 MOS Video Server Element Placement

NRCS Type 2

For a Type 2 NRCS, OverDrive would place MOS video server elements A, B, and C into the Master template keys 1, 2, and 3 as follows (**Figure 21.4**):

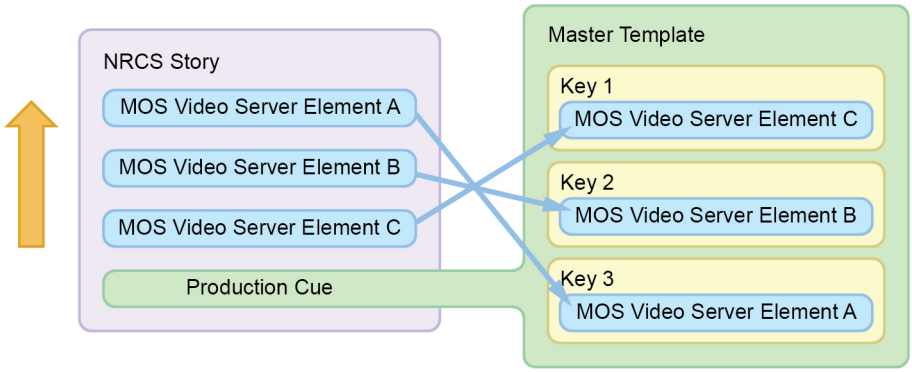


Figure 21.4 NRCS Type 2 MOS Video Server Element Placement

Less MOS Video Server Elements Than Master Template Keys

When the Master template contains more keys than the number of MOS video server elements in the story, you are left with an empty key. RundownControl will mark the shot created for the empty key as missing a clip.

NRCS Type 1

For a Type 1 NRCS, OverDrive would place MOS video server elements A and B into the Master template keys 1, 2, and 3 as follows (**Figure 21.5**):

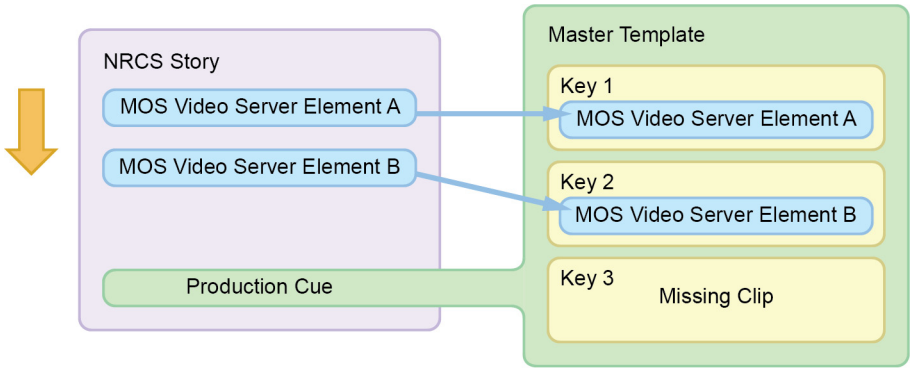


Figure 21.5 NRCS Type 1 MOS Video Server Element Placement

NRCS Type 2

For a Type 2 NRCS, OverDrive would place MOS video server elements A and B into the Master template keys 1, 2, and 3 as follows (**Figure 21.6**):

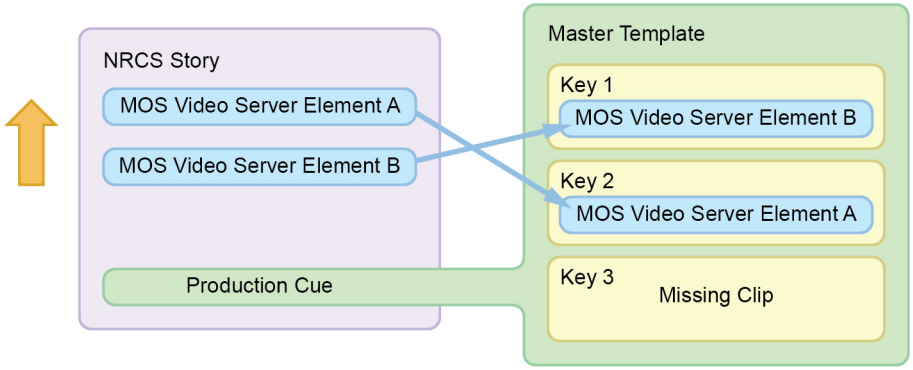


Figure 21.6 NRCS Type 2 MOS Video Server Element Placement

More MOS Video Server Elements Than Master Template Keys

When the Master template does not contain enough keys for the number of MOS video server elements in the story, the MOS video server elements that do not fit it the coded Master template are placed in default Master template set for the MOS video server device.

- A default Master template must be selected for the MOS video server device to use with extra MOS video server elements. When a default Master template is not selected, extra MOS video server elements will not be added to the rundown.

NRCS Type 1

For a Type 1 NRCS, OverDrive would place MOS video server elements A, B, C, and D into the Master template keys 1, 2, and 3 as follows (**Figure 21.7**):

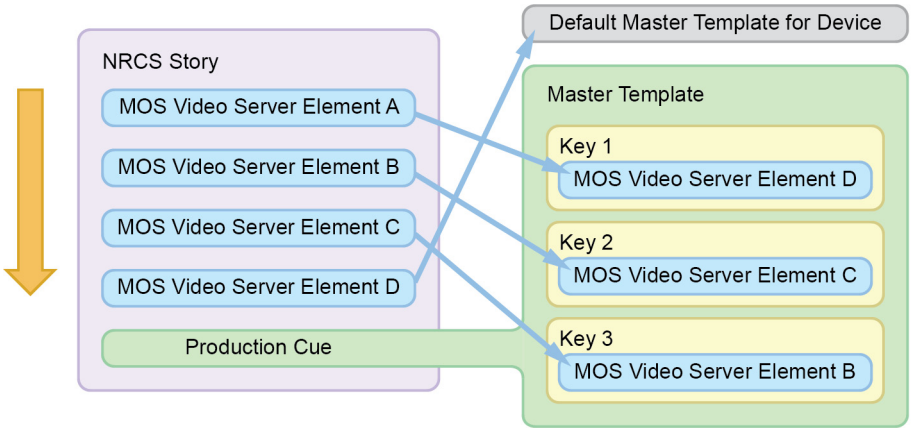


Figure 21.7 NRCS Type 1 MOS Video Server Element Placement

NRCS Type 2

For a Type 2 NRCS, OverDrive would place MOS video server elements A, B, C, and D into the Master template keys 1, 2, and 3 as follows (**Figure 21.8**):

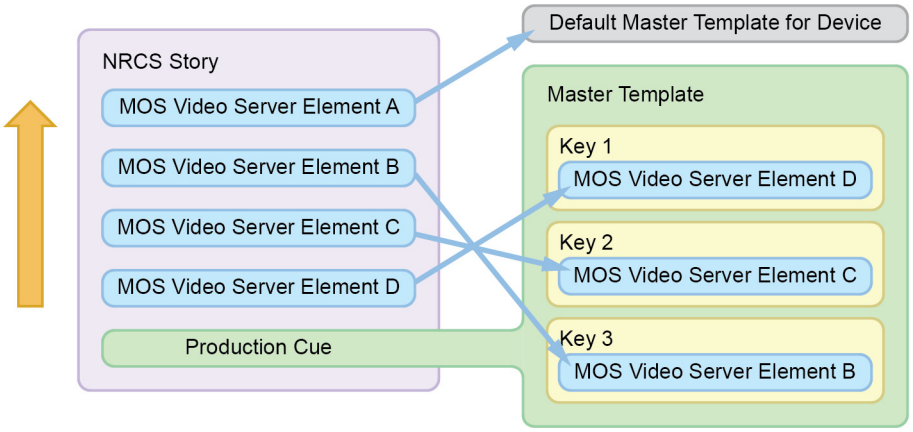


Figure 21.8 NRCS Type 2 MOS Video Server Element Placement

MOS Device Mismatch

When the MOS video server element MOS ID does not match the MOS ID of the device set for the Master template key, OverDrive places the MOS video server element in the default Master template set for the MOS video server device.

- A default Master template must be selected for the MOS video server device to use with extra MOS video server elements. When a default Master template is not selected, extra MOS video server elements will not be added to the rundown.

NRCS Type 1

For a Type 1 NRCS, OverDrive places MOS video server elements A, B, C, and D in to the Master template keys 1, 2, and 3 as follows (**Figure 21.9**):

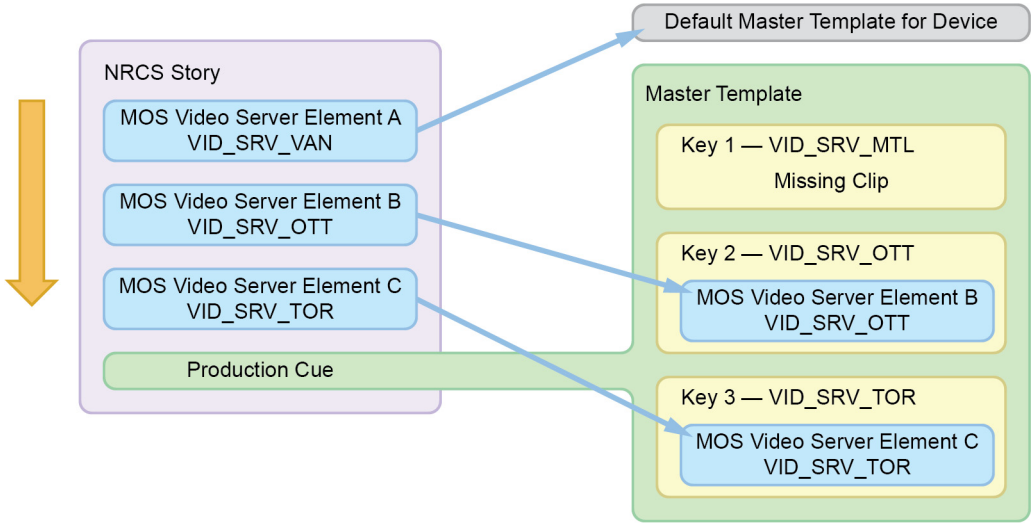


Figure 21.9 NRCS Type 1 Mismatched MOS Video Server Elements and Master Template Devices

NRCS Type 2

For a Type 2 NRCS, OverDrive would place MOS video server elements A, B, C, and D into the Master template keys 1, 2, and 3 as follows (**Figure 21.10**):

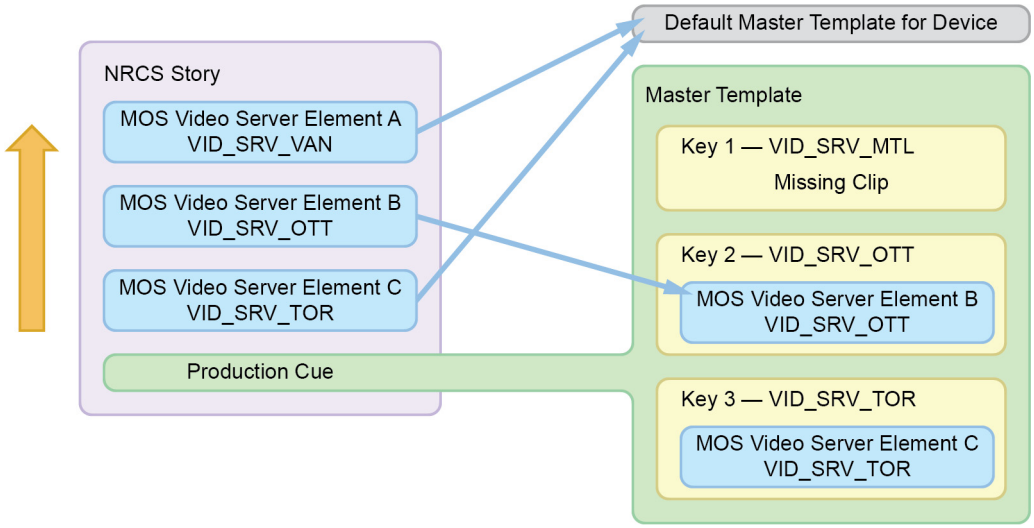


Figure 21.10 NRCS Type 2 Mismatched MOS Video Server Elements and Master Template Devices

Deploy and Publish OverDrive ProjectServer Shows

The OverDrive ProjectServer stores OverDrive shows in a central location. While working in the Ross Video OverDrive NRCS plugin, you can select a show to deploy the Master templates and shots contained in the show to the plugin. Shot and folder changes can be published back to the OverDrive ProjectServer.

Deploy a Show to the Ross Video OverDrive NRCS Plugin

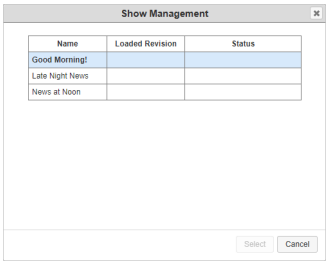
You can deploy any show from the OverDrive ProjectServer to the Ross Video OverDrive NRCS plugin.

To deploy a show to the Ross Video OverDrive NRCS plugin

1. In the main toolbar, click the Show: Default **Show** link. The **Status** LED to the left of the **Show** link indicates the status of the ProjectServer as follows:

   - **Default Plugin** — the ProjectServer is not connected, or a show has not yet been deployed in the Ross Video OverDrive NRCS plugin. With the exception of the Active status, this status overwrites all statuses in the Status column of the Show Management dialog box.
   - **Deploy Failed** — the Show failed to deploy from ProjectServer.

   The **Show Management** dialog box opens.



   The **Show Management** dialog box table columns display the following information about the shows available from the ProjectServer:

   - **Name** — the name of the show.
   - **Loaded Revision** — the active revision number of a show that was loaded from the ProjectServer into the OverDrive NRCS plugin and cached by the plugin.
   - **Status** — the active revision status of a show as follows:
     - **Active** — the currently selected show that you are using in the OverDrive NRCS plugin.
     - **Loaded** — a show that was previously Active in the OverDrive NRCS plugin. Previously Active shows are cached by the plugin to enable quick reloading.
     - **Modified** — you or another OverDrive NRCS plugin user has modified a show, but has not published the show to the ProjectServer to make a new show revision. For example, adding a new shot to an Active show will set the Modified status for the show.

       To return to the Active status after modifying a show, you can choose to publish your modifications in a new revision of the show or reload the show and loose your modifications.
     - **Unsynchronized** — a show that is Active, Loaded, or Modified in the OverDrive NRCS plugin, but the show revision differs from the currently active show revision on the ProjectServer. The active revision of a show can be changed by an administrative user on the ProjectServer or when a new revision is published by any other node user.

For example, all users connected to the OverDrive NRCS plugin will have the same loaded revision for a selected show.When an administrative user on the ProjectServer changes the Active revision for the loaded show, the show becomes Unsynchronized on all the OverDrive NRCS plugins and OverDrive Node Servers.

Individual OverDrive NRCS plugin users can synchronize their plugin with the ProjectServer by clicking **Reload** in the **Show Management** dialog box.

To synchronize an OverDrive Node Server with the ProjectServer, complete the following steps:

a. Log in to the **OverDrive Node Server** as an administrative user.

b. Use the **PROJECTSERVER** menu to select **Show Management**.

c. Click **Deploy** for the show to synchronize.

2. In the **Name** column, select the **show** that contains the Master templates and shots to work with in the Ross Video OverDrive NRCS plugin.
3. Click **Select**.

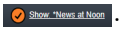
   The **Show Management** dialog box closes, and the Master templates and shots contained in the selected show are loaded into the Ross Video OverDrive NRCS plugin. The **Show** link updates to display the selected show.

Publish Shot and Folder Changes

Any changes made to shots and folders in the Ross Video OverDrive NRCS plugin can be published back to the OverDrive ProjectServer. Publishing the changes made in the Ross Video OverDrive NRCS plugin creates a new version of the current show.

- Users with view only permission for the OverDrive NRCS plugin cannot publish shot and folder changes to the OverDrive ProjectServer.

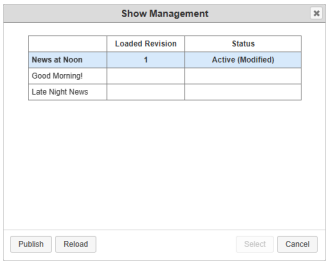
To publish the shot and folder to the OverDrive ProjectServer

1. When you make changes to shots or folders in the Ross Video OverDrive NRCS plugin, the plugin displays the **Modified** LED to the left of the current show name and adds an * (asterisk) to the start of the show name. For example: 

.
2. To publish your changes to the OverDrive ProjectServer, click the 

Show link.

   The **Show Management** dialog box opens.



   The **Status** column displays **Modified** or **(Modified)** with the current show status for the shows that contain shot or folder changes that have yet to be published to the OverDrive ProjectServer.

   To clear changes you have made to the current show, complete the following steps:

   a. In the **Show Management** dialog box, click **Reload**.

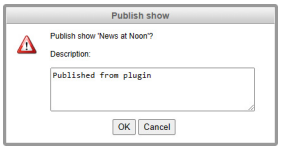
   The **Load Show** alert opens.

   b. Click **OK**.

   The Ross Video OverDrive NRCS plugin reloads the currently active show from the OverDrive ProjectServer and then closes the **Show Management** dialog box.

3. Click **Publish**.

   The **Publish Show** dialog box opens.



4. In the **Description** box, enter a description for the show revision.

   Descriptions can be up to 245 characters in length and are optional.

5. Click **OK**.

   The Ross Video OverDrive NRCS plugin publishes the shot and folder changes to the OverDrive ProjectServer. The OverDrive ProjectServer creates a new revision for the show. The ProjectServer also sets the newly published revision as the active show.

For More Information on...

- working with the OverDrive ProjectServer, refer t the chapter "**OverDrive ProjectServer**" on page 8–1.

Rundown Playout

This chapter provides instructions for playing through Live and NRCS rundowns.

The following topics are discussed in this chapter:

- Open an OverDrive Rundown
- Play an OverDrive Rundown
- On-Air Mode
- Control Shot Transitions
- Cue Shots in Advance Option
- Use QuickRecall Buttons to Insert Shots in Playout Mode
- Run Custom Controls
- Change Audio Variable Sources Through Preset Buttons
- Lock Audio Variable Sources
- Lock the Audio Channel Assigned to an Audio Variable
- Set Prepared and On-Air Customs from the NRCS Rundown
- Code a Rundown from NRCS Production Cues
- Set Clip Information from the NRCS Rundown
- Override Shot Transitions from the NRCS Rundown
- Play MOS CG Shots
- Use the Story Text View
- Multiple-Client Playout
- Disable Camera and Audio Mixer Control
- Override Audio Channels
- Add Audio Channels from the NRCS Rundown
- Video Server Sync Roll
- Video Server Progress Bars
- Set the Master Template for MOS Video Servers from the NRCS Rundown
- Lock Source Channel Assignments
- Streamline and XPression Thumbnails

Open an OverDrive Rundown

RundownControl must be in Edit mode before it can be used to open a rundown. Attempting to open a rundown while RundownControl is in Playout mode only opens a Warning dialog box informing that Playout mode must be exited before opening a new rundown.

✶ NRCS rundowns must be published and exported to the OverDrive MOS Gateway before they can be opened in OverDrive.

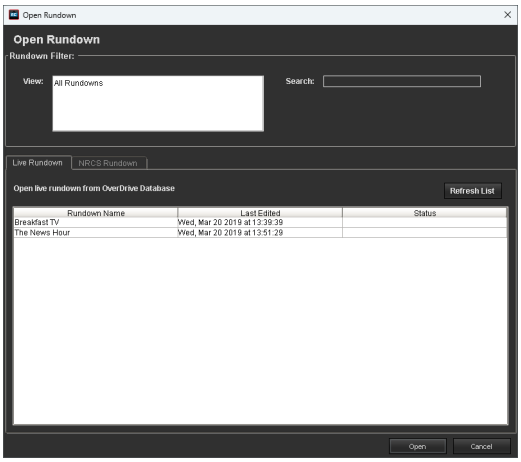
To open a Live rundown

1. In **RundownControl**, select **File** > **Open Rundown**.

   The **Open Rundown** dialog box opens.

2. Click to the **Live Rundown** tab.

   The **Live Rundown** tab opens.



3. Click **Refresh List** to update the list of available rundowns.
4. Select the rundown to open.
5. Click **Open** to open the selected rundown.

   The **Open Rundown** dialog box closes, and the shots contained in the selected rundown are displayed in the **Rundown** table.

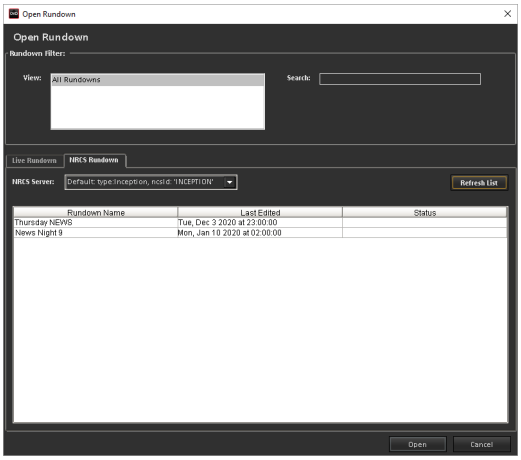
To open an OverDrive NRCS rundown

1. In RundownControl, select **File** > **Open Rundown**.

   The **Open Rundown** dialog box opens.

2. Click the **NRCS Rundown** tab.

The **NRCS Rundown** tab opens.



The **Status** column displays the current state of an NRCS rundown as follows:

- **Pre-loaded and active in the NRCS** — the rundown was successfully loaded from the NRCS and is actively hosted by the local system running the RundownControl client. The rundown is fully synchronized and ready for use.
- **Cached data -- available in the NRCS to be re-synchronized** — the rundown is stored locally on the OverDrive Server in a cached state. The rundown is available in the NRCS and can be re-synchronized to ensure the most up-to-date version is used.
- **Cached and not available in the NRCS** — the rundown is stored locally on the OverDrive Server in a cached state, but it has been removed or is no longer accessible from the NRCS. OverDrive will continue to hold this cached version until it is unused for a set period of time.
- **Open and synchronized with the NRCS** — the rundown is actively open in the system hosting the RundownControl client and fully synchronized with the NRCS. This means that all changes are up-to-date and reflected in both systems.
- **Open with cached data -- available in the NRCS to be re-synchronized** — the rundown is open on the system hosting the RundownControl client, but the version being used is cached. The rundown is still available in the NRCS and can be re-synchronized to ensure that it is up-to-date with the latest changes.
- **Open and no longer available in the NRCS** — the rundown is open on the system hosting the RundownControl client, but it has been removed or is no longer accessible from the NRCS. OverDrive is using a cached version for continued operation.

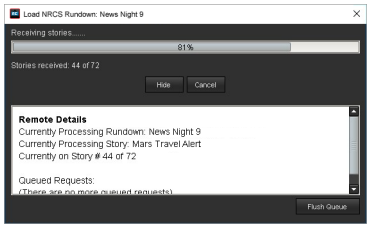
3. Click **Refresh List** to update the list of available rundowns.

   The NRCS connection is controlled by the **OverDrive MOS Gateway**.

4. Select the rundown to open.

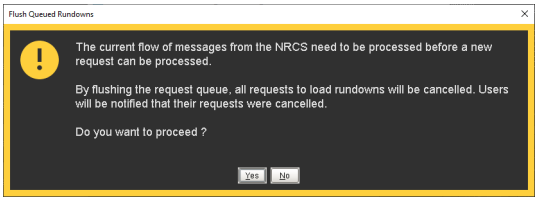
5. Click **Open** to open the selected rundown.

   The **Open Rundown** dialog box closes, and the **Load NRCS Rundown** dialog box opens for the selected rundown.



While a rundown loads you can do the following:

- Open another NRCS rundown once RundownControl starts processing the shots in the opened rundown.
- Click **Cancel** to cancel opening the current rundown.
- Click **Flush Queue** to flush the other NRCS rundowns from the loading queue and continue loading the current rundown. An he **Flush Queued Rundowns** dialog box opens.



Click **Yes** in the **Flush Queued Rundowns** dialog box to cancel all requests to load rundowns. RundownControl notifies you of your canceled requests. If you do not act on the **Flush Queued Rundowns** dialog box it automatically closes after RundownControl processes the queued rundowns.

After the rundown finishes loading, the **Load NRCS Rundown** dialog box closes and the **Rundown** table displays the shots contained in the rundown.

For More Information on...

- connecting to an NRCS, refer to the section "**Configure OverDrive Communication Settings**" on page 4–8.
- publishing an Inception rundown to the OverDrive MOS Gateway, refer to the section "**Monitor a Running Order from Inception**" on page 16–8.
- publishing an iNEWS rundown to the OverDrive MOS Gateway, refer to the section "**Publish an iNEWS Rundown**" on page 17–14.
- publishing an ENPS rundown to the OverDrive MOS Gateway, refer to the section "**Publish an ENPS Rundown**" on page 18–11.
- publishing a Dalet rundown to the OverDrive MOS Gateway, refer to the section "**Publish a Dalet Rundown**" on page 19–9.

Play an OverDrive Rundown

The following sections provide instructions on how to use RundownControl to play through an open OverDrive Live or NRCS rundown.

✶ Only one OverDrive client can play an OverDrive Live or NRCS rundown at any time.

To play an OverDrive Rundown

1. With a rundown open, use one of the following methods to switch into Playout mode to take a show to air:

   - In the toolbar, click **Play Rundown** .
   - Use the **Playout** menu to select **Play Rundown**.

   Starting rundown playout automatically prepares the first shot in the rundown. When there are no preparable shots in a rundown, OverDrive enters Playout mode and waits for input.

2. Click a **Transition** button in the **Transitions** view to take the prepared shot on air.

   For straightforward playouts, click a **Trans & Prep** button to automatically prepare the next shot after taking the selected shot on air.

3. To select the next shot to prepare, use one of the following commands from the **Playout** menu and on the toolbar:

   - **Prepare Previous** — while in Playout mode, prepare the shot preceding the currently prepared shot in the Rundown table.
     - › When no shot is on air, and no shot is prepared, prepare the first preparable shot.
     - › When a shot is on air, but no shot is prepared, prepare the preparable shot before the on-air shot.
     - › When a shot is already prepared, prepare the previous shot.
   - **Prepare Next** — while in Playout mode, prepare the next preparable shot in the rundown.
     - › When no shot is on air, and no shot is prepared, prepare the first preparable shot.
     - › When a shot is on air, but no shot is prepared, prepare the first preparable shot after the on-air shot.
     - › When a shot is already prepared, prepare the next shot.

4. The default hot key assignments enable you to use the **Up** and **Down** arrow keys to select a shot in the rundown, and the **Right** arrow key to prepare the selected shot. OverDrive displays the currently selected shot in a rundown with a yellow highlight. Use the **Up** and **Down** arrow keys as follows to select a rundown shot:

	Current Shot in the Rundown				
Arrow Key	**Prepared**	**On-Air**	**Prepared & On-Air**	**Selected**	**No Selection**
Up	Select the shot above the prepared shot.	Select the shot above the on-air shot.	Select the shot above the prepared shot.	Select the shot above the selected shot.	Select the first shot in the Rundown view.
Down	Select the shot below the prepared shot.	Select the shot below the on-air shot.	Select the shot below the prepared shot.	Select the shot below the selected shot.	Select the first shot in the Rundown view.

   After you select a shot in the rundown, use the arrow keys as follows:

   - **Right** — prepare the selected shot.
   - **Up** — highlight the previous shot in the rundown.
   - **Down** — highlight the next shot in the rundown.

✶ Users can customize the hot key assignments for **Up**, **Down**, and **Right** arrow keys. For information on how to customize default hot key assignments, refer to the section "**View and Edit Hot Keys**" on page 4–16.

5. Use one of the following methods to stop rundown playout and return to Edit mode:

   - In the toolbar, click **Stop Rundown** .
   - Use the **Playout** menu to select **Stop Rundown**.

✶ OverDrive uses the bottom ME of a switcher as both a BKGD/PST ME and a PGM/PST ME. In this case, there are several special limitations.

For More Information on...

- errors found during shot preparation, refer to the section "**Prepare Shot Error Messages**" on page 30–8.
- using the Active ME Transition Custom Control, refer to the section "**Limitations of the ME Use Option**" on page 5–9 and the switcher ***Installation Guide***.

NRCS Devices

If any devices in the OverDrive system are driven by the NRCS (teleprompter, character generator, etc.), the rundown must be played in the news program while it is playing in RundownControl. Devices that are driven by the NRCS will only advance when the rundown is played in the news program.

Edit NRCS Shot Information

Any changes made to a published rundown in the NRCS are automatically updated in RundownControl. There may be a slight delay while the changes are transmitted from the NRCS to OverDrive. The **Edit NRCS Shot** option in the **Tools** menu enables NRCS shot information to be edited while working in RundownControl, and without breaking the link to the NRCS. When enabled, this tool enables shot information to be edited in the same manner as in a Live rundown.

- To prevent the loss of playout status in Overdrive, it is recommended to not change story details in the NRCS for shots that are “prepared” or “on air” in OverDrive.

On-Air Mode

On-Air mode enables you to send all entered keystrokes to RundownControl client and log the keystrokes received by RundownControl. On-Air mode is only active after you turn it on and playout a rundown in RundownControl. In RundownControl you can use the ON AIR toolbar icon or hot keys to control On-Air mode.

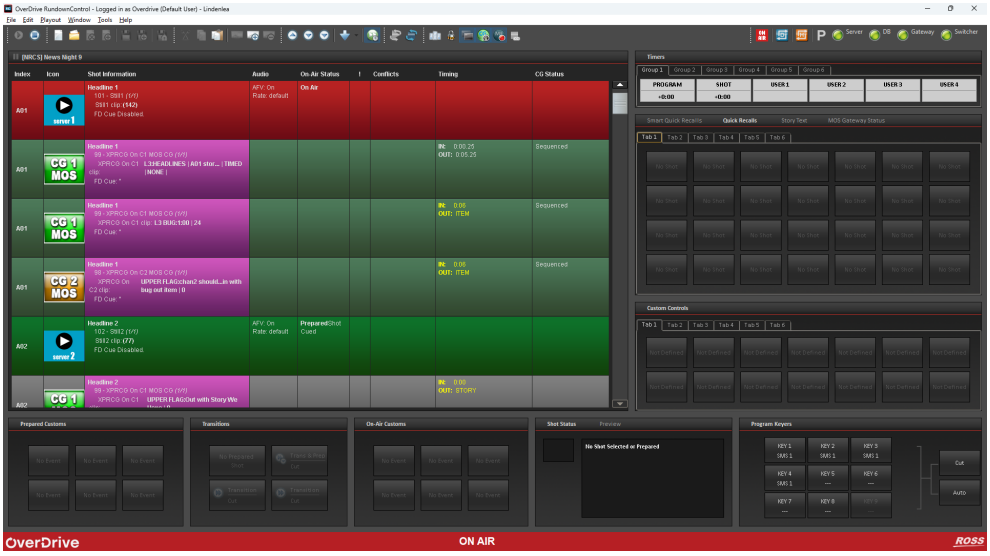
- While On-Air mode is active, entering information in other applications running on your computer also enters the same keystrokes in RundownControl.

By default hot keys are not defined to turn On-Air mode on or off and keystroke logging is turned off.

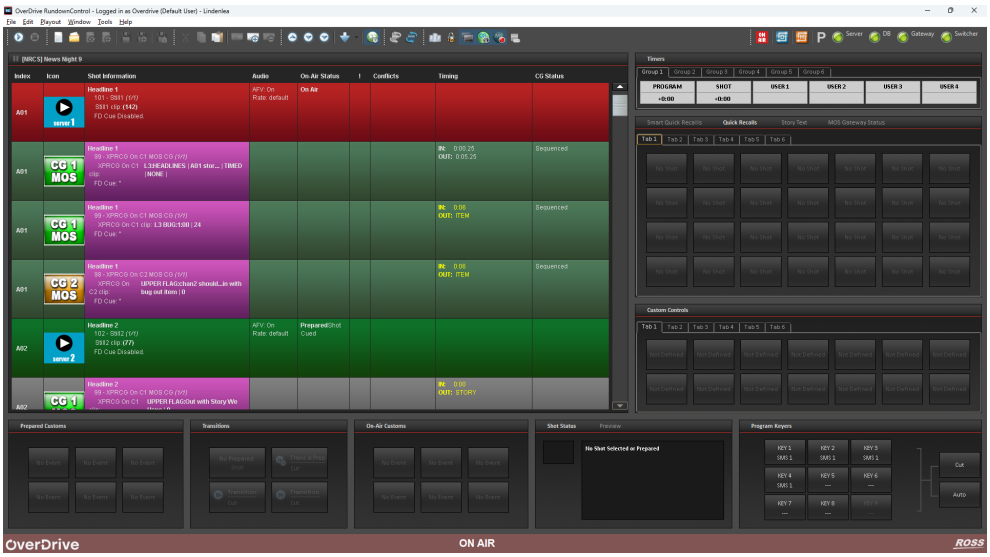
To control On-Air mode

1. Open a rundown in RundownControl.
2. To turn **On-Air mode** on, click **ON AIR**  in the toolbar. You can define a hot key to turn on On-Air mode.

   The **ON AIR** icon in changes to  . and the RundownControl footer turns red.



On-Air mode pauses when you stop the playout of a rundown or open a RundownControl dialog box. While On-Air mode is paused RundownControl does not receive the keystrokes entered in the open dialog box or other running applications. The RundownControl footer turns light red to indicate that On-Air mode is paused.



On-Air mode unpauses when your restart rundown playout or close the open dialog box.

3. To turn On-Air mode off, click **ON AIR** in the toolbar. You can define a hot key to turn off On-Air mode.

   The **ON AIR** icon in changes to . and the RundownControl footer returns to normal.

Hot Keys

You can use the Hot Keys panel in the Preferences dialog box to define hot keys to turn On-Air mode on or off. Use the following settings to define On-Air mode hot keys.

Table 22.1 On-Air Mode Hot Key Settings

On-Air mode	Category	Name
On	Playout	On-Air mode (On)
Off	Playout	On-Air mode (Off)

For More Information on...

- hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.
- defining hot keys, refer to the procedure "**To edit hot keys**" on page 4–17.

Switcher Events

You can use the Switcher Events panel in the Preferences dialog box to define switcher events to turn On-Air mode on or off. Use the following settings to define On-Air mode switcher events.

Table 22.2 On-Air Mode Switcher Event Settings

On-Air Mode	Category	Name
On	Playout	On-Air mode (On)
Off	Playout	On-Air mode (Off)

For More Information on...

- switcher events, refer to the section "**View and Edit Switcher Events**" on page 4–18.
- defining switcher events, refer to the procedure "**To assign switcher events to RundownControl functions**" on page 4–19 starting at step **2**.

Keystroke Logging

You can use the **Log Configurations** page of the **OverDrive Server Web Administration** web page to turn on keystroke logging for On-Air mode. Use the following log settings to configure a keystroke log for On-Air mode.

Table 22.3 On-Air Mode Keystroke Log Settings

Application	Log	Log Level
RundownControl	KeyStrokes	On

To view the keystrokes log

1. In **RundownControl**, select **Tools > View Logs > Application Log**.

   The **Viewing RundownControl Application Log** window opens.

2. Use the **Log File** list to select the **KeyStrok.log** file.

   The keystrokes log file opens in The **Viewing RundownControl Application Log** window

For More Information on...

- configuring a log file, refer to the section "**Configure OverDrive Logs**" on page 6–9.

Control Shot Transitions

You can configure the buttons in the Transitions view to suit individual productions. For each Transition button you can select the type of transition to use and an action to preform after the transition completes (**Figure 22.1**).

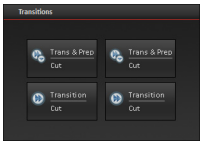


Figure 22.1 Transitions View

✶ When attempting a DSK Auto transition at approximately the same time as a Transition or a Transition & Prepare Next, an Alert dialog box may open.

OverDrive labels each Transition button with the transition and after transition action that the button performs when you click the button or press the hot key assigned to the Transition button (**Figure 22.2**). To view the hot keys assigned to Transition buttons, open the View tab in the Keys pane of the Preferences dialog box.

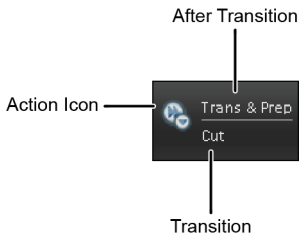
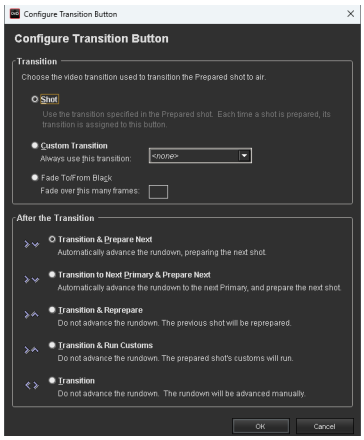


Figure 22.2 Transitions Button Label

To configure Transition buttons

1. In the **Transitions** view of **RundownControl**, right-click the Transition button to configure.

   The **Configure Transition Button** dialog box opens.



2. In the **Transition** section, select one of the following options to set the transition performed by the selected Transition button:

   - **Shot** — use the transition specified in the prepared shot.
   - **Custom Transition** — use the transition selected from the list to the right of this option. Each time a shot is transitioned using this button, this transition will be used, no matter the transition specified in the shot.
   - **Fade To/From Black** — fade the on air shot to or from black over a set number of frames. Enter the number of frames (2 to 999) over which to fade a shot to or from black in the **Fade over this many frames** box. To use a Cut transition to black, set the number of frames to 0 or 1.

✶ After you use the **Fade to Black** transition, you can only use the **Fade to Black** transition to continue rundown playout. When the on-air shot is black, running the **Fade to Black** transition fades the on air shot from black.

3. In the **After the Transition** section, select one of the following options to set the action to run after the transition completes:

   - **Transition & Prepare Next** — use the selected transition to take the prepared shot on air, and then prepare the next shot in the running order. Transition button icon:  .
   - **Transition to Next Primary & Prepare Next** — use the selected transition to take the prepared Primary shot on air, and then prepare the next shot in the running order. Transition button icon:  .
   - **Transition & Reprepare** — use the selected transition to take the prepared shot on-air, and then reprepare the previously prepared shot. Transition button icon:  .
   - **Transition & Run Customs** — use the selected transition to take the prepared shot on air and then run the Custom Controls associated with the prepared shot. The previous on air shot becomes the prepared shot, but does not get reprepared. Transition button icon:  .
   - **Transition** — use the selected transition to take the prepared shot on air. The previous on-air shot becomes the prepared shot, but does not get reprepared. Transition button icon:  .

   These actions in the **After the Transition** section are not available when the **Fade To/From Black** transition is selected. Transition button icon for fade to black transition:  .

4. Click **OK** to save changes and close the **Configure Transition Button** dialog box.

For More Information on...

- defining hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.
- alerts that may open, refer to the section "**DSK Auto Transition Error Messages**" on page 30–8.

Use Hot Keys

Hot keys in RundownControl enable the keyboard to be used to simplify commonly preformed tasks. Hot keys are defined in the Options dialog box. Each hot key has a default value, which can be edited or disabled.

✶ Currently hot keys only work when the operating system keyboard and input language is set to **English - US**. For example, hot keys will not work when **Chinese (Traditional)** is the set keyboard and input language.

When setting hot keys, keep the following in mind:

- Do not assign hot keys used by Windows to OverDrive functions. For a list of Windows hot keys, refer to the Microsoft® Support document ***Keyboard shortcuts for Windows*** (http://support.microsoft.com/kb/126449).
- Hot keys labeled NP refer to the number pad on the right side of the keyboard. The keyboard **NumLock** key must be enabled to use an NP hot key.
- The **Space Bar** is assigned to the first **Transition & Prepare** button in the **PGM Transitions** area by default.
- Click **Restore Defaults** reset hot key assignments to default values.

✶ RundownControl hot keys can be triggered while working in DirectControl. Triggering a hot key does not affect DirectControl operation.

For More Information on...

- editing hot key settings, refer to the section "**View and Edit Hot Keys**" on page 4–16.

Cue Shots in Advance Option

When the Cue Shots in Advance check box is selected in the Options dialog box, clips contained in shots following the prepared shot are cued in advance when the required crosspoints are available.

As a rundown plays out and shots are prepared, shots following the prepared shot are searched for clips that can be cued in advance. When the required crosspoints are available, OverDrive attempts to cue each clip within a shot. In a given shot, none or all clips may cue depending on the availability of required crosspoints. After a clip is cued on a crosspoint, the crosspoint remains occupied until the shot containing the clip is taken to air and played. A clip will not cue when the required crosspoint is not available. As shots are prepared and taken to air, the status of uncued clips may change as shots are played and crosspoints become available.

✶ If changes are made to clips in a shot, the changed clips must be manually re-cued to ensure that the correct clip is cued for the shot.

The following situations may occur when cueing shots in advance:

- If a transition is requested while OverDrive is searching for clips to cue in advance, the search is stopped to enable the transition to progress without crosspoint conflicts. Stopping the search also ensures that the crosspoints list, referenced in the search for clips to cue in advance, remains accurate.
- If a rundown playout wraps back up to the top of the rundown order, OverDrive will continue searching for clips to cue in advance from the prepared shot. OverDrive always searches for clips to cue in the shots between the prepared shot and the end of the rundown and will not automatically wrap up to the top of the rundown.

For More Information on...

- the Cue Shots in Advance option, refer to the section "**Configure Rundown Settings**" on page 4–2.

Cued Clips Display

When the Cue Shots in Advance check box is selected in the Options dialog box, shots containing cued clips are highlighted in the rundown with a light green background. The “cued” tag is added to name of each cued clip in a shot. Since there is no guarantee that all the clips in a shot will cue in advance, the “cued failed” tag is added to name of each clip that did not cue (**Figure 22.3**).

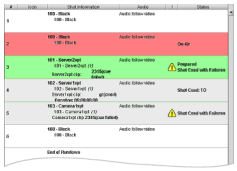


Figure 22.3 Cued and Cue Failed Clips in the Rundown

Cue Robotic Cameras

To cue the position of a robotic camera in advance, the Cue Shots in Advance check box must be selected in the Options dialog box along with the Allow this Device to be Cued in Advance check box in the Device template associated with the robotic camera.

When cue in advance is enable for a robotic camera, always confirm that cueing the position of a robotic camera in advance will not physically interfere with on air cameras. For example, if camera 1 is on air when camera 2 is cued in advance, the movement of camera 2 should not travel through the view of camera 1 while camera 1 is still on air. To prevent collisions between robotic cameras and the possibility of obstructed camera shots, clear the Allow this Device to be Cued in Advance check box in the Device template associated with the stray robotic camera.

For More Information on...

- enabling cue in advance for a Device template, refer to the section “**To create a Device template**” on page 10–38.

Use QuickRecall Buttons to Insert Shots in Playout Mode

While working with a rundown in Playout mode, you can use QuickRecall buttons or hot keys to insert QuickRecall shots into a Live or NRCS rundown. OverDrive uses an index of QR to identify QuickRecall shots in a rundown. You can use the Convert QuickRecall, Convert All QuickRecalls, and Delete All QuickRecalls commands to mange inserted QuickRecall shots.

To insert a shot into a rundown by clicking

1. In RundownControl, open a rundown.
2. In the toolbar, click **Play Rundown** .

   Rundown playout starts, and the first shot in the rundown is prepared for transition to air.
3. In the **Transitions** view, click the appropriate **Transition** button to transition the prepared shot to air.
4. In the **QuickRecalls** view click the tab that contains the **QuickRecall** button that defines the shot to insert into the rundown.
5. In the selected tab, click the **QuickRecall** button with which to insert a QuickRecall shot. OverDrive inserts a QuickRecall shot, defined by the clicked QuickRecall button, into the rundown. The rundown position of the inserted QuickRecall shot is as follows:
   - **Prepared Shot but No On-air Shot** — OverDrive inserts a QuickRecall shot into the rundown at the position of the prepared shot and prepares the inserted shot. If the prepared shot was the second shot in the rundown, the inserted shot becomes the second shot and the originally prepared shot becomes the third shot in the rundown.
   - **On-air Shot and a Prepared Shot** — OverDrive inserts a QuickRecall shot into the rundown directly below the on-air shot and automatically prepares the inserted shot.

To insert a shot into a rundown by dragging

1. Start playing out a rundown.
2. In the **Quick Recalls** view, place the mouse pointer over the **QuickRecall** button that defines the shot to insert into the rundown.
3. Click and drag the **QuickRecall** button to the location in the Rundown table to insert the selected QuickRecall.

   A green line highlights the location to insert the QuickRecall shot in the Rundown table.
4. At the location to insert the QuickRecall shot, release the mouse button.

   OverDrive inserts a QuickRecall shot, defined by the selected QuickRecall button, into the rundown at the selected location. OverDrive does not prepare Quick Recall shots inserted by dragging QuickRecall buttons.

For More Information on...

- inserting QuickRecall shots in Edit mode, refer the section "**Use QuickRecall Buttons to Insert Shots in Edit Mode**" on page 11–42.
- managing QuickRecalls Between Two RundownControl Clients, refer the section "**Manage QuickRecalls Between RundownControl Clients**" on page 11–42.

Remove QuickRecall Shots

You can remove all the shots inserted into a rundown as QuickRecall shots while working with RundownControl in Edit or Playout mode.

To remove all QuickRecall shots from a rundown:

- In RundownControl, select **Edit** > **Remove All QuickRecalls**.

  All QuickRecall shots are removed from the rundown.

Convert QuickRecall Shots

Shots inserted into a rundown as QuickRecall shots are not saved with the rundown. You can save inserted QuickRecall shots by converting the shots to standard shots before saving the rundown as Live rundown.

To convert all QuickRecall shots in a rundown to standard shots

- In RundownControl, select **Edit** > **Convert All QuickRecalls**.

  All QuickRecall shots in the rundown are converted to standard shots and assigned shot numbers.

To convert a selected QuickRecall shot to standard shot

1. In the Rundown table, select the QuickRecall shot to convert to a standard shot.

   QuickRecall shots are numbered **QR** in the Rundown table.
2. Select **Edit Rundown** > **Convert QuickRecall to Shot**.

   The selected QuickRecall shot in the rundown is converted to a standard shot and assigned a shot number.

   To quickly convert a QuickRecall shot to a standard shot, right-click the QuickRecall shot to convert and select **Convert QuickRecall to Shot** from the **Shortcut** menu.

Run Custom Controls

When RundownControl is in Playout mode, assigned Custom Controls buttons can be used to run associated Custom Controls on the switcher. Buttons assigned to invalid Custom Controls are grayed out in the **Custom Control** section.

To run a Custom Control from OverDrive.

1. In **RundownControl**, open a rundown.
2. Start playing the open rundown.

   A rundown must be in Playout mode in order to run a Custom Control.
3. At the required time, click the appropriate button in the **Custom Controls** view to run the associated Custom Control on the switcher. More than one Custom Control can be run at the same time.
4. While playing out a rundown, Custom Controls behave as follows:
   - When a Custom Control is running on Preview or on Program, the Custom Controls continues running when you prepare a new shot or take a shot on air.
   - When a Custom Control on Preview has yet to start, OverDrive prevents the Custom Control from running when you prepare a new shot or take a shot on air.
   - When a Custom Control on Program has yet to start, OverDrive prevents the Custom Control from running when you take a shot on air that is not a MOS CG shot. When you prepare a shot, OverDrive allows the shot to start at the regular time for the shot.

Stop Running Custom Controls

After you start a Custom Control running on the switcher you can stop the Custom Control by Ctrl-clicking it in the Prepared Customs, On-Air Customs, or Custom Controls view.

To stop a running Custom Control

1. While playing a rundown, run a Custom Control.
2. **Ctrl-click** the **Custom Control** to stop running in one of the following views:
   - **Prepared Customs**
   - **On-Air Customs**
   - **Custom Controls**

   The selected Custom Control stops running on the switcher.

Custom Control Pause and Hold Notification

When a Custom Control is paused or held during playout, the background of the associated Custom Control button in the Custom Controls view is shaded as follows to show the state:

-  — the associated Custom Control is paused (Custom Control Paused).
-  — the associated Custom Control is held (Custom Control Held).

The following options are available when a Custom Control is paused or held.

- **Paused** — click the associated Custom Control button to cancel playout of the Custom Control or wait for the pause to end and resume playout of the Custom Control.
- **Held** — click the associated Custom Control button to skip the hold and resume playout of the Custom Control.
- The switcher can also be used to control paused or held Custom Control without disrupting playout from OverDrive.

Stop Held Custom Controls

Along with resuming held Custom Controls, you can also stop held Custom Controls. Pressing a hot key assigned to a held Custom Control group stops all the Custom Controls in the held group. Use the following settings to configure a hot key to stop the Custom Controls in a held group:

- **Category**: Stop Held CC Groups
- **Name**: Stop Held CC Group (A) - (Z)

For More Information on...

- defining hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.

Change Audio Variable Sources Through Preset Buttons

When RundownControl is in Playout mode, you can use the 72 preset buttons in the Variable Presets view to change audio variable sources. Clicking a variable preset button changes audio variable sources to those set by the QuickAudio variable keyword assigned to the selected variable preset button.

✶ Audio variable source changes affect off-air shots and the prepared shot, they do not affect the on-air shot. You must reprepare the prepared shot to use any changed audio variable sources.

To change audio variable sources with a variable preset button

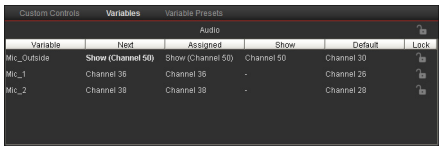
1. In **RundownControl**, open a rundown.
2. Start playing the open rundown.

   A rundown must be in Playout mode in order to use Variables view preset buttons to change audio variable sources.
3. At the required time, click the appropriate variable preset button in the **Variables** view to changes audio variable sources to those set by the QuickAudio variable keyword assigned to the selected variable preset button.

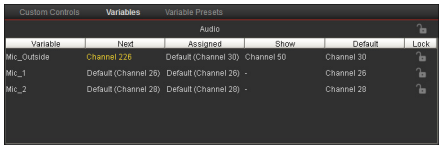
   The **Variables** view displays the updated audio variable sources and OverDrive highlights the selected variable preset button with a **red** border.



Bold typeface highlights the last updated audio variable sources that set the **Show** value for an audio variable.



Yellow text highlights the audio variable sources changed by rundown shots to a value different than the value set by the active variable preset button. The audio variable source changes tracked in the **Variables** view depend on the option selected from the **Track Variable Changes** list in the **Options** dialog box.



Audio variable sources return to white text when you reselect the selected variable preset button or a shot sets the source values to match the selected variable preset button values.

4. When the clicked variable preset button also has an assigned QuickAudio channel keyword, OverDrive the keyword audio channel definition to enable or modify shot audio channels.

5. The **Prepare shot** alert opens when you click a variable preset button that changes the sources of audio variables in the prepared shot. Click **OK** in the **Prepare shot** alert, then reprepare the shot to continue rundown playout.

For More Information on...

- setting the variable change tracking level, refer to the section "**Set Variable Change Tracking Level**" on page 11–50.
- assigning QuickAudio variable keywords to variable preset buttons, refer to the section "**QuickAudio Variable Keywords**" on page 11–51.
- assigning QuickAudio channel keywords to variable preset buttons, refer to the section "**QuickAudio Channel Keywords**" on page 11–52.

Lock Audio Variable Sources

When RundownControl is in Playout mode, you can lock the current audio variable sources. You can lock all audio variable sources or individual audio variable sources. Shots and Preset buttons do not change the source of locked audio variables.

✶ After locking audio variable sources, the rundown continues to set and change the audio level for the sources associated with the locked audio variables.

When you exit RundownControl, locked audio variables remain locked for the next OverDrive user that opens a rundown in RundownControl connected to the same OverDrive Server.

To lock and unlock audio variable sources

1. In **RundownControl**, open a rundown.

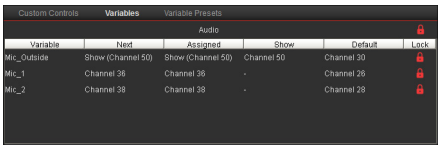
2. Start playing the open rundown.

   All the **Lock** icons in the **Variables** view change from gray to white to indicate that you can use the icons to lock audio variable sources. A rundown must be in Playout mode in order to lock audio variable sources.

3. Use one of the following methods to lock audio variable sources:

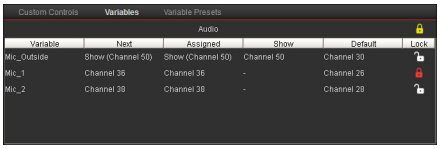
   - To lock the sources of all audio variables listed in the **Variables** view, click the white **Global Lock** icon in the **Variables** view title bar.

     The **Global Lock** icon locks and turns red along with the all the individual audio variable **Lock** icons in the **Lock** column of the **Variables** view.



   - To lock the source of a selected audio variable, click the white **Lock** icon in the **Lock** column associated with the audio variable to lock.

In the **Lock** column, the **Lock** icon associated with the locked audio variable locks and turns red. The **Global Lock** icon turns yellow when the **Variables** view contains a mix of locked and unlocked audio variables.

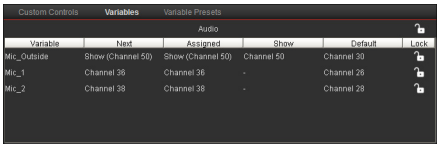


When you click the yellow **Global Lock** icon, the **Global Lock** icon locks and turns red along with the all the individual audio variable **Lock** icons in the **Lock** column of the **Variables** view.

4. Use one of the following methods to unlock audio variable sources:

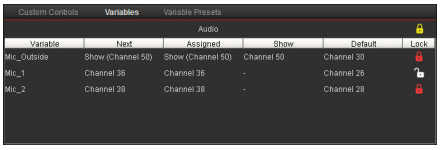
- To unlock the sources of all locked audio variables listed in the **Variables** view, click the red **Global Lock** icon in the **Variables** view title bar.

  The title bar **Lock** icon unlocks and turns white along with the all the individual audio variable **Lock** icons in the **Lock** column of the **Variables** view.



- To unlock the source of a single audio variable, click the red **Lock** icon in the **Lock** column associated with the audio variable to unlock.

  In the **Lock** column, the **Lock** icon associated with the unlocked audio variable unlocks and turns white. The **Global Lock** icon turns yellow when the **Variables** view contains a mix of locked and unlocked audio variables.



Lock the Audio Channel Assigned to an Audio Variable

In an active OverDrive rundown, you can lock the volume level of the audio channel assigned to an audio variable. Locking a channel stops OverDrive automation from changing the channel volume level. Unlocking the audio channel assigned to an audio variable enables OverDrive automation to change the channel volume level.

The Prepared Audio View in DirectControl displays locked audio channel faders in gray at the locked volume level and pins the fader.



Figure 22.4 Locked Channels 26 & 28

Custom Controls are used to trigger switcher events that lock or unlock the audio channel assigned to an audio variable. When you want to lock the audio channel assigned to a specific audio variable, run the Custom Control that you created to lock the audio channel assigned to the audio variable. To unlock the audio channel, run the Custom Control that you created to unlock the audio channel assigned to the audio variable.

Before you can lock and unlock audio channels assigned to audio variables, you must create the following for each audio variable that you want to use to lock and unlock assigned audio channels:

- Custom Controls to trigger lock and unlock switcher events for each audio variable that you want to control the assigned audio channels.
- Switcher events to lock and unlock the audio channel assigned to an audio variable.

✶ Before you start creating the Custom Controls and switcher events to lock and unlock the audio channels assigned to audio variables, your OverDrive system must contain the audio variables through which you want to lock and unlock the assigned audio channels.

For More Information on...

- viewing locked audio channels, refer to the section "**Audio Views**" on page 12–7.
- creating audio variables, refer to the section "**Audio Variables**" on page 10–68.

Custom Controls

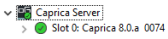
Custom Controls are used to trigger switcher events that lock or unlock the audio channel assigned to an audio variable.The simplest Custom Control only contains the Run Switcher Event command to lock or unlock the audio channel assigned to an audio variable. You can add additional commands to these Custom Controls if you want. Custom Controls are created on the Caprica Server in your OverDrive System.

To create Custom Controls to lock or unlock the audio channel assigned to an audio variable

1. Verify that a **Caprica Server** is connected to your internal network as part of your OverDrive system.
2. On the Client computer, verify that the following conditions are true:
   - The Client computer uses the current version of **DashBoard** software.
   - The Client computer can access a running Caprica Server on the network.
3. Use one of the following methods to launch **DashBoard**:
   - Double-click the **DashBoard** icon on the desktop.
   - Use the **Start** menu to select **All Programs** > **DashBoard** > **DashBoard**.

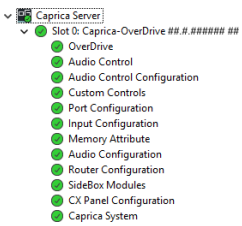
   DashBoard opens.
4. In the **DashBoard Tree View**, expand the **Caprica Server** node.

   The **Caprica Server** node displays the available Caprica Servers.



5. In the **Caprica Server** node, expand the **Slot 0: Caprica** node.

   The **Slot 0: Caprica** node displays the available Caprica Server clients.

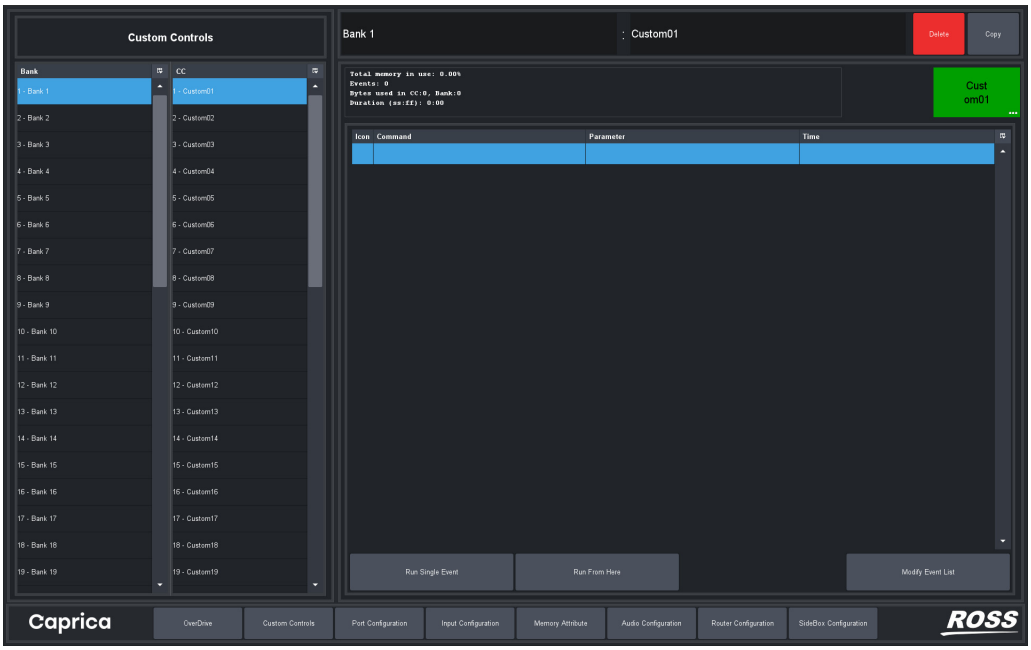


6. Double-click the **Custom Controls** node.

   The **Custom Controls** client opens in the **Device View**.

7. Use the **Window** menu to select **Full Screen**.

   The **Custom Controls** client expands to full screen view.



8. Complete the following steps to create a Custom Control to lock the audio channel assigned to an audio variable:

   a. In the **Bank** column of the **Custom Controls** table, click the bank name that contains the Custom Control that you want to program with a new Custom Control macro.

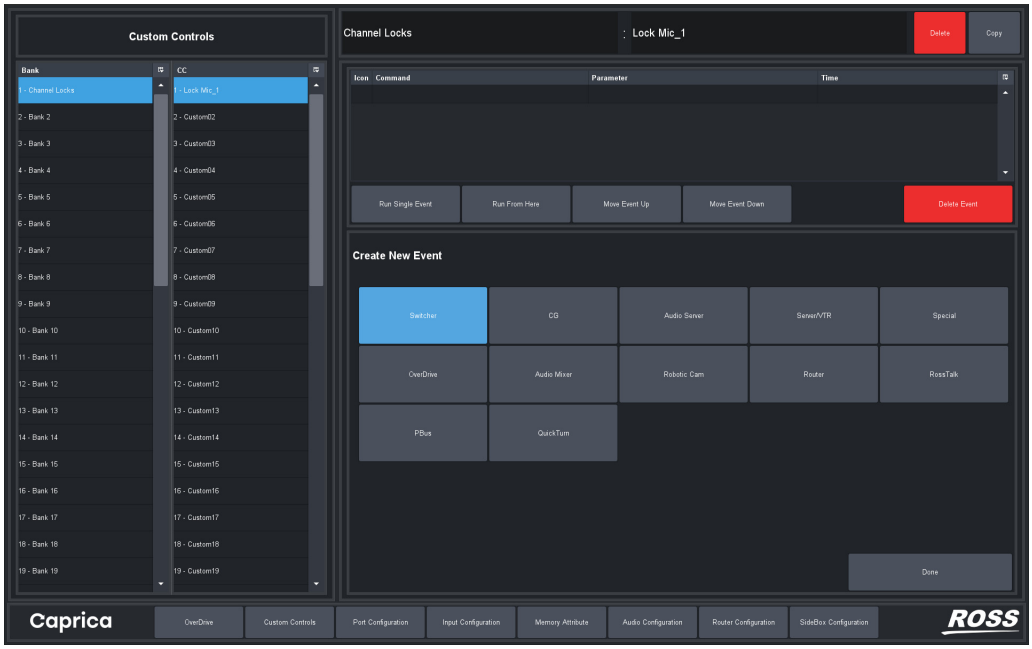
   b. In the **CC Name** column, click the name of the Custom Control to program.

   c. Click in the **Bank** box to edit the bank name, such as **Channel Locks**.

   d. Click in the **CC Name** box to edit the Custom Control name, such as **Lock Mic_1** for locking the channel assigned to the Mic_1 audio variable.

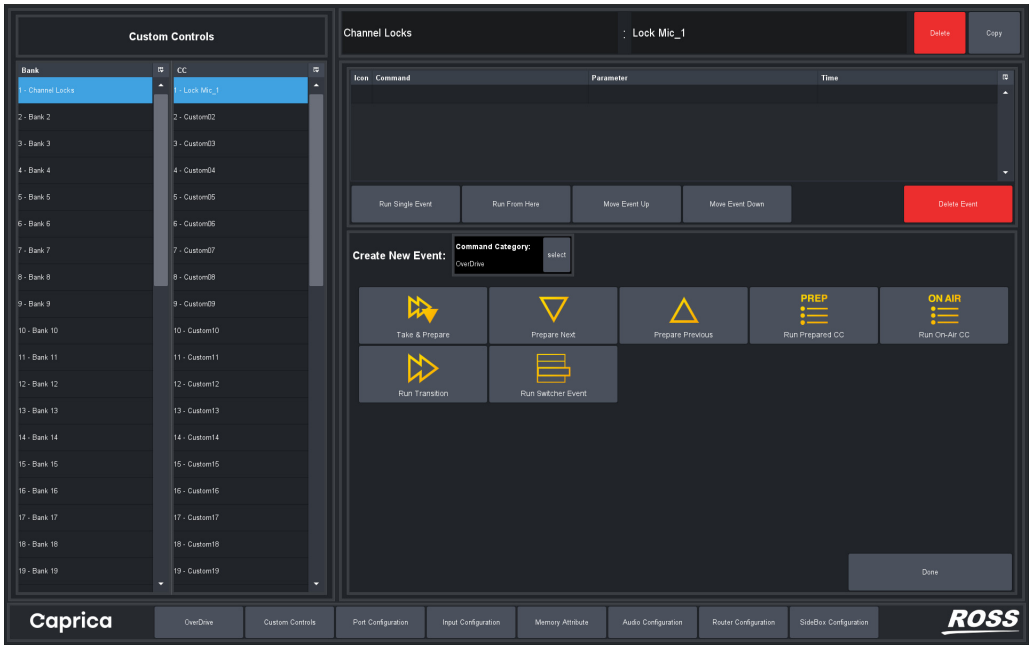
   e. Click **Modify Event List** at the bottom of the **Custom Controls** client.

The **Create New Event** panel opens listing the available Custom Control command categories.



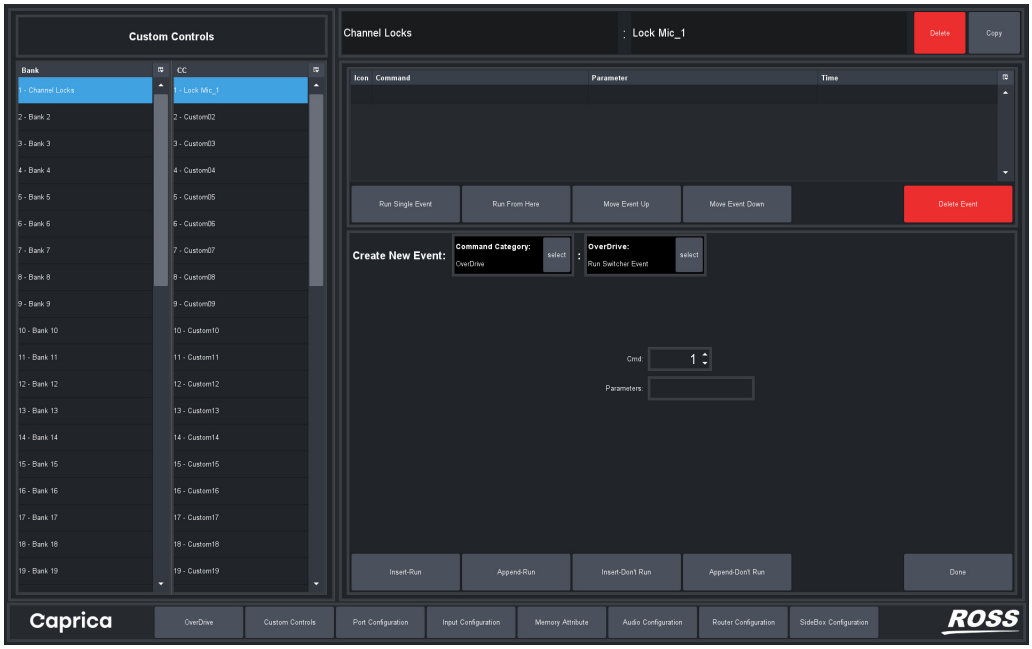
f. In the **Create New Event** panel, click **OverDrive**.

The **Create New Event** panel lists the available commands that you can use to create an event in your Custom Control macro.



g. Click the **Run Switcher Event**.

The **Create New Event** panel displays the settings for the **Run Switcher Event** command.

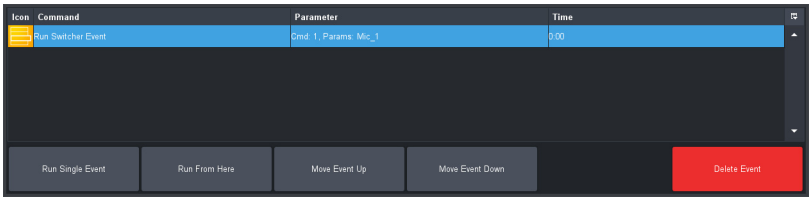


h. Use the **Cmd** box to enter or select the switcher event number to trigger locking the audio channel assigned to an audio variable.

i. In the **Parameters** box, enter the name of the audio variable that is assigned the audio channel to lock.

j. Click **Insert-Don't Run**.

The **Custom Controls** client adds the configured command to the **Event List** and highlights the new event. The **Event List** displays Custom Control macro events in the order of execution.



k. Click **Done**.

9. Complete the following steps to create a Custom Control to unlock the audio channel assigned to an audio variable:

a. In the **CC Name** column, click the name of the Custom Control to program.

b. Click in the **CC Name** box to edit the Custom Control name, such as **Unlock Mic_1** for unlocking the channel assigned to the Mic_1 audio variable.

c. Click **Modify Event List** at the bottom of the **Custom Controls** client.

The **Create New Event** panel opens listing the available Custom Controls events.

d. In the **Create New Event** panel, click **OverDrive**.

The **Create New Event** panel lists the available command that you can use to create an event in your Custom Control macro.

e. Click the **Run Switcher Event**.

The **Create New Event** panel displays the setting for the **Run Switcher Event** command.

f. Use the **Cmd** box to enter or select the switcher event number to trigger unlocking the audio channel assigned to an audio variable.

g. In the **Parameters** box, enter the name of the audio variable that is assigned the audio channel to unlock.

h. Click **Insert-Don't Run**.

The **Custom Controls** client adds the configured command to the **Event List** and highlights the new event. The **Event List** displays Custom Control macro events in the order of execution.

i. Click **Done**.

Switcher Events

After you have created the Custom Controls to lock and unlock the audio channel assigned to an audio variable, you must create the switcher events to do the locking and unlocking. The switcher event number must match the Cmd value set for the Run Switcher Event command in the Custom Controls.

To create the switcher events for the audio channel lock and unlock Custom Controls

1. In **RundownControl**, use the **Window** menu to select **Preferences**.

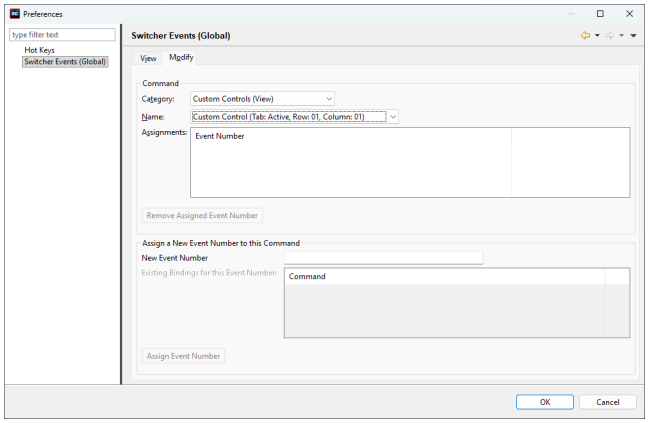
   The **Preferences** window opens.

2. In the tree view, select **Switcher Events**.

   The **Switcher Events** panel opens.

3. Click the **Modify** tab.

   The **Modify** tab opens.



4. In the **Command** section, use the **Category** menu to select **Lock Audio Variables**.

5. Complete the following steps to create a switcher event to lock the audio channel assigned to an audio variable:

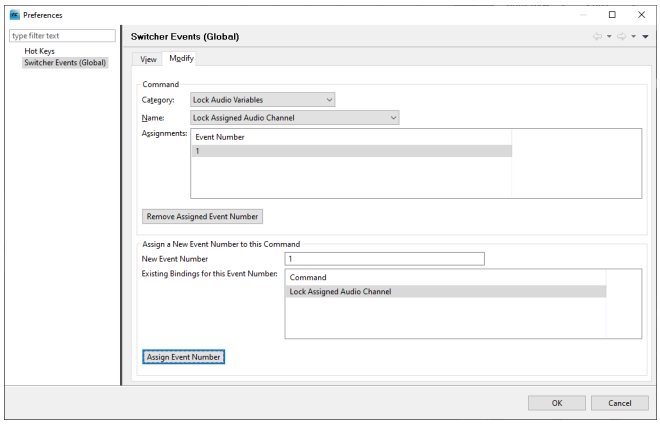
   a. Use the **Name** menu to select **Lock Assigned Audio Channel**.

   b. In the **Assign a New Event Number to this Command** section, enter the switcher event number that you entered in the **Cmd** box for Custom Control you created to lock the audio channel assigned to an audio variable.

   The switcher event number for the lock Custom Control was entered in step **h** on page 22-20.

c. Click **Assign Event Number**.

The entered switcher event number is assigned to the **Lock Assigned Audio Channel** command. The switcher event number is added to the **Assignments** list in the **Command** section. The OverDrive function is added to the **Existing Bindings for this Event Number** list in the **Assign a New Event Number to this Command** section.



6. Complete the following steps to create a switcher event to unlock the audio channel assigned to an audio variable:

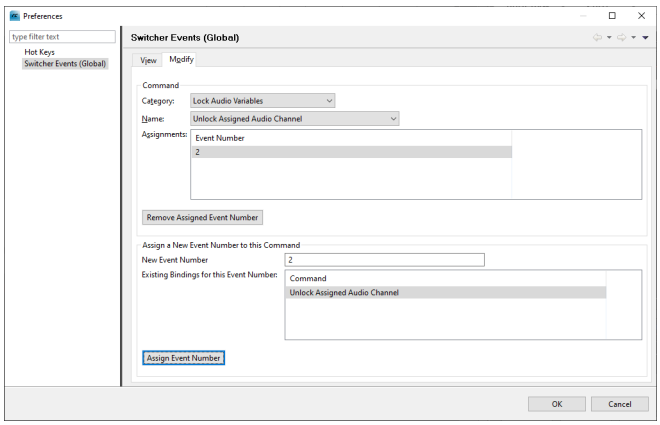
a. Use the **Name** menu to select **Unlock Assigned Audio Channel**.

b. In the **Assign a New Event Number to this Command** section, enter the switcher event number that you entered in the **Cmd** box for Custom Control you created to unlock the audio channel assigned to an audio variable.

The switcher event number for the unlock Custom Control was entered in step **f** on page 22-21.

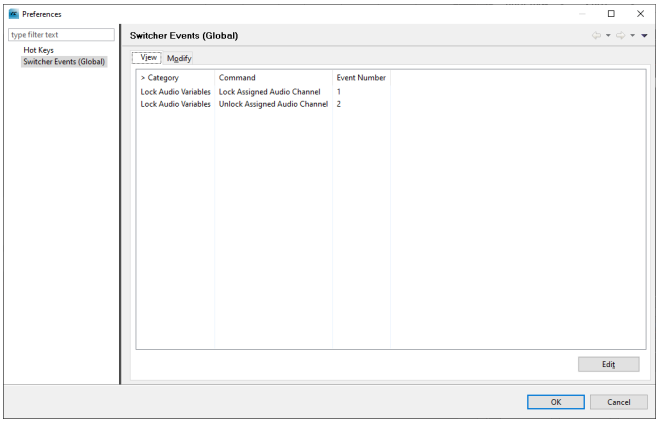
c. Click **Assign Event Number**.

The entered switcher event number is assigned to the **Lock Assigned Audio Channel** command. The switcher event number is added to the **Assignments** list in the **Command** section. The OverDrive function is added to the **Existing Bindings for this Event Number** list in the **Assign a New Event Number to this Command** section.



7. Click the **View** tab.

   The **View** tab opens displaying the switcher events you assigned to the **Lock Assigned Audio Channel** and **Unlock Assigned Audio Channel** commands.



8. Click **OK** to close the **Preferences** dialog box.

You can now use the Custom Controls you created to trigger the switcher events that lock or unlock the audio channel assigned to an audio variable. When you want to lock the audio channel assigned to a specific audio variable, run the Custom Control that you created to lock the audio channel assigned to the audio variable. To unlock the audio channel, run the Custom Control that you created to unlock the audio channel assigned to the audio variable.

Set Prepared and On-Air Customs from the NRCS Rundown

QuickCode enables Custom Control keywords entered in six custom NRCS rundown columns to assign the six Custom Controls in the Prepared Customs and the On-Air Customs views for OverDrive rundown shots.

✶ QuickCode is a licensed OverDrive feature that is only available for OverDrive NRCS rundowns. If your OverDrive system is not licensed for QuickCode you cannot define QuickCode Custom Control keywords or use keywords to assign the six Custom Controls in the Prepared Customs and the On-Air Customs views for the shots in an OverDrive rundown.

To enable QuickCode Custom Control keywords on an OverDrive system you must configure the following settings and parameters:

- **Add NRCS columns** — in your NRCS, add six columns to store the keywords that specify the Custom Controls to set for an OverDrive shot.
- **Enable QuickCode** — on the OverDrive Server, enable QuickCode to decode the keywords stored in the QuickCode Custom Control columns of an NRCS rundown.
- **Define QuickCode keywords** — in the TemplateEditor, define a keyword that specifies a Custom Control for an OverDrive shot.
- **QuickCode RundownControl Column** — in RundownControl, add the QuickCode column to display the keywords used to set Custom Controls for the shot and the invalid keywords that were sent from the NRCS.

QuickCode Custom Control Keyword NRCS Columns

Any NRCS supported by OverDrive can set Custom Controls for OverDrive NRCS rundown shots. Before you can use an NRCS to set Custom Controls for shots, you must add six columns to your NRCS to store the keywords that specify the Custom Controls to set for an OverDrive shot.

Refer to your NRCS user documentation for instructions on adding columns to the NRCS. The names of the QuickCode Custom Control columns in the NRCS are user defined. After you add the six QuickCode Custom Control columns to your NRCS, use the column names to configure QuickCode on the OverDrive Server.

When editing a rundown in the NRCS, users can enter a keyword in any of the QuickCode NRCS columns to configure the associated Custom Control button in the Prepared Customs and the On-Air Customs views.

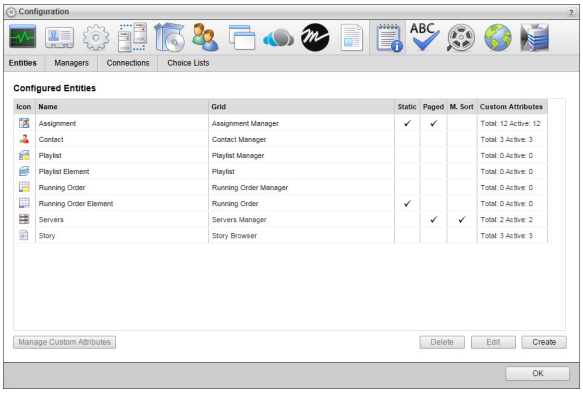
To add QuickCode Custom Control columns to the Ross Video Inception NRCS

1. Log in to your **Inception** server as a **system administrator**.
2. On the main toolbar, click the **Configuration** icon. If the **Configuration** icon is not visible, you are not an administrator and cannot configure the server.

   The **Configuration** window opens.
3. On the **Configuration** window toolbar, click the **Metadata** icon.

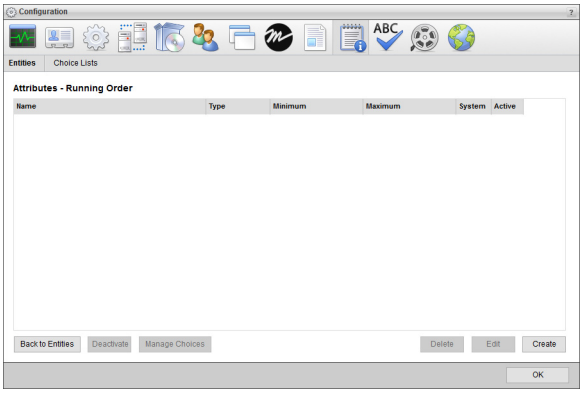
   The **Metadata** panel opens.
4. Click the **Entities** tab.

   The **Entities** tab opens.



5. From the **Configured Entities** table, select **Running Order**.
6. Click **Manage Custom Attributes**.

   The **Custom Attributes** page opens for the selected entity.



7. Click **Create**.

   The **Create Attribute** page opens.
8. In the **Name** box, enter `QuickCode CC1`.

   The name `QuickCode CC1` is an example, feel free to use your own column name.
9. Click in the **Key Name** box automatically enter a key name to use as the identifier for the custom attribute.

★ You cannot change the **Key Name** of a custom attribute after you save the custom attribute.

10. Use the **Type** list to select **Single-Line String**.
11. In the **Description** box, enter a description for the QuickCode column.
12. Click **Save**.

    Inception adds the new custom attribute to the **Custom Attributes** page of the selected entity.
13. Repeat step **7** to step **12** to create the remaining five QuickCode columns: `QuickCode CC2`, `QuickCode CC3`, `QuickCode CC4`, `QuickCode CC5`, and `QuickCode CC6`.

    The suggested column names are example names, feel free to use your own column names.
14. Click **OK**.

    The **Configuration** window closes.

Enable QuickCode

After adding the QuickCode columns to your NRCS, you can use the column names to configure and enable QuickCode on the OverDrive Server.

To Configure QuickCode on the OverDrive Server

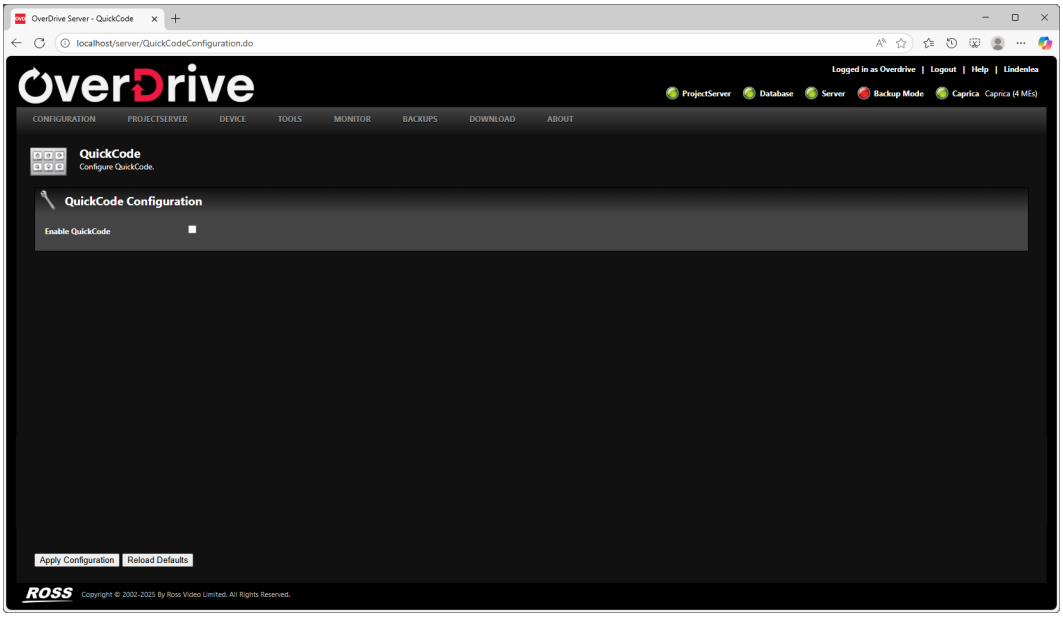
1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.
2. Enter the following user name and password in the provided boxes:
   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.
3. Click **Login**.

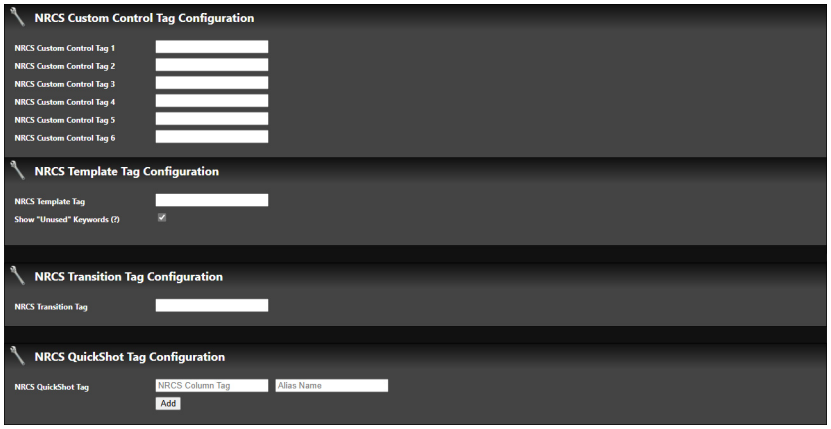
   The **OverDrive Server - Main** web page opens.
4. Use the **DEVICE** menu to select **QuickCode**.

   The **QuickCode** web page opens.



5. In the **QuickCode Configuration** section, select the **Enable QuickCode** check box.

   The **NRCS Custom Control Tag Configuration**, **NRCS Template Tag Configuration**, and **NRCS QuickShot Tag Configuration** sections open.



6. In the **NRCS Custom Control Tag 1** box of the **NRCS Custom Control Tag Configuration** section, enter the name of NRCS column that you created to store the QuickCode keyword that sets the Custom Control for the first button in the **Prepared Customs** or the **On-Air Customs** view of an OverDrive shot.
7. In the **NRCS Custom Control Tag 2** box, enter the name of NRCS column that you created to store the QuickCode keyword that sets the Custom Control for the second button in the **Prepared Customs** or the **On-Air Customs** view of an OverDrive shot.
8. In the **NRCS Custom Control Tag 3** box, enter the name of NRCS column that you created to store the QuickCode keyword that sets the Custom Control for the third button in the **Prepared Customs** or the **On-Air Customs** view of an OverDrive shot.
9. In the **NRCS Custom Control Tag 4** box, enter the name of NRCS column that you created to store the QuickCode keyword that sets the Custom Control for the fourth button in the **Prepared Customs** or the **On-Air Customs** view of an OverDrive shot.
10. In the **NRCS Custom Control Tag 5** box, enter the name of NRCS column that you created to store the QuickCode keyword that sets the Custom Control for the fifth button in the **Prepared Customs** or the **On-Air Customs** view of an OverDrive shot in
11. In the **NRCS Custom Control Tag 6** box, enter the name of NRCS column that you created to store the QuickCode keyword that sets the Custom Control for the sixth button in the **Prepared Customs** or the **On-Air Customs** view of an OverDrive shot.
12. In the **NRCS Template Tag** box of the **NRCS Template Tag Configuration** section, enter the **name** of NRCS column that you created to store the QuickCode keyword that assigns the Master template used by MOS video server shots in an OverDrive rundown.
13. Click **Apply Configuration**.

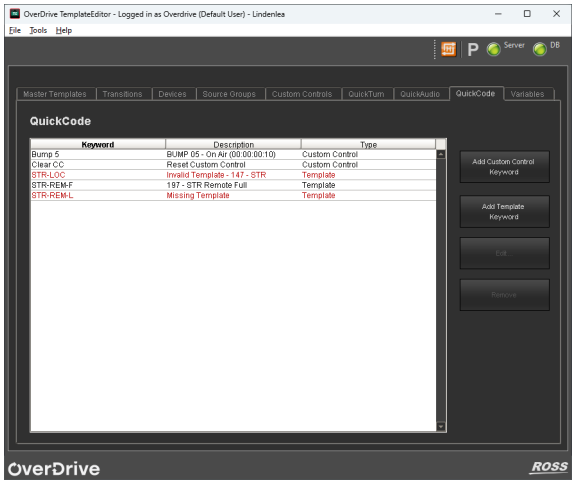
Add QuickCode Custom Control Keywords

After configuring QuickCode on the OverDrive Server, you can add keywords to assign the six Custom Controls in the Prepared Customs or the On-Air Customs view of an OverDrive shot. When you load an OverDrive NRCS rundown, OverDrive receives keywords from the NRCS QuickCode Custom Control columns. OverDrive uses the received keywords to set the Custom Controls in the Prepared Customs or the On-Air Customs view for shots in the rundown.

To add QuickCode Custom Control keywords

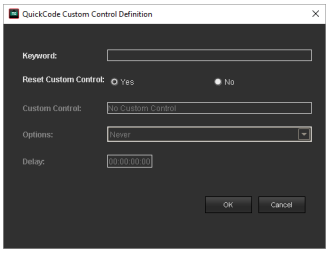
1. Use one of the following methods to start **TemplateEditor**:
   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.
2. In the **TemplateEditor**, click the **QuickCode** tab.

   The **QuickCode** tab opens.



3. Click **Add Custom Control Keyword**.

   The **QuickCode Custom Control Definition** dialog box opens.



4. In the **Keyword** box, enter the keyword name for the Custom Control definition.

   Keyword names can only contain alphanumeric, space, dash, period, colon, and round bracket characters. The length of a keyword name can be up to 255 characters. Keyword names are not case sensitive.
5. Select one of the following **Reset Custom Control** options to set the Custom Control:
   - **Yes** — remove the Custom Control from the **Prepared Customs** view or the **On-Air Customs** view for a shot.

     After selecting this option, skip to step **9** in this procedure.
   - **No** — assign the Custom Control specified in the NRCS to the **Prepared Customs** view or the **On-Air Customs** view for a shot. This option replaces the Custom Control set in the Master template used to create the shot.

     After selecting this option, continue with step **6** in this procedure to select the Custom Control for the keyword.
6. Use the **Custom Control** list to select the Custom Control to assign to the **Prepared Customs** view or the **On-Air Customs** view for a shot.

   The **Custom Control** list is only available after you select the **No** for the **Reset Custom Control** option.

7. Use the **Options** list to select the event to automatically run the selected Custom Control. The available events are as follows:

   - **Never** — only run the selected Custom Control when you click the associated button in the **Prepared Customs** view or the **On-Air Customs** view for a shot.
   - **Prepared** (Caprica, Vision 18.1a or greater, and Acuity 3.1a or greater systems only) — automatically run the selected Custom Control when OverDrive prepares the shot.
   - **On Air** — automatically run the selected Custom Control when the shot goes on air.
   - **Both** (Caprica, Vision 18.1a or greater, and Acuity 3.1a or greater systems only) — automatically run the selected Custom Control when OverDrive prepares the shot and again when the shot goes on air.

   The **Options** list is only available after you select a Custom Control from the **Custom Control** list

8. To set a time delay for an automatically run Custom Control, enter in the **Delay** box the length of time to wait before running the selected Custom Control. The default autorun delay is **00:00:00:00.**

   The **Delay** box uses the **hh:mm:ss:ff** format to set a delay time. Time values greater than 79 hours, 59 minutes, 59 seconds, or 29 frames are not permitted. When the delay time set for multiple Custom Controls is identical, OverDrive runs the Custom Control with the highest index first (1 to 6).

9. Click **OK**.

   The **QuickCode Custom Control Definition** dialog box closes, and the TemplateEditor adds the new keyword to the **QuickCode Keywords** list.

Manage QuickCode Custom Control Keywords

After adding Custom Control keywords to the QuickCode Keywords list, you can edit the keyword definitions or delete the keywords that you no longer use.

To edit a Custom Control QuickCode keyword

1. In **TemplateEditor**, click the **QuickCode** tab.

   The **QuickCode** tab opens.

2. Use the **QuickCode Keywords** list to select a Custom Control keyword to edit.
3. Click **Edit**.

   The **QuickCode Custom Control Definition** dialog box opens.

4. Use the **QuickCode Custom Control Definition** dialog box to edit the selected keyword as required.
5. Click **OK**.

To delete a Custom Control QuickCode keyword

1. In **TemplateEditor**, click the **QuickCode** tab.

   The **QuickCode** tab opens.

2. Use the **QuickCode Keywords** list to select the Custom Control keyword to delete.
3. Click **Remove**.

   An **Alert** opens.

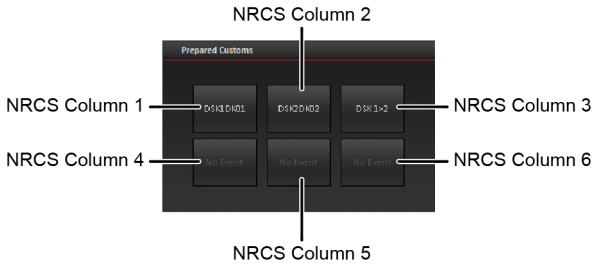
4. Click **Yes** to delete the Custom Control keyword.

   The TemplateEditor deletes the selected keyword from the **QuickCode Keywords** list.

OverDrive NRCS Rundown Playout with QuickCode Custom Control Keywords

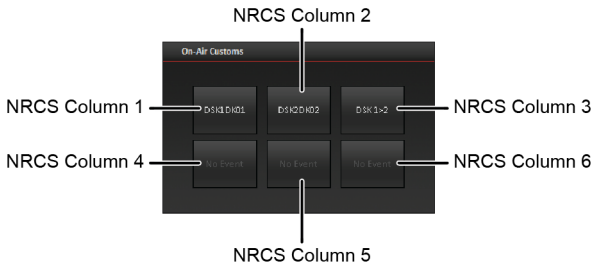
When you open an NRCS rundown in OverDrive with QuickCode enabled, OverDrive uses the keywords contained in the NRCS QuickCode Custom Control columns to assign the Custom Controls to the six buttons in the Prepared Customs view and the On-Air Customs view for each shot in an OverDrive rundown as follows:

1. **RundownControl** reads the keywords from the **NRCS QuickCode Custom Control** columns. Searches for QuickCode Custom Control keywords are not case sensitive.
2. For each NRCS keyword that matches a **QuickCode Custom Control** keyword in stored in the TemplateEditor, **RundownControl** does the following:
   - For keywords that reset a Custom Control, **RundownControl** clears all Custom Controls from the Custom Control button associated with the **NRCS QuickCode** column. On cleared buttons, Rundown displays the label “No Event”.
   - For keywords that assign a Custom Control to a Custom Control button, **RundownControl** displays the Custom Control name on the button.
3. When **RundownControl** prepares a shot, the buttons in the **Prepared Customs** view update and **RundownControl** runs the Custom Controls configured to automatically run when the shot prepares.



You can edit a prepared shot to change the Custom Controls assigned to the button in the **Prepared Customs** view. Use the **Custom Controls** section in the **Shot Summary** tab of the **Edit Shot** dialog box to change Custom Control button assignments.

4. When **RundownControl** takes a shot on air, the buttons in the **On-Air Customs** view update and **RundownControl** runs the Custom Controls configured to automatically run when the shot goes on air.



For More Information on...

- editing the properties of a shot in a rundown, refer to the section “**Edit Shots in a Rundown**” on page 15–25.

RundownControl QuickCode Column

In RundownControl, the QuickCode column displays the QuickCode keywords that assigned Custom Controls to the Prepared Customs view and the On-Air Customs view for a shot (**Figure 22.8**). The QuickCode column also displays unused keywords received from the NRCS that do not match any of the QuickCode Custom Control keywords in TemplateEditor.

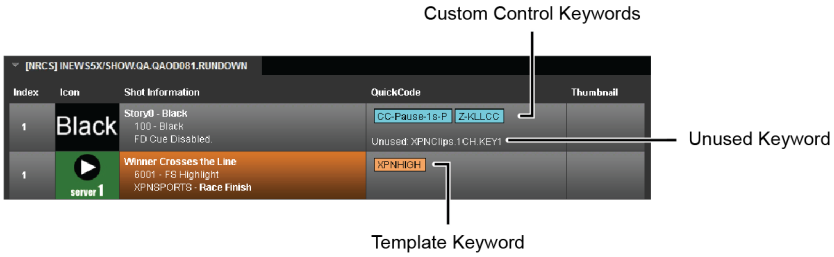


Figure 22.5 QuickCode Column in RundownControl

By default, the Rundown table in RundownControl does not display the QuickCode column.

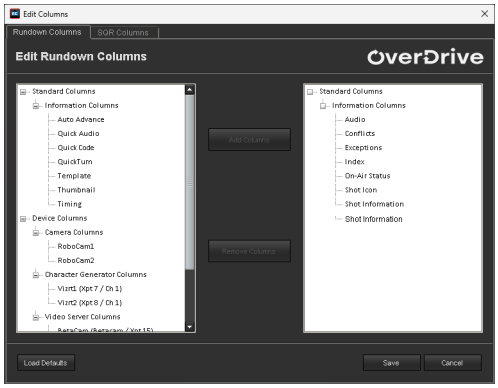
To add the QuickCode column to the Rundown table in RundownControl

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.

2. Click the **Rundown Columns** tab.

   The **Rundown Columns** tab opens.



   The available Rundown table columns display in the tree view on the left, and the columns currently displayed in the Rundown table display in the tree view on the right.

3. From the available columns tree view on the left, select the **QuickCode** column.

4. Click **Add Columns**.

   The QuickCode column moves to the displayed columns tree view on the right.

5. Click **OK**.

   The **Edit Columns** dialog box closes, and the **QuickCode** column displays in the **Rundown** table.

Code a Rundown from NRCS Production Cues

QuickShot enables OverDrive to code shots in an OverDrive NRCS rundown using NRCS production cues. In the TemplateEditor, Production Cue keywords are defined to link NRCS production cues with OverDrive shots. When you open an NRCS rundown, OverDrive inserts a linked shot in the OverDrive rundown for each production cue that matches a Production Cue keyword in the NRCS rundown.

✶ QuickShot is a licensed OverDrive feature that is only available for OverDrive NRCS rundowns. If your OverDrive system is not licensed for QuickShot you cannot define QuickShot keywords or use keywords to fulfill clip information for OverDrive shots.

To enable QuickShot on an OverDrive system you must configure the following settings and parameters:

- **Shots** — use the Ross Video OverDrive NRCS plugin to create the OverDrive Shots to link with production cues from your NRCS.
- **Production Cues** — in your NRCS, define the production cues that will be used to insert OverDrive Shots.
- **Define QuickShot keywords** — in the TemplateEditor, define Production Cue keywords that link OverDrive Shots with NRCS production cues.

Create Shots for Production Cues

A Shot is a combination of a Master template and settings for the Master template properties. Shots are created in the Editor panel of the Ross Video OverDrive NRCS plugin and accessed through the Shots folder in the tree view of the plugin.

You must create a Shot for each Production Cue keyword that you define. A Production Cue keyword links a Production Cue from your NRCS with an OverDrive Shot. When you open an NRCS rundown, OverDrive will insert the Shot into the OverDrive rundown for each Production Cue in the NRCS rundown that matches a Production Cue keyword.

For More Information on...

- creating Shots, refer to the section "**Create Pre-configured Shots**" on page 21–21.

Define NRCS Production Cues

In your NRCS, you must define the production cues that will be used to insert OverDrive Shots. OverDrive Production Cue keywords link OverDrive Shots with NRCS production cues. When you open an NRCS rundown in OverDrive, a Shot is inserted in the OverDrive rundown in the location of each NRCS production cue that matches and OverDrive Production Cue keyword.

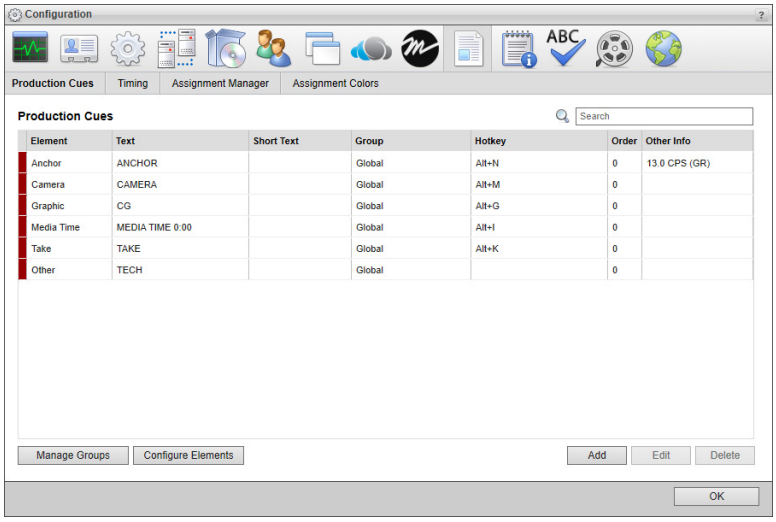
To add production cues to the Ross Video Inception NRCS

1. Log in to your Inception Server as an Inception administrator.
2. On the main toolbar, click the  **Configuration** icon.

   The **Configuration** window opens.
3. On the **Configuration** window toolbar, click the  **Editorial** icon.

   The **Editorial** panel opens.
4. Click the **Production Cues** tab.

The **Production Cues** tab opens.



To search for a production cue, enter text in the **Search** box that matches any part of the Text or Short Text associated with the production to locate. While you enter text in the Search box, the list of available production cues automatically updates to display only the production cues that match the entered text.

5. Click **Add**.

   The **Create Production Cue** page opens.

6. Use the **Element** list to select the production element to associate with the new production cue.

   The selected production element classifies the production cue and sets the color of the production cue in a Broadcast story.

7. In the **Text** box, enter the text for the production cue to display in a Broadcast story.

   The story word count does not include production cue text.

8. When you select **Anchor** from the **Element** list, you can enter a short form for the production cue in the **Short Text** box.

   For production cues that you entered a short form in the **Short Text** box, Inception displays the short form in the **Production Cues** column of the Running Order table instead of the full production cue text.

9. Use the **Hotkey** list to select the key combination to add the production cue to a Broadcast story.

   You can assign the same hotkey to multiple production cues and MOS favorites to insert the assigned production cues and MOS favorites at the same time. When you assign multiple production cues or MOS favorites to a hotkey, use the Hotkey Order box to set the insertion order for the assigned items.

10. When using the key combination selected from the **Hotkey** list as a compound hotkey to add multiple production cues and MOS objects to a story, enter a number in the **Hotkey Order** box to set the addition order for the production cue. A hotkey adds items to a Broadcast story starting with the lowest **Hotkey Order** number and finishing with the highest number.

11. Use the **Group** list to select the production cure group for the new production cue. When you do not selected a group, Inception assigns the new production cue to the **Global** group. The production cues assigned to the **Global** group also assigned to all the other production cue groups on your Inception Server.

    The **Group** list contains only the groups defined on your Inception Server. Groups enable you to organize your productions cues to match your workflow. A group contains the productions cues assigned to the group and the production cues assigned to the **Global** group.

12. When you select **Anchor** from the **Element** list, do the following to set the read rate for the anchor:

    a. Use the **Units** list to select the timing unit for the anchor read rate.

    b. Depending on the timing unit selected from the **Units** list, use one of the following boxes to enter the read rate for the anchor:

    - **Characters Per Second** — enter in this box the number of characters per second than an anchor reads. This box is only available when **Characters per second** is selected from the **Units** list.
    - **Words Per Minute** — enter in this box the number of words per minute that an anchor reads. This box is only available when **Words per minute** is selected from the **Units** list.

13. Click **Save**.

    Inception adds the new production cue to the **Production Cues** list.

14. Click **OK**.

    The **Configuration** window closes.

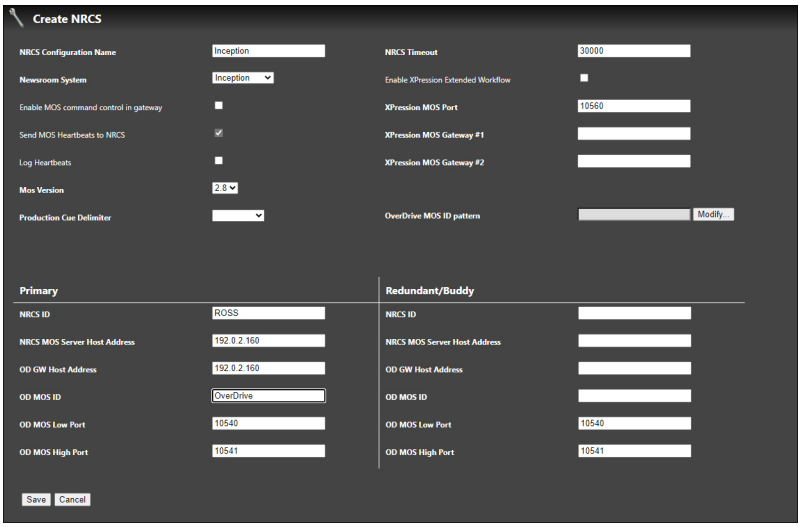
Set the Production Cue Delimiter for QuickShot

The characters that an NRCS places around story text to identify it as a production cue are unique to the NRCS. To enable OverDrive to recognize product cues in an NRCS story, you must select the production cue delimiters used by your NRCS in your MOS Gateway.

To select the production cue delimiter used by your NRCS

1. In the **NRCS Configuration** section of the **MOS Gateway Configurations** page, click **Edit** to the right of the **Default** MOS Gateway.

   The **Edit NRCS** section opens.



2. Use the **Production Cue Delimiter** list to select the characters that your NRCS places around story text to identify it as a production cue. the available delimiter are as follows:

   - **Blank** — default production cue delimiter for new MOS Gateways and those restored by RapidRestore.
   - **[ ]** Square Brackets — Ross Inception and ENPS default production cue delimiter.
   - **( )** Parentheses — custom production cue delimiter.
   - **{ }** Curly Brackets — custom production cue delimiter.
   - **<pi> </pi>** Presenter Instruction Tag — iNEWS default production cue delimiter.
   - **[[ ]]** Double Square Brackets — custom production cue delimiter.
   - **(( ))** Double Parentheses — custom production cue delimiter.

3. Click **Save**.

   OverDrive saves the new MOS Gateway and the **Edit NRCS** section closes.

Add QuickShot Keywords

Production Cue keywords link a production cues from your NRCS with an OverDrive Shots. When you open an NRCS rundown, OverDrive will insert the Shot into the OverDrive rundown for each Production Cue in the NRCS rundown that matches a Production Cue keyword.

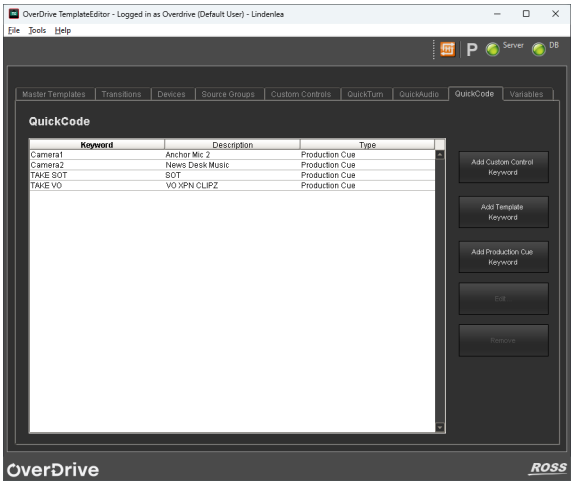
✶ Production cue keywords must not contain any of the following characters:

< — Less than	; — Semicolon	, — Coma
> — Greater than	/ — Forward slash	Production cue delimiters — refer to step **2** on page 22-33

To add QuickShot keywords

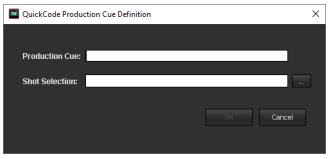
1. Use one of the following methods to start **TemplateEditor**:
   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.
2. In the **TemplateEditor**, click the **QuickCode** tab.

   The **QuickCode** tab opens.



3. Click **Add Production Cue Keyword**.

   The **QuickCode Production Cue Definition** dialog box opens.



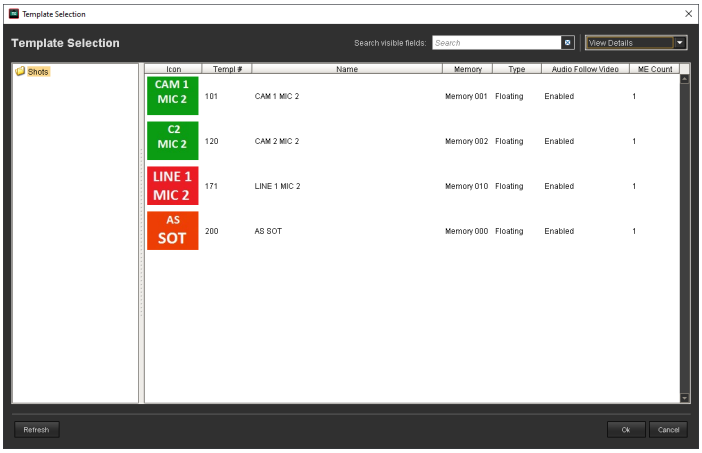
4. In the **Production Cue** box, enter the name of the NRCS production cue.

✶ Spaces entered at the beginning or end of a Production Cue keyword name are removed when the keyword is saved.

The Ross Video Inception NRCS displays production cue names in the **Text** column of the **Editorial** panel **Production Cues** tab.

5. Click the **...** (Browse) to the right of the **Shot Selection** box.

   The **Template Selection** dialog box opens displaying the available Shots.



6. Select the **Shot** to link with the entered **Production Cue**.
7. Click the **OK**.

   The **Template Selection** dialog box closes. The Shot Selection box in the **QuickCode Production Cue Definition** dialog box displays the name of the selected Shot.
8. In the **QuickCode Production Cue Definition** dialog box, click **OK**.

   The **QuickCode Production Cue Definition** dialog box closes, and the TemplateEditor adds the new keyword to the **QuickCode Keywords** list.

Manage Production Cue Keywords

After adding Production Cue keywords to the QuickShot Keywords list, you can edit the keyword definitions or delete the keywords that you no longer use.

To edit a Production Cue keyword

1. In **TemplateEditor**, click the **QuickCode** tab.

   The **QuickCode** tab opens.
2. Use the **QuickCode Keywords** list to select a **Production Cue keyword** to edit.
3. Click **Edit**.

   The **QuickCode Production Cue Definition** dialog box opens.
4. Use the **QuickCode Production Cue Definition** dialog box to edit the selected keyword as required.
5. Click **OK**.

To delete a Production Cue keyword

1. In **TemplateEditor**, click the **QuickCode** tab.

   The **QuickCode** tab opens.
2. Use the **QuickCode Keywords** list to select a **Production Cue keyword** to delete.
3. Click **Remove**.

   An **Alert** opens.
4. Click **Yes** to delete the Production Cue keyword.

   The TemplateEditor deletes the selected keyword from the **QuickCode Keywords** list.

OverDrive NRCS Rundown Playout with QuickShot Production Cue Keywords

When you open an NRCS rundown in OverDrive that contains production cues, OverDrive uses QuickShot Production Cue keywords to insert Shots in the OverDrive rundown for matching production cues in the NRCS rundown. Shots are inserted in the OverDrive in the order that the matching production cues are found in the NRCS rundown.

To insert Shots in an OverDrive rundown using NRCS production Cues

1. In your **NRCS rundown**, insert **production cues** that match **OverDrive Production keywords** at the locations to insert Shots in the OverDrive rundown.

   Complete the following steps to add production cues to a **Ross Video Inception** NRCS rundown:

   a. Log in to your Inception Server.

   b. Open the **running order** that contains the Broadcast stories to add production cues.

   c. Open a **Broadcast** story to add production cues.

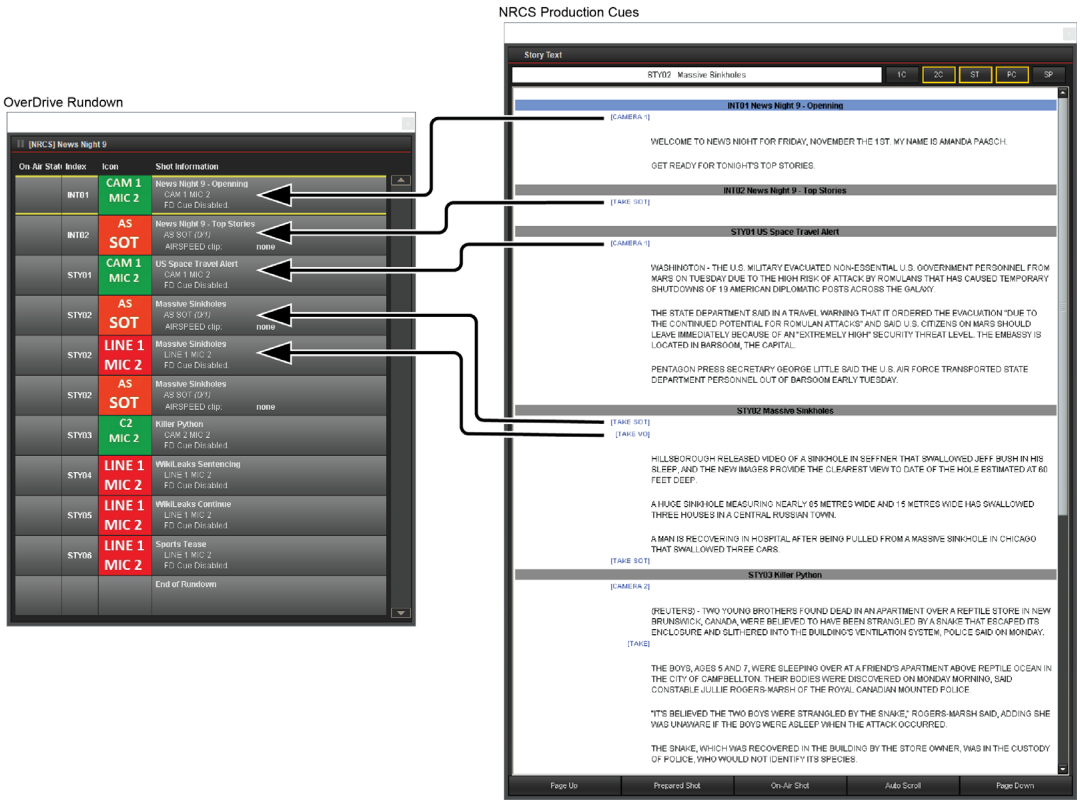
   d. In the **Story Editor** panel, click in the story text at the location to add a production cue.

   e. Use the **Production Cue** list to select the production cue to add to the story. You can also use the hotkey associated with a production cue to add the production cue to the story. Hotkeys only insert the production cues contained in the **Global** group and the group selected from the **Production Cue Group** list.

   Inception adds the text of the selected production cue to the story at the selected location.

2. Use **RundownControl** to open an **NRCS rundown** that contains production cues to insert Shots.

   While opening the selected NRCS rundown, OverDrive matches NRCS production cues with OverDrive Production Cue keywords. When an NRCS production Cue matches an OverDrive Production Cue keyword, OverDrive inserts the Shot assigned to the keyword into the OverDrive rundown.



Fulfill Production Cue Shots with MOS Video Server Clips

Code an NRCS shot to automatically fill MOS Video Server shot into the media item slots available in the OverDrive shot associated with a Production Cue.

NRCS shot selection follows the ordering presentation for NRCS types:

- **Type 1 NRCS** - story content and MOS items are split (Inception).
- **Type 2 NRCS** - MOS items are embedded in the story content (All other OverDrive support NRCSs).

When a Default MOS Template not defined for the MOS Video Server, clips left over from the production cue are not added to the rundown.

Type 1 NRCS Story Coding

The story body content is coded separately from clip/CG/shot information. Ross Video Inception is an example of a Type 1 NRCS. This type of NRCS fills keys from the top of the clip list downwards (**Figure 22.6**).

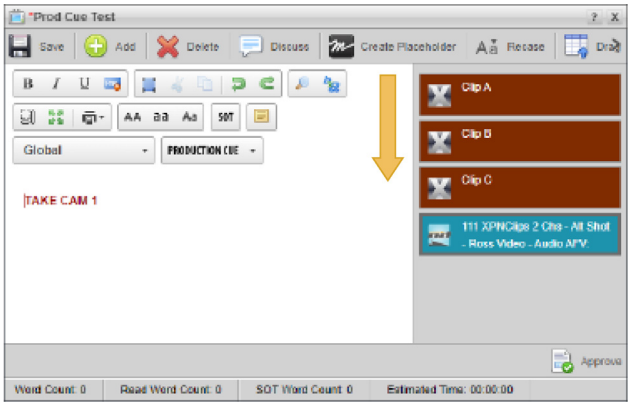


Figure 22.6 Type 1 NRCS Clip Fill Direction Top-Down

Type 2 NRCS Story Coding

The story body content and clip/CG/shot information are coded inline with each other. ENPS, Dalet, iNEWS, and Octopus are examples of a Type 2 NRCS. This type of NRCS fills keys from the bottom of the clip list upwards (**Figure 22.7**).

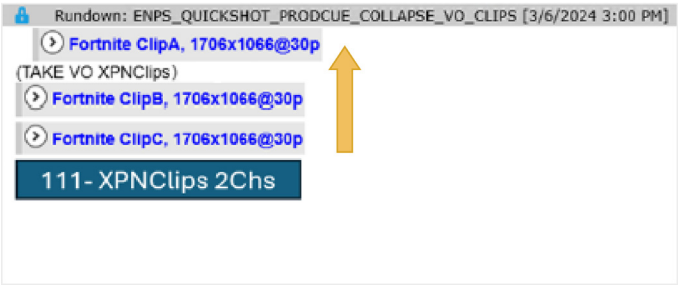


Figure 22.7 Type 2 NRCS Clip Fill Direction Bottom-Up

✶ Production cue shot boundaries are only significant for Type 2 NRCS systems. For Type 1 NRCS systems, OverDrive will consider any unassigned (and compatible, for example: XPression clip for an XPression device) clip when collapsing production cues.

Set Clip Information from the NRCS Rundown

QuickShot also enables QuickShot tags entered in custom NRCS rundown columns to assign clip information for OverDrive NRCS rundown shots.

✶ QuickShot is part of the licensed QuickCode OverDrive feature that is only available for OverDrive NRCS rundowns. If your OverDrive system is not licensed for QuickCode you cannot define QuickShot tags to assign clip information for shots in an OverDrive rundown.

To enable QuickShot tags on an OverDrive system you must configure the following settings and parameters:

- **Add NRCS columns** — in your NRCS, add columns to store clip information for shots.
- **Enable QuickCode** — on the OverDrive Server, enable QuickCode to decode the clip information stored in the QuickShot tag columns of an NRCS rundown.
- **Create Master templates** — in the TemplateEditor, create a Master template for the shots that you want to set clip information from QuickShot tags.

QuickShot Tag NRCS Columns

Any NRCS supported by OverDrive can set clip information for OverDrive NRCS rundown shots. Before you can use an NRCS to set clip information, you must add the number of columns that you require to store clip information in your NRCS as QuickShot tags.

Refer to your NRCS user documentation for instructions on adding columns to the NRCS. The names of the QuickShot tag columns in the NRCS are user defined. After you add the required QuickShot columns to your NRCS, you can use the column names to configure QuickShot on the OverDrive Server.

✶ When editing a rundown in the NRCS, users can enter clip information in any of the QuickShot tag NRCS columns to set clip information for the associated shot in an OverDrive NRCS rundown.

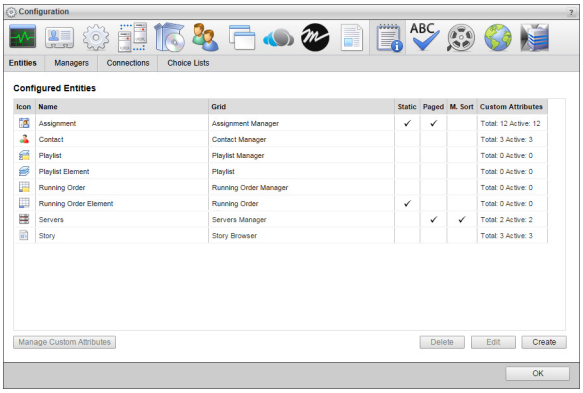
To add QuickShot tag columns to the Ross Video Inception NRCS

1. Log in to your **Inception** server as a **system administrator**.
2. On the main toolbar, click the **Configuration** icon. If the **Configuration** icon is not visible, you are not an administrator and cannot configure the server.

   The **Configuration** window opens.
3. On the **Configuration** window toolbar, click the **Metadata** icon.

   The **Metadata** panel opens.
4. Click the **Entities** tab.

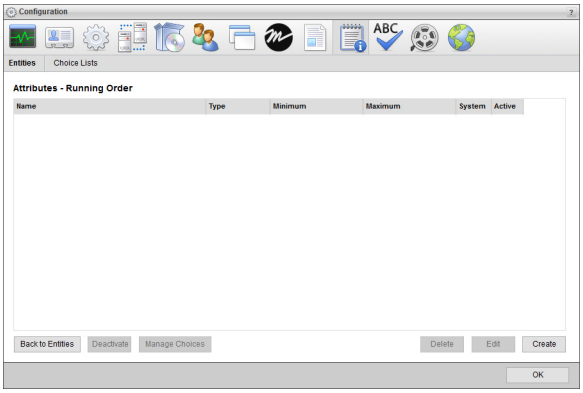
   The **Entities** tab opens.



5. From the **Configured Entities** table, select **Running Order**.

6. Click **Manage Custom Attributes**.

   The **Custom Attributes** page opens for the selected entity.



7. Click **Create**.

   The **Create Attribute** page opens.

8. In the **Name** box, enter `QuickShotC1`.

   The name `QuickShotC1` is an example, feel free to use your own column name.

9. Click in the **Key Name** box automatically enter a key name to use as the identifier for the custom attribute.

✶ You cannot change the **Key Name** of a custom attribute after you save the custom attribute.

10. Use the **Type** list to select **Single-Line String**.
11. In the **Description** box, enter a description for the QuickShot tag column.
12. Click **Save**.

    Inception adds the new custom attribute to the **Custom Attributes** page of the selected entity.

13. If required, repeat step **7** to step **12** to create additional QuickShot tag columns.
14. Click **OK**.

    The **Configuration** window closes.

Enable QuickShot Tags

After adding the QuickShot tag columns to your NRCS, you can use the column names to configure and enable QuickShot tags on the OverDrive Server.

To Configure QuickShot on the OverDrive Server

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

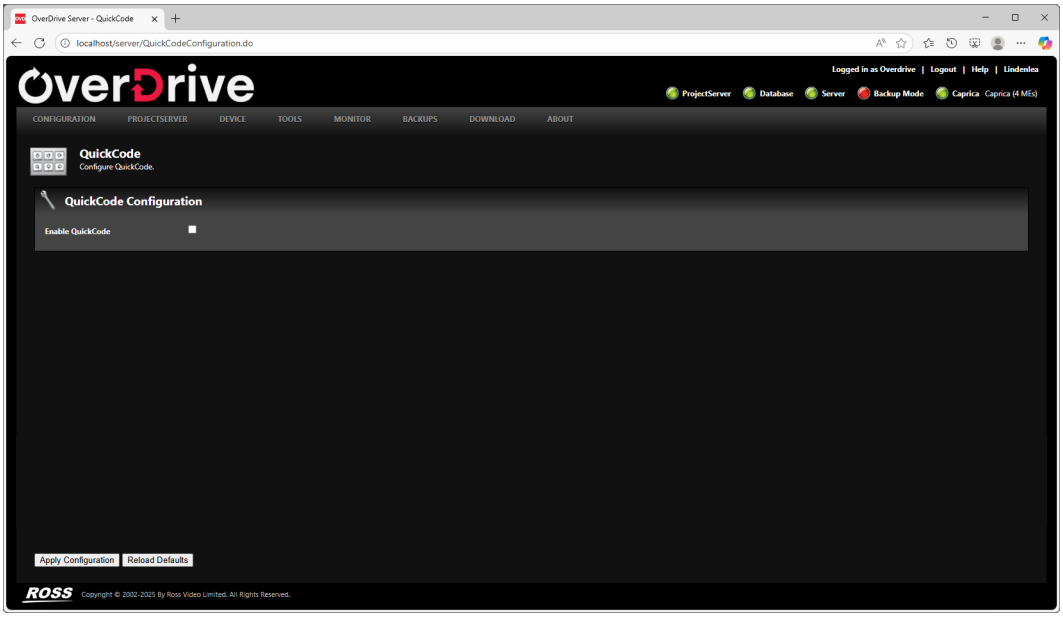
   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

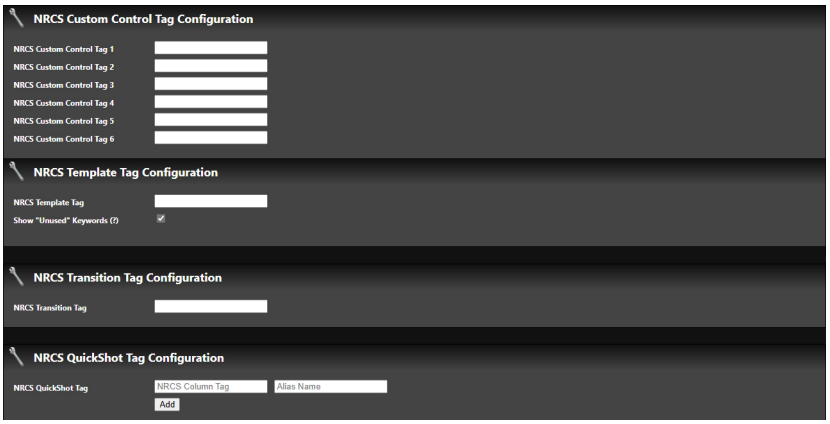
4. Use the **DEVICE** menu to select **QuickCode**.

   The **QuickCode** web page opens.



5. In the **QuickCode Configuration** section, select the **Enable QuickCode** check box.

   The **QuickCode Configuration** displays the QuickCode NRCS tag settings.



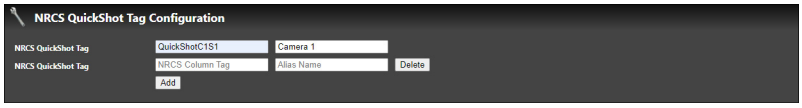
6. In an **NRCS Column Tag** box, enter the name of the NRCS column that you created to store shot information.
7. In the **Alias Name** box, enter the name to display in OverDrive for the NRCS column. For example:

   NRCS Column Tag: `QuickShotC1`

   Alias Name: `Camera 1`

8. When you require an additional **NRCS QuickShot Tag**, click **Add**.

   An additional **NRCS QuickShot Tag** opens below the current tag. You can create up to 450 NRCS QuickShot Tags.



9. When you no longer require an **NRCS QuickShot Tag**, click **Delete** to the right of the **NRCS QuickShot Tag** to delete. You cannot delete the first **NRCS QuickShot Tag**, but you can clear the NRCS Column Tag and Alias Name boxes to remove it.

   OverDrive deletes the selected NRCS QuickShot tag from the **QuickCode Configuration** section.

10. After configuring the required NRCS QuickShot tags, click **Apply Configuration**.

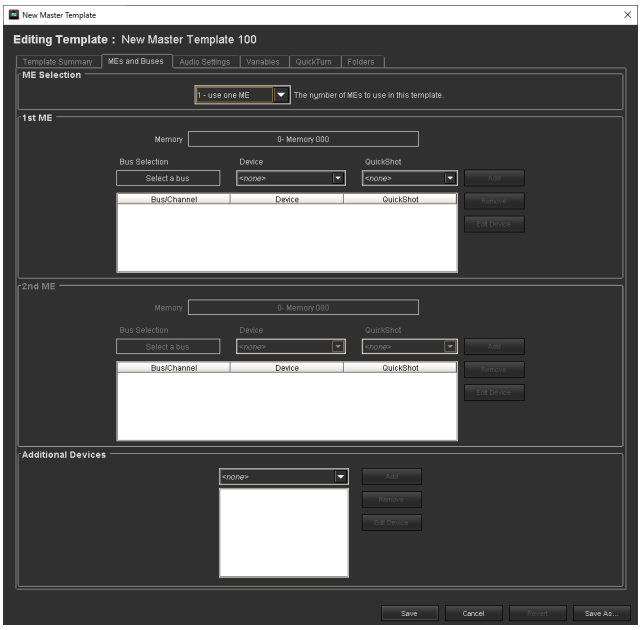
Create a Master Template that uses a QuickShot Tag

After configuring QuickShot on the OverDrive Server, you can add the defined QuickShot tags to a Master template to set clip information from your NRCS.

To create a Master Template to set clip information from a QuickShot tag

1. Use the **TemplateEditor** to create a **Master** template with an **ME** that uses a **camera** device or a **set crosspoint**.
2. After configuring **Template Summary** information in the **New Master Template** dialog box, click the **MEs and Buses** tab.

   The **MEs and Buses** tab opens.

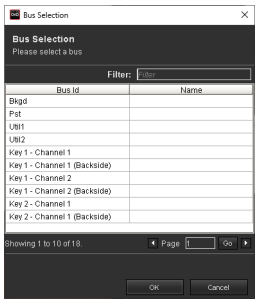


3. In the **ME Selection** section, use the provided list to select the number or type of ME used by shots created with the new Master template.
4. In the **1st ME** or **2nd ME** section, click in the **Memory** box to select the memory to recall for the **ME**.

5. To select the **Bus** to configure for the **ME**, complete the following steps:

   a. Click in the **Bus Select** box.

      The **Bus Selection** dialog box opens.



   b. Use the following methods to view the available buses:

      - **Filter** — enter in this box a portion of the bus ID you are looking for. As you type, the bus list automatically updates to show the buses that contain the entered text. To select the first bus in the list and close the **Bus Selection** dialog box, press the **Enter** key.
      - **Page** — each page of the **Bus Selection** dialog box lists ten buses. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** **Go** icon.

   c. Use the **Bus Id** column to select the bus configure for the **ME**.

   d. Click **OK**.

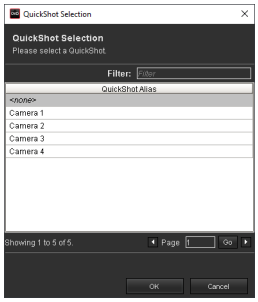
6. Use the **Device** list to select one of the following options:

   - **Camera device** — select the **camera** device to use the clip information in your NRCS to set camera shot information for a shot.
   - **Set Crosspoint** — select this option to use the clip information in your NRCS set a crosspoint for a shot.

7. To select the **QuickShot tag** that will contain the clip information entered in the NRCS for the **ME**, complete the following steps:

   a. Click in the **QuickShot** box.

      The **QuickShot Selection** dialog box opens.



   b. Use the following methods to view the available QuickShot tags:

      - **Filter** — enter in this box a portion of the QuickShot tag name you are looking for. As you type, the QuickShot tag list automatically updates to show the tags that contain the entered text. To select the first QuickShot tag in the list and close the **QuickShot Selection** dialog box, press the **Enter** key.
      - **Page** — each page of the **QuickShot Selection** dialog box lists ten QuickShot tags. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** **Go** icon.

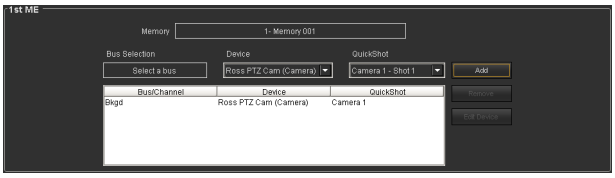
c. Use the **QuickShot Alias** column to select the **QuickShot tag** that will contain the clip information entered in the NRCS.

d. Click **OK**.

The **QuickShot Selection** dialog box closes, and the **QuickShot** box displays the selected QuickShot tag for the ME.

8. Click **Add** to add the configured bus the **ME**.

The **ME** section displays the configured bus, for example:



9. Complete the configuration of your **Master** template, then click **Save**.

OverDrive NRCS Rundown Playout with QuickShot Tags

After creating the NRCS QuickShot tag columns, enabling QuickShot, and creating a Master template to set clip information, you are ready to set clip information in your NRCS. When you open an NRCS rundown in OverDrive with QuickShot enabled, OverDrive uses the QuickShot tags contained in the NRCS QuickCode columns to set clip information for shots that use the Master template that you created for QuickShot.

✶ You can only enter one QuickShot tag for a story. OverDrive applies the entered QuickShot tag to the first shot in a story.

Camera Clip Information

To set camera clip information from your NRCS

1. In your **NRCS**, complete the following steps:

a. Log in to your **NRCS**.

b. Open the **running order** that contains the stories for which you want to set camera clip information.

c. In a story that you want to set clip information for a camera, add the **QuickShot Master template** from **OverDrive** that you created to set camera clip information.

d. In the **QuickShot tag** column used by the **QuickShot Master template**, enter the required clip information for the story. The following examples show the clip information to enter for Ross Video cameras:

- **PTZ** — enter the shot ID.
- **SmartShell Control System** — enter the camera position as follows:

  `:<PresetName>:<Time>`

  Where `<PresetName>` is the name of a preset camera position and `<Time>` is the number of seconds to move the camera to the preset camera position. The `<Time>` setting is optional. When the `<Time>` setting is left out, OverDrive uses the time allocated in the SmartShell control system to move the camera to the preset camera position.

2. Use **RundownControl** to open an **NRCS rundown** that contains **QuickShot tags**.

While opening the selected NRCS rundown, each OverDrive shot that uses the **QuickShot Master template** loads the clip information entered in the **NRCS QuickShot columns** to set clip information for the camera device. When an NRCS QuickShot column is empty, OverDrive uses the camera clip information entered in the OverDrive shot. Changes made to the **QuickShot tag** column in the **NRCS** while a camera is off-air instantly update camera clip information in OverDrive.

Crosspoint Information

To set crosspoints from your NRCS

1. In your **NRCS**, complete the following steps:
   a. Log in to your **NRCS**.
   b. Open the **running order** that contains the stories for which you want to set crosspoints.
   c. In a story that you want to set a crosspoint, add the **QuickShot Master template** from **OverDrive** that you created to set crosspoints.
   d. In the **QuickShot tag** column used by the **QuickShot Master template**, enter the Caprica switcher input number for the story. To list the available Caprica switcher input numbers:
      - In an OverDrive rundown, edit a shot based on a **crosspoint Master template**.
      - Click the **MEs and Buses** tab.
      - For a bus that uses a crosspoint, click **Select** to the right of the **Select a Crosspoint** box.

        The **Select a Crosspoint** dialog box opens displaying the available Caprica switcher input numbers and names.
2. Use **RundownControl** to open an **NRCS rundown** that contains **QuickShot tags**.

   While opening the selected NRCS rundown, each OverDrive shot that uses the **QuickShot Master template** loads the clip information entered in the **NRCS QuickShot columns** to set the crosspoint for the shot. When an NRCS QuickShot column is empty, OverDrive uses the crosspoint entered in the OverDrive shot.

   Changes made to the **QuickShot tag** column in the **NRCS** instantly update crosspoint information in OverDrive.

Override Shot Transitions from the NRCS Rundown

QuickTransition enables you to enter a transition name from the TemplateEditor in a custom NRCS rundown column to override the transition set for the associated OverDrive NRCS Rundown shot.

✶ QuickTransition is part of the licensed QuickCode OverDrive feature that is only available for OverDrive NRCS rundowns. If your OverDrive system is not licensed for QuickCode you cannot use QuickTransition to override the OverDrive NRCS Rundown shot transitions.

To enable QuickTransition on your OverDrive system, you must complete the following configurations:

- **Add the QuickTransition NRCS column** — in your NRCS, add a column to store the transition names to override the transitions set for associated OverDrive NRCS Rundown shots.
- **Enable QuickCode** — on the OverDrive Server, enable QuickCode to access transition names stored in the added QuickTranstion NRCS column.

Add the QuickTransition NRCS Column

Any NRCS supported by OverDrive can be used override the transition set for OverDrive NRCS rundown shots. Before you can use an NRCS to override transitions, you must add a column to store transition names.

Refer to your NRCS user documentation for instructions on adding columns to the NRCS. The name of the QuickTransition column in the NRCS is user defined. After you add the required QuickTransition column to your NRCS, you can use the column to enter a transition name from the TemplateEditor to override the transition set for the associated OverDrive NRCS Rundown shot.

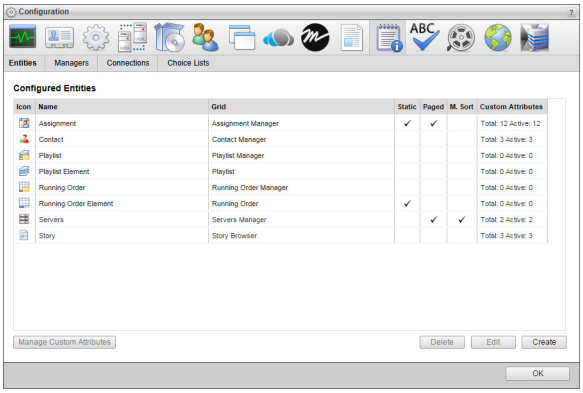
To add the QuickTransition column to the Ross Video Inception NRCS

1. Log in to your **Inception** server as a **system administrator**.
2. On the main toolbar, click the **Configuration** icon. If the **Configuration** icon is not visible, you are not an administrator and cannot configure the server.

   The **Configuration** window opens.
3. On the **Configuration** window toolbar, click the **Metadata** icon.

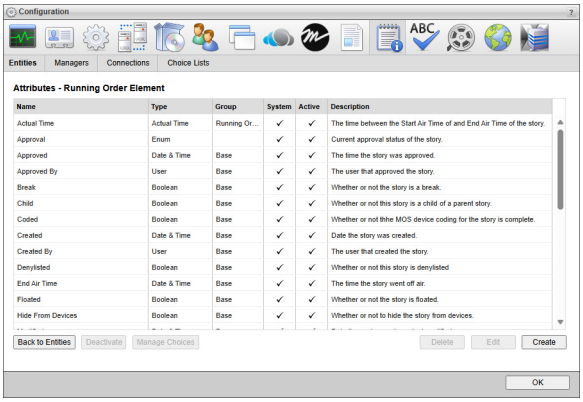
   The **Metadata** panel opens.
4. Click the **Entities** tab.

   The **Entities** tab opens.



5. From the **Configured Entities** table, select **Running Order Element**.
6. Click **Manage Attributes**.

   The **Attributes - Running Order Element** page opens for the selected entity.



7. Click **Create**.

   The **Create Attribute** page opens.
8. In the **Name** box, enter `QuickTransition`.

   The name `QuickTransition` is an example, feel free to use your own column name.
9. Click in the **Key Name** box automatically enter a key name to use as the identifier for the custom attribute.

★ You cannot change the **Key Name** of a custom attribute after you save the custom attribute.

10. Use the **Type** list to select **Single-Line String**.
11. In the **Description** box, enter a description for the QuickTransition tag column.

12. Click **Next**.

    The second **Create Attribute** page opens.

13. Click **Create**.

    Inception adds the new custom attribute to the **Custom Attributes** page of the selected entity.

14. Click **OK**.

    The **Configuration** window closes.

Enable QuickCode

After adding the QuickTranstion column to your NRCS, you must enable QuickCode use the column to access the transition names stored in the column.

To enable QuickShot to use the QuickTransition in your NRCS

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

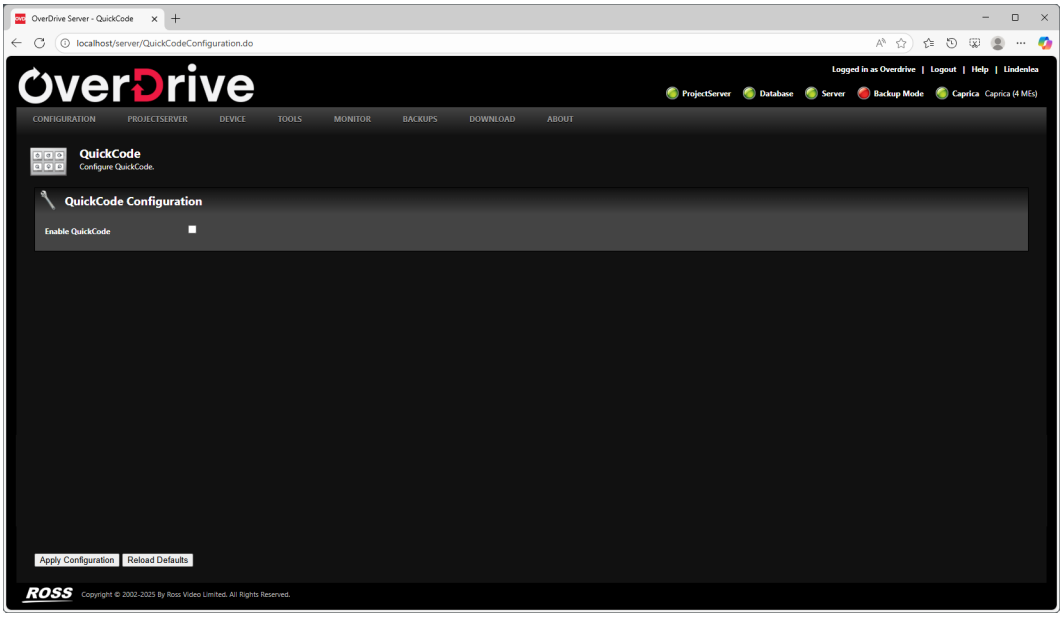
   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

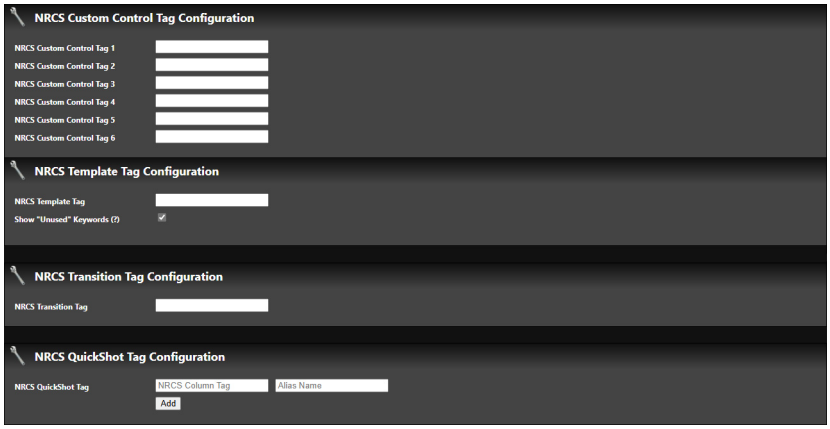
4. Use the **DEVICE** menu to select **QuickCode**.

   The **QuickCode** web page opens.



5. In the **QuickCode Configuration** section, select the **Enable QuickCode** check box.

   The **QuickCode Configuration** displays the **NRCS Transition Tag Configuration** section.



6. In the **NRCS Transition Tag** box, enter the name of the NRCS column that you created to store transition names.
7. Select the **Show "Unused" Keywords** check box to display unused QuickTransition keywords in the **QuickCode** column of the **Rundown** table in **RundownControl**. Clear this check box to hide unused keywords from the **QuickCode** column.
8. Click **Apply Configuration**.

OverDrive NRCS Rundown Playout with QuickTransition

When you open an NRCS rundown in OverDrive that contains transition names in the set QuickTransition column, OverDrive uses the transition names to override the transitions set for the associated OverDrive shots.

To override shot transtions using the QuickTransition NRCS column

1. In your **NRCS rundown**, enter the name of the transition to use for the OverDrive shot in the **QuickTransition** column. Keep in mind the following points when entering transition names:
   - Only enter transition names in the **QuickTransition** column that match the names in the **Transitions** tab of the **TemplateEditor**. For more information about transition templates, refer to the section "**Transition Templates**" on page 10–31.
   - Transition names are not case sensitive.
2. Use **RundownControl** to open an **NRCS rundown** that contains transition names entered in the **QuickTransition** column to override the transitions set for the associated OverDrive shots.

   The **Transition** column updates to display the transitions set in your NRCS. When an entered transition name does not match an existing OverDrive transition, OverDrive will use the default transition.

Play MOS CG Shots

When a MOS CG shot is prepared in the rundown, the clip specified in the shot is loaded into the character generator preview output. When a MOS CG shot is in a red, on-air state, in the rundown the clip specified in the shot is loaded into the character generator program channel output. The location in which to load the clip must be specified, for example, on the CG PST or PGM bus. The load location is specified from the MOS CG Device template, using the Cue Option list.

Paused CG animations are resumed using the special CG Resume Custom Control from the Vision or Acuity switcher. The CG Resume Custom Control can be added to the MOS CG Master template, or a Custom Control button in RundownControl. CG Resume triggers the Continue command for on air shots directly on the CG.

In an OverDrive rundown you can use the timing set in an NRCS story to control MOS CG shots or you can choose to manually control MOS CG shots. The Rundown table uses a pink background to highlight MOS CGs and a Timing column to display CG timings.

✶ To view the CG status reported from an XPression CG device in the rundown **Status** column, you must configure the XPression Thumbnail Server. Refer to the section "**Accessing XPression Thumbnails from RundownControl**" on page 6–29 for information on how to configure an XPression Thumbnail Server.

Legacy MOS CG Master Templates and NRCS Timing

Before you can use NRCS timing to control MOS CG shots that use Master templates created with a version of OverDrive prior to v16.3.2, you must modify the Master template as follows:

1. Select the **Secondary Event** check box for the Master template to create shots as secondary events in the rundown.
2. Use one of the following methods to update the settings in the **NRCS CG AutoRun Custom Controls** section of the Master template:
   - Clear the **Automatically run Custom Controls for the CG if timing information is provided by the NRCS** check box.
   - Select the **Automatically run Custom Controls for the CG if timing information is provided by the NRCS** check box and choose new Custom Controls from the **CG-IN** and **CG-OUT** boxes.

     Do not use Custom Controls that contain the following commands:

     › Simulate GPI special Custom Control command to trigger a GPI-O on the OverDrive system to advance the OverDrive rundown and prepare the next shot (Do Take).

     › CG Take

     › CG Take Offline

For More Information on...

- defining a secondary event MOS CG template, refer to step **11** on page 10-12 of the **To configure summary information for a new Master template** procedure.
- setting NRCS CG autorun Custom Controls, refer to the procedure "**To select the native CG command and Custom Control to automatically run for a MOS CG**" on page 22–58.

Timing Column in the Rundown Table

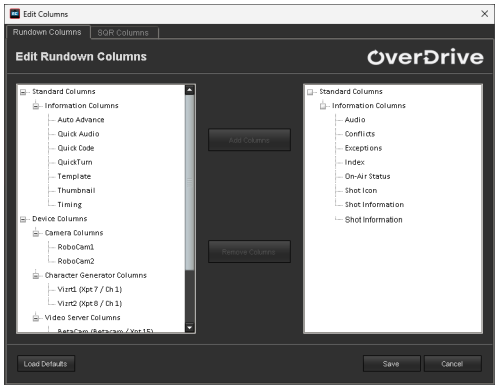
To view MOS CG timing information, you may have to add the Timing column to your Rundown table.

To add the Timing column to the Rundown table in RundownControl

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.
2. Click the **Rundown Columns** tab.

The **Rundown Columns** tab opens.



The available Rundown table columns display in the tree view on the left, and the columns currently displayed in the Rundown table display in the tree view on the right.

3. In the available columns tree view on the left, expand the **Standard Columns** node.
4. In the **Standard Columns** node, expand the **Information Columns** node.
5. In the **Information Columns** node, select the **Timing** column.
6. Click **Add Columns**.

   The **Timing** column moves to the displayed columns tree view on the right.
7. Click **OK**.

   The **Edit Columns** dialog box closes, and the **Timing** column displays in the **Rundown** table.

MOS CG Row Height in the Rundown Table

You can save more MOS CGs in the Rundown table by using short rows to display MOS CG shots. Also, short rows highlight the secondary MOS CG shots that are associated with a primary shot.

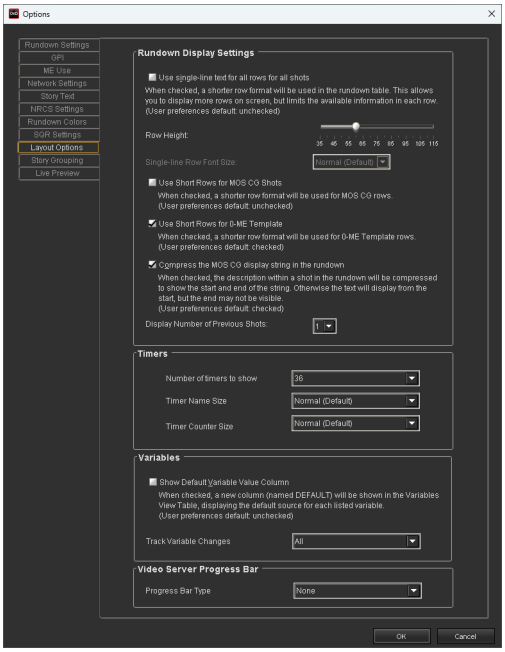
To view MOS CG timing information, you may have to add the Timing column to your Rundown table.

To control MOS CG row height in the Rundown table

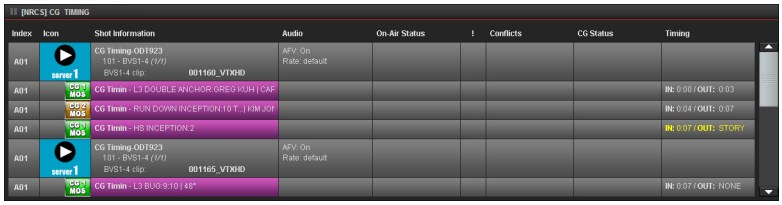
1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.
2. Click the **Layout Options** tab.

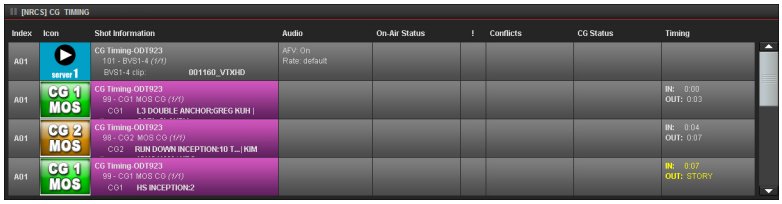
The **Layout Options** tab opens.



3. Select the **Use Short Rows for MOS CG Shots** check box to use a short row height (30 pixels) to display MOS CG shot rows in the **Rundown** table.



Clear this check box to use the row height set by the **Row Height** slider to display MOS CG shots in the **Rundown** table (default: cleared).



4. Click **OK**.

The height of CG rows in the **Rundown** table shrink to 30 pixels. A shorter row height enables the **Rundown** table to display more MOS CG rows but limits the amount of information that a single MOS CG row can display.

NRCS Timing Control of MOS CG Shots

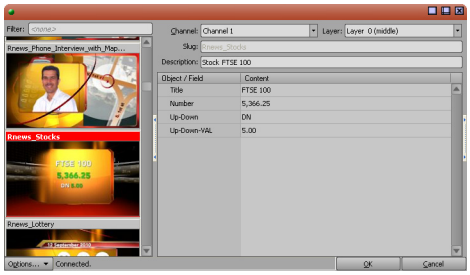
A typical show can contain many CGs, which OverDrive can control using the timing set in the NRCS for the CGs in a shot. Secondary MOS CG shots that contain timing information use the associated primary shot to start the shot timer. When a primary shot goes on air, the shot timer starts running to control the secondary MOS CG shots associated with the primary shot.

Add Timing to CGs Using an NRCS Plugin

When a character generator is part of an OverDrive system, the CG plugin for an NRCS can be used to enter CG timing information in an NRCS story.

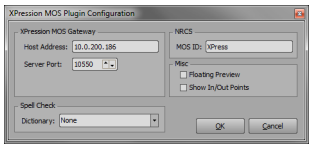
To use the XPression plugin to add a CG for Custom Controls to an NRCS story

1. In the NRCS, open the **XPression** plugin.



2. In the **XPression** plugin, select **Configuration** from the **Options** menu in the lower left corner of the plugin.

   The **XPression MOS Plugin Configuration** dialog box opens.



3. In the **XPression MOS Plugin Configuration** dialog box, select the **Show In/Out Points** check box.
4. Click **OK**.

   The **In Point** and **Duration** boxes are added to the XPression plugin below the **Description** box.
5. In the **XPression** plugin, select from the **Templates** list on the left the preview of the CG template with which to create a CG.
6. Drag the selected template into the NRCS story window.
7. In the **XPression** plugin, enter CG content in the appropriate fields of the template.
8. In the **In Point** box, enter the amount of time from the start of the story at which run the Custom Control associated with **CG-IN** in the OverDrive MOS CG template.
9. In the **Duration** box, enter the amount of time from the **In Point** to wait before running the Custom Control associated with **CG-OUT** in the OverDrive MOS CG template.
10. Click **OK**.

    A Production Command for the defined CG is inserted into the story text.
11. Press **Ctrl+S** to save the story.

    In RundownControl, the new CG is added to the Rundown table as MOS CG shot.

Use NRCS Timing to Control MOS CG Playout

When OverDrive reads a story from an NRCS rundown, it uses the Master templates specified in the story to create shots in the OverDrive rundown. OverDrive associates the MOS CG shots in a story created from a MOS CG Master template set as a secondary event with the shot created from the Master template in the story that precedes the MOS CGs. For more information on defining a secondary event MOS CG template, refer to step **11** on page 10-12 of the **To configure summary information for a new Master template** procedure.

To use NRCS timing to control MOS CGs

1. In **RundownControl**, open an NRCS rundown that contains MOS CG shots with set timings.

   The **Rundown** table displays the selected rundown and highlights the MOS CG shots with a pink background.



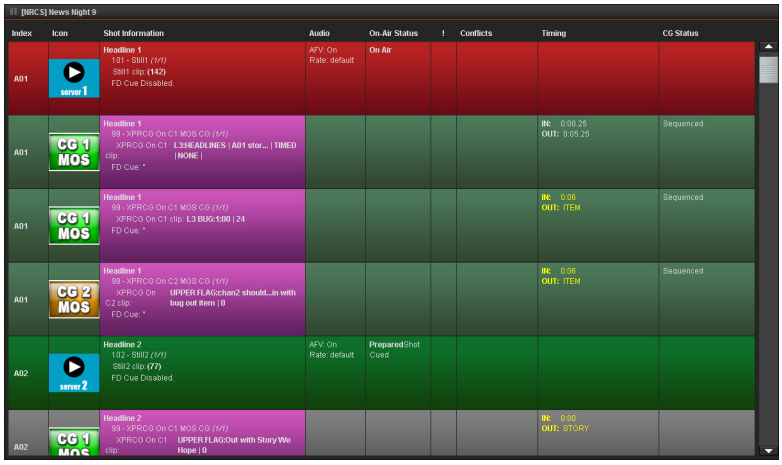
   The **Timing** column displays the set IN and OUT times for a CG. When the timing set for a CG overlaps with another CG, OverDrive displays timings in yellow. To view additional information about a timing overlap, hover the mouse over the yellow times in the **Timing** column of a CG.

2. Use one of the following methods to switch into Playout mode to take the show to air:

   - In the toolbar, click **Play Rundown** .
   - Use the **Playout** menu to select **Play Rundown**.

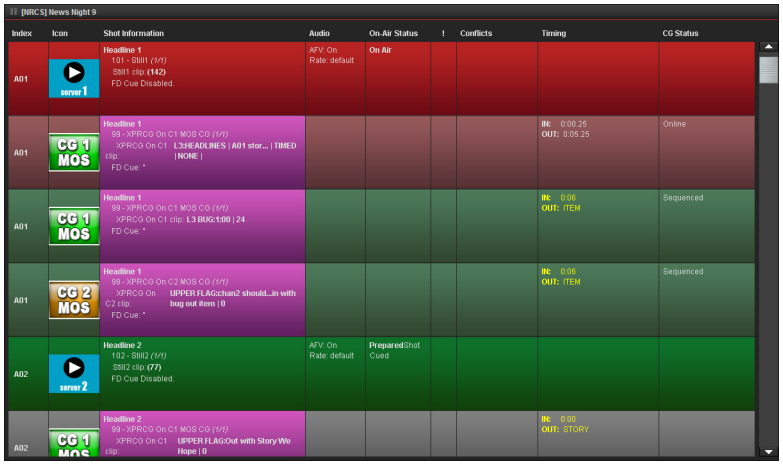
3. Click a **Transition** button in the **Transitions** view to transition through the shots in the rundown.

   When you take a primary shot on air, OverDrive prepares the secondary events associated with the shot and starts a shot timer. A light green background highlights the prepared secondary events and the **Status** column displays the text “Sequenced”.



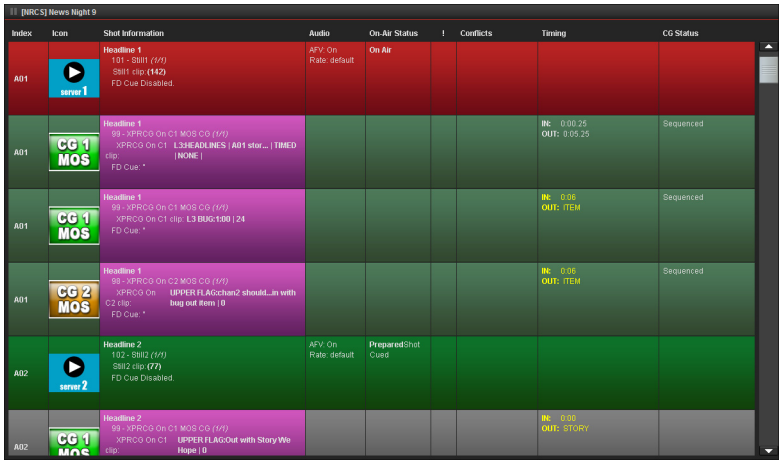
✶ To view the CG status reported from an XPression CG device in the rundown **Status** column, you must configure the XPression Thumbnail Server. Refer to the section “**Accessing XPression Thumbnails from RundownControl**” on page 6–29 for information on how to configure an XPression Thumbnail Server.

OverDrive uses the shot timer to control the secondary event CGs that contain timing information. When the IN time of a CG matches the shot time, OverDrive automatically takes the CG online when. A light red background highlights the online CG or CGs in a shot and the **Status** column displays the text “Online”.



- Changes made to audio variable sources by a secondary event do not change the same audio variable sources for the primary shots that follow the secondary event in the rundown. When the current secondary even and the next primary shot both set the source for the same audio variable, the source set in the secondary event will override the source set in the primary shot. To set the audio variable to the source defined by the primary shot, you must reprepare the primary shot.

When the OUT time of a CG matches the shot time, OverDrive automatically takes the CG offline. A gray background highlights the offline CG or CGs in a shot and the **Status** column displays the text “Offline”.



- Editing a prepared Primary shot reprepares the primary shot, causing the secondary event CGs to lose their state.

4. To manually take a timed CG offline before the OUT time set for the CG, use one of the following methods:
   - Right-click the CG to take offline and then select **Take Offline** from the **Shortcut** menu.
   - Select the CG to take offline and then click the **Take Offline** button in the **CG Control** view.
5. OverDrive displays the text “Paused” in the **Status** column to highlight the currently paused CGs in a rundown. To resume a paused CG, use one of the following methods:
   - Right-click the CG to resume and then select **Resume** from the **Shortcut** menu.
   - Select the CG to resume and then click the **Resume** button in the **CG Control** view.

6. After the last GC in the shot completes, click the **Transition** button to take the prepared shot on air.

   OverDrive does not automatically transition to the next shot in the rundown after the secondary events in a shoot complete.

7. Make sure to take all online CGs offline before you close a rundown.

   Online CGs continue to playout out after you close a rundown.

Transition Before CGs Complete

In some situations, you may need to transition to the prepared shot in the rundown before all the secondary event CGs complete in the on air shot. When transitioning to the prepared shot, OverDrive controls CGs as follows:

- **Offline** — OverDrive clears offline CGs when transitioning to the next shot in the rundown.
- **Online** — OverDrive uses the set **Out Method for Timed CGs** of the MOS CG device template associated with an online CG to determine how to complete the CG when transitioning to the next shot in the rundown. The available methods are as follows:
  - **NONE** — the online CG continues to run, and you must manually take the running CG offline.
  - **ITEM** — OverDrive automatically takes the online CG offline when you transition to the next primary shot in the rundown.
  - **STORY** — OverDrive automatically takes the online CG offline on the next story change. NRCS rundowns use an Index Number or Slug Name to define story changes in the rundown. The OverDrive **Rundown** table **Index** column displays NRCS story index numbers. For example: a persistent lower third "Breaking News" CG goes online at 0:03 of the first camera shot story B01 and remains online during the following VO and TAG shots. When the story changes to B02, the GG goes offline.
- **Played** — OverDrive does not change the state of CGs that have a status of **Played**. It is up to you to manually take played CGs offline. Played CGs that are online remain online after a transition.

Pre-prepare a Primary Shot Without Effecting the Prepared Manual Secondary Event

In some situations, you may want to prepare another primary shot in the rundown without effecting the prepared manual secondary event. The Pre-Prepare command enables you to prepare a primary shot without effecting the prepared manual secondary event. The Rundown table identifies manual secondary events by displaying the text "Manual" in the Timing column instead of an IN and OUT time.

To pre-prepare a primary shot

1. To pre-prepare a selected primary shot in the rundown, right-click the primary shot to pre-prepare and then select **Pre-Prepare Selected** from the **Shortcut** menu. You can also select **Pre-Prepare Selected** through a hot key or switcher event.

   OverDrive sequences the selected primary shot in the rundown and highlights the shot with a light green background. The prepared secondary event, highlighted by a dark green background, remains prepared as the next shot to go on air.

✶ If you select **Pre-Prepare Selected** when there is no prepared secondary event in the rundown, OverDrive prepares the selected shot as the next shot to go on air.

2. To pre-prepare the next primary shot in the rundown, use one of the following methods:

   - Right-click any primary shot in the rundown and then select **Pre-Prepare Next** from the **Shortcut** menu
   - Use the **Playout** menu to select **Pre-Prepare Next**.
   - Select **Pre-Prepare Next** through a hot key or switcher event.

   OverDrive sequences the next primary shot in the rundown and highlights the shot with a light green background. The prepared secondary event, highlighted by a dark green background, remains prepared as the next shot to go on air.

✶ If you select **Pre-Prepare Next** when there is no prepared secondary event in the rundown, OverDrive prepares the next available primary shot or secondary event as the next shot to go on air.

Start CG Timing Hot Key

CG timing starts after a transition completes, but sometimes this start time is too late. The Start CG Timing hot key command enables you to use a hot key to start GG timing at any point during a transition. You can manually trigger your Start CG Timing hot key or you can trigger it as part of a Custom Control transition.

Use the following settings in the Hot Keys panel of the Preferences dialog box to define a Start CG Timing hot key:

- **Category**: Window
- **Name**: Start CG Timing

For More Information on...

- hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.
- defining hot keys, refer to the procedure "**To edit hot keys**" on page 4–17.

Manual MOS CG Control

When a MOS CG does not have NRCS timing information, you must manually transition the CG online and manually take it offline. The Rundown table identifies manual MOS CGs by displaying the text "Manual" in the Timing column instead of an IN and OUT time.

In a rundown, manually controlled CGs can be a primary shot or a secondary event that is part of a primary shot. During rundown playout you control primary shot and secondary event CGs the same way.

To manually control MOS CGs

1. In **RundownControl**, open an NRCS rundown that contains MOS CG shots.

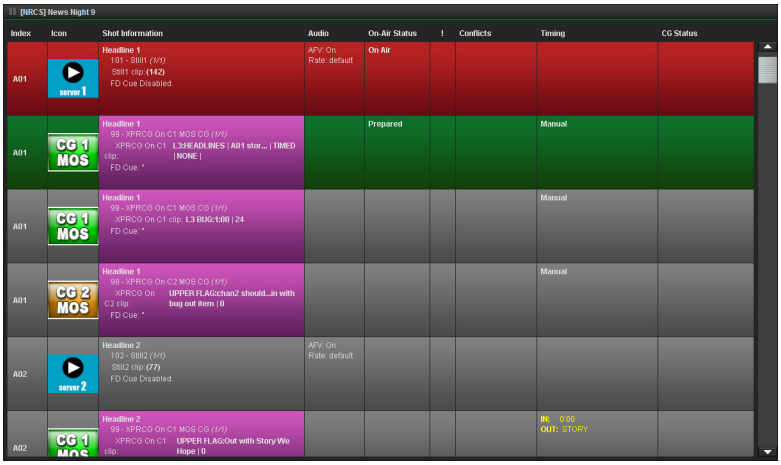
   The Rundown table displays the selected rundown and highlights the MOS CG shots with a pink background. The **Timing** column displays the text "Manual" for manually controlled CGs.

2. Use one of the following methods to switch into Playout mode to take the show to air:

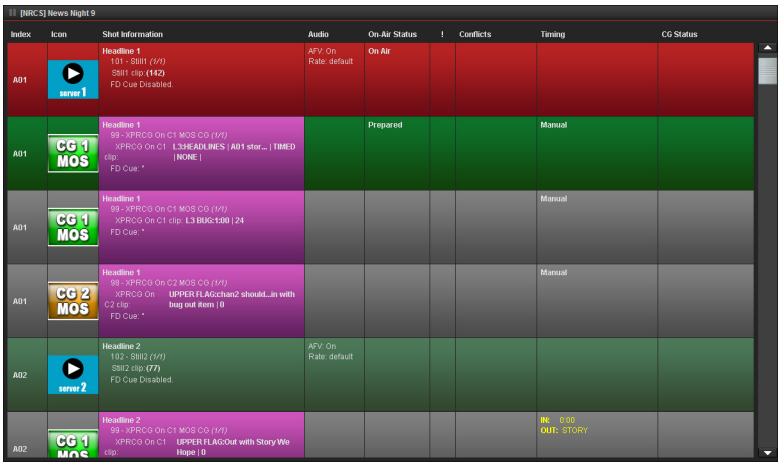
   - In the toolbar, click **Play Rundown** .
   - Use the **Playout** menu to select **Play Rundown**.

3. Click a **Transition** button in the **Transitions** view to transition through the shots in the rundown.

   - **Primary Shot CG** — when the primary shot that precedes a primary shot CG goes on air, OverDrive prepares the CG just like any other primary shot.



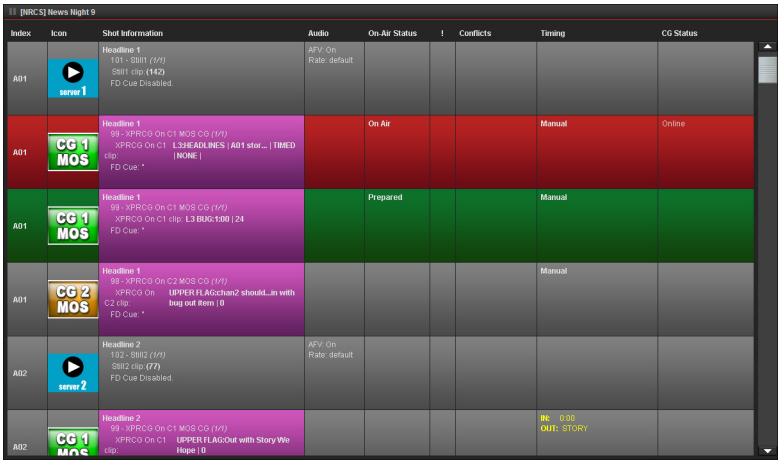
- **Secondary Event CG** — when the primary shot goes on air that contains secondary event manual CGs, the first manual CG prepares. OverDrive sequences the next primary shot in the rundown and highlights the shot with a light green background.



✶ Changes made to audio variable sources by a secondary event do not change the same audio variable sources for the primary shots that follow the secondary event in the rundown. When the current secondary even and the next primary shot both set the source for the same audio variable, the source set in the secondary event will override the source set in the primary shot. To set the audio variable to the source defined by the primary shot, you must reprepare the primary shot.

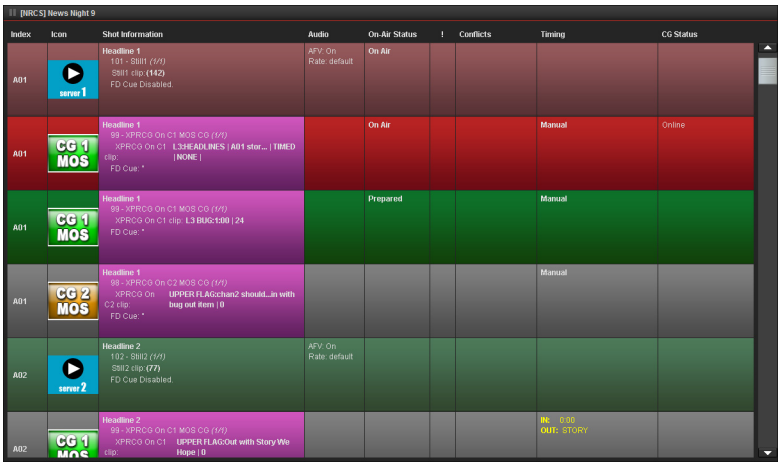
4. Click the **Transition** button to take the prepared CG online and prepare the next CG in the shot or the next shot in the rundown.

   - **Primary Shot CG** — the prepared GC goes on air and the next primary shot prepares.



✶ Editing a prepared Primary shot reprepares the shot, which causes the secondary event CGs to lose their state.

- **Secondary Event CG** — the prepared GC goes on air and the next CG or primary shot prepares. OverDrive changes the background of the on-air primary shot to light red.



5. To take an online CG offline, select the CG to take offline and then click the **Take Offline** button in the **CG Control** view.

   When you take a manually timed CG (No Timing Info) offline from within shot, the **Status** column clears the text “Online”, but the background remains red.

6. To resume a paused CG, select the paused CG and then click the **Resume** button in the **CG Control** view.

   The **Status** column displays the text “Paused” to identify paused CGs in a rundown.

7. After the last GC in the shot completes, click the **Transition** button to take the prepared shot on air.

8. Take to all online CGs offline before you close the rundown.

   Online CGs continue to playout out after you close a rundown.

Toggle MOS CG Timing Control

While playing a rundown you can toggle between using NRCS timing to automatically control timed CGs or using commands to manually control timed CGs. You can toggle CG control at the CG shot, primary shot, story, or rundown level.

To toggle MOS CG timing

1. In **RundownControl**, open an NRCS rundown that contains MOS CG shots.

   The **Rundown** table displays the selected rundown and highlights the MOS CG shots with a pink background. The **Timing** column displays the IN and OUT times for the timed MOS CGs in the rundown.

2. To toggle all the timed CGs in a rundown between timed and manual control, click the **Toggle CG Timing** icon in the main toolbar.

   Timed Control   Manual Control

   The **Timing** column in the **Rundown** table updates as follows:

   - **Timed Control** — when you select to use CG timing to automatically control CGs, the **Timing** column displays IN and OUT times for the CGs.
   - **Manual Control** — under manual control, the **Timing** column displays the text “Manual” for all CGs.

3. To toggle CG timing for a selected CG, right-click the CG to toggle and then select **Toggle CG Timing (Selected CG)** from the **Shortcut** menu. Under manual control, the **Timing** column displays the text “Manual” for the selected CG.

✶ After you toggle the MOS CG timing off for a CG, toggling MOS CG timing back on does not reinstate timing for the CG. The CG remains under manual control. You must retake the primary shot containing the CG to reinstate MOS GC timing.

4. To toggle CG timing for a the CGs in a shot, right-click a CG in the shot to toggle and then select **Toggle Shot CG Timing** from the **Shortcut** menu. Under manual control, the **Timing** column displays the text “Manual” for all the CGs associated with the selected primary shot.

5. To toggle CG timing for a the CGs in a story, right-click a CG in the story to toggle and then select **Toggle Story CG Timing** from the **Shortcut** menu. A story contains the shots that have the same ID, displayed in the **Index** column. Under manual control, the **Timing** column displays the text “Manual” for all the CGs in with the selected story.

Automatically Run Native CG Commands and Custom Controls with MOS CGs

For MOS CG shots you can select a native CG command and a Custom Control to automatically run at when OverDrive triggers a CG-IN, CG-OUT, or CG-RESUME. The commands and Custom Controls to run for a trigger are set in the MOS CG device Master template.

Triggers work with manual or timed CGs, and with primary shot or secondary event CGs. Table 22.4 shows how OverDrive performs triggers under manual and timed CG control.

Table 22.4 OverDrive MOS CG Trigger Actions

Trigger	Manual CG	Timed CG
CG-IN	Click the **Transition** button to take the prepared CG online	NRCS CG IN Time
CG-OUT	Click the **Take Offline** button in the **CG Control** view	NRCS CG OUT Time
CG-RESUME	Click the **Resume** button in the **CG Control** view	Click the **Resume** button in the **CG Control** view

✶ Ross Vision switchers ignore the native Take Offline CG command for the CG-OUT trigger and the native Resume CG command for the CG-RESUME trigger. With Ross Vision switchers, use Custom Controls to take CGs offline or resume CGs.

To select the native CG command and Custom Control to automatically run for a MOS CG

1. In **TemplateEditor**, click the **Master Templates** tab.

   The **Master Templates** tab opens.

2. Use the **Master Template** list to select the **Master** template associated with the CG device that you want to trigger native CG commands and Custom Controls.

3. Click **Edit**.

   The **Editing Template** dialog box opens with the selected Master template.

4. In the **CG Triggering Options** section, set the **CG-IN** options as follows:

   a. Select the **Send Take Online Command** check box to send the **Take Online** CG command to the switcher at the GC-IN trigger, which relays the command to the CG device associated with the Master template.

      Clear the **Send Take Online Command** check box to not send the **Take Online** CG command to the switcher at the GC-IN trigger.

   b. Select the **CG-IN CC** box to select a Custom Control from the **Configure Custom Control** dialog box to automatically run at the **CG-IN** trigger. The **Configure Custom Control** dialog box list displays invalid Custom Controls in **Dark Red**.

   c. In the **Configure Custom Control** dialog box, click **OK**.

      The **Configure Custom Control** dialog box closes, and the CG-IN CC box displays the selected Custom Control.

5. Set the **CG-OUT** options as follows:

   a. Select the **Send Take Offline Command** check box to send the **Take Offline** CG command to the switcher at the GC-OUT trigger, which relays the command to the CG device associated with the Master template.

      Clear the **Send Take Offline Command** check box to not send the **Take Offline** CG command to the switcher at the GC-OUT trigger.

✶ For Ross Vision switchers, clear the **Send Take Offline Command** check box and select the **CG-OUT CC** box to select a Custom Control to take CGs offline (step **b**).

   b. Select the **CG-OUT CC** box to select a Custom Control from the **Configure Custom Control** dialog box to automatically run at the **CG-OUT** trigger. The **Configure Custom Control** dialog box list displays invalid Custom Controls in **Dark Red**.

   c. In the **Configure Custom Control** dialog box, click **OK**.

      The **Configure Custom Control** dialog box closes, and the CG-OUT CC box displays the selected Custom Control.

6. Set the **CG-Resume** options as follows:

   a. Select the **Send Resume Command** check box to send the **Resume** CG command to the switcher at the Resume trigger, which relays the command to the CG device associated with the Master template.

      Clear the **Send Resume Command** check box to not send the **Resume** CG command to the switcher at the GC-Resume trigger.

✶ For Ross Vision switchers, clear the **Send Resume Command** check box and select the **CG-RESUME CC** box to select a Custom Control to resume CGs (step **b**).

   b. Select the **CG-RESUME CC** box to select a Custom Control from the **Configure Custom Control** dialog box to automatically run at the **CG-RESUME** trigger. The **Configure Custom Control** dialog box list displays invalid Custom Controls in **Dark Red**.

   c. In the **Configure Custom Control** dialog box, click **OK**.

      The **Configure Custom Control** dialog box closes, and the CG-RESUME CC box displays the selected Custom Control.

7. In the **Default Duration** box, enter the number of seconds to run a CG when the CG out time is not set in the NRCS.

8. Click **Save** to save Master template property changes and close the **Editing Template** dialog box.

Use the Story Text View

When OverDrive plays an NRCS rundown, the Story Text view automatically displays the story text, production cues, and story presenter tags associated with each shot.

The story text can be advanced through the Story Text view as the rundown advances through shots. While playing an NRCS rundown, keep the following in mind:

- Use the Story Text Filter buttons at the top of the Story Text view to control the amount and format of the story text displayed in the Story Text view.
- Use the Story Text Navigation buttons at the bottom of the Story Text view or the scroll bar to find specific story text.
- Use the Auto Scroll button to toggle on and off the automatic scrolling of story text in the Story Text view.

For More Information on...

- using the Story Text view**, r**efer to the section "**Story Text View**" on page 11–43.

Multiple-Client Playout

RundownControl clients installed on individual OverDrive computers can be configured to connect to the same OverDrive MOS Gateway and OverDrive Server. Each RundownControl client in a multiple-client OverDrive system can access the same rundowns, but only one RundownControl client at any time can play a rundown. When a RundownControl client takes a rundown to air, it enters Playout mode and becomes the Control client.

Other RundownControl clients in the OverDrive system can enter Monitor mode to follow the progress of the currently playing rundown in the Rundown table and add, edit, or delete a QuickRecall in the QuickRecalls view. Clients in Monitor mode cannot control the playout of the rundown. At any time, a RundownControl client in Monitor mode can exit Monitor mode and return to Edit mode. The rundown cannot be taken to air until the Control client exits Playout mode, or the Control Playout command is used to gain playout control. The Control Playout command enables a RundownControl client in Monitor mode to take control of rundown playout from the current Control client.

✶ When you take control of a RundownControl client during the playout of a timed sequence of MOS CG shots, you will lose CG timing. To recover, right-click a CG in the shot to toggle and then select Toggle Shot CG Timing from the Shortcut menu. After toggling CG timing to manual, use Take Offline button in the CG Control view to manually take CGs offline.

Control Mode

When there are no rundowns currently playing and a RundownControl client enters Playout mode, it immediately becomes the Control client for the open rundown. When a RundownControl clients is in Control mode the Control Playout command is disabled in the Playout menu.

To enter Playout mode as the Control client for a rundown

1. On an OverDrive computer in a multiple-client OverDrive system, use RundownControl to open a rundown that is not being played.
2. Start playing the rundown.

   RundownControl enters Playout mode as the Control client for the rundown. Starting rundown playout automatically prepares the first shot in the rundown.

To take control of rundown playout from the Control client

1. On an OverDrive computer in the same multiple-client OverDrive system as the Control client, start RundownControl.
2. In RundownControl, open the same rundown being played by the Control client.
   - Start playing the rundown.

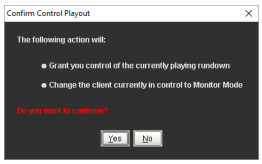
   The **Play Rundown** dialog box opens.



3. Click **Yes**.

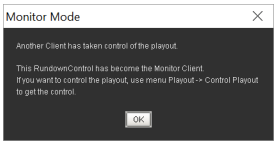
   RundownControl enters Monitor mode and starts following rundown playout in the Rundown table as the Control client prepares and takes shot to air.
4. Select **Playout** > **Control Playout**.

   The **Confirm Control Playout** dialog box opens.



5. Click **Yes**.

   Playout control transfers from the Control client to the current RundownControl client. The RundownControl client that was in Monitor mode becomes the Control client and enters Playout mode. The previous Control client enters Monitor mode, and a **Message** dialog box opens to explain the change of playout control.



For More Information on...

- playing through rundowns in RundownControl, refer to the section "**To play an OverDrive Rundown**" on page 22–4.

Monitor Mode

When RundownControl is in Monitor mode, the Rundown table displays the progress of the rundown as the Control client prepares and takes shots to air. Stopping rundown playout returns RundownControl to Edit mode, which enables RundownControl to open and edit other rundowns.

✶ Clients in Monitor mode can add, edit, and delete QuickRecalls in the QuickRecalls view.

To enter Monitor mode after a Control client takes a rundown to air

1. In your OverDrive system, verify that the OverDrive MOS Gateway is running.

   Without the OverDrive MOS Gateway running, monitoring RundownControl clients cannot display changes to shots or QuickRecalls.

2. On an OverDrive computer in the same multiple-client OverDrive system as the Control client, start RundownControl.

3. In RundownControl, open the same rundown being played by the Control client.

4. Start playing the rundown.

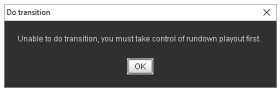
   The **Play Rundown** dialog box opens.



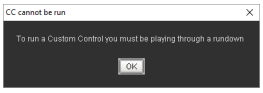
5. Click **OK**.

   RundownControl enters Monitor mode and starts following rundown playout in the Rundown table as the Control client prepares and takes shot to air.

   When a RundownControl client in Monitor Mode tries to advance the rundown, the following alert opens:



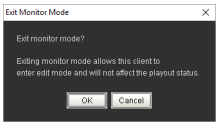
   When a RundownControl client in Monitor Mode tries to run a Custom Control, the following alert opens:



To exit Monitor mode on a Monitor client

1. In the RundownControl client running in Monitor mode, stop playing the rundown.

   The **Confirm Rundown Stop** dialog box opens.



2. Click **OK**.

   The rundown progress from the Control client is no longer displayed in the Rundown table and RundownControl switches to Edit mode.

3. Close the current rundown to open and edit other rundowns.

Disable Camera and Audio Mixer Control

When required, OverDrive and switcher control of specific cameras and/or the audio mixer can be turned off. Disabling OverDrive and switcher control enables the control of a camera or the audio mixer to be handed over to a live operator.

To disable OverDrive and switcher control of cameras

1. In **RundownControl**, use the **Tools** menu to select **Playout Configuration**.

   The **Playout Configuration** dialog box opens. The **Camera Use** tab lists the camera devices created in **TemplateEditor**.



2. In the **Camera Use** table, clear the check box to the right of the camera to no longer control from OverDrive and the switcher. To disable OverDrive and switcher control of all listed cameras, click **Disable All**.

   Select the check box associated with a camera to return camera control to OverDrive and the switcher. Click **Enable All** to restore OverDrive and switcher control to all listed cameras.

3. Click **OK**.

   Camera control updates and the **Playout Configuration** dialog box closes.

For More Information on...

- the effects of disabling a camera, refer to the section "**The Effect of Disabling Control**" on page 22–65.

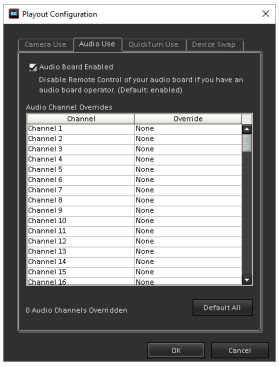
To disable OverDrive and switcher control of the audio mixer

1. In **RundownControl**, use the **Tools** menu to select **Playout Configuration**.

   The **Playout Configuration** dialog box opens.

2. Click the **Audio Use** tab.

   The **Audio Use** tab opens with a list of the available audio channel from the connected audio mixer.



3. Clear the **Audio Board Enabled** check box to disable OverDrive and switcher control of the audio mixer and switch control of the audio mixer to a live operator.

   Select the **Audio Board Enabled** check box to return audio mixer control to OverDrive and the switcher.

4. Click **OK**.

   Audio mixer control updates and the **Playout Configuration** dialog box closes.

For More Information on...

- the effects of disabling audio mixer control, refer to the section "**The Effect of Disabling Control**" on page 22–65.

Override Audio Channels

An audio channel can be overridden with another audio channel. Overriding an audio channel is a quick and easy method of accessing a back up audio channel.

For example, a microphone on channel A is used in several templates and channel B, which is not used in any templates, is setup as a backup microphone for channel A. If an audio check determines that channel A is not working, channel B can be overridden by channel A. Now, every time channel A is used by a template, channel B is automatically used instead channel A.

To override audio channels

1. In **RundownControl**, select **Tools** > **Playout Configuration**.

   The **Playout Configuration** dialog box is opens.

2. Click the **Audio Use** tab.

   The **Audio Use** tab opens with a list of the available audio channel from the connected audio mixer.

3. In the **Channel** column of the **Audio Channel Overrides** table, select the audio channel to receive audio commands sent to the overridden channel.

4. In the row of the **Override** column associated with the selected channel, use the list to select the channel to override. Select **None** to remove a channel override or click **Default All** to remove all channel overrides.

   When an override is defined, channels work as follows:

   - Audio commands directed to the channel in the **Override** column are sent to the audio mixer on the channel in the **Channel** column. For example: when the **Channel** column displays **Channel 6** and the **Override** column displays **Channel 1**, audio commands directed to **Channel 1** are sent the audio mixer on **Channel 6**.
   - Changes made on the audio mixer to the channel in the **Override** column are applied in OverDrive and on the switcher to the channel in the **Channel** column. For example: when the **Channel** column displays **Channel 6** and the **Override** column displays **Channel 1**, changes made on the audio mixer to **Channel 6** are applied in OverDrive and on the switcher to **Channel 1**.
   - Changes made in OverDrive or on the switcher to the channel in the **Override** column are ignored and not sent to the audio mixer.
   - Changes made on the audio mixer to the channel in the **Channel** column are ignored by OverDrive and the switcher.

   When a channel is overridden, **Overridden** is displayed in the associated **Override** column. Overridden channels cannot be used to override another channel.

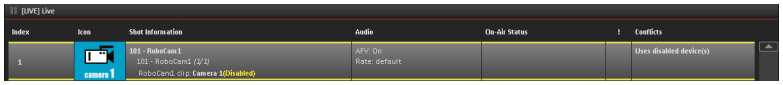
5. Click **OK**.

   The defined audio channel overrides are set and the **Play Config** dialog box closes.

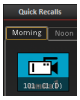
The Effect of Disabling Control

In OverDrive, disabled devices are labeled with the text “(Disabled)”. Disabled devices are found in the following dialog boxes:

- **RundownControl** — The “(Disabled)” label highlights the shots in the Rundown table that contain disabled devices.

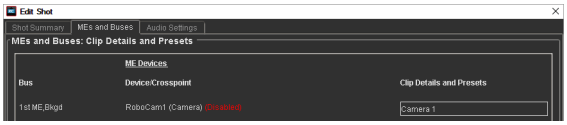


- **Quick Recall** — The “(D)” label is added to the title of Quick Recall buttons that contain disabled devices.\



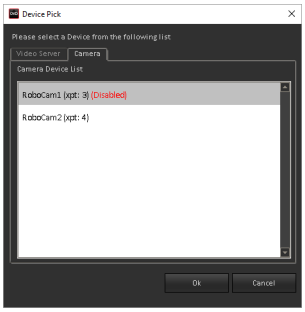
  Yellow or red Quick Recall buttons do not take into account disabled devices.

- **Shot Edit** — When editing a shot, disabled devices are labeled in the MEs and Buses tab of the Edit Shot dialog box. Clip information remains editable to so that rundowns can be built with shots that contain disabled devices. Although a device is currently disabled, it may become enabled during a show.



  Since clip information is not used for disabled devices, the Shot Edit dialog box does not open when a Quick Recall button is clicked that only contains disabled devices.

- **DirectControl** — Disabled cameras are labeled in the Device Pick dialog box. If a disabled camera is selected, the controls in the camera interface can not be used to control the selected camera.



Cameras Disabled Notes

When disabling OverDrive and switcher control of a camera, keep in mind the following:

- OverDrive and the switcher have no control over disabled cameras.
- In most instances, live operators takeover control of disabled cameras.
- OverDrive continues to assign crosspoints for disabled cameras in the rundown.
- Disabled cameras are still assigned on the switcher as specified, but they are only available for manual control without interference from OverDrive or the switcher.
- Disabled cameras are not cued.
- Disabled cameras are not moved on air.
- Customs that affect the disabled cameras do not work.
- When a device contained in a prepared shot is re-enabled, the clip associated with the shot is not re-cued. The shot must be manually reprepare in order to re-cue the clip. Clips in the shots that follow the current prepared shot are re-cued if cue-in-advance is enabled.

Audio Mixer Disabled Notes

When disabling OverDrive and switcher control of the audio mixer, keep in mind the following:

- OverDrive has no control over the audio mixer.
- In most instances, live operators takeover control of the audio mixer.
- No audio follow video on the switcher.
- OverDrive and the switcher continue to read status from the audio mixer.
- The Current Audio View view in the DirectControl Audio panel continues to show the levels of the active faders on the audio mixer.
- The Next Audio View view in the DirectControl Audio panel remains blank.
- Audio Custom Control buttons remain active, but the other DirectControl Audio panel controls are disabled.

Add Audio Channels from the NRCS Rundown

QuickAudio enables keywords entered in a column of the NRCS rundown to enable additional audio channels and to set the source of audio variables for shots in an OverDrive NRCS rundown.

✶ QuickAudio is only available for OverDrive NRCS rundowns.

To enable QuickAudio on an OverDrive system you must configure the following settings and parameters:

- **Add an NRCS column** — in your NRCS, add a column to store the keyword that specifies the definition of the audio channel to enable for a shot in the OverDrive rundown.
- **Enable QuickAudio** — on the OverDrive Server, enable QuickAudio to decode keywords stored in a specific column of an NRCS rundown.
- **Define QuickAudio keywords** — in the TemplateEditor, define a keyword that contains the definition of an audio channel to enable for a shot in the OverDrive rundown.
- **QuickAudio RundownControl Column** — in RundownControl add the QuickAudio column to display the keywords from the NRCS rundown that added additional audio channels to an OverDrive shot.

QuickAudio NRCS Column

Any NRCS supported by OverDrive can enable audio channels and set the source of audio variables for shots in an OverDrive NRCS rundown. Before you can use an NRCS to control audio in a shot, you must add a column to your NRCS to hold the keywords that specify the definition of the audio channels to enable and audio variables define.

Refer to your NRCS user documentation for instructions on adding a column to the NRCS. The name of the QuickAudio column in the NRCS is user defined. After you add a QuickAudio column to your NRCS, use the column name to configure QuickAudio on the OverDrive Server.

NRCS users can enter one or more keywords in the QuickAudio NRCS column to enable audio channels for the shot in an OverDrive NRCS rundown. When entering more than one keyword in the QuickAudio column, use one of the following characters as a delimiter between keywords:

- ; — semi-colon
- , — comma
- / — slash

✶ Always use the same character to delimit multiple keywords entered in the QuickAudio column.

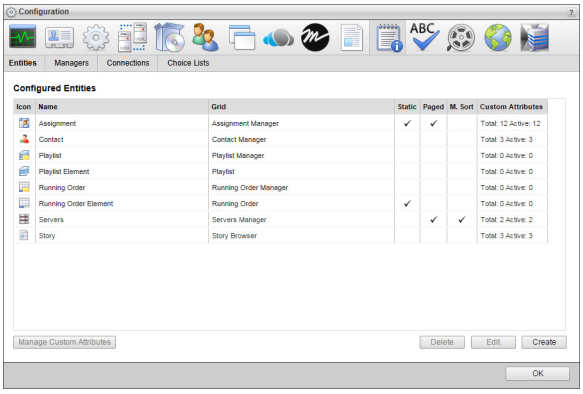
To add a QuickAudio column to the Ross Video Inception NRCS

1. Log in to your **Inception** server as a **system administrator**.
2. On the main toolbar, click the **Configuration** icon. If the **Configuration** icon is not visible, you are not an administrator and cannot configure the server.

   The **Configuration** window opens.
3. On the **Configuration** window toolbar, click the **Metadata** icon.

   The **Metadata** panel opens.
4. Click the **Entities** tab.

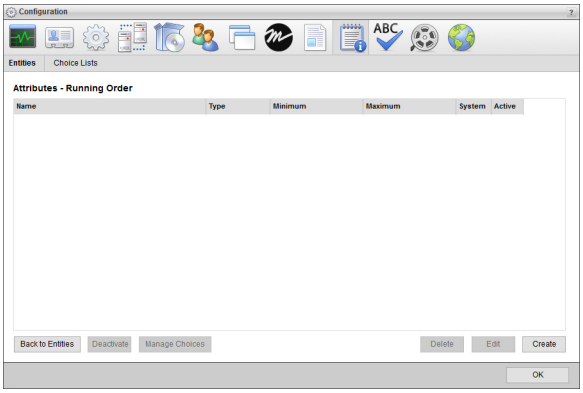
   The **Entities** tab opens.



5. From the **Configured Entities** table, select **Running Order**.

6. Click **Manage Custom Attributes**.

   The **Custom Attributes** page opens for the selected entity.



7. Click **Create**.

   The **Create Attribute** page opens.

8. In the **Name** box, enter `QuickAudio`.

9. Click in the **Key Name** box automatically enter a key name to use as the identifier for the custom attribute.

✶ You cannot change the **Key Name** of a custom attribute after you save the custom attribute.

10. Use the **Type** list to select **Single-Line String**.

11. In the **Description** box, enter a description for the QuickAudio column.

12. Click **Save**.

    Inception adds the new custom attribute to the **Custom Attributes** page of the selected entity.

Enable QuickAudio

After adding a QuickAudio column to your NRCS, you can use the column name to configure and enable QuickAudio on the OverDrive Server.

To Configure QuickAudio on the OverDrive Server

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

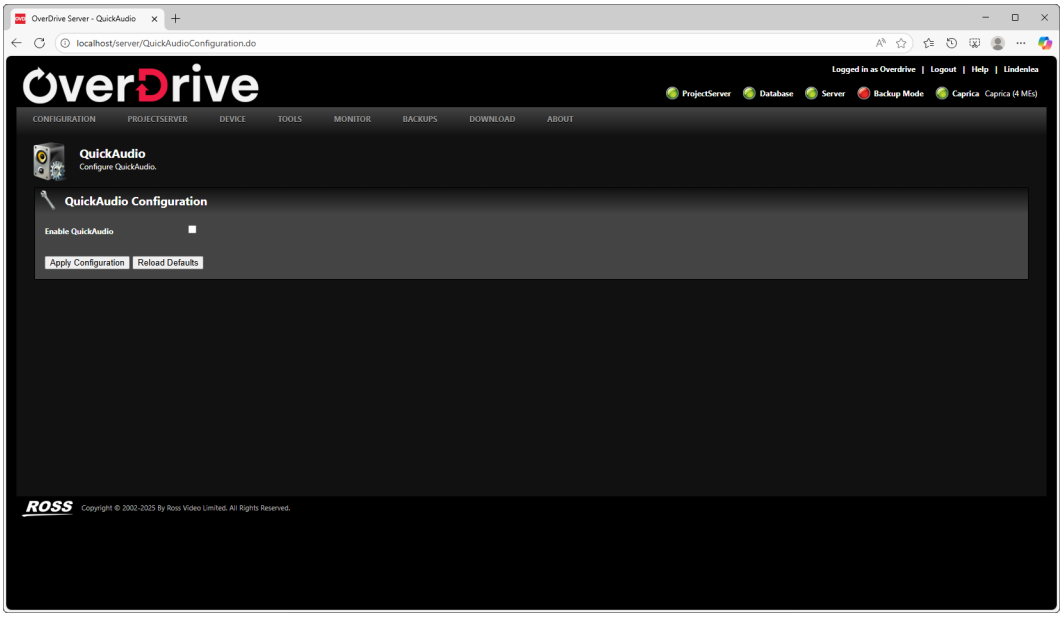
   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

4. Use the **DEVICE** menu to select **QuickAudio**.

   The **QuickAudio Configuration** web page opens.



5. In the **QuickAudio Configuration** section, select the **Enable QuickAudio** check box.
6. In the **NRCS Column MOS Tag** box, enter the name of NRCS column that contains the QuickAudio keywords that specify the definition of the audio channels to enable for a shot in the OverDrive rundown. The name of the NRCS column is case sensitive.
7. Use the **Value Delimiter** list to select the character that splits multiple keywords entered in the QuickAudio column. The available delimiter characters are as follows:
   - **;** — semi-colon
   - **,** — comma
   - **/** — slash
   - **All** — use all of the characters in the **Value Delimiter** list to split keywords.
8. Click **Apply Configuration**.

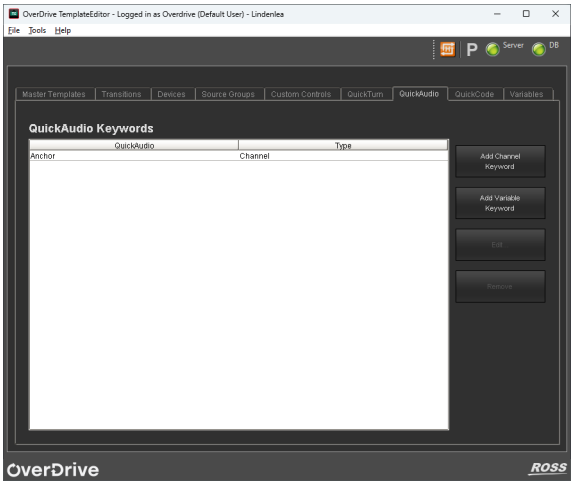
Add Keywords to Define Audio Channels

After configuring QuickAudio on the OverDrive Server, you can add keywords that define audio channels to add to or modify for a shot. During the playout of an OverDrive NRCS rundown, OverDrive receives keywords from the NRCS QuickAudio column. OverDrive uses the audio channel definition associated with the keyword to enable an audio channel for the shot.

To add a QuickAudio channel keywords

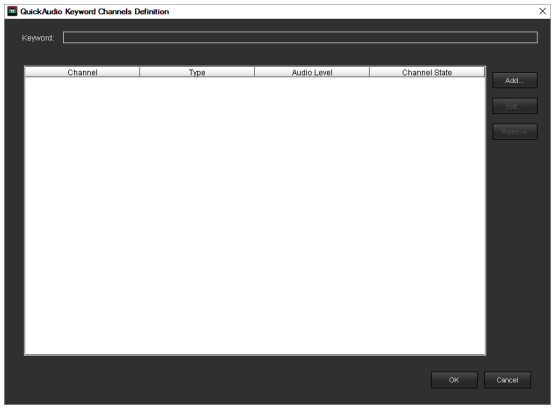
1. Use one of the following methods to start **TemplateEditor**:
   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.
2. In the **TemplateEditor**, click the **QuickAudio** tab.

The **QuickAudio** tab opens.



3. Click **Add Channel Keyword**.

   The **QuickAudio Keyword Channels Definition** dialog box opens.

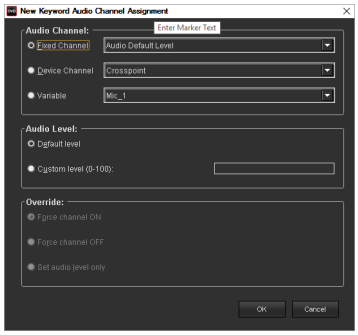


4. In the **Keyword** box, enter the keyword name for the audio channel definitions.

   Keyword names can only contain alphanumeric, space, dash, period, colon, and round bracket characters. The length of a keyword name can be up to 255 characters. Keyword names are not case sensitive.

5. Click **Add**.

   The **New Keyword Audio Channel Assignment** dialog box opens.



6. In the **Audio Channel** section, select one of the following options to choose the audio channel to enable for the keyword:

   - **Fixed Channel** — enable an audio mixer channel. Use the list to the right to select the audio channel mixer to enable. Select **Audio Default Level** to set all audio channels to the default audio level, except the channels with explicitly set audio levels.
   - **Device Channel** — enable an audio channel associated with a device. Use the list to the right to select the device from which to enable an audio channel. This list contains devices from the Master template.
   - **Variable** — enable an audio channel associated with an audio variable. Use the list to the right to select the audio variable associated with the audio channel to enable. This list contains the audio variables from the **Variables** tab of the **TemplateEditor**.

7. Select one of the following **Audio Level** options to set the audio level at which to enable the **Audio Channel** selected for the keyword:

   - **Default Level** — enable the audio channel at the default audio level set for the channel.
   - **Custom Level** — set the audio level at which to enable the audio channel. Use the box to the right to enter the custom audio level (0-100) for the channel.

8. Select one of the following **Override** options to control the **Audio Channel** selected for the keyword:

   - **Force Channel ON** — force the audio channel on at the set level when the shot transitions to air.
   - **Force Channel OFF** — force the audio channel off when the shot transitions to air. The set audio channel level is used when the channel is later turned on; for example, from DirectControl.
   - **Set Audio Level Only** — add the audio channel to the shot. The channel is only on when it is part of AFV.

   Override options are not available when **Audio Default Level** is selected for the **Audio Channel**.

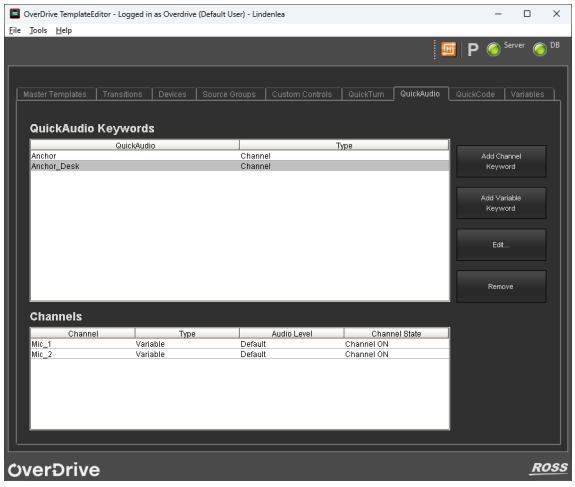
9. Click **OK**.

   The **New Keyword Audio Channel Assignment** dialog box closes, and the TemplateEditor adds the new audio channel assignment to the list in the **QuickAudio Keyword Channels Definition** dialog box.

10. To create an audio channel group for a keyword, click **Add** to add additional audio channels to the current keyword. Follow step **5** to step **9** in this procedure to add an audio channel to the keyword audio channel group.

11. After you finish adding audio channels to the keyword audio channel group, click **OK**.

    The **QuickAudio Keyword Channels Definition** dialog box closes, and the TemplateEditor adds the new keyword to the **QuickAudio Keywords** list in the **Variables** tab. The **Channels** list displays the channels assigned to the keyword selected in the **QuickAudio Keywords** list.



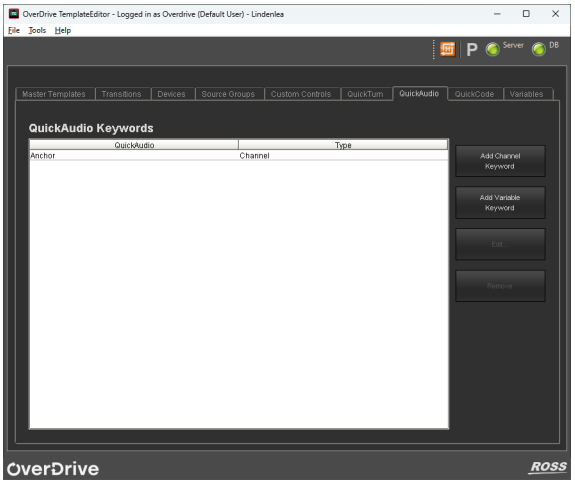
Add Keywords to Set Audio Variable Sources

You can also add keywords that set the source of an audio variable in a shot. During the playout of an OverDrive NRCS rundown, OverDrive receives keywords from the NRCS QuickAudio column. OverDrive uses the source set for the audio variable associated with the keyword to enable an audio channel for the shot.

To add a QuickAudio variable keywords

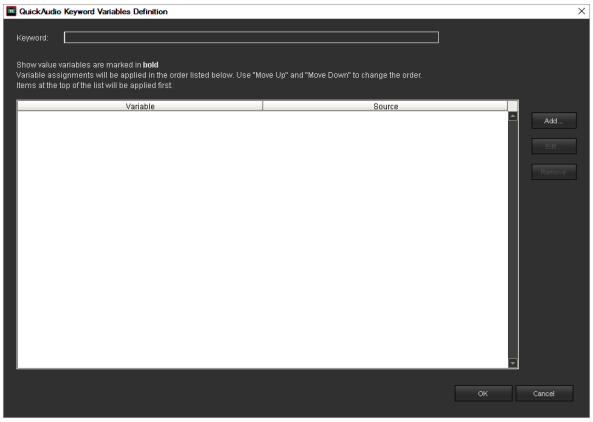
1. Use one of the following methods to start **TemplateEditor**:
   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.
2. In the **TemplateEditor**, click the **QuickAudio** tab.

   The **QuickAudio** tab opens.



3. Click **Add Variable Keyword**.

   The **QuickAudio Keyword Variables Definition** dialog box opens.

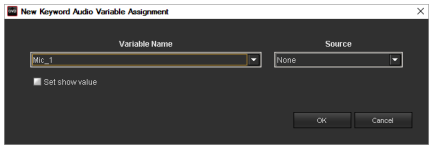


4. In the **Keyword** box, enter the keyword name for the audio variable definitions.

   Keyword names can only contain alphanumeric, space, dash, period, colon, and round bracket characters. The length of a keyword name can be up to 255 characters. Keyword names are not case sensitive.

5. Click **Add**.

   The **New Keyword Audio Variable Assignment** dialog box opens.



6. Use the **Variable Name** list to select the audio variable for which to set a source.

   You can only select unassigned audio variables from the **Variable Name** list.

7. Use the **Source** list to select the audio source to associate with the selected audio variable. The available sources are as follows:

   - **None** — no source.
   - **Default** — the default source set for the audio variable.
   - **Show** — the source set for the variable Show value for the variable.
   - **Channel #** — a selected audio channel number.

8. To set the variable **Show** value to the source selected for the audio variable when OverDrive uses the audio variable in a shot or a variable preset button, select **Set show value** check box.

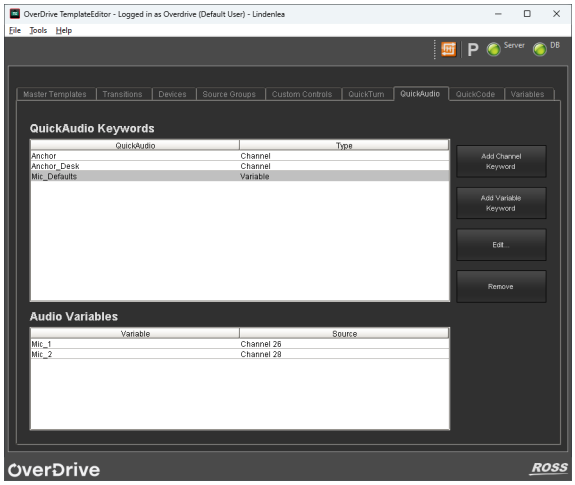
9. Click **OK**.

   The **New Keyword Audio Variable Assignment** dialog box closes, and the TemplateEditor adds the new audio variable assignment to the list in the **QuickAudio Keyword Variables Definition** dialog box.

10. To create an audio variable group for a keyword, click **Add** to add additional audio variables to the current keyword. Follow step **5** to step **9** in this procedure to add an audio variable to the keyword audio variables group.

11. After you finish adding audio variables to the keyword audio variable group, click **OK**.

    The **QuickAudio Keyword Channels Definition** dialog box closes, and the TemplateEditor adds the new keyword to the **QuickAudio Keywords** list in the **QuickAudio** tab. The **Audio Variables** list displays the audio variables assigned to the keyword selected in the **QuickAudio Keywords** list.



Manage QuickAudio Keywords

After adding keywords to the QuickAudio Keywords list, you can edit QuickAudio keyword definitions or delete the QuickAudio keywords that you no longer use

Edit QuickAudio Keywords

You can edit the definitions of existing QuickAudio keywords.

To edit a QuickAudio keyword

1. In **TemplateEditor**, click the **QuickAudio** tab.

   The **QuickAudio** tab opens.

2. Use the **QuickAudio Keywords** list to select the QuickAudio keyword to edit.

3. Click **Edit**. Depending on the type of QuickAudio keyword you selected to edit, one of the following dialog boxes opens:

   - **Channel** — QuickAudio Keyword Channel Definition
   - **Variable** — QuickAudio Keyword Variable Definition

4. Edit the definition of the audio channels or audio variables associated with the selected QuickAudio keyword as required.

5. Click **OK**.

Delete QuickAudio Keywords

You can delete the QuickAudio keywords that you no longer use.

✶ Deleting a QuickAudio variable keyword also removes the keyword from all the Variables view preset buttons that were assigned the keyword.

To delete a QuickAudio keyword

1. Verify that the QuickAudio keywords to delete are not used in Master templates, shots, QuickRecalls, or Variables view preset buttons.

2. In **TemplateEditor**, click the **QuickAudio** tab.

   The **QuickAudio** tab opens.

3. Use the **QuickAudio Keywords** list to select the QuickAudio keyword to delete.

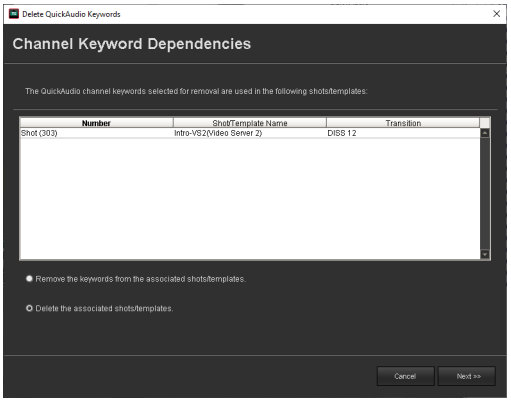
4. Click **Remove**.

   An **Alert** opens.

5. Click **Yes** to delete the selected QuickAudio keywords and close the **Alert**.

   When Master templates or shots use the selected QuickAudio keyword, complete the following steps:

   a. The **Delete QuickAudio Keywords** dialog box opens displaying the **Channel Keywork Dependencies** screen.



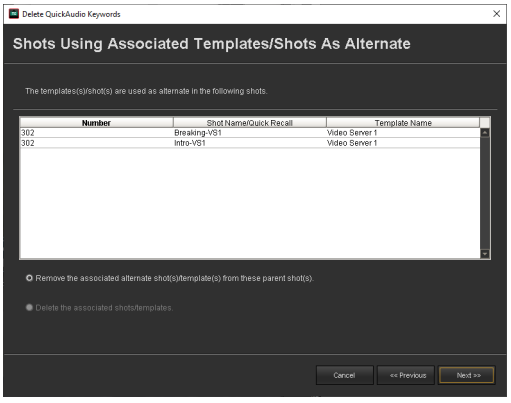
   b. Select the one of the available options to manage how to remove the selected QuickAudio keyword from the associated Master templates and shots.

      - **Remove the keywords from the associated shots/templates**
      - **Delete the associated shots/templates**

      Click **Cancel** to keep the selected Transition template and retain the associated Master template and shot dependencies. Clicking **Cancel** closes the **Delete Transitions** dialog box.

   c. Click **Next** to use the selected option to manage how to remove the selected QuickAudio keyword.

      If you chose the **Delete the associated shots/templates** option, the **Shots Using Associated Template/Shot As Alternative** screen opens.

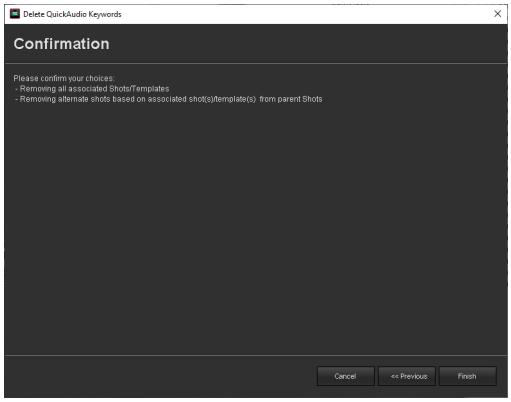


   d. Select one of the available options to manage how to remove affected shots from associated alternate shots.

      Click **Cancel** to keep the selected QuickAudio keyword and not change alternate shots. Clicking **Cancel** closes the **Delete QuickAudio Keywords** dialog box.

e. Click **Next** to use the selected options to delete the selected QuickAudio keyword.

The **Confirmation** screen opens.



f. Click one of the following:

- **Cancel** — close the **Delete QuickAudio Keywords** dialog box without deleting the selected Transition template.
- **Previous** — return to a previous **Delete QuickAudio Keywords** dialog box screen to change your selected options.
- **Finish** — delete the selected QuickAudio keyword using the selected options.

OverDrive NRCS Rundown Playout with QuickAudio

When you open an NRCS rundown in OverDrive with QuickAudio enabled, OverDrive uses the information contained in the NRCS QuickAudio column to add additional audio channels for each OverDrive shot as follows:

- Using the set QuickAudio delimiter, read the keywords from the NRCS QuickAudio column. Searches for QuickAudio keywords are not case sensitive.
- For each NRCS keyword that matches a QuickAudio keyword in TemplateEditor, OverDrive does the following:
  - › Replaces the definition of any existing audio channels that use the same fixed channel or device.
  - › Adds a new audio channel for fixed channels or devices that are not yet defined.
- OverDrive does not add additional audio channels to a shot under the following circumstances:
  - › If a keyword uses a device instead of an audio channel and a device is not defined in the TemplateEditor.
  - › OverDrive ignores keywords found in the NRCS QuickAudio column that are not defined in TemplateEditor.
  - › Since the NRCS QuickAudio column is defined at the story level, OverDrive applies the keywords found in the NRCS QuickAudio to all the OverDrive shots included in the given story.
  - › OverDrive opens a warning when multiple keywords are specified for the same channel or device and sets the audio level to zero (disabled) for the channel or device.

RundownControl QuickAudio Column

In RundownControl, the QuickAudio column displays the additional audio channels added to a shot by keywords read from the NRCS QuickAudio column (**Figure 22.8**). Keywords listed as Unused are keywords that contain a device read from the NRCS QuickAudio column but are not contained in the Master template associated with the shot. OverDrive does not list the keywords not used for a shot due to keyword misspelling or exclusion of a device in the shot.

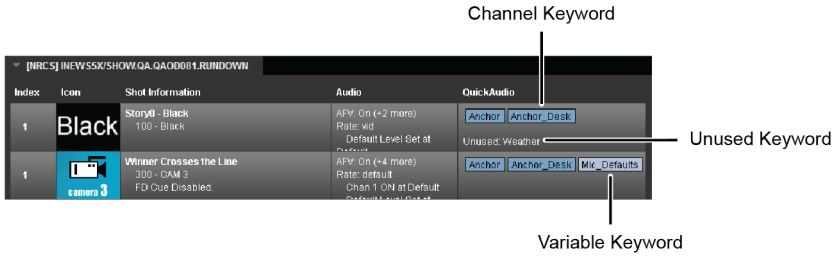


Figure 22.8 QuickAudio Column in RundownControl

By default, the Rundown table in RundownControl does not display the QuickAudio column.

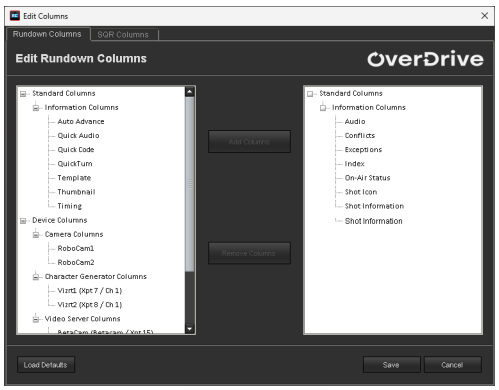
To add the QuickAudio column to the Rundown table in RundownControl

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.

2. Click the **Rundown Columns** tab.

   The **Rundown Columns** tab opens.



   The available Rundown table columns display in the tree view on the left, and the columns currently displayed in the Rundown table display in the tree view on the right.

3. From the available columns tree view on the left, select the **QuickAudio** column.

4. Click **Add Columns**.

   The QuickAudio column moves to the displayed columns tree view on the right.

5. Click **OK**.

   The **Edit Columns** dialog box closes, and the **QuickAudio** column displays in the **Rundown** table.

Video Server Sync Roll

The server sync roll feature uses Device templates to accomplish video server redundancy without relying on external hardware. Once configured, OverDrive can sync roll pairs of video server channels, identify failures, and enable the user to switch between paired channels on separate video servers.

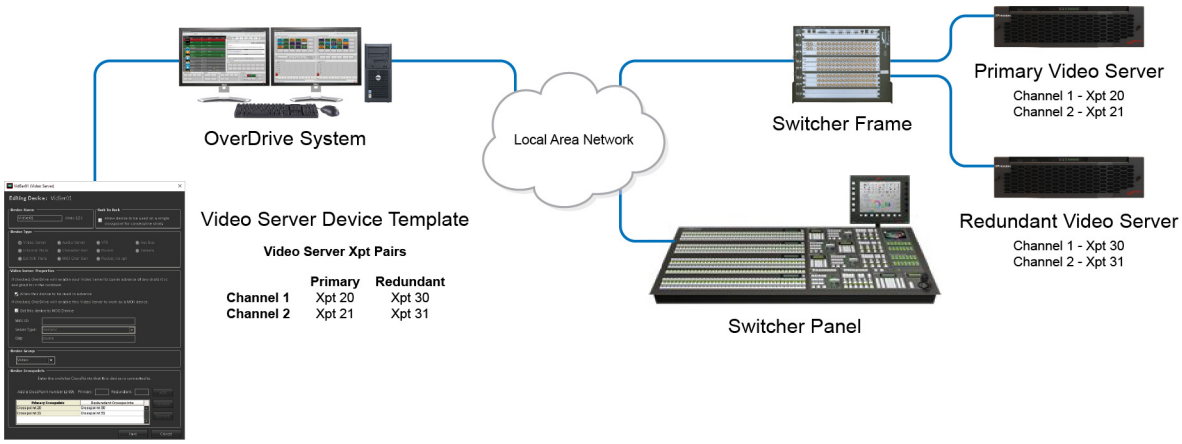


Figure 22.9 Video Server Setup for Server Sync Roll

The overall setup and usage process for redundant video servers includes the following steps:

1. Connect the Primary and Redundant video server hardware to the switcher.
2. Create a Device template for the connected video servers and add the template to a Master template.
3. Configure the Rundown table to display clip information for redundant video servers.
4. Swap clip playout between Primary and Redundant video servers during the playout of a rundown.

✶ Only the RundownControl client controlling rundown playout or an OverDrive user with device swap privilege logged into a monitoring RundownControl client can swap devices.

Video Server Setup

Server redundancy requires two identical video servers to be connected to the switcher and configured in the same manner. One of the video servers is identified as the Primary video server and the remaining video server is identified as the Redundant video server.

Each channel of the Primary and Redundant video servers is connected to a switcher crosspoint. The crosspoints of the matching Primary and Redundant video server channels are paired in a video server Device template to enable swapping between the video servers.

✶ The clip lists on the Primary and Redundant video servers must be in sync. A copy of each clip must be stored on both video servers.

For More Information on...

- connecting video servers to the switcher, refer to the switcher ***Engineering/Installation*** manual set.

Device and Master Templates

After completing the physical setup of the video servers, a Device template is created to enable server sync roll of redundant video servers. To use redundant video servers in rundown, the new Device template is added to the Master template used to insert redundant video server shots in a rundown.

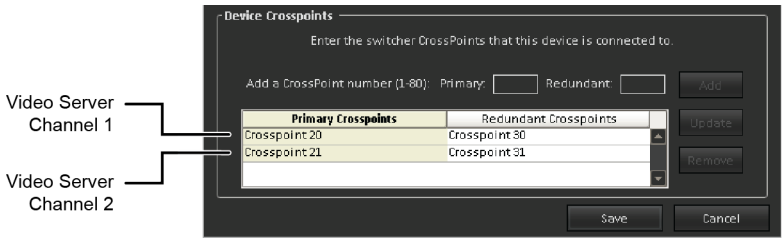
To create Device and Master templates for video server sync roll

1. Use **TemplateEditor** to create **Device** template for a video server.
2. In the **Primary** box of the **Device Crosspoints** section, enter the switcher crosspoint number to which Channel 1 of the Primary video server is connected.



3. In the **Redundant** box, enter the switcher crosspoint number to which Channel 1 of the Redundant video server is connected.
4. Click **Add**.

   The entered crosspoints are displayed in the **Crosspoints** table.
5. Repeat step **2** to step **4** to add Primary and Redundant video server crosspoint pairs for additional video server channels.



6. Click **OK** to save the video server **Device** template.
7. Add the video server **Device** template to a **Master** template.

For More Information on...

- creating Device templates, refer to the section "**External Device Templates**" on page 10–37.
- creating Device templates, refer to the section "**Master Templates**" on page 10–8.

Rundown Table Columns

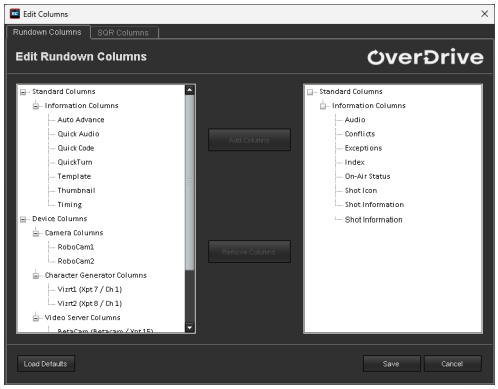
By default, the Rundown table does not contain columns that display information about redundant video servers. Columns can be added to the Rundown table to display information that can be used to identify when a video server needs to be switched from the Primary to the Redundant video server.

To configure the Rundown table for video server sync roll

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.
2. Click the **Rundown Columns** tab.

The **Rundown Columns** tab opens.



The available Rundown table columns display in the tree view on the left, and the columns currently displayed in the Rundown table display in the tree view on the right.

3. From the available columns tree view on the left, select the following columns to add to the Rundown table:

   - **<Device Template> (<BNC Name> / <XPT #>) - PRI** — clip information for a channel on the Primary video server associated with a crosspoint.
   - **<Device Template> (<BNC Name> / <XPT #>) - RDN** — clip information for a channel on the Redundant video server associated with a crosspoint.

   When a video server has more than one channel, the follow columns can be added to the Rundown table:

   - **<Device Template> - ACT** — clip information about all the channels on the Active video server and which physical video server, Primary (PRI) or Redundant (RDN), is the Active video server.
   - **<Device Template> - PRI** — clip information about all the channels on the Primary video server. Active channels on the video server are identified with the tag (ACT).
   - **<Device Template> - RDN** — clip information about all the channels on the Redundant video server. Active channels on the video server are identified with the tag (ACT).

4. Click **Add Columns**.

   The selected columns move to the displayed columns tree view on the right.

5. After selecting the columns for the Rundown table, click **OK**.

   The **Edit Columns** dialog box closes, and the selected columns display in the **Rundown** table.

Rundown Playout

For shots in a rundown that use redundant video servers, clip playout can be swapped to the Redundant video server if the Primary video server falters.

✶ Only the RundownControl client controlling rundown playout or an OverDrive user with device swap privilege logged into a monitoring RundownControl client can swap devices.

To swap video servers during rundown playout

1. In **RundownControl**, open a rundown.
2. Insert a shot in the rundown using the **Master** template that contains the video server **Device** template setup for video server redundancy.
3. Assign a video clip to the inserted shot.
4. Start rundown playout and

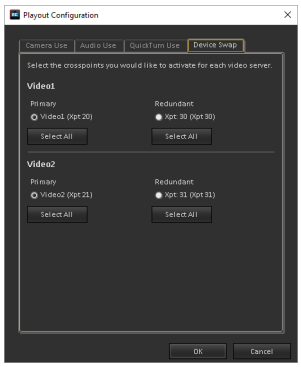
5. Use the crosspoint and/or device columns to monitor the Active (usually the Primary), Primary, and Redundant video servers.



When a shot that uses redundant video servers goes to air, the Primary and Redundant video servers each start playout of the same video clip. The two video clips are played out with a nominal offset of ten frames or less between the two servers.

6. If the Active video server becomes inoperable during shot preparation or playout, click **Device Swap** in the toolbar.

The **Device Swap** tab of the **Playout Configuration** dialog box opens.



7. In the list of **Primary** and **Redundant** video server crosspoint pairs, locate the crosspoint of the failed video server.

8. Select the alternate crosspoint for the failed video server.

Video clip playout switches to the video server associated with the selected crosspoint.

9. Click **OK**.

The **Playout Configuration** dialog box closes.

For More Information on...

- playing out a rundown, refer to the section "**Play an OverDrive Rundown**" on page 22–4.

Video Server Progress Bars

In RundownControl you can use Rundown table device column progress bars to monitor video server clip playout. Device columns can display a progress bar for single video server or a group of video servers. For each video server or group of video servers to monitor you must configure a timer, Rundown table device column, and a progress bar.



Figure 22.10 Video Server Progress Bars During Rundown Playout

Configure a Video Server Timer

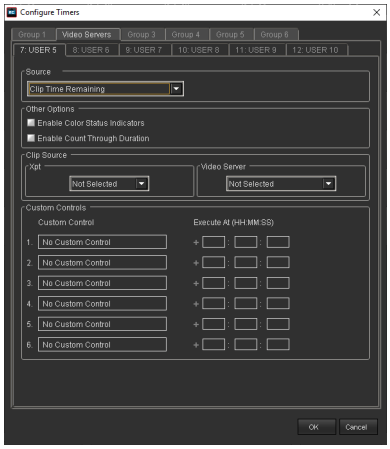
Progress bars gather clip timing information from the timer set for the crosspoint that the video server uses to playout a clip. To display a progress bar for a video server you must configure a timer for the crosspoint that the video server device uses to playout clips.

To configure a timer in the Timers view

1. In the **Timers** view of **RundownControl**, click the **Group** tab to that contains the timer to configure for your video server progress bar.
2. Right-click the timer to configure.

   The **Configure Timers** dialog box opens for the selected timer.
3. Use the **Source** list to select **Clip Time Remaining**.

   The **Clip Time Remaining** settings display.



4. In the **Clip Source** section use the **Xpt** or **Video Server** list to select the video server for the timer.

   Use the **Xpt** list to select the crosspoint associated with the video server for the timer. Use the **Video Server** list to select the device for the timer. Devices can be associated with one or more crosspoints.
5. Click **OK** to save changes and close the **Configure Timers** dialog box.

Add a Video Server Column

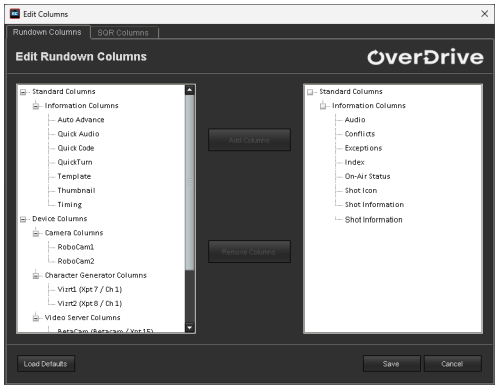
After you have configured the video server timers for your progress bars, you must add a device column to the Rundown table for each video server to display the progress bars.

To add video server device columns to the Rundown table

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.
2. Click the **Rundown Columns** tab.

The **Rundown Columns** tab opens.



3. In the **Video Servers** node of the available columns tree view on the left, select a column associated with a video server for which you configured a timer and want to display a progress bar. For example:
   - **<Device Template> (<BNC Name> / <XPT #>)** — video server associated with a crosspoint
   - **<Device Template>** — video server associated with multiple crosspoints
4. Click **Add Columns**.

   The selected column moves to the displayed columns tree view on the right.
5. Repeat step **3** and step **4** for each video server for which you configured a timer and want to display a progress bar.
6. After selecting the columns for the Rundown table, click **OK**.

   The **Edit Columns** dialog box closes, and the selected columns display in the **Rundown** table.

Configure Progress Bars

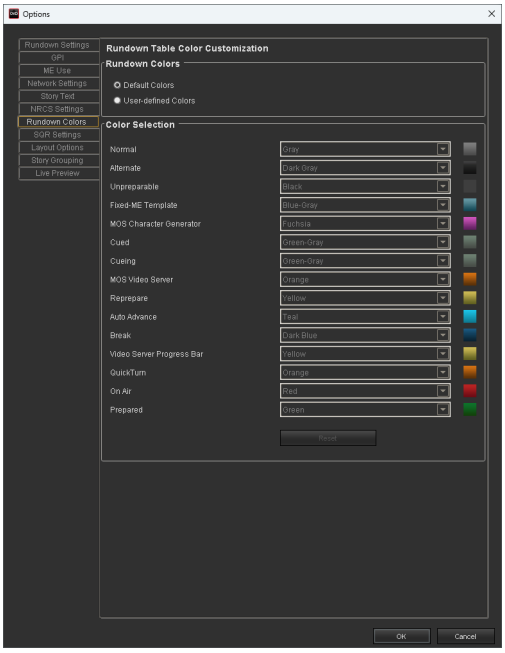
With your timers configured and the video server device columns added to the Rundown table, you can configure the color and size of the progress bars.

To configure the color and size of the progress bars

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.
2. Click the **Rundown Colors** tab.

The **Rundown Colors** tab opens.



3. In the **Rundown Colors** section, select the **User-defined Colors** option.

   OverDrive enables the settings in the **Color Selection** section.

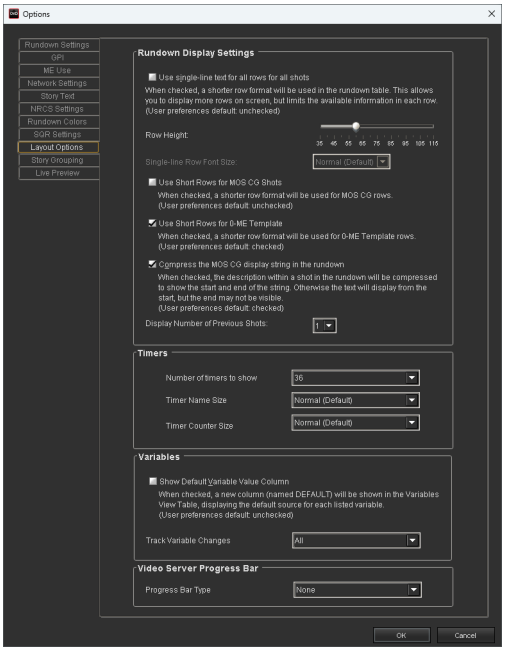
4. In the **Color Selection** section, use the **Video Server Progress Bar** list to select the color to use when displaying video server progress bars in the Rundown table video server device columns.

   The box to the right of the **Color** menu displays a preview of the selected background color.

✶ The color you select is the color that progress bars display for video server device columns that use the default background color. When the column background color changes from the default it mixes with the set progress bar color to create new color in which to display the progress bars.

5. Click the **Layout Options** tab.

   The **Layout Options** tab opens.

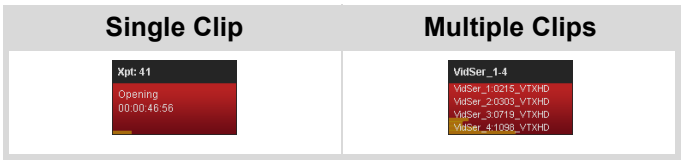


6. In the **Video Server Progress Bar** section, use the Progress Bar Type list to select the height of the progress bar to display in the video server device column.

   - **None** — do not display a progress bar for clip playout.
   - **Full** — display a progress bar at the full height of the video server device column. When a column displays more than one progress bar at the same time, the height of the column is divided equally for each bar.



   - **Bottom** — display a progress bar along the bottom of the video server device column.



7. Click **OK** to save changes and close the **Options** dialog box.

   Your video server progress bars are now configured and ready to display clip progress during rundown playout.

Set the Master Template for MOS Video Servers from the NRCS Rundown

QuickCode enables template keywords entered in a custom NRCS rundown column to assign the Master template used by MOS video server shots in an OverDrive rundown.

✶ QuickCode is a licensed OverDrive feature that is only available for OverDrive NRCS rundowns. If your OverDrive system is not licensed for QuickCode you cannot define QuickCode template keywords or use keywords to assign the Master template used by MOS video server shots in an OverDrive rundown. Without a QuickCode license MOS video server shots use the default MOS video server Master template set for the device.

To enable QuickCode template keywords on an OverDrive system you must configure the following settings and parameters:

- **Add NRCS columns** — in your NRCS, add a column to store the keyword that specifies the Master template to use with the MOS video server in an OverDrive shot.
- **Enable QuickCode** — on the OverDrive Server, enable QuickCode to decode the keywords stored in the QuickCode template column of an NRCS rundown.
- **Make Master Available to QuickCode** — in the **Configure Default MOS Video Server Templates** dialog box, select the type of MOS video server device that uses the Master templates that you want to make available to QuickCode template keywords.
- **Define QuickCode keywords** — in the TemplateEditor, define a keyword that specifies a Custom Control for an OverDrive shot.
- **QuickCode RundownControl Column** — in RundownControl, add the QuickCode column to display the keywords used to set Custom Controls for the shot and the invalid keywords that were sent from the NRCS.

QuickCode Template Keyword NRCS Column

Any NRCS supported by OverDrive can assign the Master template used by MOS video server shots in an OverDrive rundown. Before you can use an NRCS to assign Master templates for MOS video server shots, you must add a column to your NRCS to store the keyword that specifies the Master temple to use for an OverDrive MOS video server shot.

Refer to your NRCS user documentation for instructions on adding columns to the NRCS. The name of the QuickCode template column in the NRCS is user defined. After you add the QuickCode template column to your NRCS, use the column name to configure QuickCode on the OverDrive Server.

When editing a rundown in the NRCS, users can enter a keyword in the QuickCode NRCS column to assign the Master template used by MOS video server shots in an OverDrive rundown.

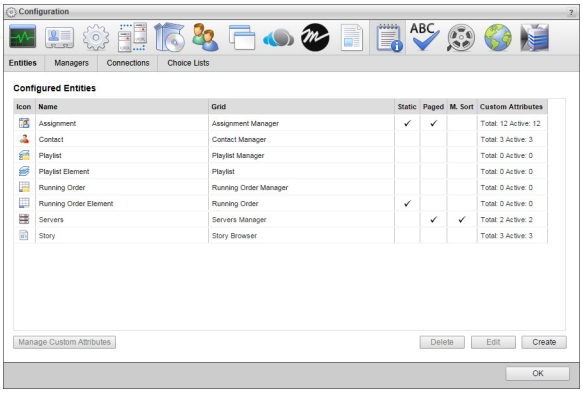
To add a QuickCode template column to the Ross Video Inception NRCS

1. Log in to your **Inception** server as a **system administrator**.
2. On the main toolbar, click the **Configuration** icon. If the **Configuration** icon is not visible, you are not an administrator and cannot configure the server.

   The **Configuration** window opens.
3. On the **Configuration** window toolbar, click the **Metadata** icon.

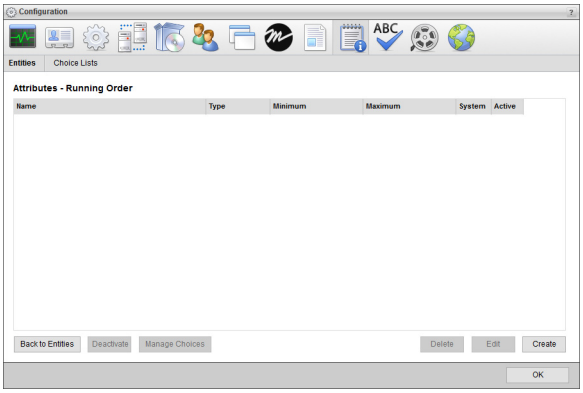
   The **Metadata** panel opens.
4. Click the **Entities** tab.

   The **Entities** tab opens.



5. From the **Configured Entities** table, select **Running Order**.
6. Click **Manage Custom Attributes**.

   The **Custom Attributes** page opens for the selected entity.



7. Click **Create**.

   The **Create Attribute** page opens.

8. In the **Name** box, enter `QuickCode MOS VS`.

   The name `QuickCode MOS VS` is an example, feel free to use your own column name.

9. Click in the **Key Name** box automatically enter a key name to use as the identifier for the custom attribute.

✶ You cannot change the **Key Name** of a custom attribute after you save the custom attribute.

10. Use the **Type** list to select **Single-Line String**.
11. In the **Description** box, enter a description for the QuickCode column.
12. Click **Save**.

    Inception adds the new custom attribute to the **Custom Attributes** page of the selected entity.

13. Click **OK**.

    The **Configuration** window closes.

Enable QuickCode

After adding the QuickCode columns to your NRCS, you can use the column names to configure and enable QuickCode on the OverDrive Server.

To Configure QuickCode on the OverDrive Server

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

2. Enter the following user name and password in the provided boxes:
   - **Username** — `overdrive`
   - **Password** — `<your_password>`

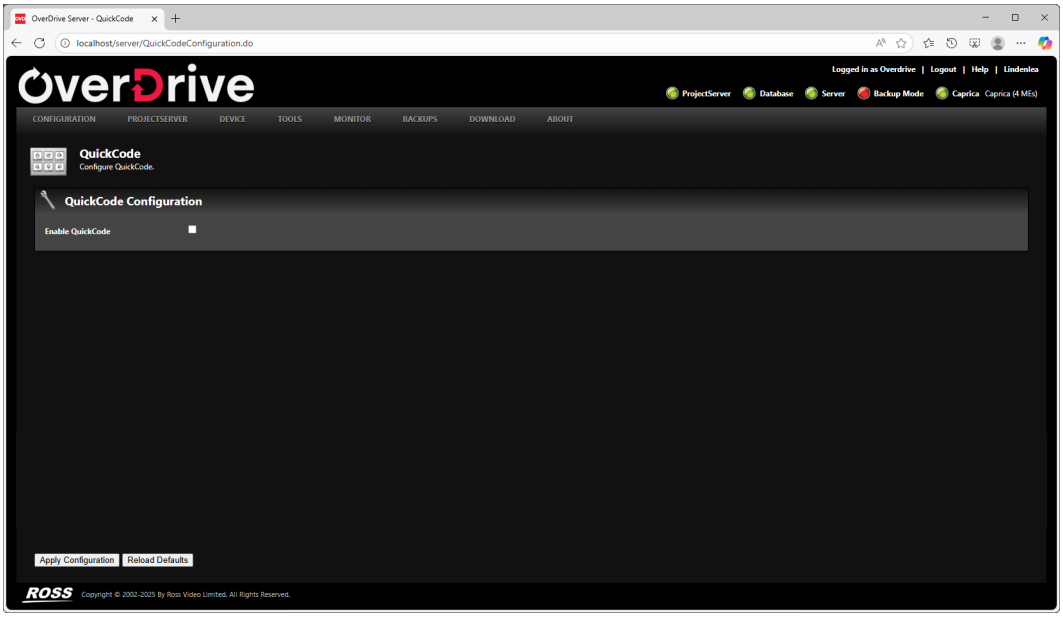
   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

3. Click **Login**.

   The **OverDrive Server - Main** web page opens.

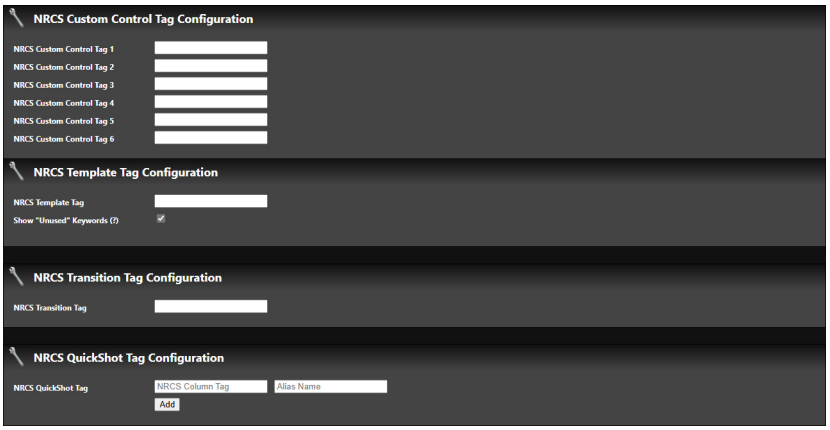
4. Use the **DEVICE** menu to select **QuickCode**.

   The **QuickCode Configuration** web page opens.



5. In the **QuickCode Configuration** section, select the **Enable QuickCode** check box.

   The **QuickCode Configuration** displays the QuickCode NRCS tag settings.



6. In the **NRCS Template Tag** box, enter the name of NRCS column that you created to store the QuickCode keyword that assigns the Master template used by MOS video server shots in an OverDrive rundown.
7. Click **Apply Configuration**.

Make MOS Video Server Master Templates Available to QuickCode

The TemplateEditor does not automatically create a Master template for MOS video server devices. After creating a MOS video server device, you must create at least one Master template that contains the MOS video server device. After you create one or more Master templates for a MOS video server device, you can select the device to make all of the Master templates that use the device available to associate with QuickCode template keywords.

To select the Master temples available for QuickCode template keywords

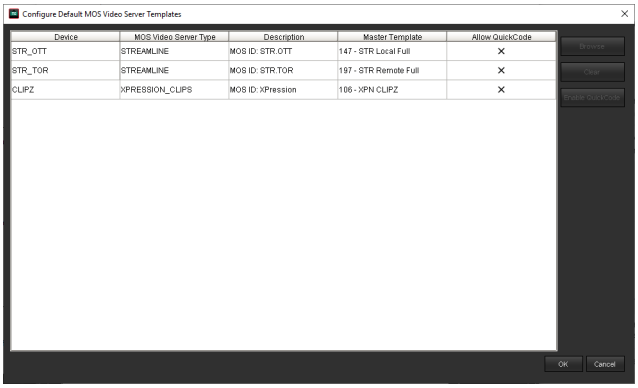
1. Use one of the following methods to start **TemplateEditor**:

   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.

   The **TemplateEditor** opens.

2. In the **TemplateEditor**, use the **Tools** menu to select **Configure MOS Video Server Templates**.

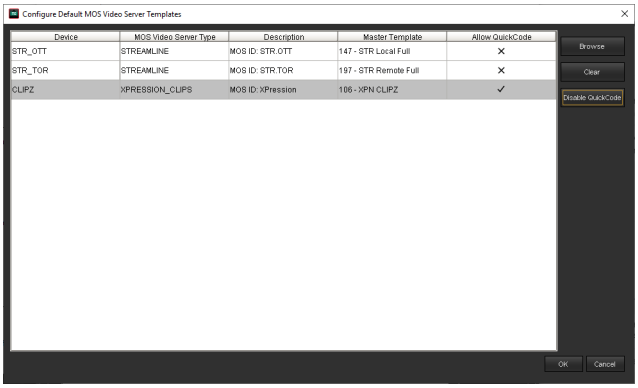
   The **Configure Default MOS Video Server Templates** dialog box opens.



3. In the **MOS Video Server Type** column, select the type of MOS video server device that uses the Master templates that you want to make available to QuickCode template keywords.

4. Click **Enable QuickCode**.

   The **Allow QuickCode** column displays a check mark to indicate that all of the Master templates that use the MOS video server type are available to associate with QuickCode template keywords.



5. To disable an enabled MOS video server device type, complete the following steps:

   a. In the **MOS Video Server Type** column, select an enabled MOS video server device type.

   b. Click **Disable QuickCode**.

      OverDrive displays an **X** in the Allow QuickCode column and stops the associated Master template availability for QuickCode template keywords.

✶ When you disable a MOS video server device you also invalidate the associated Master templates that are assigned to QuickCode template keywords. The **QuickCode** tab displays invalid Master templates in **Dark Red**.

6. Click the **OK**.

   The **Configure Default MOS Video Server Templates** dialog box closes.

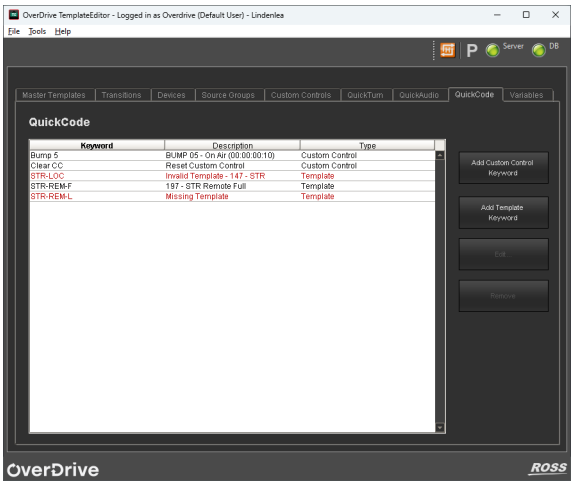
Add QuickCode Template Keywords

After configuring QuickCode on the OverDrive Server, you can add keywords to assign the Master template used by MOS video server shots in an OverDrive rundown. When you load an OverDrive NRCS rundown, OverDrive receives keywords from the NRCS QuickCode template column. OverDrive uses the received keywords to assign Master templates to the MOS video server shots in the rundown.

To add QuickCode template keywords

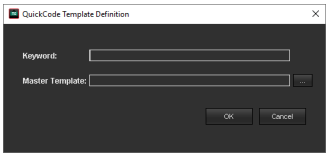
1. Use one of the following methods to start **TemplateEditor**:
   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.
2. In the **TemplateEditor**, click the **QuickCode** tab.

   The **QuickCode** tab opens.



   The **QuickCode** tab displays invalid or missing Master templates in **Dark Red**. You can fix broken template keywords by re-enabling the associated MOS video server device or by editing the QuickCode template keyword to assign a valid Master template to the keyword.
3. Click **Add Template Keyword**.

   The **QuickCode Custom Control Definition** dialog box opens.

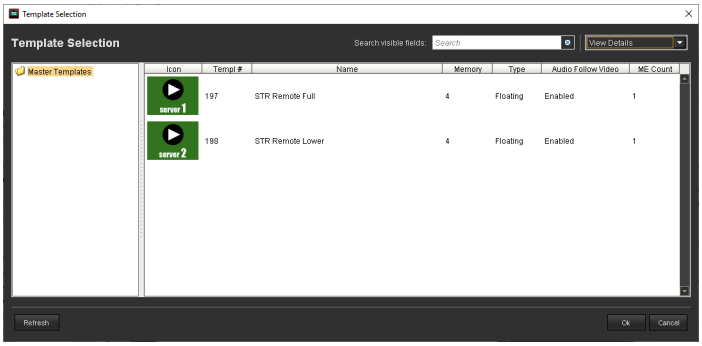


4. In the **Keyword** box, enter the keyword name for the template definition.

   Keyword names can only contain alphanumeric, space, dash, period, colon, and round bracket characters. The length of a keyword name can be up to 255 characters. Keyword names are not case sensitive.

5. Click **Browse**.

   The **Template Selection** dialog box opens displaying the Master templates available to QuickCode.



6. Select the **Master template** to associate with the QuickCode template keyword.
7. Click the **OK**.

   The **Template Selection** dialog box closes. The **Master Template** box in the **QuickCode Template Definition** dialog box displays the name of the Master template selected for the QuickCode template keyword.
8. In the **QuickCode Template Definition** dialog box, click **OK**.

   The **QuickCode TemplateDefinition** dialog box closes, and the TemplateEditor adds the new keyword to the **QuickCode Keywords** list. The **Description** column displays the name of the Master template used by the QuickCode template keyword. The **Type** column displays the whether a keyword is a Custom Control or a Template key word. Click a column heading to change the column sort order.

Manage QuickCode Template Keywords

After adding template keywords to the QuickCode Keywords list, you can edit the keyword definitions or delete the keywords that you no longer use.

To edit a template QuickCode keyword

1. In **TemplateEditor**, click the **QuickCode** tab.

   The **QuickCode** tab opens.
2. Use the **QuickCode Keywords** list to select a template keyword to edit.
3. Click **Edit**.

   The **QuickCode Template Definition** dialog box opens.
4. Use the **QuickCode Template Definition** dialog box to edit the selected keyword as required.
5. Click **OK**.

To delete a template QuickCode keyword

1. In **TemplateEditor**, click the **QuickCode** tab.

   The **QuickCode** tab opens.
2. Use the **QuickCode Keywords** list to select the template keyword to delete.
3. Click **Remove**.

   The TemplateEditor deletes the selected keyword from the **QuickCode Keywords** list.

OverDrive NRCS Rundown Playout with QuickCode Template Keywords

When you open an NRCS rundown in OverDrive with QuickCode enabled, OverDrive uses the keywords contained in the NRCS QuickCode columns to set the Master template for MOS video server shots in an OverDrive rundown. MOS video server shots that do not have a QuickCode template keyword use the default MOS video server template set in TemplateEditor.

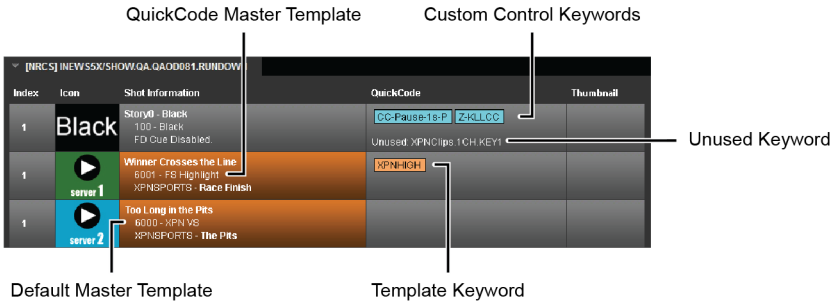


Figure 22.11 QuickCode Template Keyword in a RundownControl Shot

For More Information on...

- default MOS video server templates, refer to the section "**MOS Video Server Default Master Template**" on page 10–44.

RundownControl QuickCode Column

In RundownControl, the QuickCode column displays the QuickCode keywords that set the Master template for MOS video server shots. (**Figure 22.8**). The QuickCode column also displays unused keywords received from the NRCS that do not match any of the QuickCode template keywords in TemplateEditor.

By default, the Rundown table in RundownControl does not display the QuickCode column.

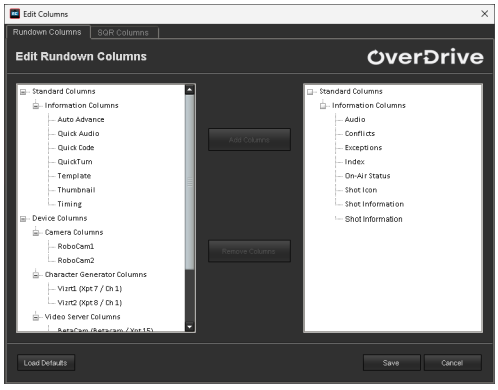
To add the QuickCode column to the Rundown table in RundownControl

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.

2. Click the **Rundown Columns** tab.

   The **Rundown Columns** tab opens.



   The available Rundown table columns display in the tree view on the left, and the columns currently displayed in the Rundown table display in the tree view on the right.

3. From the available columns tree view on the left, select the **QuickCode** column.

4. Click **Add Columns**.

   The QuickCode column moves to the displayed columns tree view on the right.

5. Click **OK**.

   The **Edit Columns** dialog box closes, and the **QuickCode** column displays in the **Rundown** table.

Lock Source Channel Assignments

In RundownControl you can use the Lock Source Prediction command in the Playout menu to lock video server channel assignments so that playing clips out of order, jumping around the rundown, and preparing shots does not affect the cued channels.

To lock video server channel assignments in a rundown

1. Before starting the playout of a rundown, use one of the following methods to lock video server channel assignments:

   - Use the **Playout** menu to select **Lock Source Prediction**.
   - Press a hot key assigned to the **Lock Source Prediction** command from the **Playout** menu.

   After you select the **Lock Source Prediction** command the associated icon changes to  , indicating that the **Lock Source Prediction** command is toggled on. Select the **Lock Source Prediction** command once again to toggle the command off and change the associated icon to  . When you exit RundownControl, OverDrive saves the current state of the **Lock Source Prediction** command.

2. Start playout of the current rundown. During rundown playout the **Lock Source Prediction** command works a follows:

   - Floating shots or stories below the on-air shot will shuffle channel assignment predictions below the floated item.
   - Inserting a shot above the on-air or prepared shot, including in between the on-air and prepared shots, does not shuffle any other channel assignment predictions in the rundown.
   - When Back to Back is enabled you can cue a clip in an on-air channel.

For More Information on...

- defining hot keys, refer to the section "**View and Edit Hot Keys**" on page 4–16.

Streamline and XPression Thumbnails

When a shot in a rundown contains Streamline media assets for a video server or an XPression CG, RundownControl can display thumbnail images for the shot in the Rundown table and Preview view. RundownControl requests the thumbnail for a Streamline or XPression CG shot from the Streamline or XPression Thumbnail Server in your production environment.

For More Information on...

- configuring a Streamline Thumbnail Server, refer to **step 4** of the procedure "**To configure a video server**" on page 10–39.
- configuring an XPression Thumbnail Server, refer to the section "**Accessing XPression Thumbnails from RundownControl**" on page 6–29.

Rundown Table Thumbnail

To view Streamline or XPression thumbnails in the Rundown table you must add the Thumbnail column to the Rundown table. You can also open the Preview view to display large Streamline or XPression thumbnail.

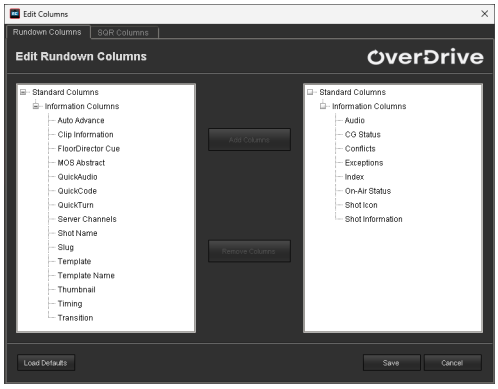
To display thumbnails in the Rundown table

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.

2. Click the **Rundown Columns** tab.

   The **Rundown Columns** tab opens.

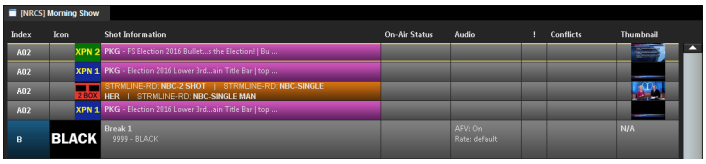


3. From the available columns tree view on the left, select **Thumbnail** in the **Information Columns** node.
4. Click **Add Columns**.

   The Thumbnail column is added the displayed columns tree view on the right.

5. Click **Save**.

   The **Edit Columns** dialog box closes, and the **Thumbnail** column displays in the **Rundown** table.



When a shot contains multiple XPression CGs, the thumbnail column displays the first device configured in the Master template.

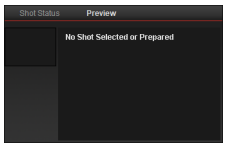
Preview View Thumbnails

When you want to view large Streamline or XPression thumbnails, open the Preview view in RundownControl.

To view large thumbnails

1. In **RundownControl**, use the **Window** menu to select **Show View > Preview**.

   The **Preview** view opens.

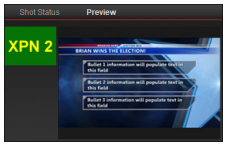


2. In the **Rundown** table select a shot that contains a **Streamline** or **XPression CG** device.

   The **Preview** view updates to display a thumbnail for the selected shot.



Streamline Thumbnail



XPression Thumbnail

   When a shot contains more than one Streamline asset, you can use the arrow keys to page through the Streamline thumbnails.

   During playout the **Preview** view displays thumbnails as follows:

   - Prepared shot
   - Selected shot
   - Newly prepared shot after a “Take and Prep”

Smart Quick Recalls

Smart Quick Recalls enable quick access to unscripted elements contained in Live or NRCS OverDrive rundowns. Each tab in the Smart Quick Recalls view lists the elements in the currently open OverDrive rundowns that match the following parameters defined for the tab:

- Values from selected Live rundown or NRCS rundown columns
- Device types
- Master template numbers

You can insert any element listed in a Smart Quick Recall tab into an OverDrive rundown just as you would insert a Quick Recall from a Quick Recall tab.

The following topics are discussed in this chapter:

- Smart Quick Recalls View
- Create Smart Quick Recalls
- Load Smart Quick Recalls
- Insert Smart Quick Recall Shots into a Rundown
- Manage Smart Quick Recalls

Smart Quick Recalls View

The Smart Quick Recalls view contains a tab for each defined Smart Quick Recall. Each tab lists the elements in the currently open rundown that match the Smart Quick Recall definition.

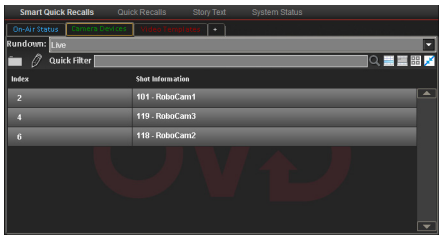


Figure 23.1 Smart Quick Recalls View

When there are multiple rundowns open in the Rundown table, use the Rundown list in the Smart Quick Recalls view to display the Smart Quick Recalls for the selected rundown.

For More Information on...

- resizing views, refer to the chapter "**Customize Your Layout**" on page 14–1.
- using Smart Quick Recalls with multiple open rundowns, refer to section "**Work with Smart Quick Recalls**" on page 24–4.

Create Smart Quick Recalls

You can create Smart Quick Recalls access to unscripted elements contained in Live or NRCS OverDrive rundowns. The elements displayed in a Smart Quick Recall tab must match the parameters defined for the Smart Quick Recall. The parameters you can use to define a Smart Quick Recall are as follows:

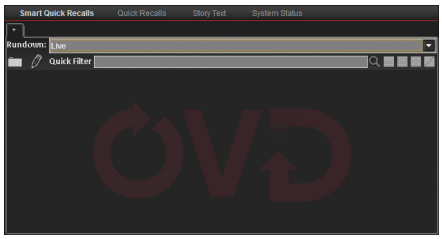
- Values from selected Live rundown or NRCS rundown columns
- Device types
- Master template numbers

Rundown Element Values

With a Live or NRCS rundown you can use element values to create a Smart Quick Recall to select shots from the currently open rundown.

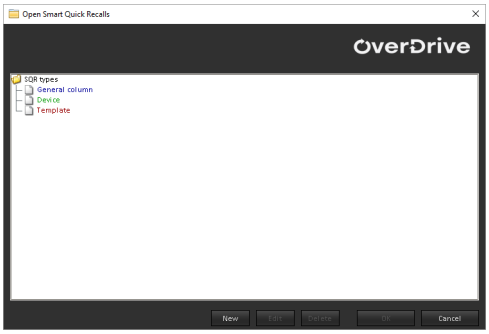
To create a Smart Quick Recall from rundown element values

1. In **RundownControl**, open the **Smart Quick Recalls** view.



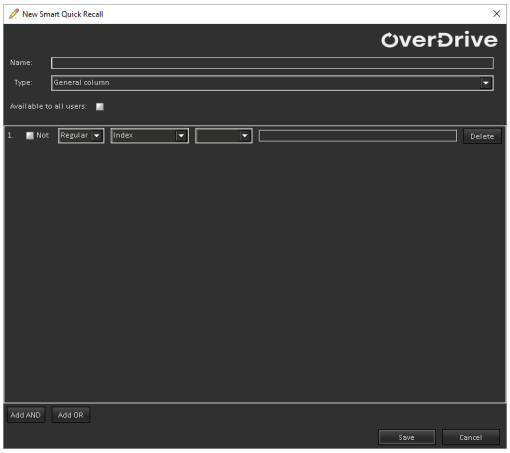
2. In the + tab toolbar, click the **Open SQR** icon.

The **Open Smart Quick Recalls** dialog box opens.



3. In the **SQR Types** tree view, select **General column**.
4. Click **New**.

   The **New Smart Quick Recall** dialog box opens with **General column** as the selected **Type**.



5. In the **Name** box, enter a unique name for the Smart Quick Recall.
6. For Smart Quick Recalls that you want to allow all OverDrive users to access, select the **Available to all users** check box. Clear the **Available to all users** check box to only allow yourself to access the Smart Quick Recall.

   The **Available to all users** check box is only available to OverDrive users with Administrator privileges. Administrative users can also edit Smart Quick Recalls that are available to all users.
7. Use the displayed parameters as follows to define the first filter for the Smart Quick Recall:

   a. When you want the filter to define the parameters to not match, select the **Not** check box. When you select this check box, the elements in the open rundown that match the defined filter are not included in the Smart Quick Recall.

   Clear the **Not** check box to use the filter to define the parameters to match. When you clear this check box, the elements in the open rundown that match the defined filter are included in the Smart Quick Recall.

   b. Use the **Type** list to select the type of column you want to use in the filter. the available column types are as follows:

   - **Regular** — columns from OverDrive. Regular columns are the only columns available for Live rundowns.
   - **NRCS** — columns from an NRCS rundown. For NRCS rundowns you can use both Regular and NRCS type columns to define filters.

   c. Use the **Column** list to select the column that contains the value for the filter.

d. Use the **Operator** list to select the operator to use with the selected column. The available operators are as follows:

- **=** (equals) — the value in the selected column must equal the value entered in the **Value** box to include a rundown element in the Smart Quick Recall.
- **>** (greater than) — the value in the selected column must be greater than the value entered in the **Value** box to include a rundown element in the Smart Quick Recall.
- **<** (less than) — the value in the selected column must be less than the value entered in the **Value** box to include a rundown element in the Smart Quick Recall.
- **CONTAINS** — the value in the selected column must contain the value entered in the **Value** box to include a rundown element in the Smart Quick Recall.
- **RegEx** — the value in the selected column must match the regular expression pattern entered in the Value box to include a rundown element in the Smart Quick Recall, for example:
  - › Shots that contain the term “Black”:

    Column: Shot Information

    Value: `*Black.*`
  - › Shots that do not contain the term “Black”:

    Column: Shot Information

    Value: `^(?!.*Black).*$`
  - › Shots that use Master template number 90:

    Column: Template

    Value: `90 .*` (There is a space character after the “0”. The “.*” refers to zero or more characters.)

  For more information on regular expression, refer to “**Appendix D. Regular Expressions**” on page 34–1.

8. Enter in the **Value** box the value for the selected **Column** and **Operator**.

Only the elements in an open rundown that match the defined filter are included in the Smart Quick Recall.

9. To add an additional filter to the Smart Quick Recall that rundown elements must match, click **Add AND** at the bottom of the **Edit Smart Quick Recall** dialog box.



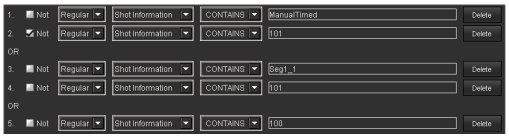
Only the elements in an open rundown that match the all the AND filters are included in the Smart Quick Recall.

10. To add an optional filter to the Smart Quick Recall that rundown elements can match, click **Add OR** at the bottom of the **Edit Smart Quick Recall** dialog box.



Elements in an open rundown that match at least one of the OR filters are included in the Smart Quick Recall.

11. You can define a combination of AND and OR filters for a Smart Quick Recall. When a Smart Quick Recall contains both AND and OR filters, OverDrive evaluates the AND filters before evaluating the OR filters.



Elements in an open rundown that satisfy at least one of the following filters are included in the Smart Quick Recall: (**1** and **not 2**), (**3** and **4**), or (**5**).

12. Click **Save**.

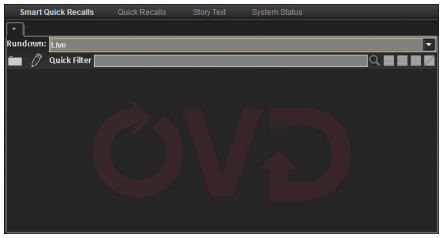
    The **Edit Smart Quick Recall** dialog box closes.

Device Types

Device types are another piece of information that you can use to create a Smart Quick Recall to select shots from the currently open rundown.

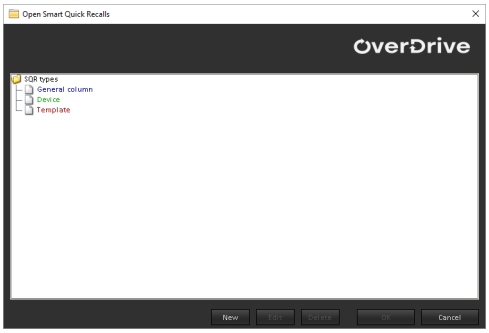
To create a Smart Quick Recall from device types

1. In **RundownControl**, open the **Smart Quick Recalls** view.



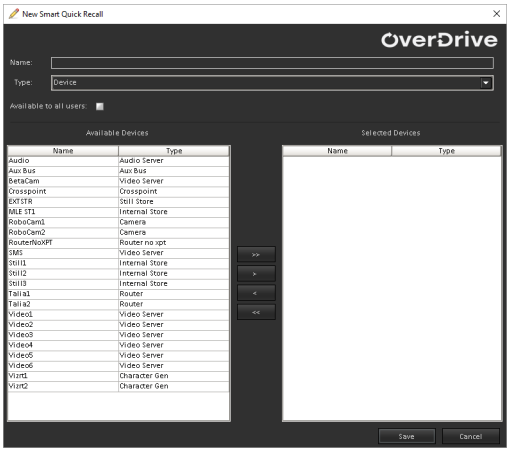
2. In the + tab toolbar, click the **Open SQR** icon.

    The **Open Smart Quick Recall** dialog box opens.



3. In the **SQR Types** tree view, select **Device**.
4. Click **New**.

    The **New Smart Quick Recall** dialog box opens with **Device** as the selected **Type**.



5. In the **Name** box, enter a unique name for the Smart Quick Recall.

6. For Smart Quick Recalls that you want to allow all OverDrive users to access, select the **Available to all users** check box. Clear the **Available to all users** check box to only allow yourself to access the Smart Quick Recall.

   The **Available to all users** check box is only available to OverDrive users with Administrator privileges. Administrative users can also edit Smart Quick Recalls that are available to all users.

7. Use the **Available Devices** list as follows to select one or more devices that rundown elements must contain to be included in the Smart Quick Recall.

   - **Single** — click the device to select.
   - **Range** — click the first device in the selection range, then **Shift-click** the last device in the range.
   - **Multiple** — click the first device to select, then **Ctrl-click** each additional device to add to the selection.
   - **All** — click a device, then press **Ctrl+A**.

8. Click **Add** (>).

   The selected devices move from the **Available Devices** list to the **Selected Devices** list. To quickly move all the devices from the **Available Devices** list to the **Selected Devices** list, click **Add All** (>>).

9. To remove devices from the **Selected Devices** list, do the following:

   a. In the **Selected Devices** list, select the devices to remove from the list.

   b. Click **Remove** (<).

      The selected devices move from the **Selected Devices** list back to the **Available Devices** list. To quickly move all the devices from the **Selected Devices** list to the **Available Devices** list, click **Remove All** (<<).

10. Click **Save**.

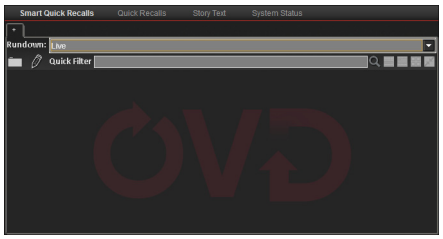
    The **New Smart Quick Recall** dialog box closes.

Master Templates

You can also user Master templates to create a Smart Quick Recall to select shots from the currently open rundown.

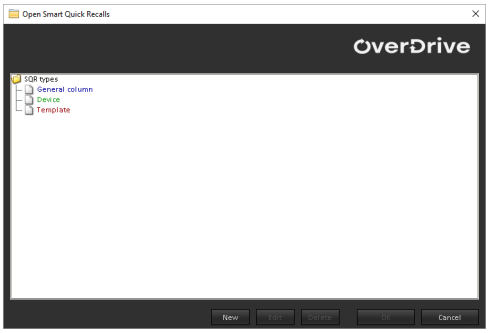
To create a Smart Quick Recall from Master templates

1. In **RundownControl**, open the **Smart Quick Recalls** view.



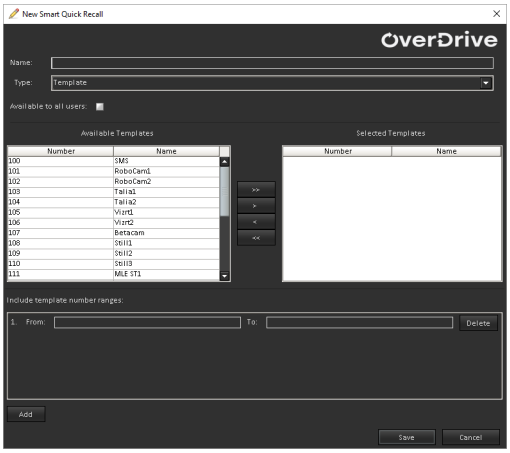
2. In the + tab toolbar, click the **Open SQR** icon.

   The **Open Smart Quick Recall** dialog box opens.



3. In the **SQR Types** tree view, select **Template**.
4. Click **New**.

   The **New Smart Quick Recall** dialog box opens with **Template** as the selected **Type**.



5. In the **Name** box, enter a unique name for the Smart Quick Recall.
6. For Smart Quick Recalls that you want to allow all OverDrive users to access, select the **Available to all users** check box. Clear the **Available to all users** check box to only allow yourself to access the Smart Quick Recall.

   The **Available to all users** check box is only available to OverDrive users with Administrator privileges. Administrative users can also edit Smart Quick Recalls that are available to all users.
7. Use the **Available Templates** list as follows to select one or more Master templates that rundown elements must use to be included in the Smart Quick Recall.
   - **Single** — click the Master template to select.
   - **Range** — click the first Master template in the selection range, then **Shift-click** the last Master template in the range.
   - **Multiple** — click the first Master template to select, then **Ctrl-click** each additional Master templates to add to the selection.
   - **All** — click a Master template, then press **Ctrl+A**.
8. Click **Add** (**>**).

   The selected Master templates move from the **Available Templates** list to the **Selected Templates** list. To quickly move all the Master templates from the **Available Templates** list to the **Selected Templates** list, click **Add All** (**>>**).
9. To remove Master templates from the **Selected Templates** list, do the following:
   a. In the **Selected Templates** list, select the Master templates to remove from the list.
   b. Click **Remove** (**<**).

      The selected Master templates move from the **Selected Templates** list back to the **Available Templates** list. To quickly move all the Master templates from the **Selected Templates** list to the **Available Templates** list, click **Remove All** (**<<**).

10. You can also select Master templates for a Smart Quick Recall by specifying ranges of Master template numbers. The Master templates selected by ranges add to the Master templates in the Selected Templates list. You can also use Master template ranges on their own to select Master templates for a Smart Quick Recall.

    To define a Master template range for a Smart Quick Recall:

    a. In the **Include template number ranges** section, enter in the **From** box the Master template number of the first Master template in the range.

    b. In the **To** box, enter the Master template number of the last Master template in the range.

    c. Click **Add** to define an additional Master template range for the Smart Quick Recall.

11. Click **Save**.

    The **New Smart Quick Recall** dialog box closes.

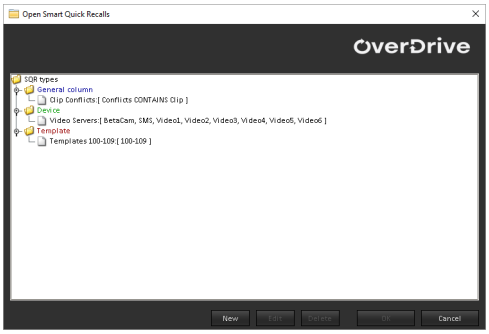
Load Smart Quick Recalls

After creating your Smart Quick Recalls, load them into the Smart Quick Recall view to list the shots in the currently open rundown that match their filters. Each Smart Quick Recall that you load opens in its own tab in the Smart Quick Recall view.

To load a Smart Quick Recall

1. In the **Smart Quick Recall** view, click the **Open SQR** icon in the + tab toolbar.

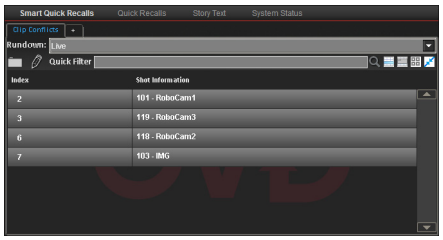
    The **Open Smart Quick Recall** dialog box opens.



2. In the **SQR Types** tree view, select the Smart Quick Recall to open.

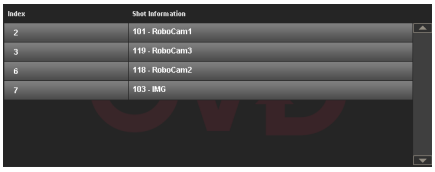
3. Click **OK**.

    A new tab opens in the **Smart Quick Recalls** view to display the rundown elements in the open rundown that match the filters in the selected Smart Quick Recall. OverDrive uses the Smart Quick Recall name as the tab name.

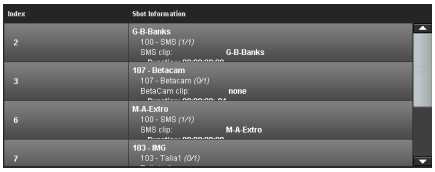


4. In each Smart Quick Recall tab, you can control the display of elements in the open rundown that match the Smart Quick Recall definition. Use the following tools in the toolbar to control Smart Quick Recall element display:

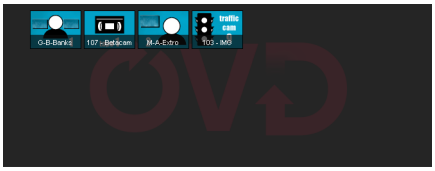
   - **Item View** — click this icon to view elements as a compact list.



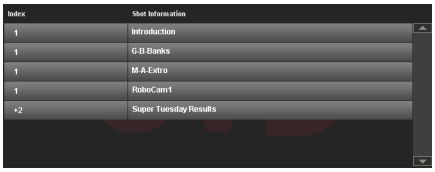
   - **List View** — click this icon to view elements as a list with expanded shot information



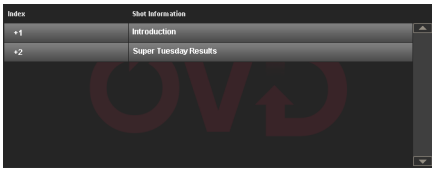
   - **Grid View** — click this icon to view elements as icons.



   - **Open Sub-elements** — click this icon to expand a story element and display all the sub-elements contained in the story element.



   - **Close Sub-elements** — click this icon to collapse a story element to hide the sub-elements associated with the story element.



5. To close a Smart Quick Recall tab, right-click the tab to close and select **Close Tab** from the **Shortcut** menu.

6. To add an new tab to the Smart Quick Recall view, click the + tab.

   A new empty tab opens in the Smart Quick Recall view. Click the **Open SQR** icon in the tab toolbar to load a Smart Quick Recall into the new tab.

Quick Filter

After you open a Smart Quick Recall, you can further filter the listed rundown elements. The Smart Quick Recall view uses the keywords that you enter in addition to the filters contained in the Smart Quick Recall to list rundown elements.

To use a Quick Filter in the Smart Quick Recall view

1. In the **Smart Quick Recall** view, click the **Filter** icon in the toolbar of an empty tab or a tab loaded with a Smart Quick Recall.

   The **Quick Filter** dialog box opens.



2. In the **Quick Filter** box, enter a keyword or keywords to search for in any of columns associated with the rundown elements displayed in the open Smart Quick Recall tab.
3. Click **OK**.

   The list of rundown elements in the Smart Quick Recall tab updates to display only the rundown elements that match the Smart Quick Recall filters and the keywords entered in the **Quick Filter** dialog box.
4. To clear the entered keywords, do the following:

   a. Click the **Filter** icon in the tab toolbar.

      The **Quick Filter** dialog box opens.

   b. Click **Clear**.

   c. Click **OK**.

      The **Quick Filter** dialog box closes. The list of rundown elements in the Smart Quick Recall tab updates to display only the rundown elements that match the Smart Quick Recall filters.

Smart Quick Recall Tab Columns

In Item view and List view the columns available to display information about the rundown elements displayed in Smart Quick Recall tabs are as follows:

- **Audio** — audio defined for the shot.
- **Auto Advance** — the Auto Advance settings for the shot.
- **CG Status** — the current status of the CG device associated with the shot.
- **Clip Information** — a description of the clip or clips used in the shot.
- **Conflicts** — a conflict that could prevent the shot from being taken to air. For example, no free device outputs.
- **Exceptions (!)** — an icon that identifies a conflict.
- **FloorDirector Cue** — the FloorDirector cue associated with the shot.
- **Index** — shot sequence index number.
- **On-Air Status** — current status of a shot: On Air, Prepared, Shot Cued, or Incomplete.
- **QuickCode** — the QuickCode key words that assigned Custom Controls to the Prepared Customs view and the On-Air Customs view for a shot. The QuickCode column also displays unused keywords received from the NRCS that do not match any of the QuickCode keywords in TemplateEditor.
- **QuickTurn** — the QuickTurn segment name associated with the shot.
- **Shot Icon** — an icon that identifies the shot.
- **Shot Information** — a description of the shot.
- **Shot Name** — the name of the shot

- **Slug Name** — the slug name from the NRCS story associated with the shot.
- **Template** — the Master template, devices, and clips used in the shot.
- **Template Name** — the Master template name and number used in the shot.
- **Timing** — timing information from NRCS timers. When a CG ActiveX control is used to add a CG to an NRCS story, the entered in and out point timing information is displayed in this column.
- **Device Columns** — individual columns to display device channel clips and device summary information.

The columns displayed in Smart Quick Recall tabs are fully customizable. Each column can be displayed, hidden, or moved.

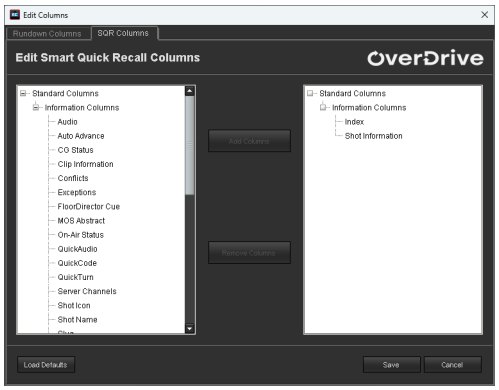
To select Smart Quick Recall tab columns for Item view and List view

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.

2. Click the **SQR Columns** tab.

   The **SQR Columns** tab opens.



   The available Smart Quick Recall tab columns are displayed in the tree view on the left, and the columns currently displayed in the Smart Quick Recall tab are displayed in the tree view on the right.

3. To add a column to the Smart Quick Recall tab:

   a. From the available columns tree view on the left, select the column or columns to add to the Smart Quick Recall tab.

   Selecting a heading node from the tree view also selects all the columns contained by the node.

   b. Click **Add Columns**.

   The selected column or columns are added the displayed columns tree view on the right.

4. To remove a column from the Smart Quick Recall tab:

   a. From the displayed columns tree view on the right, select the column or columns to remove from the Rundown table.

   Selecting a heading node from the tree view also selects all the columns contained by the node.

   b. Click **Remove Columns**.

   The selected column or columns are move to the available columns tree view on the left.

5. To display default columns in the Smart Quick Recall tabs:

   a. Click **Load Defaults**.

      The **Reload Defaults?** alert opens.

   b. Click **Yes**.

      The **Edit Columns** dialog box closes, and the default columns are displayed in the Smart Quick Recall tabs.

6. After selecting the columns for the Rundown table, click **OK**.

   The **Edit Columns** dialog box closes, and the selected columns display in the **Rundown** table.

To Move Smart Quick Recall Tab Columns

1. In a **Smart Quick Recall** tab, place the mouse pointer over the heading of the column to move.
2. Click and drag the column left or right to a new location in the **Smart Quick Recall** tab.
3. Release the mouse button the place the selected column at the new location in the **Smart Quick Recall** tab.

Smart Quick Recall Settings

The Options dialog box in RundownControl contains settings to configure the Smart Quick Recalls view.

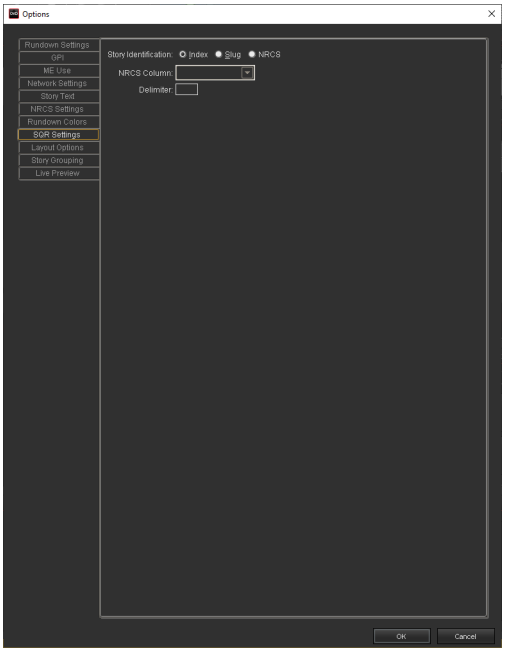
To configure the Smart Quick Recalls view

1. In **RundownControl**, use the **Tools** menu to select **Options**.

   The **Options** dialog box opens.

2. Click the **SQR Settings** tab.

   The **SQR Settings** tab opens.



3. Use the **Story Identification** setting to select the column that contains the in-story identifier for rundown elements. The Smart Quick Recall view uses the story identifier to expand and collapse story elements.

   The available columns are as follows:

   - **Index** — use the value in the rundown **Index** column to identify stories. The Smart Quick Recall view groups all the rundown elements with the same **Index** value into a single expandable element.
   - **Slug** — use the value in the rundown **Slug** column to identify stories. The Smart Quick Recall view groups all the rundown elements with the same **Slug** value into a single expandable element.
   - **NRCS** — use the value in a selected rundown column to identify stories. The Smart Quick Recall view groups all the rundown elements with the same NRCS column value into a single expandable element.
     - › Use the **NRCS** Column list to select the rundown column to use.
     - › In the **Delimiter** box, enter the character that splits the value contained in the selected NRCS column into identify the portion used to group rundown elements. For example:

       Delimiter: . (period)

       Retrieved Values: 1.1, 1.2, 2.1, 2.2, 3.1, 3.2

       Resulting Groups: 1, 2, 3

4. Click **OK** to save changes and close the **Options** dialog box.

Insert Smart Quick Recall Shots into a Rundown

After you define your required Smart Quick Recalls you can use the Smart Quick Recall view to add rundown elements contained in a Smart Quick Recall to a rundown. You can insert rundown elements from a Smart Quick Recall while working with RundownControl in Edit mode or in Playout mode. OverDrive uses an index of SQR to identify Smart Quick Recall shots in a rundown.

To insert Smart Quick Recall shots into a rundown

1. In the **Smart Quick Recalls** view, open the Smart Quick Recall in a tab that contains the rundown element to insert into the rundown as a Smart Quick Recall shot.
2. In the opened **Smart Quick Recall** tab, place the mouse pointer over the rundown element to insert into the rundown as a Smart Quick Recall shot.

   Use the following methods to select multiple rundown elements to insert into the rundown:

   - **Range** — click the first rundown element in the selection range, then **Shift-click** the last rundown element in the range.
   - **Multiple** — click the first rundown element to select, then **Ctrl-click** each additional rundown element to add to the selection.
   - **All** — click a rundown element, then press **Ctrl+A**.
3. Click and drag the selected rundown element or elements to the location in the Rundown table to insert the new Smart Quick Recall shot or shots.

   A green line highlights the location to insert the new Smart Quick Recall shot or shots in the Rundown table.
4. At the location to insert the new Smart Quick Recall shot or shots, release the mouse button.

   OverDrive inserts a Smart Quick Recall shot or shots, defined by the selected rundown elements, into the rundown at the selected location. The Rundown table **Index** column displays the abbreviation **SQR** for each shot in the rundown inserted as a Smart Quick Recall shot.

Remove QuickRecall Shots

With a single command you can quickly remove all the Smart Quick Recall shots inserted into a rundown. Smart Quick Recall shots can be removed while working with RundownControl in Edit or Playout mode.

To remove all QuickRecall shots from a rundown

- In RundownControl, select **Edit** > **Remove All SmartQuickRecalls**.

  OverDrive removes all the Smart Quick Recall shot, indexed as SQR, from the current rundown.

Manage Smart Quick Recalls

After you create your Smart Quick Recalls, you can edit the definition of the Smart Quick Recalls that do not work right or delete Smart Quick Recalls that you no longer need.

Edit Smart Quick Recalls

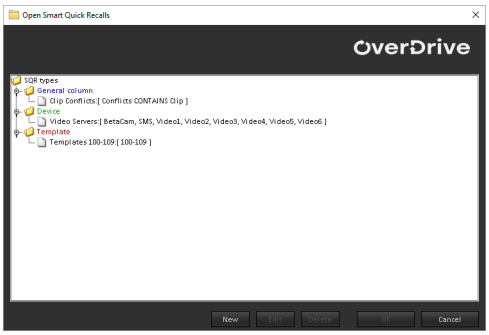
You can use the Edit Smart Quick Recall dialog box to edit the definition of a Smart Quick Recall. After saving the changes that you make to a Smart Quick Recall, you can view the results by opening the Smart Quick recall.

Only Administrative users can edit Smart Quick Recalls that are available to all OverDrive users. Edits made to a global Smart Quick Recall are automatically shared with the OverDrive users using the global Smart Quick Recall. You can always edit the Smart Quick Recalls that your created.

To edit the definition of a Smart Quick Recall.

1. In the **Smart Quick Recall** view, click the **Open SQR** icon in the toolbar of a tab.

   The **Open Smart Quick Recalls** dialog box opens.



2. In the **SQR Types** tree view, select the Smart Quick Recall to edit.
3. Click **Edit**.

   The **Edit Smart Quick Recall** dialog box opens for the selected Smart Quick Recall.
4. Edit the definition of the selected Smart Quick Recall as required.

   To remove filters or Master template number ranges from the definition of a Smart Quick Recall, click the **Delete** button associated the filter or Master template number range to remove from the definition.
5. After you finish editing the Smart Quick Recall, click **Save** to save changes and close the **Edit Smart Quick Recall** dialog box.
6. In the **Open Smart Quick Recall** dialog box, click **Close**.

   The **Open Smart Quick Recall** dialog box closes.

Delete Smart Quick Recalls

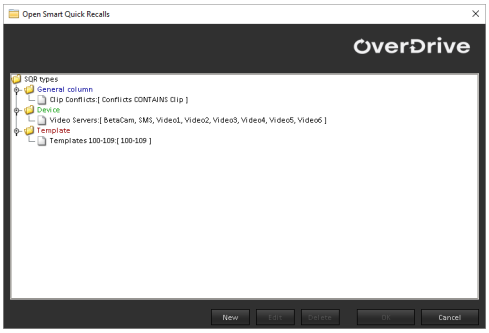
When you no longer need a Smart Quick Recall, you can delete the it from the list of save Smart Quick Recalls.

- Deleting a global Smart Quick Recall also removes it from all the OverDrive users that were using the Smart Quick Recall.

To delete a Smart Quick Recall

1. In the **Smart Quick Recall** view, click the **Open SQR** icon in the toolbar of a tab.

   The **Open Smart Quick Recalls** dialog box opens.



2. In the **SQR Types** tree view, select the Smart Quick Recall to delete.
3. Click **Delete**.

   An Alert opens.
4. Click **OK**.

   OverDrive deletes the selected Smart Quick Recall from the **SQR Types** tree view.
5. Click **Close**.

   The **Open Smart Quick Recall** dialog box closes.

Multiple Rundowns and MOS Gateways

RundownControl enables you to work with multiple rundowns in the Rundown table. Open Rundowns can be a mixture of Live and NRCS rundowns. When an OverDrive system contains multiple MOS Gateways, you can open NRCS rundowns from different NRCS.

The following topics are discussed in this chapter:

- Open Multiple OverDrive Rundowns
- View Rundown States
- Switch the On-Air Rundown
- Work with Smart Quick Recalls
- Check the MOS Gateway Status

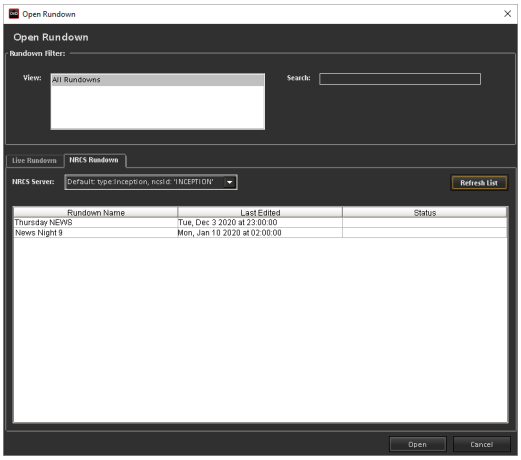
Open Multiple OverDrive Rundowns

RundownControl enables you to open multiple rundowns in the Rundown table. Each rundown that you open adds a new tab to the Rundown table. Open rundowns can be a mixture of Live and NRCS rundowns. When an OverDrive system contains multiple MOS Gateways, you can open NRCS rundowns from different NRCS.

To open multiple rundowns in RundownControl

1. In **RundownControl**, use the **File** menu to select **Open Rundown**.

   The **Open Rundown** dialog box opens.



2. To open a **Live** rundown:

   a. Click the **Live Rundown** tab.

      The **Live Rundown** tab opens.

   b. In the **Live Rundown** tab, click **Refresh List** to update the list of available rundowns.

   c. Use the **Rundown** list to select the rundown to open.

      To filter the list of available rundowns, enter text in the **Search** box that matches part of a rundown name. To display all available rundowns, clear the **Search** box.

   d. Click **Open**.

      The **Rundown** table displays the shots in the selected rundown, and the **Open Rundown** dialog box closes.

3. To open an **NRCS** rundown:

   a. Click the **NRCS Rundown** tab.

      The **NRCS Rundown** tab opens.

   b. When an OverDrive system contains multiple MOS Gateways, use the **NRCS Server** list to select the MOS Gateway connected to the NRCS that contains the rundown to open.

   c. Click **Refresh List** to update the list of available rundowns.

   d. Use the **Rundown** list to select the rundown to open.

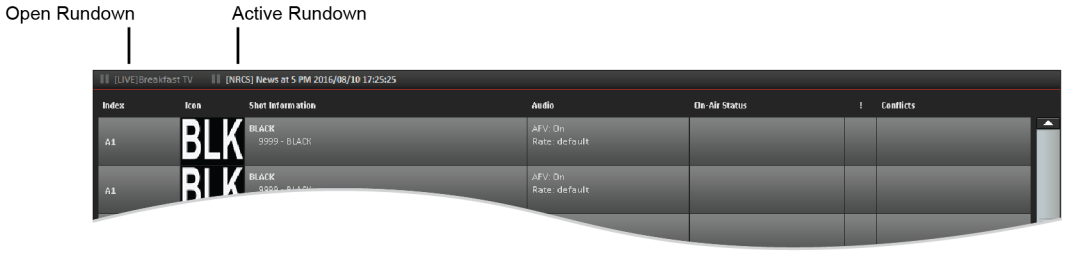
      To filter the list of available rundowns, enter text in the **Search** box that matches part of a rundown name. To display all available rundowns, clear the **Search** box.

   e. Click **Open**.

      The **Rundown** table displays the shots in the selected rundown, and the **Open Rundown** dialog box closes.

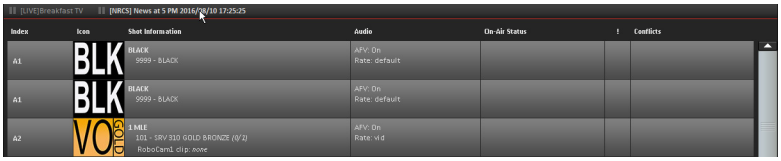
4. Repeat step **2** to open another **Live** rundown or step **3** to open another **NRCS** rundown.

5. The selected rundown opens in new tab of the **Rundown** table. The Rundown table displays the name of the active rundown in white. OverDrive menus and tool bars work on the currently active rundown.



6. To detach a rundown from the **Rundown** table:

   a. Place the mouse pointer on the title of the rundown to detach, then click and hold the mouse button.



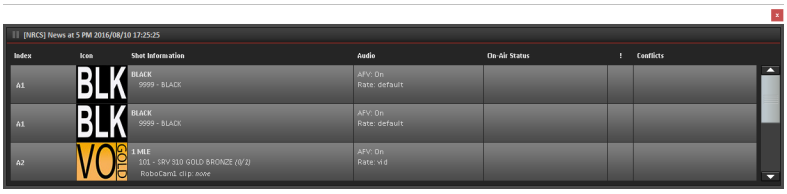
   b. Drag the **MOS Gateway Status** view to a new location outside of the **RundownControl** window.

   The mouse pointer changes to a four-box square to indicate that the view is detached from the **RundownControl** window.



   c. Release the mouse button to place the **MOS Gateway Status** view at the selected location.

   The **MOS Gateway Status** view opens in a new window, detached from the **RundownControl** window.



   d. Click and drag the window title bar to move the detached view.

   e. Click and drag any edge of the window to resize the detached view.

   f. Drag the **MOS Gateway Status** window by the title back into the **RundownControl** window to re-attach it to **RundownControl**.

View Rundown States

Along with displaying the active rundown name in white, the RundownControl uses icons to indicate the state of a rundown. The icon displayed to the left of a rundown name indicates the states for a rundown:

- **Not Playing** — the rundown is not playing locally or remotely.
- **Playing** — the rundown is playing and controlled by the current Rundown client.
- **Monitoring Playout** — the rundown is playing and controlled by a remote Rundown client. The current Rundown client is monitoring the playout.
- **Not Monitoring Playout** — the rundown is playing and controlled by a remote Rundown client. The current Rundown client is not monitory the playout. To monitor the playout, start playing the rundown.

Switch the On-Air Rundown

Only one rundown can be played from an OverDrive Server at a time. When you have multiple rundowns open in Rundown you can seamlessly stop the playout and start the playout of another open rundown.

✶ Choosing to playout another rundown stops the playout of the current on-air rundown before taking the new rundown to air.

Switching the on-air rundown during it playout is not recommended but switching at the end of the on air rundown is a quick way to switch rundowns.

To switch the on-air rundown

1. In the **RundownControl**, open the rundowns to playout.
2. Select the first rundown and start playout of the rundown.
3. Select the next rundown to playout to make it the currently active rundown.
4. To start playout of the next rundown from a selected shot, right-click the shot in **Rundown** table to start playout from and select **First to Prepare** from the **Shortcut** menu.
5. Use one of the following methods to take the active rundown to air:

   - In the toolbar, click **Play Rundown** .
   - Use the **Playout** menu to select **Play Rundown**.

   The currently running rundown stops and OverDrive starts playout of the active rundown by preparing the first or selected shot in the **Rundown** table.

Work with Smart Quick Recalls

Smart Quick Recalls enable quick access to unscripted elements contained in Live or NRCS OverDrive rundowns. Each tab in the Smart Quick Recalls view lists the elements in the rundown selected from the Rundown list that the parameters defined for the tab.

When working with Smart Quick Recalls and multiple open rundowns, keep the following points in mind:

- For each tab in the Smart Quick Recalls view, you can select a rundown from the Rundown list.
- Smart Quick Recall view tabs display elements that match defined parameters from the rundown selected from the Rundown list, not from the active rundown.
- When you close a rundown selected for a Smart Quick Recall tab, the tab displays the matching elements from the next open rundown.
- You can insert Smart Quick Recalls from any open rundown into the active rundown.

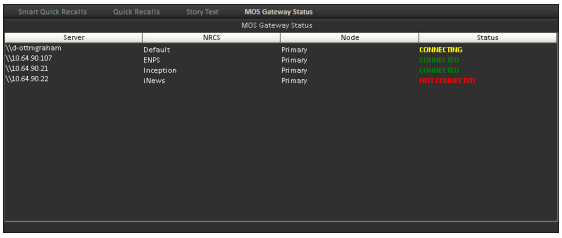
Check the MOS Gateway Status

While working in RundownControl, you can use the MOS Gateway Status view to check the status of all the MOS Gateways in your OverDrive system. You can use the MOS Gateway Status view to verify that OverDrive is connected to a MOS Gateway before trying to open or play an NRCS rundown from an NRCS connected to the MOS Gateway.

To check Gateway Status

1. In **RundownControl**, use the **Window** menu to select **Show View > MOS Gateway Status**.

   The **MOS Gateway Status** view opens.

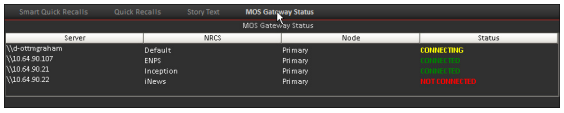


   The **MOS Gateway Status** view displays the following information:

   - **Server** — hostname or IP address of the MOS Gateway computer.
   - **NRCS** — type of NRCS connected to the MOS Gateway.
   - **Node** — type of NRCS: Primary or Redundant.
   - **Status** — current status of the MOS Gateway:
     - **Connecting** — the MOS Gateway is attempting to connect to the NRCS.
     - **Lost Connection to NRCS** — the MOS Gateway has lost connection with the NRCS.
     - **Connected** — you can open and playout rundowns from the NRCS connected to the MOS Gateway.
     - **Not Connected** — rundowns from the NRCS associated with the MOS Gateway are not available.
     - **none** — no status is available for the MOS Gateway.

2. To detach the **MOS Gateway Status** view:

   a. Place the mouse pointer on the title of the **MOS Gateway Status** view, then click and hold the mouse button.



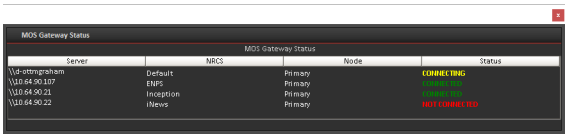
   b. Drag the **MOS Gateway Status** view to a new location outside of the **RundownControl** window.

   The mouse pointer changes to a four-box square to indicate that the view is detached from the **RundownControl** window.



c. Release the mouse button to place the **MOS Gateway Status** view at the selected location.

The **MOS Gateway Status** view opens in a new window, detached from the **RundownControl** window.



d. Click and drag the window title bar to move the detached view.

e. Click and drag any edge of the window to resize the detached view.

f. Drag the **MOS Gateway Status** window by the title back into the **RundownControl** window to re-attach it to **RundownControl**.

QuickTurn™

QuickTurn is a turnkey option for OverDrive that enables the following:

- The re-use of content from linear broadcast in Social Media and other Web Video Platforms.
- A faster way to capture things in the control room and store it in their Media Asset Management (MAM) system for playout at a later time.
- The quick flagging of content for real-time stripping.

The following topics are discussed in this chapter:

- Configure Caprica Devices for QuickTurn
- Configure QuickTurn Communication Settings
- Configure QuickTurn Segment Name Settings
- Configure OverDrive Device Templates for QuickTurn Devices
- Define QuickTurn Segment Names
- Assign QuickTurn Devices and Actions to Master Templates
- RundownControl Setup
- Set QuickTurn Segments in a Rundown
- Use an NRCS to Set QuickTurn Data for Shots
- Rundown Playout
- Inception Playout Notification

Configure Caprica Devices for QuickTurn

QuickTurn is part of the OverDrive system that uses a separate computer to encode the output from a QuickTurn enabled rundown. Before you can start encoding QuickTurn output you must configure OverDrive to communicate with your encoding server by configuring a Caprica device for the server. When you want to insert metadata in your QuickTurn output you must also configure a Caprica device for the TES Card in your OverDrive system. The QuickTurn devices supported by Caprica are as follows:

- **Encoding Servers**
  - › **Media IO Server** — configuration starts on page 25–2
  - › **Metus INGEST Server** — configuration starts on page 25–5
- **Metadata Insertion Card**
  - › **TES Card** — configuration starts on page 25–7

Media IO Server

When you use a Media IO Server to encode QuickTurn output you must create a Caprica device for the server before you configure QuickTurn in OverDrive.

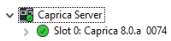
✶ Your OverDrive System must include a Caprica Server to configure QuickTurn Caprica devices.

To configure a Caprica QuickTurn device for a Media IO Server

1. Verify that a **Caprica Server** is connected to your internal network as part of your OverDrive system.
2. On the Client computer, verify that the following conditions are true:
   - The Client computer uses the current version of **DashBoard** software.
   - The Client computer can access a running Caprica Server on the network.
3. Use one of the following methods to launch **DashBoard**:
   - Double-click the **DashBoard** icon on the desktop.
   - Use the **Start** menu to select **All Programs** > **DashBoard** > **DashBoard**.

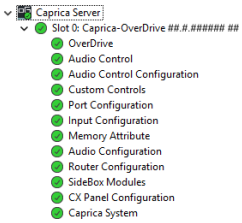
   DashBoard opens.
4. In the **DashBoard Tree View**, expand the **Caprica Server** node.

   The **Caprica Server** node displays the available Caprica Servers.



5. In the **Caprica Server** node, expand the **Slot 0: Caprica** node.

   The **Slot 0: Caprica** node displays the available Caprica Server clients.

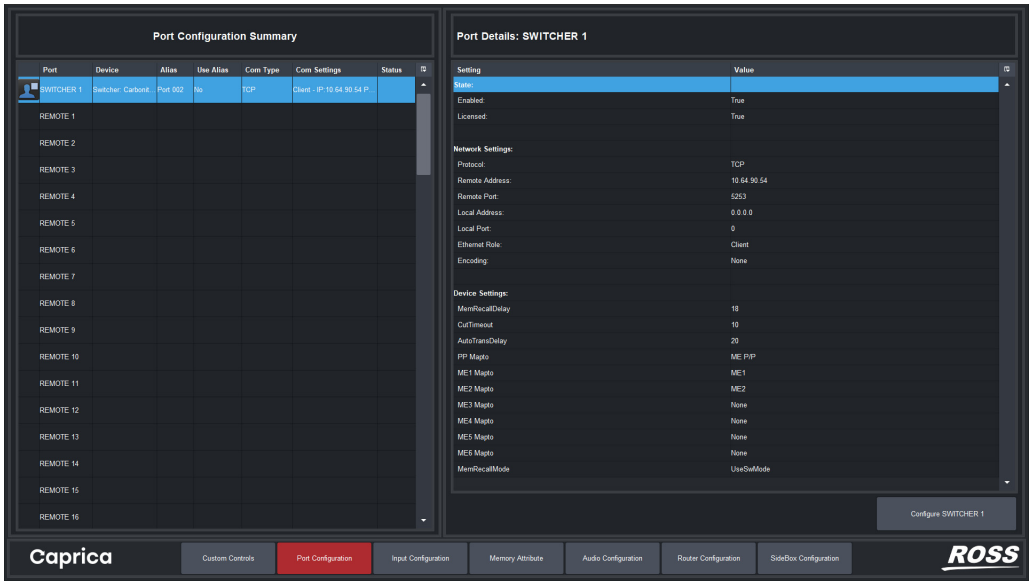


6. Double-click the **Port Configuration** node.

   The **Port Configuration** client opens in the **Device View**.

7. Use the **Window** menu to select **Full Screen**.

   The **Port Configuration** client expands to full screen view.



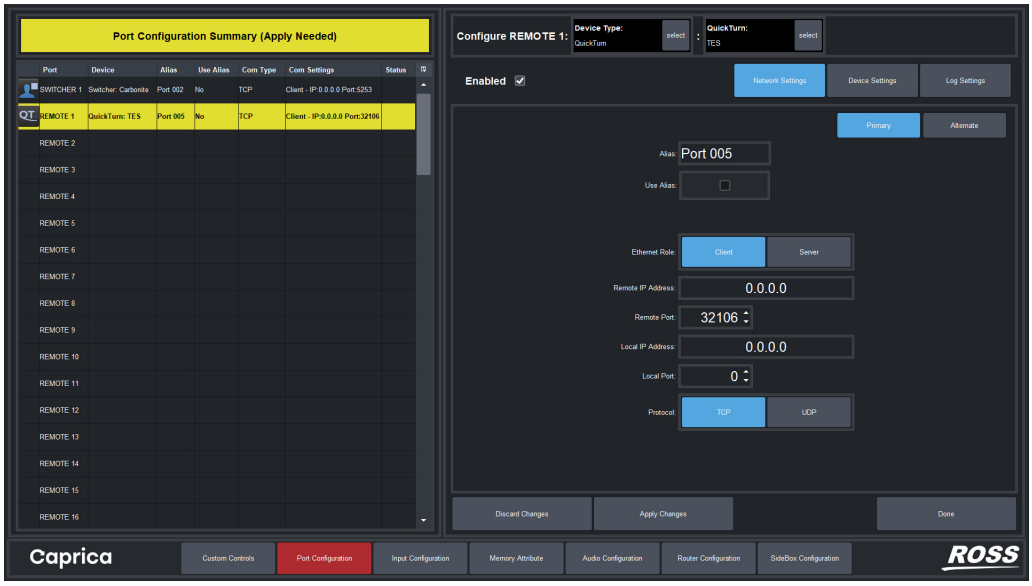
8. In the **Port** column of the **Port Configuration Summary** table, double-click the port to configure for the QuickTurn device (**REMOTE 1 to REMOTE72**).

9. In the **Configure REMOTE #** panel, click **QuickTurn**.

   The **Configure REMOTE #** panel lists the available **QuickTurn** devices for the selected device type.

10. Click **MediaIO** as the QuickTurn device to configure.

    The **Configure REMOTE #** panel displays the **Network Settings** for the selected **QuickTurn MediaIO** device.



   If you selected the wrong device, click **select** in the **Device Name** area to return to the list of available devices.

11. In the **Configure REMOTE #** panel, select the **Enable** check box to enable Caprica to control the QuickTurn TES device you are configuring.

12. To set a custom name for a remote port, complete the following steps:

    a. In the **Alias** box, enter a custom name for the remote port.

    b. Select the **Use Alias** check box.

    The **Alias** column in the **Port Configuration Summary** table displays the custom name set for the remote port. The **Use Alias** column displays **Yes** to indicate that Caprica and OverDrive use the custom name set for the remote port.

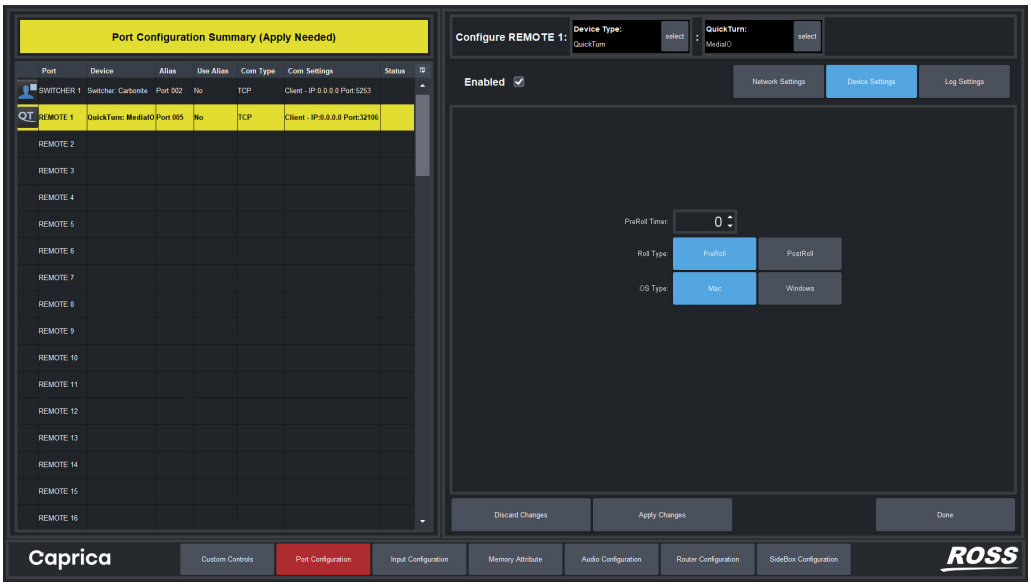
    To use the default remote port name, clear the **Use Alias** check box. The **Use Alias** column displays **No** to indicate that Caprica and OverDrive use the default remote port name. The **Alias** column and the **Alias** box retain the custom name set for the remote port.

13. Use the following settings to configure the **Network Settings** for your Media IO Server:

    - **Ethernet Role** — click **Client**.
    - **Remote IP Address** — enter in this box the IP address of your Media IO Server.
    - **Remote Port** — enter in this box the port number that your Media IO Server uses to communicate with other devices as set in DashBoard.
    - **Local IP Address** — enter 0.0.0.0 in this box.
    - **Local Port** — 0 in this box.
    - **Protocol** — click **TCP**.

14. Click **Device Settings**.

    The **Configure REMOTE #** panel displays the **Device Settings** for the selected **QuickTurn MediaIO** device.



15. Use the **PreRoll Timer** box to enter or select the number of frames before or after the transition begins to send messages.

16. Use the **Roll Type** setting to select when to send messages. The available options are as follows:

    - **PreRoll** — click this button to send messages at the number of frames set in the **PreRoll** Timer box before the transition begins.
    - **PostRoll** — click this button to send messages at the number of frames set in the **PreRoll** Timer box after the transition begins.

17. Use the **OS Type** setting select the operating system used by the Media IO Server computer. The available options are as follows:
    - **Mac** — the Media IO Server computer uses the Apple® macOS® operating system.
    - **Windows** — the Media IO Server computer uses the Microsoft Windows operating system.
18. Click **Apply Changes** to save the QuickTurn device settings.
19. Click **Done** to close the **Configure REMOTE #** panel.

Metus INGEST Server

When you use a Metus INGEST Server to encode QuickTurn output you must create a Caprica device for the server before you configure QuickTurn in OverDrive.

✶ Your OverDrive System must include a Caprica Server to configure QuickTurn Caprica devices.

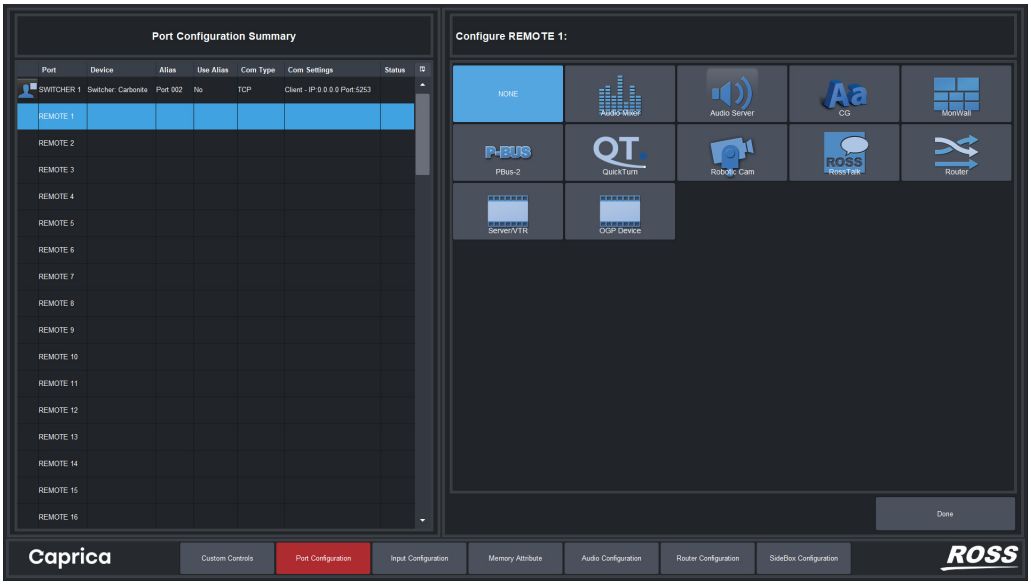
To configure a Caprica QuickTurn device for a Metus INGEST server

1. Open the **Port Configuration** node of your Caprica Server. For more information, refer to step **1** to step **1** in the procedure "**To configure a Caprica QuickTurn device for a Media IO Server**" on page 25–2.

   The **Port Configuration** client opens in the **Device View**.

2. In the **Port** column of the **Port Configuration Summary** table, double-click the port to configure for the QuickTurn device (**REMOTE 1 to REMOTE72**).

   The **Configure REMOTE #** panel for the selected port opens.

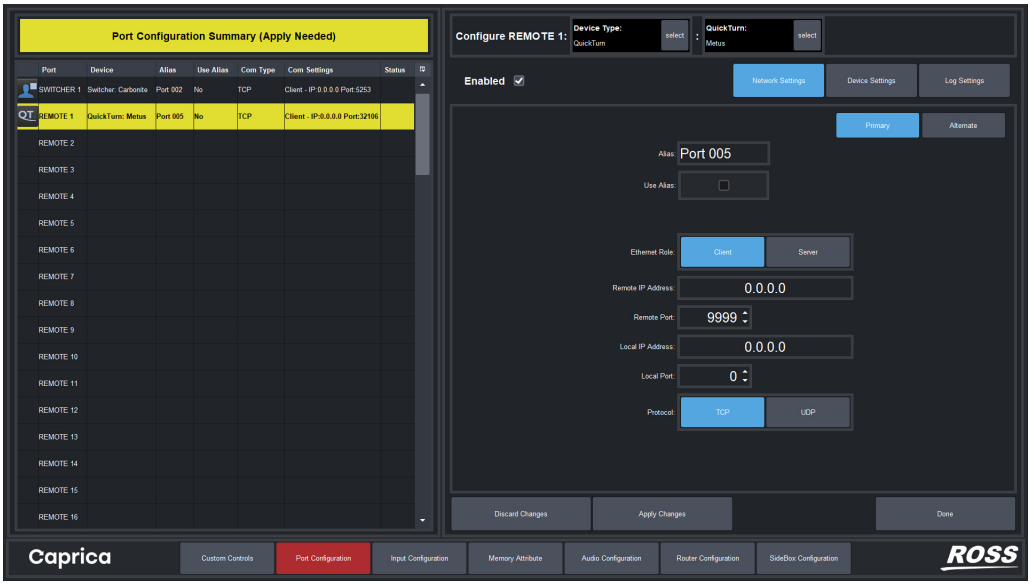


3. In the **Configure REMOTE #** panel, click **QuickTurn**.

   The **Configure REMOTE #** panel lists the available **QuickTurn** devices for the selected device type.

4. Click **Metus** as the QuickTurn device to configure.

   The **Configure REMOTE #** panel displays the **Network Settings** for the selected **QuickTurn Metus** device.



   If you selected the wrong device, click **select** in the **Device Name** area to return to the list of available devices.

5. In the **Configure REMOTE #** panel, select the **Enable** check box to enable Caprica to control the QuickTurn Metus device you are configuring.

6. To set a custom name for a remote port, complete the following steps:

   a. In the **Alias** box, enter a custom name for the remote port.

   b. Select the **Use Alias** check box.

   The **Alias** column in the **Port Configuration Summary** table displays the custom name set for the remote port. The **Use Alias** column displays **Yes** to indicate that Caprica and OverDrive use the custom name set for the remote port.

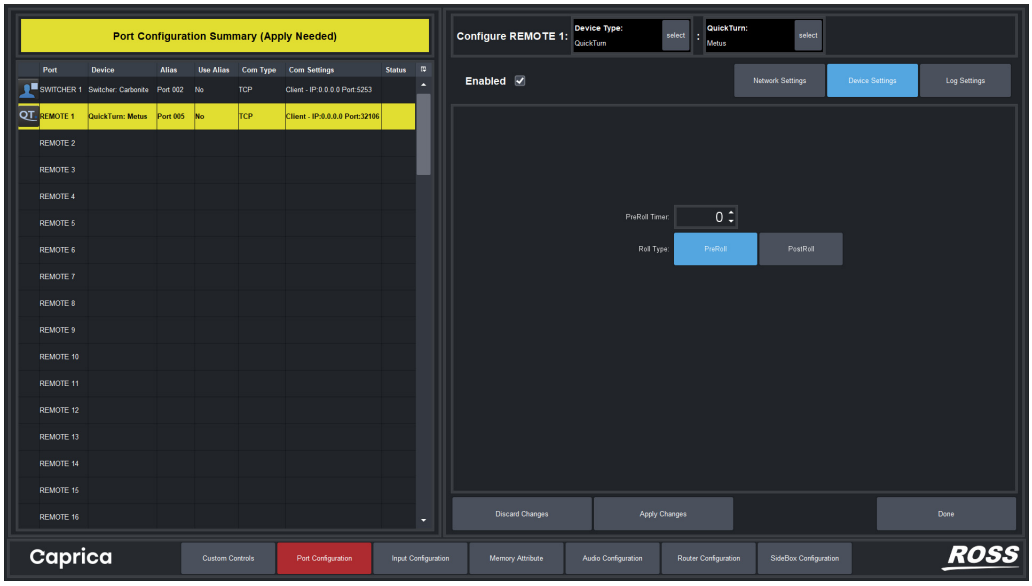
   To use the default remote port name, clear the **Use Alias** check box. The **Use Alias** column displays **No** to indicate that Caprica and OverDrive use the default remote port name. The **Alias** column and the **Alias** box retain the custom name set for the remote port.

7. Use the following settings to configure the **Network Settings** for your Metus INGEST Server:

   - **Ethernet Role** — click **Client**.
   - **Remote IP Address** — enter in this box the IP address of your Metus INGEST Server as set in the Metus Remote Control settings.
   - **Remote Port** — enter in this box the port number that your Metus INGEST Server uses to communicate with other devices as set in the Metus Remote Control settings.
   - **Local IP Address** — enter 0.0.0.0 in this box.
   - **Local Port** — 0 in this box.
   - **Protocol** — click **TCP**.

8. Click **Device Settings**.

   The **Configure REMOTE #** panel displays the **Device Settings** for the selected **QuickTurn Metus** device.



9. Use the **PreRoll Timer** box to enter or select the number of frames before or after the transition begins to start recording.

10. Use the **Roll Type** setting to select when to start recording. The available options are as follows:

    - **PreRoll** — click this button to start record at the number of frames set in the **PreRoll Timer** box before the transition begins.
    - **PostRoll** — click this button to start record at the number of frames set in the **PreRoll Timer** box after the transition begins.

11. Click **Apply Changes** to save the QuickTurn device settings.

12. Click **Done** to close the **Configure REMOTE #** panel.

TES Card

When you need to insert metadata in your QuickTurn output you must also configure a Caprica device for the TES Card in your OverDrive system.

✶ Your OverDrive System must include a Caprica Server to configure QuickTurn Caprica devices.

To configure a Caprica QuickTurn device for a TES Card

1. Open the **Port Configuration** node of your Caprica Server. For more information, refer to step **1** to step **7** in the procedure "**To configure a Caprica QuickTurn device for a Media IO Server**" on page 25–2.

   The **Port Configuration** client opens in the **Device View**.

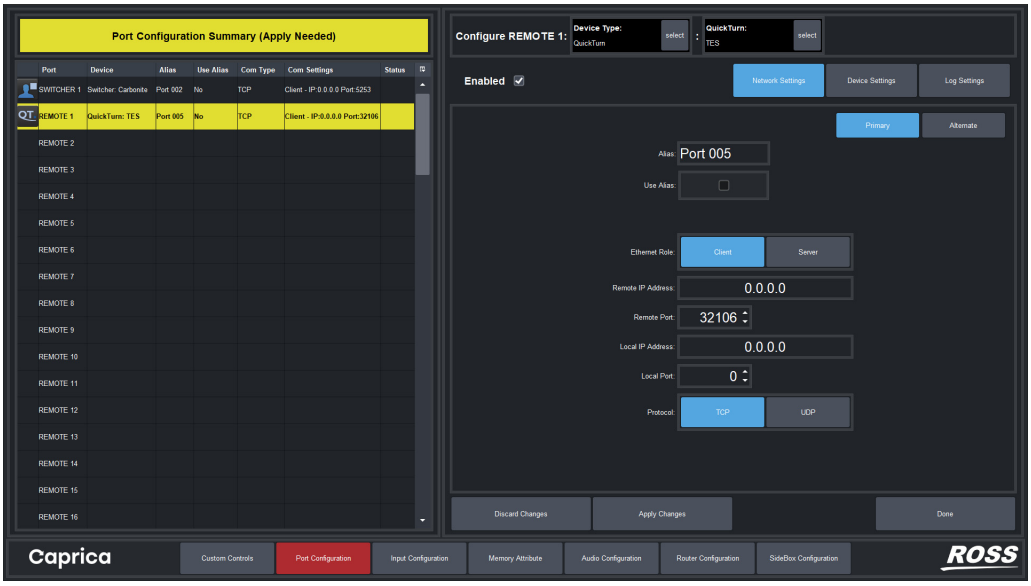
2. In the **Port** column of the **Port Configuration Summary** table, double-click the port to configure for the QuickTurn device (**REMOTE 1 to REMOTE72**).

3. In the **Configure REMOTE #** panel, click **QuickTurn**.

   The **Configure REMOTE #** panel lists the available **QuickTurn** devices for the selected device type.

4. Click **TES** as the QuickTurn device to configure.

   The **Configure REMOTE #** panel displays the **Network Settings** for the selected **QuickTurn TES** device.



   If you selected the wrong device, click **select** in the **Device Name** area to return to the list of available devices.

5. In the **Configure REMOTE #** panel, select the **Enable** check box to enable Caprica to control the QuickTurn TES device you are configuring.

6. To set a custom name for a remote port, complete the following steps:

   a. In the **Alias** box, enter a custom name for the remote port.

   b. Select the **Use Alias** check box.

   The **Alias** column in the **Port Configuration Summary** table displays the custom name set for the remote port. The **Use Alias** column displays **Yes** to indicate that Caprica and OverDrive use the custom name set for the remote port.

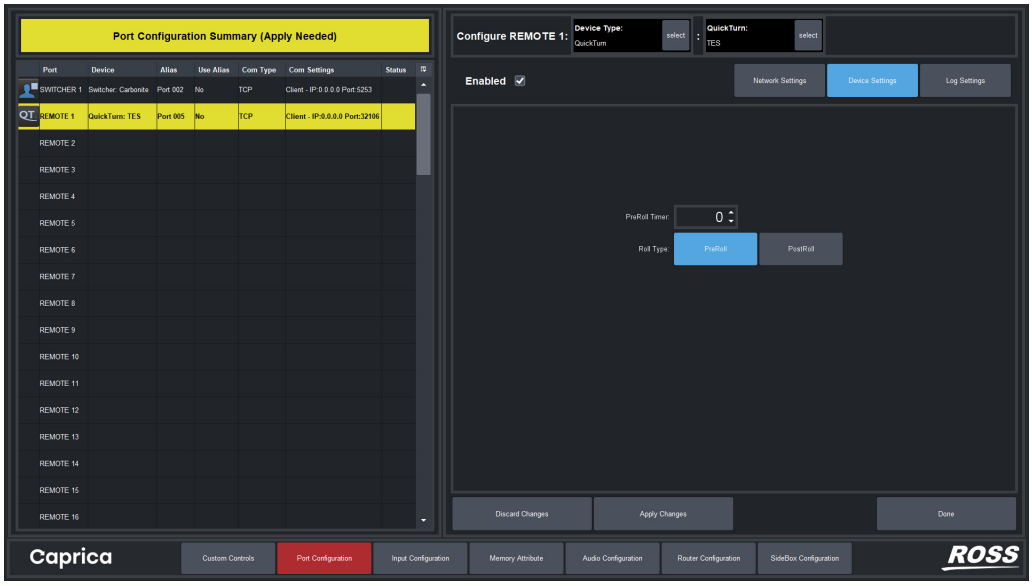
   To use the default remote port name, clear the **Use Alias** check box. The **Use Alias** column displays **No** to indicate that Caprica and OverDrive use the default remote port name. The **Alias** column and the **Alias** box retain the custom name set for the remote port.

7. Use the following settings to configure the **Network Settings** for your TES Card:

   - **Ethernet Role** — click **Client**.
   - **Remote IP Address** — enter in this box the IP address of your TES Card as set in DashBoard.
   - **Remote Port** — enter in this box the port number that your TES Card uses to communicate with other devices as set in DashBoard.
   - **Local IP Address** — enter 0.0.0.0 in this box.
   - **Local Port** — 0 in this box.
   - **Protocol** — click **TCP**.

8. Click **Device Settings**.

   The **Configure REMOTE #** panel displays the **Device Settings** for the selected **QuickTurn TES** device.



9. Use the **PreRoll Timer** box to enter or select the number of frames before or after the transition begins to send messages.

10. Use the **Roll Type** setting to select when to send messages. The available options are as follows:

    - **PreRoll** — click this button to send SCTE-104 messages at the number of frames set in the **PreRoll** Timer box before the transition begins.
    - **PostRoll** — click this button to send SCTE-104 messages at the number of frames set in the **PreRoll** Timer box after the transition begins.

11. Click **Apply Changes** to save the QuickTurn device settings.

12. Click **Done** to close the **Configure REMOTE #** panel.

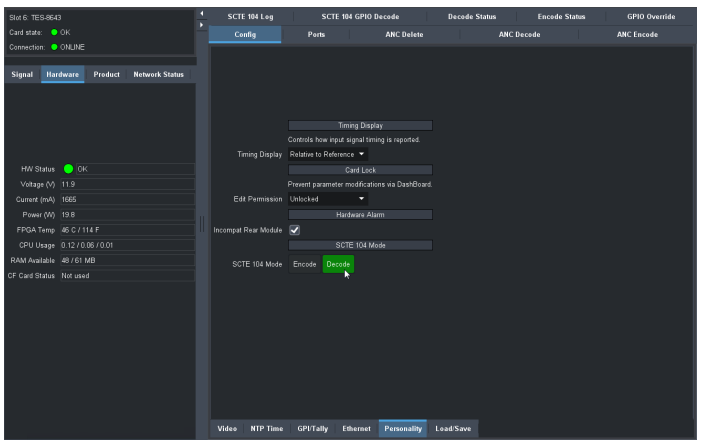
SCTE-104 Configuration

To enable the TES card to receive SCTE104 messages through metadata or Custom Controls you must use Dashboard to configure SCTE-104 settings on the TES card.

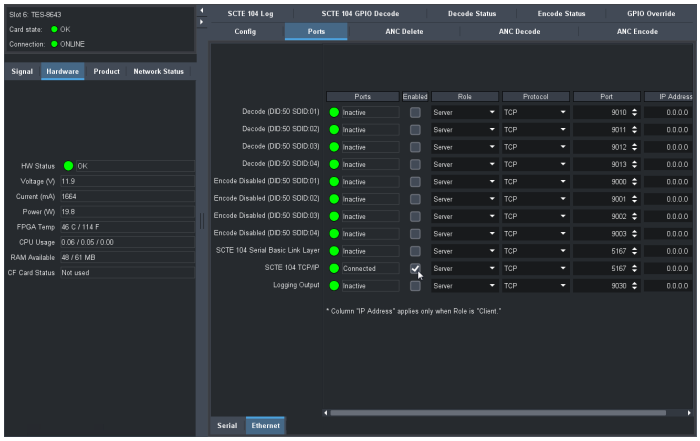
To configure SCTE-104 on a TES Card

1. Use **Dashboard** to connect to the TES card in your OverDrive system.

2. In the **Config** tab, select the **Decode** option for the **SCTE104 Mode** setting.



3. In the **Ports** tab, select the **Enabled** check box for the **SCTE104 TCP/IP** port.



4. Set the port numbers for the TES card as follows:

Port	Port Number
Decode (DID:50 SDID:01)	9010
Decode (DID:50 SDID:02)	9011
Decode (DID:50 SDID:03)	9012
Decode (DID:50 SDID:04)	9013
Encode Disabled (DID:50 SDID:01)	9000
Encode Disabled (DID:50 SDID:02)	9001
Encode Disabled (DID:50 SDID:03)	9002
Encode Disabled (DID:50 SDID:04)	9003
SCTE 104 Serial Basic Link Layer	5167
SCTE 104 TCP/IP	5167
Logging Output	9030

5. Save TES card SCTE-104 settings.

Configure QuickTurn Communication Settings

After configuring Caprica devices for your QuickTurn hardware devices you can configure how QuickTurn communicates with the Caprica Server in your OverDrive system.

To configure QuickTurn communication settings

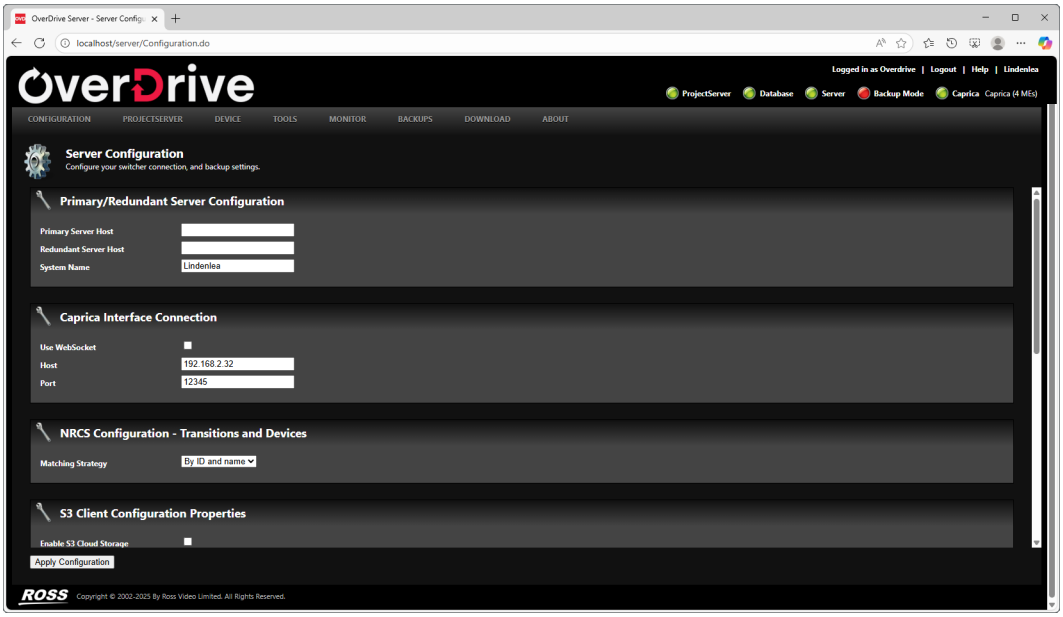
1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.
2. Enter the following user name and password in the provided boxes:
   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.
3. Click **Login**.

   The **OverDrive Server - Main** web page opens.
4. Use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.



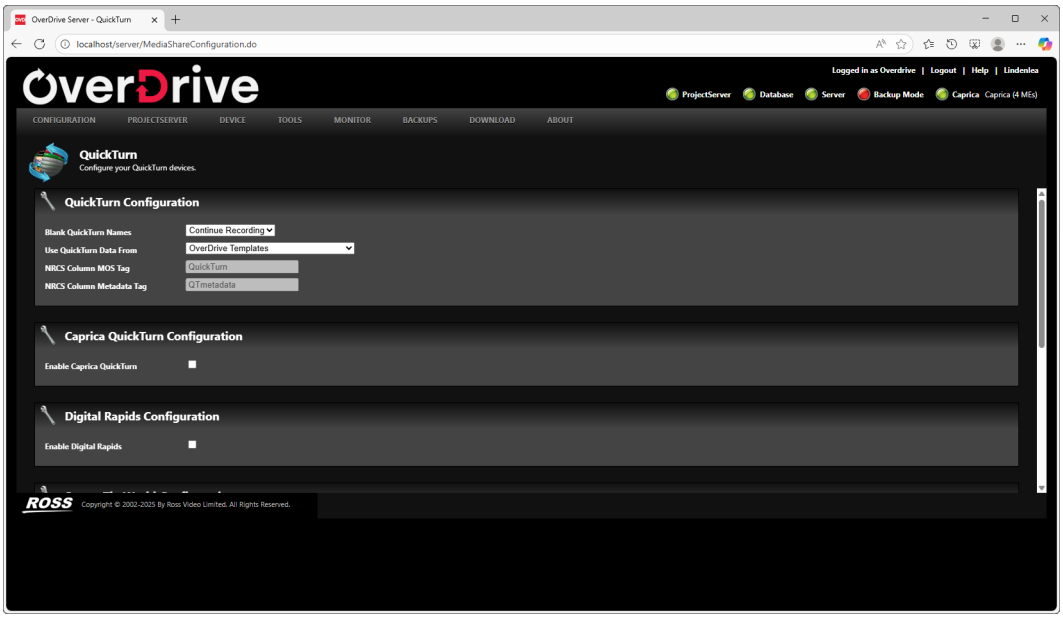
5. Check the follow settings in the **Caprica Interface Connection** section to verify that your OverDrive Server is connected to the Caprica Server in your OverDrive system:

   - **Host** — IP address of the Caprica Server or Caprica Server Cluster entered.
   - **Port** — port number of the Caprica Server or Caprica Server Cluster entered.

   If your OverDrive Server is not connected to a Caprica Server, refer to the chapter "**Caprica Communication Configuration**" on page 5–1 in the ***OverDrive Installation and Configuration Guide*** for more information.

6. Use the **DEVICE** menu to select **QuickTurn**.

   The **QuickTurn** web page opens.



7. In the **Caprica QuickTurn Configuration** section, enable the **Enable Caprica QuickTurn** check box.

   The set **Caprica Host** and **Caprica Port** display below the **Enable Caprica QuickTurn** check box.

8. Complete the procedure "**To configure QuickTurn settings**" on page 25–13 to finish configuring QuickTurn for your OverDrive server.

Configure QuickTurn Segment Name Settings

After configuring the QuickTurn devices and communication settings you can configure how QuickTurn handles rundown shots without a QuickTurn segment name and source of QuickTurn data.

To configure QuickTurn settings

1. In the **QuickTurn Configuration** section, use the **Blank QuickTurn Names** list to select what to do for rundown shots that are not assigned a QuickTurn segment name. The available options are as follows:
   - **Continue Recording** — when a previous shot in the rundown has started recording a QuickTurn segment to a video file, continuing recording content from the current rundown shot and add it to the open video file.
   - **Stop Recording** — stop the recording of a QuickTurn segment started by a previous shot in the rundown, and do not record content from the current rundown shot.
2. Use the **Use QuickTurn Data From** list to select the source of the QuickTurn data for a rundown shot. The available options are as follows:
   - **Story Slug** — when playing out an OverDrive NRCS rundown, override the QuickTurn data assigned to a rundown shot with the slug name of the news story associated with the rundown shot.
   - **NRCS Column** — when playing out an OverDrive NRCS rundown, override the QuickTurn data assigned to a rundown shot with the QuickTurn data set in the news story associated with the rundown shot.
   - **OverDrive Templates** — use the QuickTurn data set in the OverDrive Template used by a rundown shot.
   - **OverDrive Templates and NRCS Column** — when playing out an OverDrive NRCS rundown, set the source of the QuickTurn data for a rundown shot as follows:
     - › When the QuickTurn data is set in the OverDrive Template of the rundown shot, use this QuickTurn data.
     - › If the QuickTurn data is not set in the OverDrive Template of the rundown shot, use the QuickTurn data set in the news story associated with the rundown shot.
     - › If the QuickTurn data is not set in the news story associated with the rundown shot, use the QuickTurn data set in the **Blank QuickTurn Names** list.

   The QuickTurn data assigned to a rundown shot is used as the file name for the video file created from the rundown shot by the encoder computer.
3. In the **NRCS Column MOS Tag** box, enter the name of NRCS column that contains the QuickTurn data for a news story.

   The **NRCS Column MOS Tag** box is only available when you select **NRCS Column** or **OverDrive Templates and NRCS Column** from the **Use QuickTurn Names From** list.
4. In the **NRCS Column Metadata Tag** box, enter the name of NRCS metadata that contains the QuickTurn data for a news story.

   The **NRCS Column Metadata Tag** box is only available when you select **NRCS Column** or **OverDrive Templates and NRCS Column** from the **Use QuickTurn Names From** list.

Configure OverDrive Device Templates for QuickTurn Devices

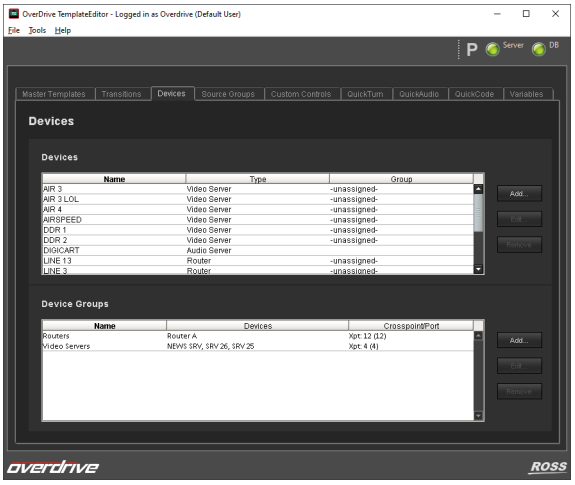
After configuring QuickTurn settings and a Caprica device for your QuickTurn devices, you can create an OverDrive Device template for your QuickTurn devices. A QuickTurn Device template enables you to control your QuickTurn encoding server or TES Card from a shot in an OverDrive rundown.

✶ A Caprica device must be configured for a QuickTurn device before you can create a Device template in OverDrive for the device.

To create a Device template for a QuickTurn device

1. In **TemplateEditor**, click the **Devices** tab.

   The **Devices** tab opens.



2. In the **Devices** section, click **Add**.

   The **New Device** dialog box opens.



3. In the **Device Name** box enter a name for the new Device template.

   Device template names can be up to 12 alphanumeric characters in length and must be unique within OverDrive. It is best to avoid using the following characters in a Device template name:

   < — Less than
   > — Greater than
   : — Colon
   " — Double quote
   / — Forward slash
   \ — Backslash)
   | — Pipe
   ? Question mark
   * — Asterisk

4. In the **Device Type** section, select **QuickTurn**.

5. When using a MAM to set placeholders for video file clips created by QuickTurn, configure the MAM to use as follows:

   a. In the **QuickTurn Properties** section, select the **Set this Device to MOS Device** check box.

   b. Use the **Server Type** list to select the manufacturer of the MAM.

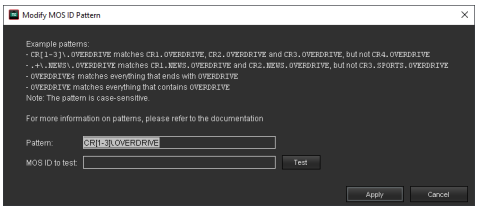
   c. In the **MOS ID (or pattern)** box, enter the MOS ID of the MAM.

   d. Select the **Use MOS ID Pattern** check box to use a regular expression search pattern to match the MOS ID of the MAM instead of entering a specific MOS ID. Entering a MOS ID pattern enables you to create a single Device template for multiple like MAMs in your OverDrive system that use different MOS IDs.

   Complete the following steps to enter a MOS ID pattern to match your MAM MOS IDs:

   - Click **Modify** to the right of the **Use MOS ID Pattern** check box.

     The **Modify MOS ID Pattern** dialog box opens.



   - In the **Pattern** box, enter a case sensitive regular expression search pattern to match the MOS IDs of the MAMs in your OverDrive system, for example:

	Video Server MOS ID	
MOS ID Pattern	**Matches**	**Does Not Match**

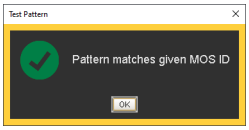
`CR[1-3]\.INGEST`	`CR1.INGEST`
	`CR2.INGEST`
	`CR3.INGEST`
		`CR4.INGEST`

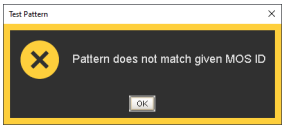
`.+\.NEWS.\INGEST`	`CR1.NEWS.INGEST` `CR2.NEWS.INGEST`	`CR3.SPORTS.INGEST`
`INGEST$`	Ending with `INGEST`	Not ending with `INGEST`
`INGEST`	Containing `INGEST`	Not containing `INGEST`

     For information about regular expressions, refer to "**Appendix D. Regular Expressions**" on page 34–1.

   - In the **MOS ID to test** box, enter the MOS ID of a MAM that the MOS ID pattern you entered in the **Pattern** box should match.
   - Click **Test**.

     TemplateEditor displays the test results as an alert. The possible test result alerts are as follows:





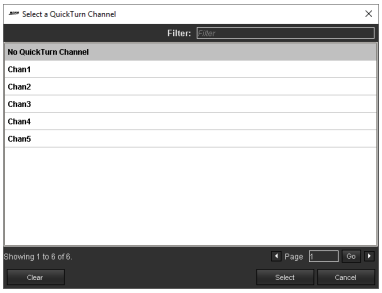
   - Click **OK** to close the **Test Pattern** alert.
   - If required, edit the MOS ID pattern you entered in the **Pattern** box.

e. In the **Clip** box, enter the MOS tag that contains the clip name of the video server clip. Depending on the MAM selected from the **Server Type** list, the default MOS tags are as follows:

Server Type	Clip	Clip Name Obtained From
Generic	objID	<objID> MOS tag
Bitcentral (Story ID)		Enter the MOS tag that contains the clip name
Bitcentral (MOS ID)	objID	<objID> MOS tag
Command	objID	<objID> MOS tag
ControlAir	video-id	video-id column
Countdown	objID	<objID> MOS tag
EVS	objID	<objID> MOS tag
Gallery SIENNA	objPaths/objPath	<objPath> MOS tag within the <objPaths> tag
Grass Valley Aurora	clipPath	<clipPath> MOS tag
NewsQ	source	<source> MOS tag
NEXIO	objID	<objID> MOS tag
Omneon	objPaths/objPath	<objPath> MOS tag within the <objPaths> tag
Quantel	objID	<objID> MOS tag
SONY Sonaps	objID	<objID> MOS tag
Vidispine	objPaths/objPath	<objPath> MOS tag within the <objPaths> tag
Chyron XClyps	subtypeid	<subtypeid> MOS tag
Streamline	objPaths/objPath	<objPath> MOS tag within the <objPaths> tag
XPression Clips	clipname	<clipname> MOS tag

6. In the **Remote Ports** section, use the **Select Port** list to select the Caprica port configure for your QuickTurn device.
7. Click **Select** to the right of the **Channel** box.

   The **Select a QuickTurn Channel** dialog box opens.



   The **Select a QuickTurn Channel** dialog box only lists the channels configured on the QuickTurn device associated with the selected **Remote Port**.

8. Use the following methods to view the available QuickTurn device channels:
   - **Filter** — enter in this box a portion of the channel name you are looking for. As you type, the channel list automatically updates to show the channels that contain the entered text.
   - **Clear** — click this button to clear the **Filter** box and list all of the available channels.
   - **Page** — each page of the **Select a QuickTurn Channel** dialog box lists ten channels. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.
9. Select a QuickTurn device channel from the channel list.

✶ You must select a channel to use the QuickTurn Device template to record content or insert metadata in QuickTurn output.

10. Click **Select**.

    The **Select a QuickTurn Channel** dialog box closes, and the **New Device** dialog box displays the name of the selected QuickTurn device channel in the **Channel** box.

11. In the **Alias** box, enter a custom name for the QuickTurn device on the selected port and set channel.

    OverDrive uses the set **Alias** as follows:
    - Displays with the device name when editing a shot in RundownControl or in the OverDrive NRCS plugin.
    - Adds to the video file name when the MOS placeholder is not used. When the Alias box is left blank OverDrive appends the device name to the clip file name.

12. Click **OK** to save the new Device template and close the **New Device** dialog box.

    The new Device template is added to the **Devices** list in TemplateEditor.

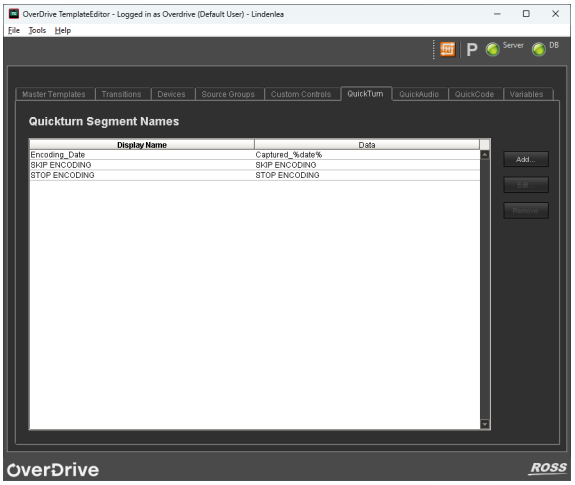
Define QuickTurn Segment Names

After configuring a QuickTurn Device template, you can define QuickTurn segment names to set the file name for the video file created from the rundown shot by the encoder computer. QuickTurn segment names are only used by Master templates and shots associated with Non-MOS QuickTurn devices.

To create QuickTurn segment names

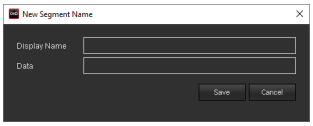
1. Use one of the following methods to start **TemplateEditor**:
   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.
2. Click the **QuickTurn** tab.

The **QuickTurn** tab opens.



3. Click **Add**.

   The **New Segment Name** dialog box opens.



4. In the **Display Name** box, enter a descriptive name for the QuickTurn segment name. OverDrive users see the Display Name when selecting a QuickTurn segment name. A **Display Name** can be up to 255 characters and contain alphanumeric, space, dash, period, colon, and round bracket characters.
5. In the **Data** box, enter the information to be set by the segment name for a QuickTurn device. A **Data** entry can be up to 99 characters and contain alphanumeric, space, dash, period, colon, and round bracket characters.
   - **Media IO Server** and **Metus INGEST Server** — the file name for the video file created from a rundown shot. You can include the following case-sensitive variables in video file names:
     - **%YYYY%** — full current year (2020)
     - **%YY%** — short current year (20)
     - **%MM%** — numeric current month (10)
     - **%Mon%** — name of the current month (October)
     - **%DD%** — numeric current day (30)
     - **%Day%** — name of the current day (Friday)
     - **%hh%** — current hour in 24 hours (17)
     - **%mm%** — current minutes (30)
     - **%ss%** — current minutes (30)
     - **%date%** — current date (10-30-20)
     - **%time%** — current time (17:30)

✶ Variable names are case-sensitive.

   - **TES Card** — the SCTE104 message to send to the TES Card from a rundown shot. A message contains a comma separated list of key value pairs (KEY=VALUE,KEY=VALUE,KEY=VALUE...). For a list of QuickTurn supported SCTE104 messages, refer to the appendix "**Appendix G. QuickTurn SCTE104 Messages**" on page 37–1.

6. Click **Save**.

   The new segment name is added to the **QuickTurn Segments Names** list.

To delete a QuickTurn segment name

1. In **TemplateEditor**, click the **QuickTurn** tab.

   The **QuickTurn** tab opens.

2. Use the **QuickTurn Segments Names** list to select the segment name to delete.

3. Click **Remove**.

   The selected segment name is deleted from the **QuickTurn Segments Names** list.

Assign QuickTurn Devices and Actions to Master Templates

QuickTurn devices and actions can be assigned to a Master template. Shots created using Master templates that contain QuickTurn devices and actions control QuickTurn encoding during rundown playout.

To assign QuickTurn devices and actions to a Master template

1. In **TemplateEditor**, click the **Master Templates** tab.

   The **Master Templates** tab opens.

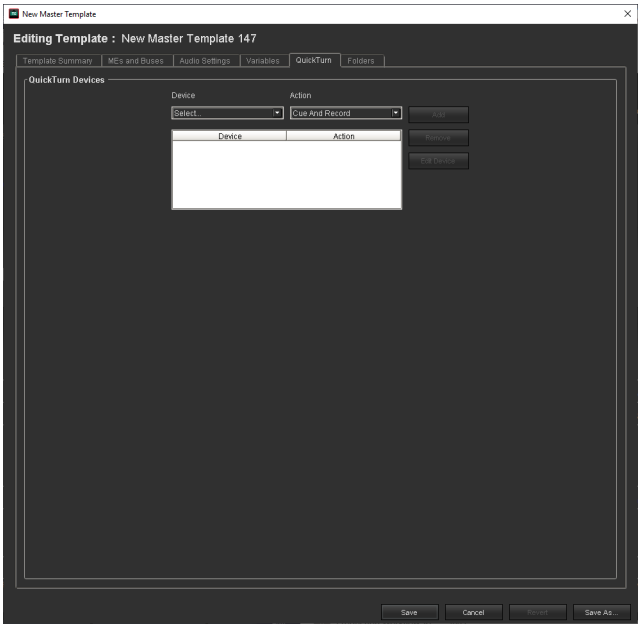
2. Use one of the following methods to select a Master template to assign a QuickTurn device and action:

   - **Create** a new Master template.
   - **Edit** and existing Master template.

   The **New Master Template** dialog box opens when adding a new Master template. The **Editing Master Template** dialog box opens when editing an existing Master template.

3. Click the **QuickTurn** tab.

   The **QuickTurn** tab opens.



4. In the **QuickTurn Devices** section, use the **Device** list to select the QuickTurn device to control.

5. Use the **Action** list to select the action for the selected QuickTurn device. The available actions are as follows:
   - **Cue and Record** — cue the QuickTurn device and start recording a new video file.
   - **Stop** — stop recording and close the current video file.
   - **Split** — close the current video file and continue recording to a new video file. OverDrive adds an increment number to name of the new video file opened for recording.
   - **Pause** — pause recording to the current video file.
   - **Resume** — resume recording to the current video file.
   - **Insert Metadata** — send the SCTE104 message associated with a segment name to the TES Card.
   - **Clear Metadata** — clear all SCTE104 messages from the TES Card.
6. Click **Add**.

   OverDrive adds the selected **Device** and **Action** to the **QuickTurn Devices** list. You can only add a QuickTurn device once to the **QuickTurn Devices** list. You can add multiple QuickTurn devices to the **QuickTurn Devices** list.
7. Click **Save** to save Master template properties and close the dialog box.

   When the Master template is used to insert a shot in a rundown, the shot is automatically configured to control QuickTurn encoding during rundown playout.

Remove QuickTurn Devices and Actions

You must remove a QuickTurn device and action combination from a Master template when you want to change the QuickTurn device action or completely remove the device from the Master template.

To remove QuickTurn device and action combinations from a Master template

1. The **New Master Template** or **Editing Master Template** dialog box, click the **QuickTurn** tab.

   The **QuickTurn** tab opens.
2. In the **QuickTurn Devices** list, select the QuickTurn **Device** and **Action** combination to remove.
3. Click **Remove**.

   OverDrive removes the selected QuickTurn **Device** and **Action** combination from the **Device** list.

Edit a Device Template

From the QuickTurn Devices list you can directly edit the Device template of a QuickTurn device.

To edit the Device template of a QuickTurn device

1. The **New Master Template** or **Editing Master Template** dialog box, click the **QuickTurn** tab.

   The **QuickTurn** tab opens.
2. In the **QuickTurn Devices** list, select the QuickTurn **Device** to edit.
3. Click **Edit Device**.

The **TemplateEditor Editing Device** dialog box opens.



4. Use the sections in the **Editing Device** dialog box to modify the properties of the Device template of the selected QuickTurn device.

✶ Changes made to a Device template affect of the QuickTurn devices associated with the Device template.

5. Click **Save** to save property changes for the Device template and close the **Editing Device** dialog box.

For More Information on...

- setting Device template properties, refer to the section "**To create a Device template for a QuickTurn device**" on page 25–14.

RundownControl Setup

After configuring QuickTurn encoding devices, defining QuickTurn segment names, and assigning QuickTurn devices to Master templates; you are ready to set up RundownControl for QuickTurn.

Enable QuickTurn On Playout

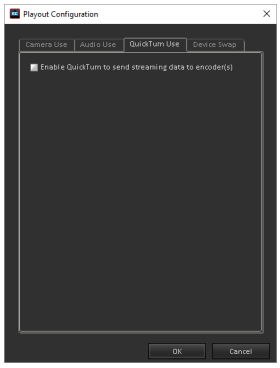
You can configure RundownControl to automatically enable QuickTurn when you playout a rundown. Before enabling QuickTurn, QuickTurn encoding devices must be configured in the **OverDrive Server Web Administration** web page. If a QuickTurn encoding device is not configured when QuickTurn is enabled, QuickTurn segments will no be generated from tagged shots in a rundown.

To enable QuickTurn on playout

1. Start **RundownControl**.
2. Use the **Tools** menu to select **Playout Configuration**.

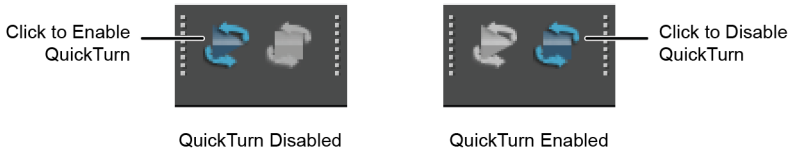
   The **Playout Configuration** dialog box opens.
3. Click the **QuickTurn Use** tab.

The **QuickTurn Use** tab opens.



4. Select the **Enable QuickTurn to send streaming data to encoder(s)** to send content from QuickTurn tagged shots to the encoder computer(s).

   Clicking the **QuickTurn** buttons in the toolbar is another method of enabling and disabling QuickTurn content. The QuickTurn buttons automatically update to indicate the current QuickTurn status.



5. Click **OK**.

Display QuickTurn Information in the Rundown Table

You can add the QuickTurn column to the Rundown table to view the QuickTurn device, action, and segment name associated with a shot.

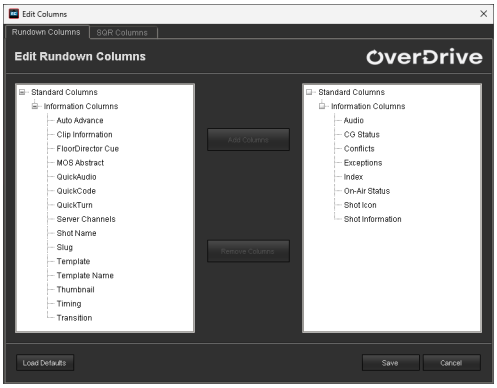
To add the QuickTurn column to the Rundown table

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.

2. Click the **Rundown Columns** tab.

   The **Rundown Columns** tab opens.

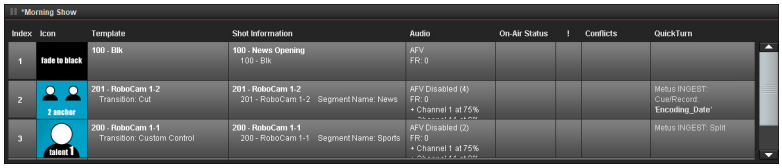


3. From the available columns tree view on the left, select **QuickTurn** in the **Information Columns** node.
4. Click **Add Columns**.

   The QuickTurn column is added the displayed columns tree view on the right.

5. Click **Save**.

   The **Edit Columns** dialog box closes, and the **QuickTurn** column displays in the **Rundown** table.



For More Information on...

- working with RundownControl, refer to the chapter "**RundownControl™**" on page 11–1.

Set QuickTurn Segments in a Rundown

Before you can use a rundown to broadcast a show and simultaneously encode video files or insert metadata, you must set QuickTurn segments in the rundown. QuickTurn segments are set by inserting shots using the Master templates you defined to control your QuickTurn device.

Recording QuickTurn Segments

Shots that start the recording of a QuickTurn segment also require that you set a file name for the video file created from the QuickTurn segment by QuickTurn device.To set QuickTurn segments in RundownControl:

To set recording QuickTurn segments in RundownControl

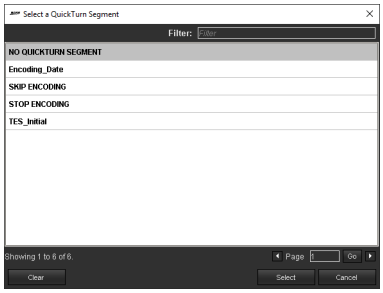
1. In **RundownControl**, open or create a Live or NRCS rundown.
2. At the location in the rundown to start recording the playout, complete the following steps:
   a. Insert a new shot or edit an existing shot.
   b. In the **Shot Summary** tab, select a Master template configured with the **Cue And Record** action set for a QuickTurn device.
   c. If your OverDrive system uses the NRCS to set file names for the video files created from QuickTurn segments by the QuickTurn device, skip to step **i**.
   d. Click the **QuickTurn** tab.

      The **QuickTurn** tab opens.



e. Click **Select** to the right of the Display Name box.

The **Select a QuickTurn Segment** dialog box opens.



The **Select a QuickTurn Segment** dialog box only lists the available QuickTurn segment names in your OverDrive system. You can use the **QuickTurn** tab in the **TemplateEditor** to add QuickTurn segment names to your OverDrive system.

f. Use the following methods to view the available QuickTurn segment names:

- **Filter** — enter in this box a portion of the QuickTurn segment name you are looking for. As you type, the QuickTurn segment name list automatically updates to show the names that contain the entered text.
- **Page** — each page of the **Select a QuickTurn Segment** dialog box lists ten QuickTurn segment names. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

g. Use the **Name** column to select the QuickTurn segment name for the shot.

h. Click **Select**.

The **Select a QuickTurn Segment** dialog box closes. The **Display Name** box displays the name of the selected QuickTurn segment name and the **Data** box displays the file name set by the selected QuickTurn segment name.

i. Click **Insert Shot**.

3. To stop recording the playout, complete the following steps:

a. Insert a new shot or edit an existing shot at the location in the rundown to stop recording.

b. In the **Shot Summary** tab, select a Master template configured with the **Stop** action set for the QuickTurn device used to start recording playout.

4. To stop recording to the current file and start recording to a new file, complete the following steps:

a. Insert a new shot or edit an existing shot at the location in the rundown to stop recording to the current file and start recording to a new file.

b. In the **Shot Summary** tab, select a Master template configured with the **Split** action set for the QuickTurn device used to start recording playout.

5. To pause the current recording, complete the following steps:

a. Insert a new shot or edit an existing shot at the location in the rundown to pause the current recording.

b. In the **Shot Summary** tab, select a Master template configured with the **Pause** action set for the QuickTurn device used to start recording playout.

6. To resume a paused recording, complete the following steps:

a. Insert a new shot or edit an existing shot at the location in the rundown to resume a paused recording.

b. In the **Shot Summary** tab, select a Master template configured with the **Resume** action set for the QuickTurn device used to pause recording playout.

7. Save the rundown.
8. Playout the open rundown to simultaneously broadcast and encode video files for the set QuickTurn segments.

Message Insert QuickTurn Segments

Shots that insert metadata require that you set the SCTE104 message to send to the TES Card.

To set message QuickTurn segments in RundownControl

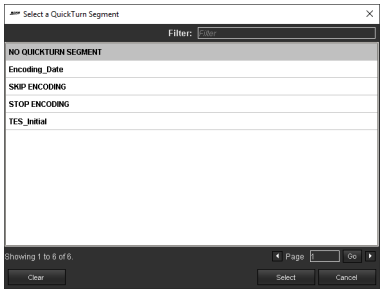
1. In **RundownControl**, open or create a Live or NRCS rundown.
2. At the location in the rundown to send an SCTE104 message to the TES Card, complete the following steps:
   a. Insert a new shot or edit an existing shot.
   b. In the **Shot Summary** tab, select a Master template configured with the **Insert Metadata** action set for a QuickTurn device.
   c. If your OverDrive system uses the NRCS to set the SCTE104 message to send the TES Card, skip to step **i**.
   d. Click the **QuickTurn** tab.

      The **QuickTurn** tab opens.



   e. Click **Select** to the right of the Display Name box.

      The **Select a QuickTurn Segment** dialog box opens.



      The **Select a QuickTurn Segment** dialog box only lists the available QuickTurn segment names in your OverDrive system. You can use the **QuickTurn** tab in the **TemplateEditor** to add QuickTurn segment names to your OverDrive system.

f. Use the following methods to view the available QuickTurn segment names:

- **Filter** — enter in this box a portion of the QuickTurn segment name you are looking for. As you type, the QuickTurn segment name list automatically updates to show the names that contain the entered text.
- **Page** — each page of the **Select a QuickTurn Segment** dialog box lists ten QuickTurn segment names. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the **Go** icon.

g. Use the **Name** column to select the QuickTurn segment name for the shot.

h. Click **Select**.

The **Select a QuickTurn Segment** dialog box closes. The **Display Name** box displays the name of the selected QuickTurn segment name and the **Data** box displays SCTE104 message set by the selected QuickTurn segment name.

i. Click **Insert Shot**.

3. To clear SCTE104 messages from the TES Card, complete the following steps:

a. Insert a new shot or edit an existing shot at the location in the rundown to clear SCTE104 messages from the TES Card.

b. In the **Shot Summary** tab, select a Master template configured with the **Clear Metadata** action set for the TES Card.

Set QuickTurn Segments in NRCS Stories

You can use the OverDrive NRCS plugin to edit shots in an NRCS story and set QuickTurn segments.

To set QuickTurn segments in the OverDrive NRCS plugin

1. In your NRCS, open the story to edit.

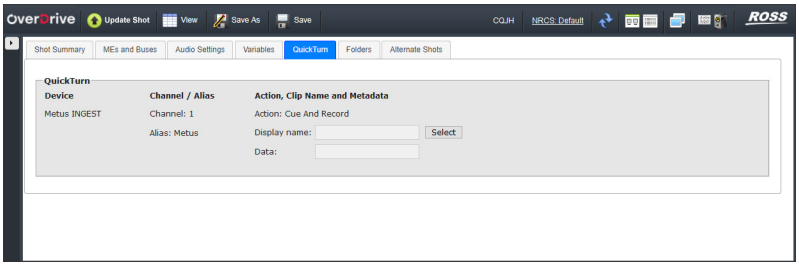
2. In the story, locate the MOS message **[<mos>…</mos>]** that contains the OverDrive shot to edit.

3. Double-click the MOS message **[<mos>…</mos>]**.

The **Editor** panel opens with the selected shot.

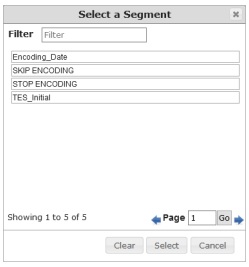
4. Click the **QuickTurn** tab.

The **QuickTurn** tab opens.



5. Click **Select** to the right of the **Display Name** box.

The **Select a Segment** dialog box opens.



The **Select a Segment** dialog box only lists the available QuickTurn segment names in your OverDrive system. You can use the **QuickTurn** tab in the **TemplateEditor** to add QuickTurn segment names to your OverDrive system.

6. Use the following methods to view the available QuickTurn segment names:
   - **Filter** — enter in this box a portion of the QuickTurn segment name you are looking for. As you type, the QuickTurn segment name list automatically updates to show the names that contain the entered text.
   - **Page** — each page of the **Select a QuickTurn Segment** dialog box lists ten QuickTurn segment names. To view other pages: click the **Previous** or **Next** icon, or enter a page number in the **Page** box and then click the Go **Go** icon.
7. Select the QuickTurn segment name for the shot.
8. Click **Select**.

   The **Select a QuickTurn Segment** dialog box closes. The **Display Name** box displays the name of the selected QuickTurn segment name and the **Data** box displays the file name set or the SCTE104 message sent by the selected QuickTurn segment name.
9. Click **Update Shot**.

For More Information on...

- creating and editing OverDrive rundown shots, refer to the chapter "**OverDrive Show Setup**" on page 15–1.
- using the OverDrive NRCS plugin, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.

Use an NRCS to Set QuickTurn Data for Shots

You can use the NRCS in your OverDrive system to directly set the QuickTurn data for a shot which defines the name of the video file created by the QuickTurn device for a QuickTurn segment. To enable your NRCS to set QuickTurn data for shots you must add a QuickTurn segment name column to the NRCS rundown and configure the OverDrive server to use the new column.

To configure an NRCS to set QuickTurn data for shots

1. Add a QuickTurn segment name column to your NRCS. Refer to your ***NRCS User Guide*** for information on how to add s column to a rundown.
2. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.
3. Log in to the **OverDrive Server Web Administration** web page.

   The **OverDrive Server - Main** web page opens.
4. Use the **DEVICE** menu to select **QuickTurn**.

   The **QuickTurn** web page opens.
5. In the **QuickTurn Configuration** section, use the **Use QuickTurn Data From** list to select **NRCS Column** or **OverDrive Templates and NRCS Column** as the source of the QuickTurn segment name for a rundown shot.
6. In the **NRCS Column MOS Tag** box, enter the name of NRCS column that contains the QuickTurn segment names for a news story.
7. In the **NRCS Column Metadata Tag** box, enter the name of NRCS metadata that contains the QuickTurn data for a news story.

Rundown Playout

After adding shots to the rundown to set QuickTurn segments, playout the rundown to broadcast the show and simultaneously encode video files or insert metadata for the set QuickTurn segments. OverDrive executes the QuickTime action set for a shot when it takes the shot on air. The QuickTurn actions control the associated QuickTurn device to encode video files or send SCTE104 messages. During playout the RundownControl System Status view displays the status of each QuickTurn channel.

During rundown playout OverDrive uses QuickTurn data from the sources listed in Table 25.1 on page 28.

Table 25.1 Use QuickTurn Data From

Type	Story Slug or NRCS Column	OverDrive Templates	OverDrive Templates and NRCS Column
NON-MOS	Use segment name from the NRCS column or story slug. • When the segment name is set in the OverDrive NRCS plugin, NRCS Column or Story Slug overrides the set name. • Manually editing the segment name in RundownControl overrides the name set by the NRCS column or story slug.	Use the segment name selected from the list of segment names defined in TemplateEditor. Never use the segment name from the NRCS column or story slug. You can select this segment name for RundownControl or the OverDrive NRCS plugin. RundownControl always overrides.	• Use data from the NRCS column when available.This data overrides segment names selected in RundownControl or the OverDrive NRCS plugin. • When data is not available from the NRCS column, use the segment name selected in RundownControl or the OverDrive NRCS plugin.
MOS	Use segment name from the NRCS column or story slug. • Never use the segment name from the placeholder, even if placeholder is available in story. • Ignore segment names manually entered in the OverDrive NRCS plugin. • Manually editing the segment name in RundownControl overrides the name set by the NRCS column or story slug.	Use the segment name from the placeholder, never from the NRCS column or story slug. • When the segment name is set in the OverDrive NRCS plugin, use it instead of the placeholder. • Manually editing the segment name in RundownControl overrides segments name set by the placeholder or the OverDrive NRCS plugin.	• Use data from the NRCS column when available.This data overrides segment names set by the placeholder, OverDrive NRCS plugin, or RundownControl. • When NRCS column data is not available use the **OverDrive Templates** behavior.
Description	Story-level QuickTurn segment names. Once set these names override shot coding, unless manually edited in RundownControl.	Non-story QuickTurn segment names. Once set OverDrive ignores all names in the NCRS column or story slug.	Hybrid option that uses the QuickTurn segment name from the NRCS column when available, otherwise use the name manually set in templates or shots. Edits made in RundownControl override all.

For More Information on...

- playing out a rundown, refer to the chapter "**Rundown Playout**" on page 22–1.

Inception Playout Notification

Ross Video Inception is a social media publishing tool that enables management and publishing of text and video content through social media channels. OverDrive can work in with Inception to publish social media associated with the NRCS story contained in the on-air shot. When OverDrive takes a story from an NRCS on air, OverDrive notifies Inception to publish the social media associated with same story.

To configure Inception playout notification

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.
2. Log in to the **OverDrive Server Web Administration** web page.
3. Use the **DEVICE** menu to select **QuickTurn**.

   The **QuickTurn** web page opens.
4. In the **Inception Configuration** section, select the **Enable Inception** check box.
5. In the **Host** box, enter the IP address or the hostname of the Inception Server computer.
6. In the **Port** box, enter the network port number used by the Inception server computer to receive playout notifications from OverDrive.
7. Obtain an authorization token from your Inception Administrator.
8. In the **Authorization Token** box, paste the authorization token obtained from your Inception Administrator.

   On the Inception Server, the **AuthToken** is found on the **OverDrive** panel of the **Configuration** window.
9. Click **Apply Configuration**.
10. Ask your Inception Administrator to configure the Inception server for OverDrive integration.

For More Information on...

- configuring Inception for OverDrive integration, refer the ***Inception Administration Online Help***.

Rundown Playout

After configuring OverDrive and Inception for playout notification, the same NRCS rundown can be opened in OverDrive and Inception for concurrent playout.

To playout an NRCS rundown and notify Inception

1. In **Inception**, open the NRCS rundown to play out.
2. Start rundown play out from Inception.
3. In **OverDrive**, open the NRCS rundown to play out.
4. Start rundown play out from OverDrive.

   When OverDrive takes a story from an NRCS on air, OverDrive notifies Inception to publish the social media associated with same story.

For More Information on...

- playing out a rundown, refer to the chapter "**Rundown Playout**" on page 22–1.
- publishing NRCS rundown stories from Inception, refer the ***Inception User Online Help***.

QuickTurn™ - Legacy

QuickTurn™ is a New Media Workflow (NMW) option for OverDrive that enables the automatic division and quick re-purpose of broadcast content for the web or streaming to mobile devices. Through working with third-party encoding, streaming, and Content Management Systems (CMS); QuickTurn can integrate broadcast content into web sites and mobile initiatives.

The following topics are discussed in this chapter:

- Workflow
- Configure QuickTurn Devices
- Define QuickTurn Segment Names
- Assign Segment Names to Master Templates
- RundownControl Setup
- Tag Shots as QuickTurn Segments
- Use an NRCS to Tag Stories as QuickTurn Segments
- Rundown Playout
- Inception Playout Notification

Workflow

QuickTurn significantly reduces the time required to post news stories and packages to your web site and eliminates common operator manual intervention required to transfer and "flip" media to the required format. The following diagram (**Figure 26.1**) illustrates the different phases of the QuickTurn workflow.

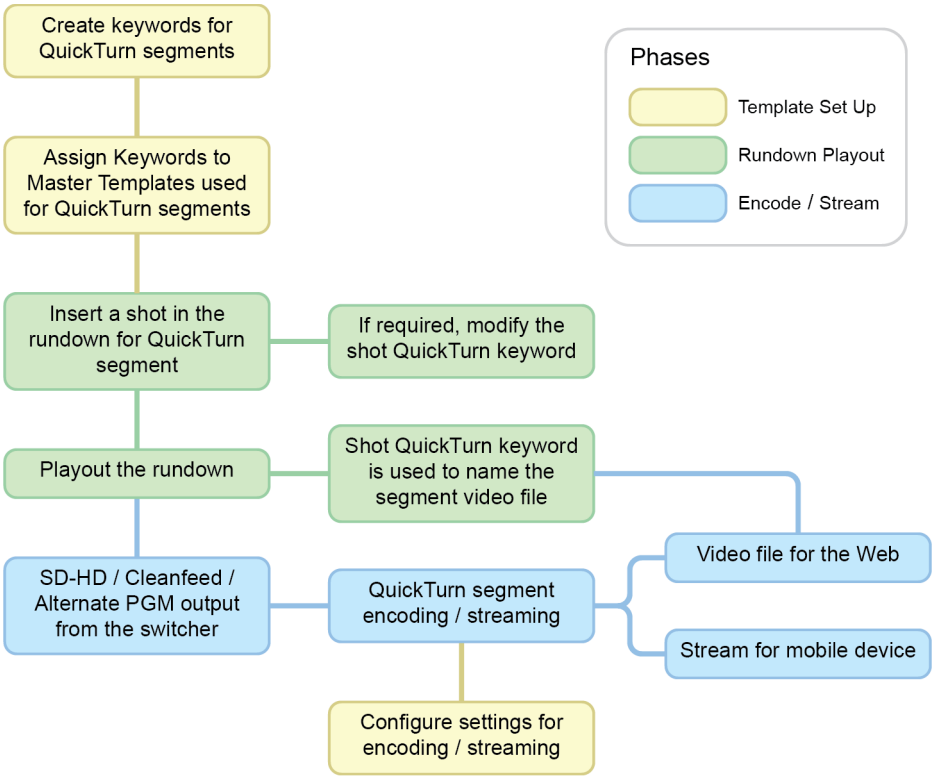


Figure 26.1 QuickTurn Phases

Configure QuickTurn Devices

QuickTurn is part of the OverDrive system while a separate computer is used to encode output from a QuickTurn enabled rundown. To enable QuickTurn to communicate with the encoding computer, the network location of the computer and the encoding device used the computer are set in the OverDrive Server Web Administration web page. QuickTurn supports the following encoding devices:

- Digital Rapids
- StreamTheWorld
- Anvato

✶ **Microsoft Internet Explorer® 9.0** with the **Display intranet sites in Compatibility View** setting turned **Off** is required to access the OverDrive Server Web Administration web page. To turn off compatibility view for intranet sites, follow these steps:

a. In **Microsoft Internet Explorer®**, press **ALT**.

b. Use the **Tools** menu to select **Compatibility View Settings**.

c. In the **Compatibility View Settings** dialog box, clear the **Display intranet sites in Compatibility View** check box.

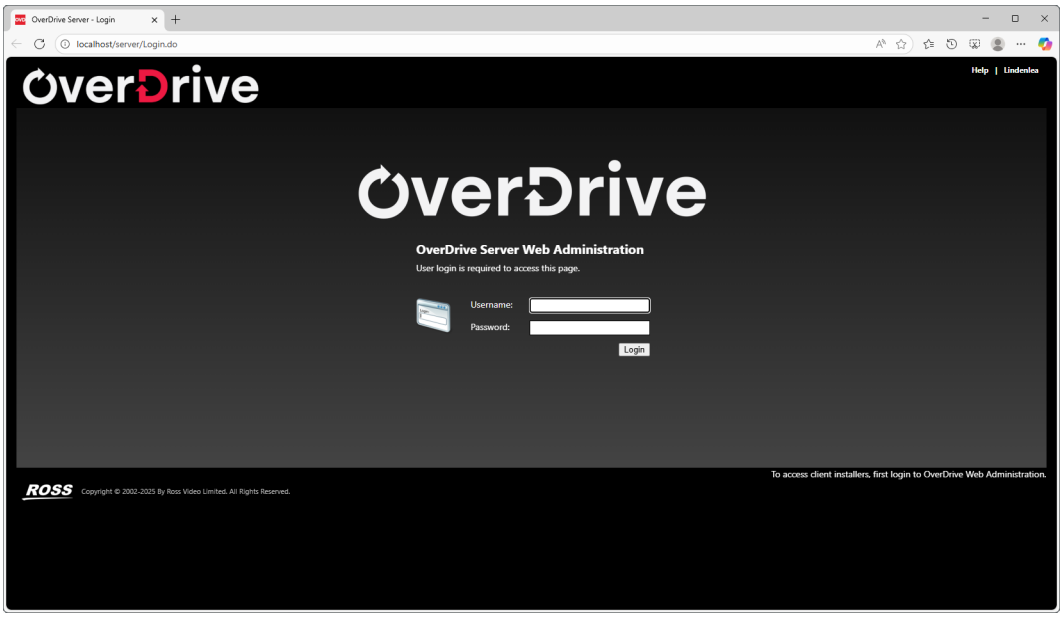
d. Click **Close**.

To Configure QuickTurn

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.



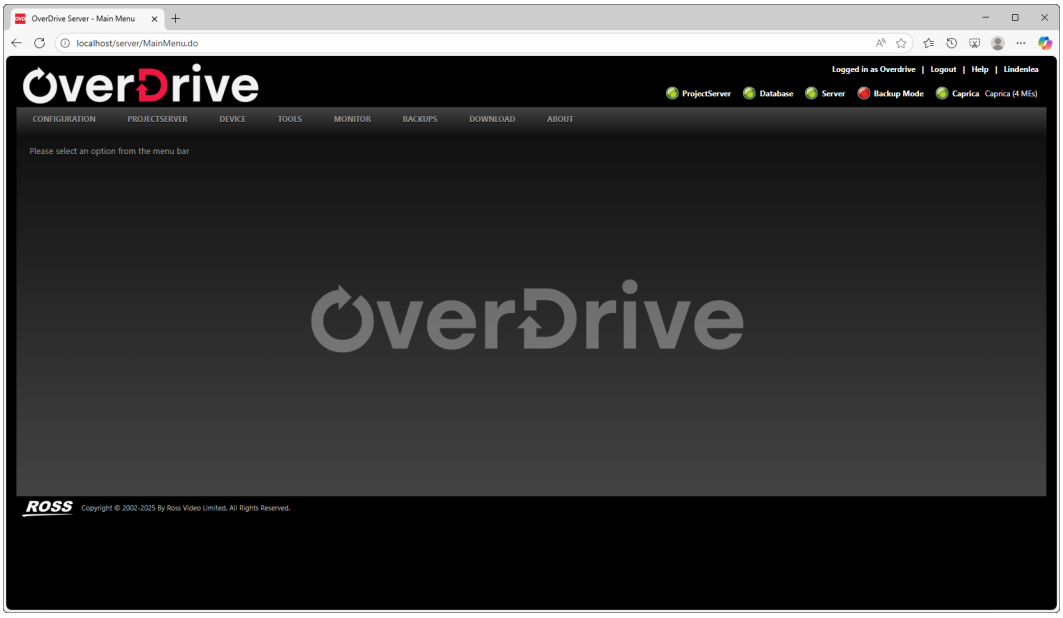
2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

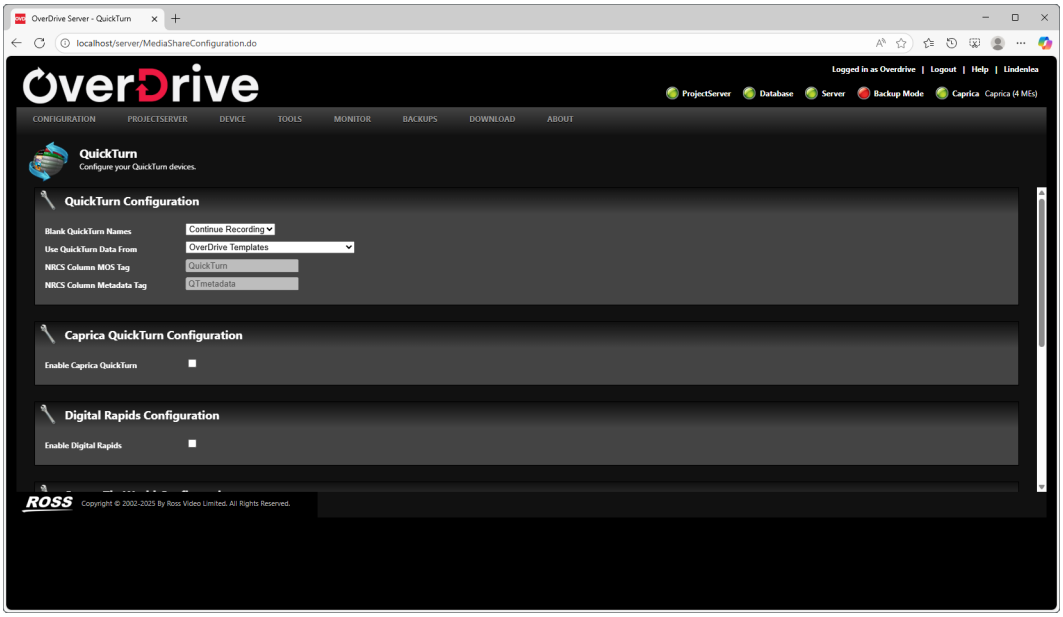
3. Click **Login**.

   The **OverDrive Server - Main** web page opens.



4. Use the **DEVICE** menu to select **QuickTurn**.

   The **QuickTurn** web page opens.



5. In the **QuickTurn Configuration** section, use the **Blank QuickTurn Names** list to select what to do for rundown shots that are not assigned a QuickTurn segment name. The available options are as follows:

   - **Continue Recording** — when a previous shot in the rundown has started recording a QuickTurn segment to a video file, continuing recording content from the current rundown shot and add it to the open video file.
   - **Stop Recording** — stop the recording of a QuickTurn segment started by a previous shot in the rundown, and do not record content from the current rundown shot.

6. Use the **Use QuickTurn Names From** list to select the source of the QuickTurn segment name for a rundown shot. The available options are as follows:

   - **Story Slug** — when playing out an OverDrive NRCS rundown, override the QuickTurn segment name assigned to a rundown shot with the slug name of the news story associated with the rundown shot.
   - **NRCS Column** — when playing out an OverDrive NRCS rundown, override the QuickTurn segment name assigned to a rundown shot with the QuickTurn segment name set in the news story associated with the rundown shot.
   - **OverDrive Templates** — use the QuickTurn segment name set in the OverDrive Template used by a rundown shot.
   - **OverDrive Templates and NRCS Column** — when playing out an OverDrive NRCS rundown, set the source of the QuickTurn segment name for a rundown shot as follows:
     - › When the QuickTurn segment name is set in the OverDrive Template of the rundown shot, use this QuickTurn segment name.
     - › If the QuickTurn segment name is not set in the OverDrive Template of the rundown shot, use the QuickTurn segment name set in the news story associated with the rundown shot.
     - › If the QuickTurn segment name is not set in the news story associated with the rundown shot, use the QuickTurn segment name set in the **Blank QuickTurn Names** list.

   The QuickTurn segment name assigned to a rundown shot is used as the file name for the video file created from the rundown shot by the encoder computer.

7. In the **NRCS Column MOS Tag** box, enter the name of NRCS column that contains the QuickTurn segment names for a news story.

   The **NRCS Column MOS Tag** box is only available when you select **NRCS Column** or **OverDrive Templates and NRCS Column** from the **Use QuickTurn Names From** list.

8. In the **NRCS Column Metadata Tag** box, enter the name of NRCS metadata that contains the QuickTurn data for a news story.

   The **NRCS Column Metadata Tag** box is only available when you select **NRCS Column** or **OverDrive Templates and NRCS Column** from the **Use QuickTurn Names From** list.

9. Depending on the encoding device in the encoder computer, use the following sections to configure the encoding device or devices used to encode QuickTurn segments:

   Digital Rapids

   a. In the **Digital Rapids Configuration** section, select the **Enable Digital Rapids** check box.

   b. In the **Host** box, enter the IP address or the hostname of the encoder computer.

   c. In the **Port** box, enter the network port number of the encoder computer.

   d. In the **Subdirectory** box, enter the name of the folder used by the Digital Rapids web service to communicate with OverDrive.

      This is folder name is the same as the folder name set in the **Publishing point** box of the Digital Rapids Stream Server **Preferences** dialog box.

   e. In the **File Name Custom Tag** box, enter the name of the Digital Rapids custom system tag that is used to name output video files with QuickTurn segment names.

      Digital Rapids custom system tags are defined in the Digital Rapids Stream **Preferences** dialog box.

   f. Use the **Capture Card Type** list to select the type of Digital Rapids device used in the encoding computer to encode QuickTurn segments.

   StreamTheWorld

   a. In the **StreamTheWorld Configuration** section, select the **Enable StreamTheWorld** check box.

   b. In the **Host** box, enter the IP address or the hostname of the encoder computer.

   c. In the **Port** box, enter the network port number of the encoder computer.

   d. In the **Subdirectory** box, enter the name of the folder to save video files created from QuickTurn segments.

   e. In the **Mount Name** box, enter the mount name assigned to your station by StreamTheWorld company.

   Anvato

✶ Anvato Device Configuration has reached end of development. By enabling Anvato Device Configuration, you acknowledge the potential security vulnerabilities associated with using OverDrive in an open network environment and utilizing this legacy device.

   a. In the **Anvato Configuration** section, select the **Enable Anvato** check box.

   b. In the **Host** box, enter the IP address or the hostname of the encoder computer.

   c. In the **Port** box, enter the network port number of the encoder computer.

   d. In the **Program Id** box, enter one or more program identifiers to pass to Anvato. When entering multiple program identifiers, enter a comma (,) to separate individual program identifiers.

   e. In the **Group Id** box, enter one or more group identifiers to pass to Anvato. When entering multiple group identifiers, enter a comma (,) to separate individual group identifiers.

   f. In the **Username** box, enter the username that OverDrive uses to access the Anvato encoder computer.

   g. In the **Password** box, enter the password associated with the entered username.

10. Click **Apply Configuration** to save and apply the new QuickTurn settings for your selected encoding device.

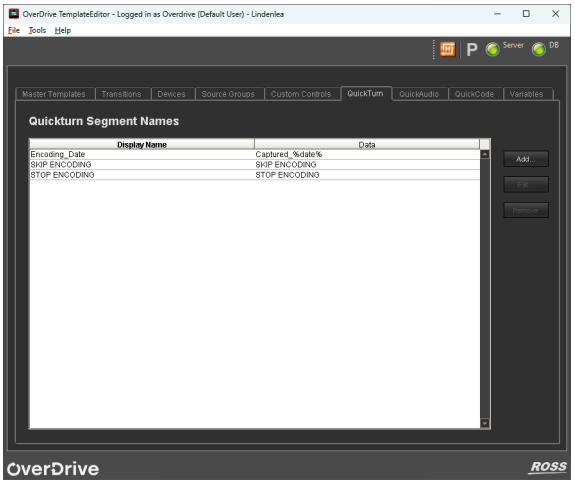
Define QuickTurn Segment Names

After configuring the QuickTurn device, names can be defined for QuickTurn segments. QuickTurn segment names are used to tag shots in a rundown as a QuickTurn segment for encoding to a video file or streaming to mobile devices. Segment names are also used as the filenames for the video files created from QuickTurn segments.

To create a list of commonly used QuickTurn segment names

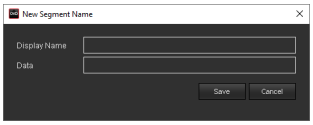
1. Use one of the following methods to start **TemplateEditor**:
   - On the desktop, double-click the **TemplateEditor** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **TemplateEditor**.
2. Click the **QuickTurn** tab.

   The **QuickTurn** tab opens.



3. Click **Add**.

   The **New Segment Name** dialog box opens.



4. In the **Display Name** box, enter a descriptive name for the QuickTurn segment name. OverDrive users see the Display Name when selecting a QuickTurn segment name. A **Display Name** can be up to 255 characters and contain alphanumeric, space, dash, period, colon, and round bracket characters.
5. In the **Data** box, enter the file name that the QuickTurn segment name sets for the video file created from a rundown shot by the QuickTurn device. QuickTurn data is case sensitive; for example, **News** and **NEWS** would create separate video files.
6. Click **Save**.

   The new segment name is added to the **QuickTurn Segments Names** list.

To delete a QuickTurn segment name

1. In **TemplateEditor**, click the **QuickTurn** tab.

   The **QuickTurn** tab opens.
2. Use the **QuickTurn Segments Names** list to select the segment name to delete.
3. Click **Remove**.

   The selected segment name is deleted from the **QuickTurn Segments Names** list.

Assign Segment Names to Master Templates

Segment names can be assigned to Master templates. Shots created using a Master template that contains a segment name are automatically tagged as a QuickTurn segment for encoding to a video file or streaming to mobile devices.

To assign a QuickTurn segment name to a Master template

1. In **TemplateEditor**, click the **Master Templates** tab.

   The **Master Templates** tab opens.

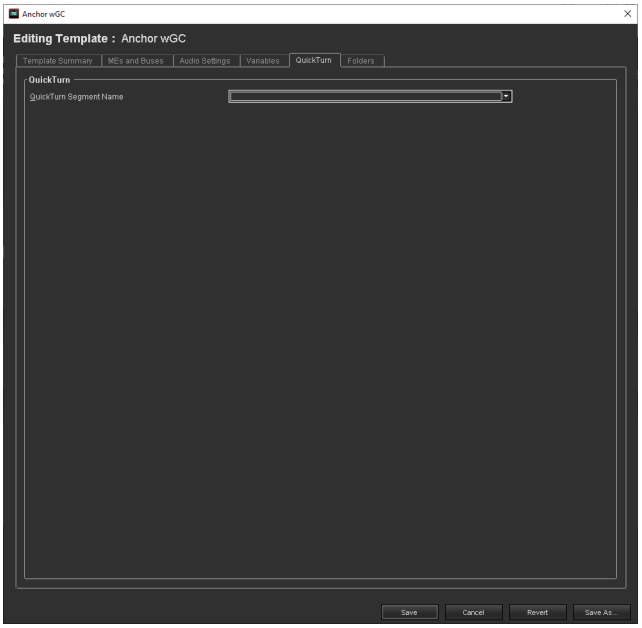
2. Use one of the following methods to select a Master template to assign a segment name:

   - **Create** a new Master template.
   - **Edit** and existing Master template.

   The **New Master Template** dialog box opens when adding a new Master template. The **Editing Master Template** dialog box opens when editing an existing Master template.

3. Click the **QuickTurn** tab.

   The **QuickTurn** tab opens.



4. Use the **QuickTurn Segments Name** list to select the segment name for the Master template.

   If the **QuickTurn Segments Name** list does not contain a suitable segment name, enter a segment name in the **QuickTurn Segments Name** box. Segment names entered in the **QuickTurn Segments Name** box are not added to the **QuickTurn** tab in **TemplateEditor** and do not show in the **QuickTurn Segments Name** list.

5. Click **Save** to save Master template properties and close the dialog box.

   When the Master template is used to insert a shot in a rundown, the shot is automatically tagged with the set QuickTurn segment name. The segment name can be changed by editing the shot.

For More Information on...

- creating Master templates, refer to the section "**Create a Master Template**" on page 10–9.
- editing Master templates, refer to the section "**Edit a Master Template**" on page 10–27.

RundownControl Setup

After configuring QuickTurn encoding devices, defining QuickTurn segment names, and assigning QuickTurn segment names to Master templates; RundownControl can be setup for QuickTurn.

Enable QuickTurn On Playout

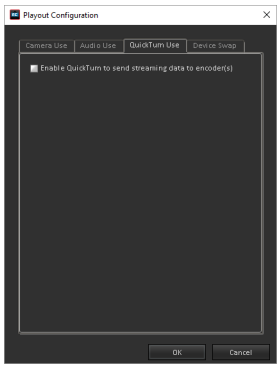
You can configure RundownControl to automatically enable QuickTurn when you playout a rundown. Before enabling QuickTurn, QuickTurn encoding devices must be configured in the **OverDrive Server Web Administration** web page. If a QuickTurn encoding device is not configured when QuickTurn is enabled, QuickTurn segments will no be generated from tagged shots in a rundown.

To enable QuickTurn in RundownControl

1. Start **RundownControl**.
2. Use the **Tools** menu to select **Playout Configuration**.

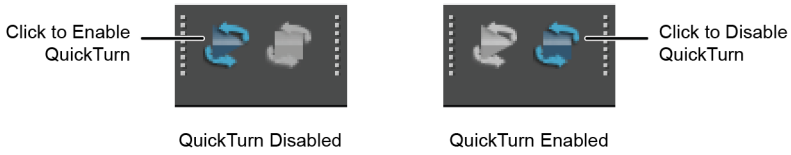
   The **Playout Configuration** dialog box opens.
3. Click the **QuickTurn Use** tab.

   The **QuickTurn Use** tab opens.



4. Select the **Enable QuickTurn to send streaming data to encoder(s)** to send content from QuickTurn tagged shots to the encoder computer(s).

   Clicking the **QuickTurn** buttons in the toolbar is another method of enabling and disabling QuickTurn content. The QuickTurn buttons automatically update to indicate the current QuickTurn status.



   Before enabling QuickTurn, QuickTurn encoding devices must be configured in the **OverDrive Server Web Administration** web page. If a QuickTurn encoding device is not configured when QuickTurn is enabled, QuickTurn segments will no be generated from tagged shots in a rundown.
5. Click **OK**.

Display QuickTurn Information in the Rundown Table

You can add the QuickTurn column to the Rundown table to view the QuickTurn device, action, and segment name associated with a shot.

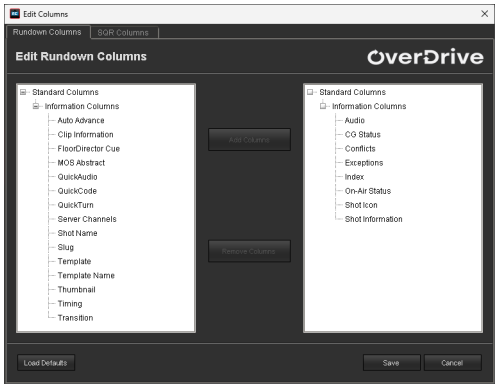
To display QuickTurn segment names in the Rundown table

1. In **RundownControl**, use the **Window** menu to select **Edit Columns**.

   The **Edit Columns** dialog box opens.

2. Click the **Rundown Columns** tab.

   The **Rundown Columns** tab opens.



3. From the available columns tree view on the left, select **QuickTurn** in the **Information Columns** node.
4. Click **Add Columns**.

   The QuickTurn column is added the displayed columns tree view on the right.

5. From the available columns tree view on the left, select **Shot Information** in the **Information Columns** node.
6. Click **Add Columns**.

   The Shot Information column is added the displayed columns tree view on the right.

7. Click **Save**.

   The **Edit Columns** dialog box closes, and the **QuickTurn** and **Shot Information** columns display in the **Rundown** table.



For More Information on...

- working with RundownControl, refer to the chapter "**RundownControl™**" on page 11–1.

Tag Shots as QuickTurn Segments

Before a rundown can be used to simultaneously broadcast, post to the web, and/or stream content; rundown shots must be tagged to create QuickTurn segment. A QuickTurn segment is created by assigning a QuickTurn segment name to a shot or group of shots. RundownControl and the NRCS can be used to tag shots with segment names.

The assigned segment name is also used as the file name for the video file created from the QuickTurn segment by the encoder computer. Each time the segment name changes in a rundown a new video file is created by the encoder computer. When multiple consecutive shots in a rundown have the same segment name, the content for all the shots is encoded into a single video file.

✶ Take care when assigning segment names to avoid overwriting encoded video files. In the example rundown (**Figure 26.2**), the video file encoded for shot 1 name **News** is overwritten shot 3 which is also named **News**.



Figure 26.2 Shot 3 video file overwrites shot 1 video file

The following default segment names are provided to control QuickTurn encoding:

- **SKIP ENCODING** — pause the recording of a QuickTurn segment started by a previous shot in the rundown, and do not record content from the current rundown shot. To continue recording to the video file associated with the paused QuickTurn segment, assign the same segment name to a preceding shot in the rundown.
- **STOP ENCODING** — stop the recording of a QuickTurn segment started by a previous shot in the rundown, and do not record content from the current rundown shot.

To tag shots as QuickTurn segments in RundownControl

1. In **RundownControl**, open or create a Live or NRCS rundown.

   The segment name assigned to a shot is displayed in the **QuickTurn** column of the Rundown table.

2. To tag a new shot with a segment name:

   a. Insert a new shot into the rundown.

   b. Click the **QuickTurn** tab in the **Insert Shot** dialog box.

   c. Use the **QuickTurn Segments Name** list to select the segment name for the shot.

      If the **QuickTurn Segments Name** list does not contain a suitable segment name, enter a segment name in the **QuickTurn Segments Name** box. Segment names entered in the **QuickTurn Segments Name** box are not added to the **QuickTurn** tab in **TemplateEditor** and do not show in the **QuickTurn Segments Name** list.

   d. Click **Insert Shot**.

3. To tag an existing shot with a segment name:

   a. Edit an existing shot in the rundown.

   b. Click the **QuickTurn** tab in the **Edit Shot** dialog box.

   c. Use the **QuickTurn Segments Name** list to select the segment name for the shot.

      If the **QuickTurn Segments Name** list does not contain a suitable segment name, enter a segment name in the **QuickTurn Segments Name** box. Segment names entered in the **QuickTurn Segments Name** box are not added to the **QuickTurn** tab in **TemplateEditor** and do not show in the **QuickTurn Segments Name** list.

   d. Click **Save Changes**.

4. Playout the open rundown to simultaneously broadcast, post to the web, and/or stream content.

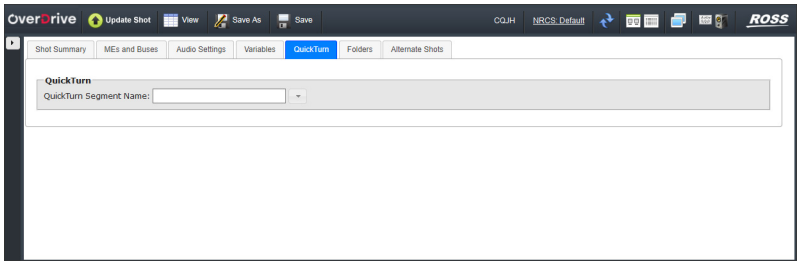
Tag Shots as QuickTurn Segments in NRCS Stories

You can use the OverDrive NRCS plugin to edit shots in an NRCS story and set QuickTurn segments.

To tag shots as QuickTurn segments in an NRCS

1. In your NRCS, open the story to edit.
2. In the story, locate the MOS message **[<mos>…</mos>]** that contains the OverDrive shot to edit.
3. Double-click the MOS message **[<mos>…</mos>]**.

   The **Editor** panel opens with the selected shot.



4. Use the **QuickTurn Segment Name** list to select the segment name used by the QuickTurn encoding computer to create a video file of the shot.

   If the **QuickTurn Segments Name** list does not contain a suitable segment name, enter a segment name in the **QuickTurn Segments Name** box. Segment names entered in the **QuickTurn Segments Name** box are not added to the **QuickTurn** tab in **TemplateEditor** and do not show in the **QuickTurn Segments Name** list.

   When the **Use NRCS Story slug names as QuickTurn segment names** check box is selected in the **Playout Configuration** dialog box of RundownControl, the QuickTurn segment name assigned to a shot is automatically replaced with the news story slug name.
5. Click **Update Shot**.
6. Open the NRCS rundown in **RundownControl**.
7. Playout the open rundown to simultaneously broadcast, post to the web, and/or stream content.

For More Information on...

- creating and editing OverDrive rundown shots, refer to the chapter "**OverDrive Show Setup**" on page 15–1.
- using the OverDrive NRCS plugin, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.

Use an NRCS to Tag Stories as QuickTurn Segments

The ENPS and iNEWS NRCS applications can be used to directly tag news stories with QuickTurn segment names. Before news stories can be tagged, an additional QuickTurn segment name column must be added to the NRCS rundown.

To configure an NRCS for direct QuickTurn segment name tagging

1. Add a QuickTurn segment name column to your NRCS. Refer to the following section for the steps used to add a QuickTurn segment name column to a supported NRCS:
   - **ENPS** — refer to the section "**Add a QuickTurn Column to ENPS**" on page 18–20.
   - **iNEWS** — refer to the section "**Add a QuickTurn Column to iNEWS**" on page 17–17.
2. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

3. Log in to the **OverDrive Server Web Administration** web page.
4. In the button bar of the **OverDrive Server Web Administration** web page, click **QuickTurn**.

   The **QuickTurn** web page opens.
5. In the **QuickTurn Configuration** section, use the **Use QuickTurn Names From** list to select **NRCS Column** as the source of the QuickTurn segment name for a rundown shot.

   When playing out an OverDrive NRCS rundown, override the QuickTurn segment name assigned to a rundown shot with the QuickTurn segment name set in the news story.
6. In the **NRCS Column MOS Tag** box, enter the name of NRCS column that contains the QuickTurn segment names for a news story.
7. In the **NRCS Column Metadata Tag** box, enter the name of NRCS metadata that contains the QuickTurn data for a news story.

To tag news stories with a QuickTurn segment name

1. In the **NRCS**, open an NRCS rundown.
2. Select the news story to tag as a QuickTurn segment.
3. In the set **QuickTurn segment name** column, enter a QuickTurn segment name.
4. Save your changes.
5. Open the NRCS rundown in **RundownControl**.
6. Playout the open rundown to simultaneously broadcast, post to the web, and/or stream content.

For More Information on...

- editing news stories in an NRCS, refer to your ***NRCS User Guide***.

Rundown Playout

After defining the QuickTurn segments in the rundown, playout the rundown to simultaneously broadcast, post to the web, and/or stream content. Each time the QuickTurn segment name changes in the rundown the encoder computer creates a new video file, which is named using the QuickTurn segment name. Some encoding devices can be configured to append a date stamp to the encoded file name.

- When the StreamTheWorld encoding device is used to create video files for QuickTurn segments, up to two seconds of video from the previous QuickTurn segment in the rundown is added to the start of the next QuickTurn segment in the rundown. A video editing application can be used to delete the extra video at the start of the video file generated for a QuickTurn segment.

For More Information on...

- playing out a rundown, refer to the chapter "**Rundown Playout**" on page 22–1.

Inception Playout Notification

Ross Video Inception is a social media publishing tool that enables management and publishing of text and video content through social media channels. OverDrive can work in with Inception to publish social media associated with the NRCS story contained in the on-air shot. When OverDrive takes a story from an NRCS on air, OverDrive notifies Inception to publish the social media associated with same story.

To configure Inception playout notification

1. Use one of the following methods to open the **OverDrive Server Web Administration** web page:
   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

2. Log in to the **OverDrive Server Web Administration** web page.
3. In the button bar of the **OverDrive Server Web Administration** web page, click **QuickTurn**.

   The **QuickTurn** web page opens.
4. In the **Inception Configuration** section, select the **Enable Inception** check box.
5. In the **Host** box, enter the IP address or the hostname of the Inception Server computer.
6. In the **Port** box, enter the network port number used by the Inception server computer to receive playout notifications from OverDrive.
7. Obtain an authorization token from your Inception Administrator.
8. In the **Authorization Token** box, paste the authorization token obtained from your Inception Administrator.

   On the Inception Server, the **AuthToken** is found on the **OverDrive** panel of the **Configuration** window.
9. Click **Apply Configuration**.
10. Ask your Inception Administrator to configure the Inception server for OverDrive integration.

For More Information on...

- configuring Inception for OverDrive integration, refer the ***Inception Administration Online Help***.

Rundown Playout

After configuring OverDrive and Inception for playout notification, the same NRCS rundown can be opened in OverDrive and Inception for concurrent playout.

To playout an NRCS rundown and notify Inception

1. In **Inception**, open the NRCS rundown to play out.
2. Start rundown play out from Inception.
3. In **OverDrive**, open the NRCS rundown to play out.
4. Start rundown play out from OverDrive.

   When OverDrive takes a story from an NRCS on air, OverDrive notifies Inception to publish the social media associated with same story.

For More Information on...

- playing out a rundown, refer to the chapter "**Rundown Playout**" on page 22–1.
- publishing NRCS rundown stories from Inception, refer the ***Inception User Online Help***.

RapidRestore™

This chapter describes how to archive and restore OverDrive settings and rundowns. Using RapidRestore on a regular basis is a good method of keeping an up-to-date archive of OverDrive settings and rundowns. If required, archived settings and rundowns can be used to restore an OverDrive system.

You can store and retrieve RapidRestore backup files from your local computer or Amazon S3 cloud storage. By default RapidRestore only has access to your local computer. To access your Amazon S3 cloud storage you must configure RapidRestore with your Amazon S3 credentials, refer the to the section "**Set Up Amazon S3 Storage for RapidRestore**" on page 6–8.

The following topics are discussed in this chapter:

- Back Up Settings and Rundowns
- Restore Settings and Rundowns

Back Up Settings and Rundowns

RapidRestore enables the quick and easy back up of the following data:

- OverDrive system logs
- OverDrive Server settings
- OverDrive MOS Gateway settings
- OverDrive client settings
- OverDrive rundowns

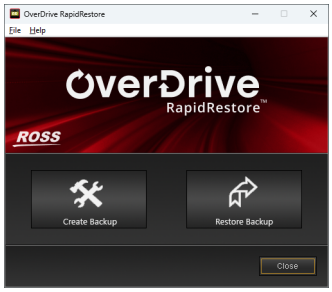
Properly backing up OverDrive data builds an archive that can be used to restore an OverDrive system if a system failure were to occur.

✶ RapidRestore does not restore OverDrive logs saved in the Log package of a backup file. To help trouble shoot OverDrive problems, Ross Video can access logs contained in a backup file Log package.

To create a backup of OverDrive data

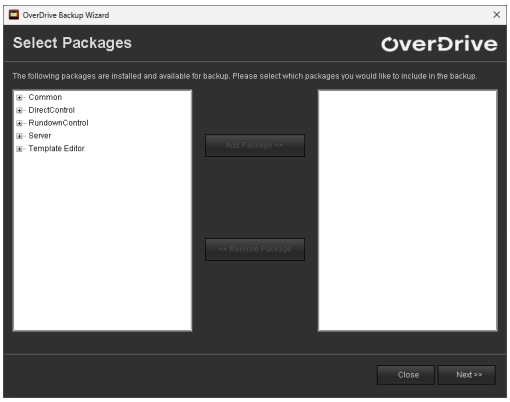
1. Use one of the following methods to open **RapidRestore**:
   - On the desktop, double-click the **Rapid Restore** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **Rapid Restore**.

   The **OverDrive RapidRestore** window opens.

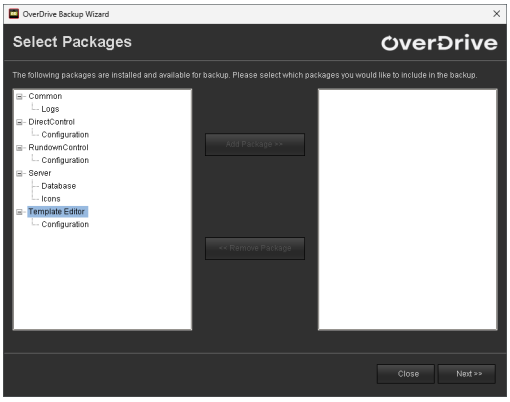


2. Click **Create Backup**.

   The **Select Packages** screen opens, listing the OverDrive clients that have packages available for backup.



3. Click the **Expand** button to the left of a client to view the client packages available for backup.



4. Use the **Package** list on the left to select a package to backup.

   The **Database** package contains templates, rundown settings, QuickRecalls, system configuration, and user preferences. OverDrive client **Configuration** packages contain connection settings; such as, gateway settings and IP settings. An OverDrive client must be opened at least once before backing up the **Configuration** package for the client.

✶ Backing up the **Database** package requires that the OverDrive Server be shutdown. When the OverDrive Server is running, RapidRestore automatically shutdowns the OverDrive Server before backing up the Database package.

5. Click **Add Package**.

   The selected package is added to the **Backup** list on the right. Add all the packages to backup to the **Backup** list before continuing to the next screen in the **OverDrive Backup Wizard**.

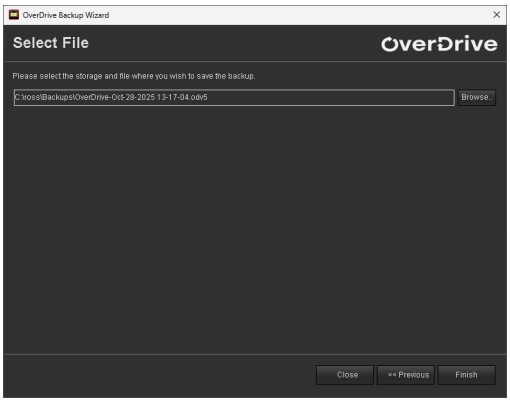
6. To remove a package from the **Backup** list:

   - Select the package to remove from the **Backup** list.
   - Click **Remove Package**.

   The selected package is removed from the backup and returned to the **Package** list on the left.

7. After selecting all the packages to back up, click **Next**.

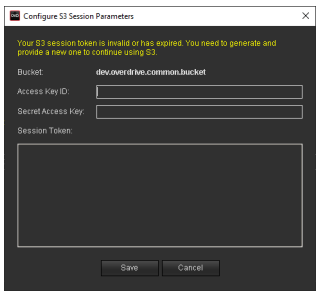
   For OverDrive systems configured to store and retrieve RapidRestore backup files from your local computer, the **Select File** screen opens.



For OverDrive systems configured to store and retrieve RapidRestore backup files from your local computer or an Amazon S3 bucket in the cloud, the **Select File** screen opens.



When your S3 session parameters have expired the **Configure S3 Session Parameters** dialog box opens.



Complete the following steps to enter new S3 session parameters:

a. In the **Access Key ID** box, enter the access key ID for the selected Amazon S3 bucket.

b. In the **Secret Access Key** box, enter the secret access key for the selected Amazon S3 bucket.

c. In the **Session Token** box, enter the session token for the selected Amazon S3 bucket.

d. Click **Save**.

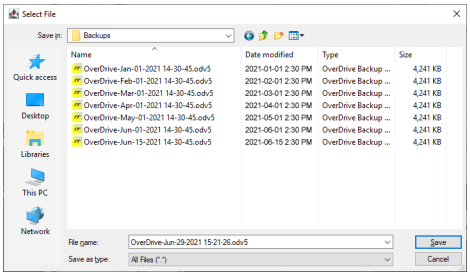
8. Depending on the configuration of your OverDrive system, use one of the following procedures to select the folder in which to save the RapidRestore backup:

Local File System

a. Click **Local File System** when available.

b. Click **Browse** to select a backup file in which to save the selected packages.

The **Select File** dialog box opens.



c. Navigate to the folder in which to save the backup file.

It is useful to save backup files in a folder that is accessible from both the OverDrive Primary and Redundant systems in a Redundant Server system.

d. In the **File Name** box, enter a file name for the backup file.

e. Click **Save**.

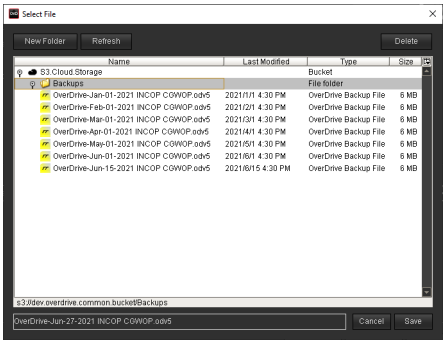
The **Select File** dialog box closes, and the **File Name** box on the **Select File** screen displays the full path to the selected backup file.

S3 Cloud Storage

a. Click **S3 Cloud Storage** when available.

b. Click **Browse** to select a backup file in which to save the selected packages.

The **Select File** dialog box opens.



c. Navigate to the folder in which to save the backup file.

It is useful to save backup files in a folder that is accessible from both the OverDrive Primary and Redundant systems in a Redundant Server system.

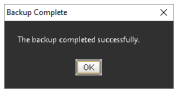
d. Enter a file name for the backup file in the box at the bottom of the dialog box.

e. Click **Save**.

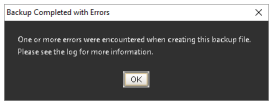
The **Select File** dialog box closes, and the **File Name** box on the **Select File** screen displays the full path to the selected backup file.

9. In the **Select File** screen, click **Finish** to save the selected packages in the selected backup file.

Backup progress is reported in the **Creating Backup** screen. When the backup completes successfully, the **Backup Complete** alert opens.



When the backup completes with errors, the **Backup Completed with Errors** alert opens.



10. Click **OK**.

The alert closes, and the **Creating Backup** screen displays the results of the backup. Click **View Log** to view more information about the completed backup.

11. Click **Close**.

The **OverDrive Backup Wizard** closes.

12. In the **OverDrive RapidRestore** window, click **Close** to exit RapidRestore.

For More Information on...

- configuring S3 Cloud Storage, refer to the section "**Set Up Amazon S3 Storage for RapidRestore**" on page 6–8.

Restore Settings and Rundowns

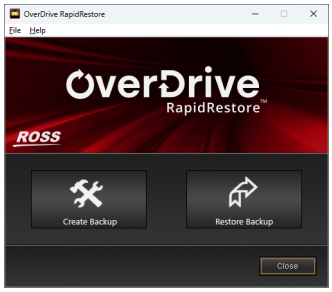
RapidRestore uses archived backup files to restore OverDrive data. Only current format backup files (.odv5) can be used by RapidRestore to restore OverDrive data.

- The OverDrive Server, OverDrive MOS Gateway, and all OverDrive clients must be shut down before using RapidRestore to restore OverDrive data.
- RapidRestore cannot restore shots based on Master templates that do not exist on an OverDrive System.

To restore OverDrive data from a backup file

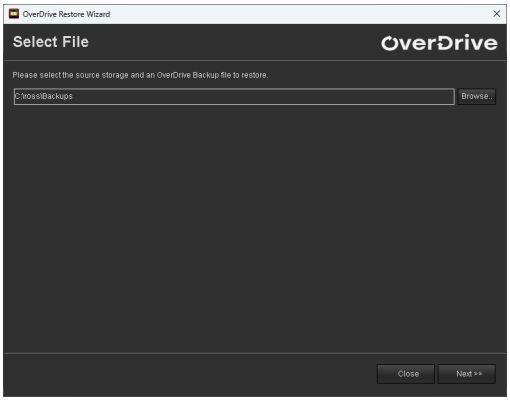
1. Close the OverDrive Server, OverDrive MOS Gateway, and all OverDrive clients.
2. Use one of the following methods to start **RapidRestore**:
   - On the desktop, double-click the **RapidRestore** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **RapidRestore**.
   - Double-click a backup file from which to restore OverDrive settings and rundowns, then skip to step **5**.

   The **OverDrive RapidRestore** window opens.

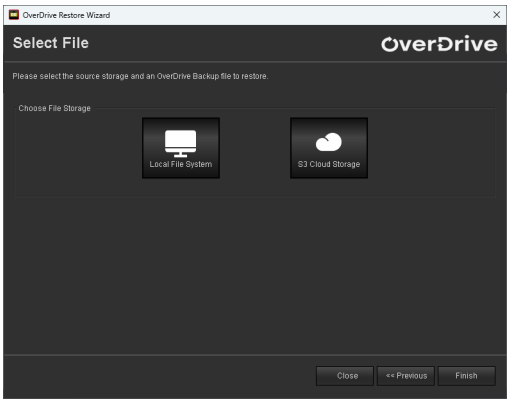


3. Click **Restore From Backup**.

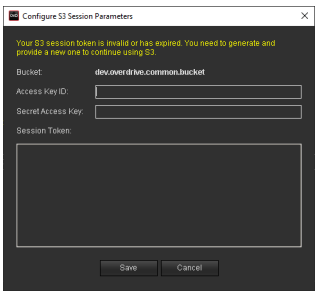
   For OverDrive systems configured to store and retrieve RapidRestore backup files from your local computer, the **Select File** screen opens.



For OverDrive systems configured to store and retrieve RapidRestore backup files from your local computer or an Amazon S3 bucket in the cloud, the **Select File** screen opens.



When your S3 session parameters have expired the **Configure S3 Session Parameters** dialog box opens.



Complete the following steps to enter new S3 session parameters:

a. In the **Access Key ID** box, enter the access key ID for the selected Amazon S3 bucket.

b. In the **Secret Access Key** box, enter the secret access key for the selected Amazon S3 bucket.

c. In the **Session Token** box, enter the session token for the selected Amazon S3 bucket.

d. Click **Save**.

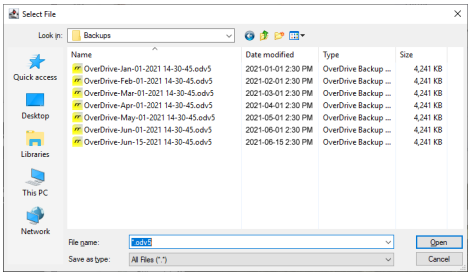
4. Depending on the configuration of your OverDrive system, use one of the following procedures to select the folder from which to select the RapidRestore backup to restore:

Local File System

a. Click **Local File System** when available.

b. Click **Browse** to select a backup file to restore.

The **Select File** dialog box opens.



c. Navigate to the folder containing the backup file to restore.

d. Select the backup file to restore.

the **File Name** box displays the name of the selected backup file.

e. Click **Open**.

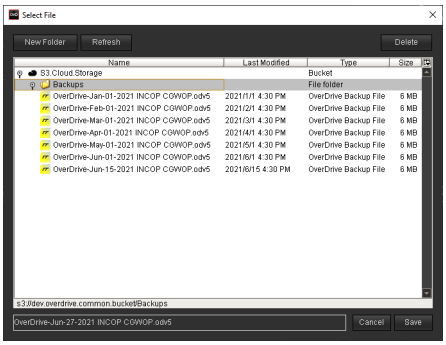
The **Select** dialog box closes, and the **File Name** box on the **Select File** screen displays the full path to the selected backup file.

S3 Cloud Storage

a. Click **S3 Cloud Storage** when available.

b. Click **Browse** to select a backup file to restore.

The **Select File** dialog box opens.



c. Navigate to the folder containing the backup file to restore.

d. Select the backup file to restore.

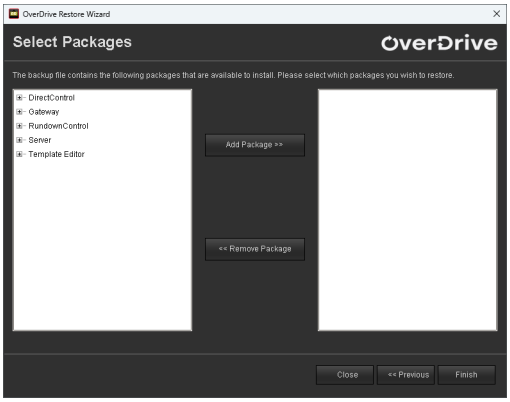
the **File Name** box displays the name of the selected backup file.

e. Click **Open**.

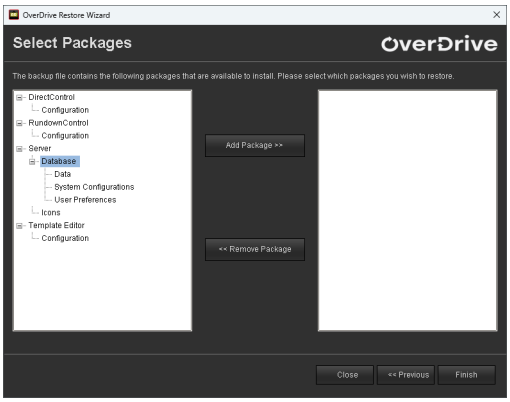
The **Select** dialog box closes, and the **File Name** box on the **Select File** screen displays the full path to the selected backup file.

5. In the **Select File** screen, click **Next**.

The **Select Packages** screen opens, listing the OverDrive clients that have packages that can be restored from the selected backup file.



6. Click the **Expand** button to the left of a client to view the client packages that can be restored from the selected backup file.



7. Use the **Package** list on the left to select a package to restore.

   The **Data**, **System Configuration**, and **User Preferences** packages are only available in backup files created from OverDrive systems running OverDrive version 19.3 or later. The **Data** package contains Master and Device templates, and can be used to commission a new OverDrive system without changing system and network configuration.

✶ Restoring the **Database** package requires that the OverDrive Server be shutdown. When the OverDrive Server is running, RapidRestore automatically shutdowns the OverDrive Server before restoring the Database package.

8. Click **Add Package**.

   The selected package is added to the **Restore** list on the right. Add all the packages to restore to the **Restore** list before finishing the **OverDrive Restore Wizard**.

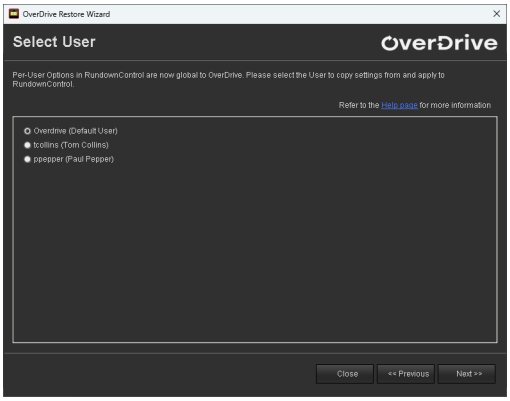
9. To remove a package from the **Restore** list:

   - Select the package to remove from the **Restore** list.
   - Click **Remove Package**.

   The selected package is removed from the restore and returned to the **Package** list on the left.

10. After selecting the packages to restore, click **Finish** to restore the selected packages from the backup file.

    - If the **Select User** screen opens, continue with step **11**.



      The **Select User** screen only opens when restoring the **Server > Database** package from a backup file created from an **OverDrive v21.3** or earlier system and the backup file contains two or more users.

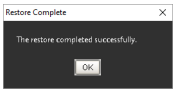
    - If the **Restoring Backup** screen displays the restore progress, skip to step **13**.

11. When restoring the **Server > Database** package from a backup file created from an **OverDrive v21.3** or earlier system, select the **OverDrive user** that contains the values to use for the new global options that used to be user options in OverDrive v21.3. The following options are now global and are set the same for all OverDrive users:

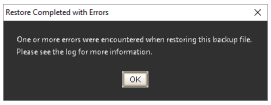
    - User Timers
    - Quick Recalls
    - Smart Quick Recalls
    - Custom Controls
    - Variable Presets
    - Rundown settings
    - Live Preview settings
    - Playout Status settings
    - CG Timing settings

12. Click **Next**.

13. The **Restoring Backup** screen displays the restore progress. When the restore completes, the **Restore Complete** alert opens.

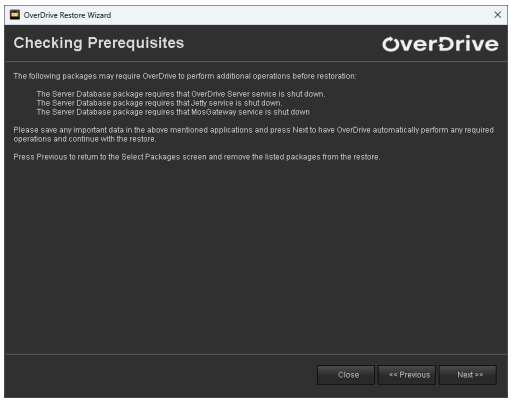


When the restore completes with errors, the **Restore Completed with Errors** alert opens.



In some cases, the following screens display before the restore completes:

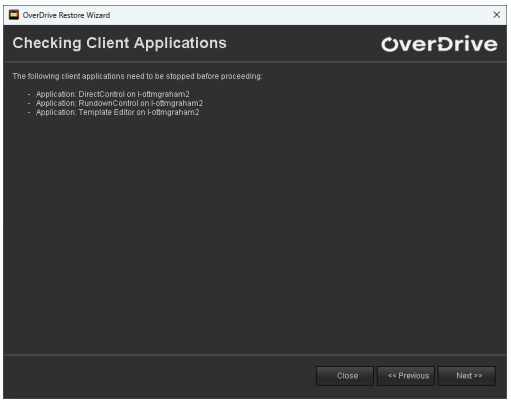
a. When your select to restore the **Server** from the **Database** package, the **Checking Prerequisites** screen opens before completing the restore.



Select one of the following options to continue:

- Click **Next** to shut down the OverDrive Server and continue with the backup
- Click **Previous** to remove the **Database** package from the backup.

b. When OverDrive detects a TemplateEditor, DirectControl, or RundownControl client running on the OverDrive system, the **Checking Client Applications** screen opens.



Select one of the following options to continue:

- Close the listed OverDrive clients, then click **Previous** followed by **Finish** to continue the restore.
- Click **Close** to cancel the restore. After closing all open Overdrive clients, you can restart the restore.

14. Click **OK**.

The alert closes, and the **Restoring Backup** screen displays the results of the restore.

When restore a backup file created by OverDrive v16.2.9 or older to an OverDrive Server running OverDrive v16.2.10 or newer, the **Restoring Backup** screen displays the following message that requires no action on your part:



When the **Restoring Backup** screen displays the following message, verify your OverDrive system MOS Gateway settings before you put the system into production:



15. Click **Close**.

The **OverDrive Restore Wizard** closes.

16. In **OverDrive RapidRestore**, click **Close** to exit RapidRestore.

17. After restoring a backup file created by OverDrive v15.X or older, you must reconfigure the **Primary Server Host** and the **Redundant Server Host** for your OverDrive system.

For More Information on...

- configuring S3 Cloud Storage, refer to the section "**Set Up Amazon S3 Storage for RapidRestore**" on page 6–8.
- configuring the Primary Server Host and Redundant Server Host, refer to the section "**OverDrive Primary Server Configuration**" on page 28–2.

Redundant OverDrive System Restore

When you use RapidRestore to restore OverDrive data to a Redundant OverDrive system, you must complete additional configuration steps to ensure proper synchronization of the restored OverDrive Redundant system.

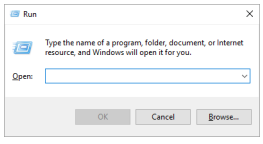
To complete a Redundant OverDrive system restore

1. Use **RapidRestore** to restore OverDrive backup files to the OverDrive Primary Server and the OverDrive Redundant Server in your Redundant OverDrive system.
2. On the OverDrive Primary system, set the IP addresses of the OverDrive Primary Server and the OverDrive Redundant Server as follows:
   a. Log in as an administrator to the OverDrive Primary system **OverDrive Server Web Administration** web page.
   b. Use the **CONFIGURATION** menu to select **Server**.

      The **Server Configuration** web page opens.
   c. In the **Primary/Redundant Server Configuration** section, enter the hostname or IP address of the Primary OverDrive Server in the **Primary Server IP** box.
   d. In the **Redundant Server IP** box, enter the hostname or IP address of the Redundant OverDrive Server.
   e. Click **Apply Configuration** to save and apply setting changes.
3. Set the OverDrive Redundant Server in Backup Mode as follows:
   a. Log in as an administrator to the OverDrive Redundant system **OverDrive Server Web Administration** web page.
   b. Use the **TOOLS** menu to select **System Services**.

      The **System Tools** web page opens.
   c. In the **Backup Mode** section, click **Enable Backup Mode**.
   d. Click **Apply Configuration** to save and apply setting changes.
4. On the OverDrive Primary system, stop all the OverDrive services as follows:
   a. Log in as an administrator to the OverDrive Primary system.
   b. From the Windows Desktop, press **Windows Key+R**.

      The **Run** dialog box opens.

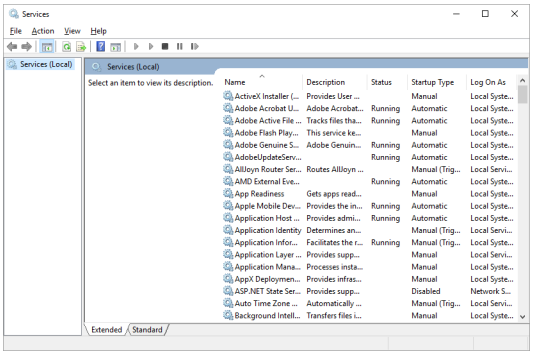
      

   c. In the **Open** box, type the following application name:

      `services.msc`

d. Click **OK**.

The **Services** window opens.



e. In the **Services** list, locate the **OverDrive MosGateway** service.

f. Click **Stop** for the **OverDrive MosGateway** service.

g. In the **Services** list, locate the **OverDrive Server** service.

h. Click **Stop** for the **OverDrive Server** service.

i. In the **Services** list, locate the **OverDrive Web Server** service.

j. Click **Stop** for the **OverDrive Web Server** service.

5. On the OverDrive Redundant system, stop all the OverDrive services as follows:

a. Log in as an administrator to the OverDrive Redundant system.

b. From the Windows Desktop, press **Windows Key+R**.

The **Run** dialog box opens.

c. In the **Open** box, type the following application name:

```
services.msc
```

d. Click **OK**.

The **Services** window opens.

e. In the **Services** list, locate the **OverDrive MosGateway** service.

f. Click **Stop** for the **OverDrive MosGateway** service.

g. In the **Services** list, locate the **OverDrive Server** service.

h. Click **Stop** for the **OverDrive Server** service.

i. In the **Services** list, locate the **OverDrive Web Server** service.

j. Click **Stop** for the **OverDrive Web Server** service.

6. On the OverDrive Primary system, use the operating system **Task Manager** to verify that none of the OverDrive services are not running.

7. On the OverDrive Redundant system, use the operating system **Task Manager** to verify that none of the OverDrive services are not running.

8. On the OverDrive Primary system, start all the OverDrive services as follows:
   a. Log in as an administrator to the OverDrive Primary system.
   b. From the Windows Desktop, press **Windows Key+R**.

      The **Run** dialog box opens.
   c. In the **Open** box, type the following application name:

      ```
      services.msc
      ```
   d. Click **OK**.

      The **Services** window opens.
   e. In the **Services** list, locate the **OverDrive MosGateway** service.
   f. Click **Start** for the **OverDrive MosGateway** service.
   g. In the **Services** list, locate the **OverDrive Server** service.
   h. Click **Start** for the **OverDrive Server** service.
   i. In the **Services** list, locate the **OverDrive Web Server** service.
   j. Click **Start** for the **OverDrive Web Server** service.
9. On the OverDrive Redundant system, start all the OverDrive services as follows:
   a. Log in as an administrator to the OverDrive Redundant system.
   b. From the Windows Desktop, press **Windows Key+R**.

      The **Run** dialog box opens.
   c. In the **Open** box, type the following application name:

      ```
      services.msc
      ```
   d. Click **OK**.

      The **Services** window opens.
   e. In the **Services** list, locate the **OverDrive MosGateway** service.
   f. Click **Start** for the **OverDrive MosGateway** service.
   g. In the **Services** list, locate the **OverDrive Server** service.
   h. Click **Start** for the **OverDrive Server** service.
   i. In the **Services** list, locate the **OverDrive Web Server** service.
   j. Click **Start** for the **OverDrive Web Server** service.
10. Check the status of the OverDrive Primary system and the OverDrive Redundant system by selecting **MONITOR > Server > Server** in the **OverDrive Server Web Administration** web page of each OverDrive Server.

✶ Only one OverDrive Server should be in **ACTIVE** mode.

Redundant OverDrive Server System

In a Redundant Server System, one OverDrive system is enabled as the OverDrive Primary system and a second system as the OverDrive Redundant system. If the OverDrive Primary system falters, operation can be continued by switching RundownControl or DirectControl to the OverDrive Redundant system.

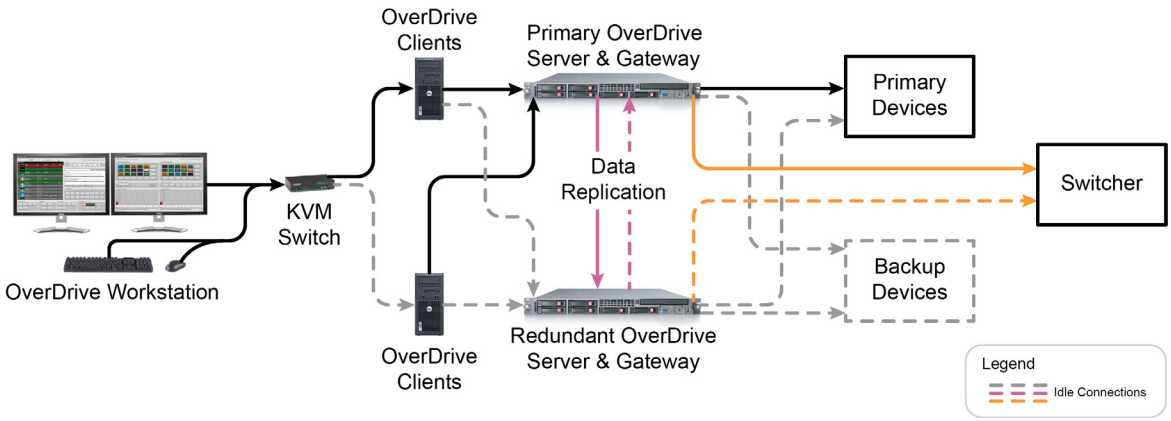


Figure 28.1 OverDrive Redundant Server System

- Ross Video recommends using the OverDrive Primary system for running the show. Only use the OverDrive Redundant system in case of a system failure and switch back to the OverDrive Primary system as soon as possible.

The following topics are discussed in this chapter:

- System Setup
- Recover from an OverDrive Primary Server Problem
- Recover from an OverDrive Client Failure
- Manage OverDrive Services

System Setup

Before using the procedures in this chapter to switch between OverDrive Primary and Redundant systems, you need to setup the OverDrive Primary Server and the OverDrive Redundant Server in your system.

Icons

Icons from the OverDrive Primary system are not automatically copied to the OverDrive Redundant system. To reflect the same set of icons on the OverDrive Redundant system, perform a RapidRestore backup of icons on the OverDrive Primary system and restore the icon backup on the OverDrive Redundant system.

OverDrive Primary Server Configuration

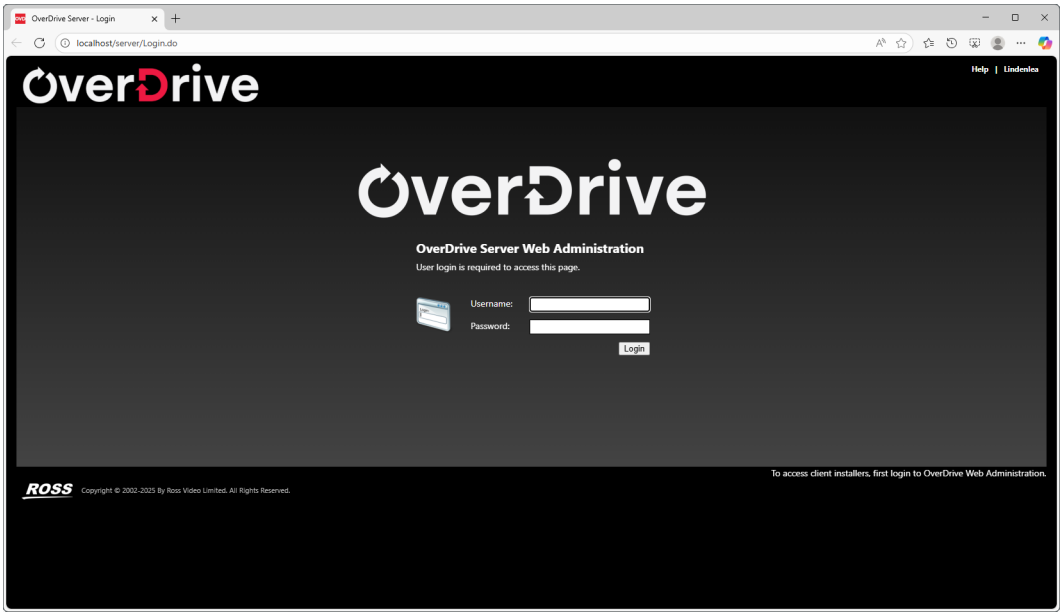
In a Redundant Server System, one OverDrive system acts as the OverDrive Primary system and the other system as the OverDrive Redundant system. Through the OverDrive Server Web Administration web page on the Primary OverDrive Server, you can set the IP addresses of the two OverDrive Servers in your OverDrive Redundant system.

To configure the Primary OverDrive Server in a Redundant Server System

1. On the OverDrive Primary system, use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.



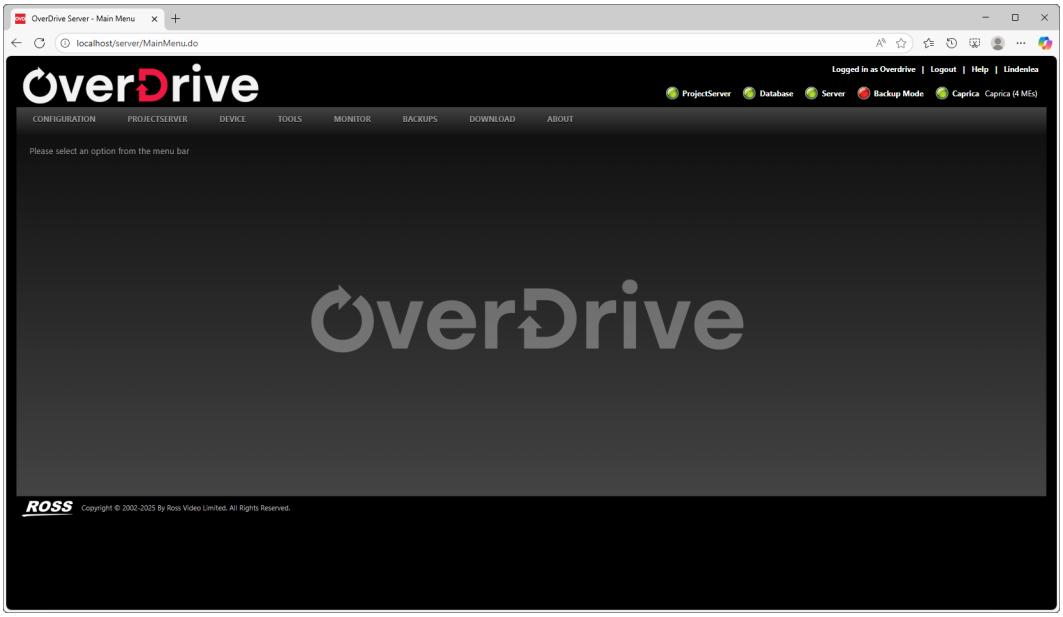
2. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

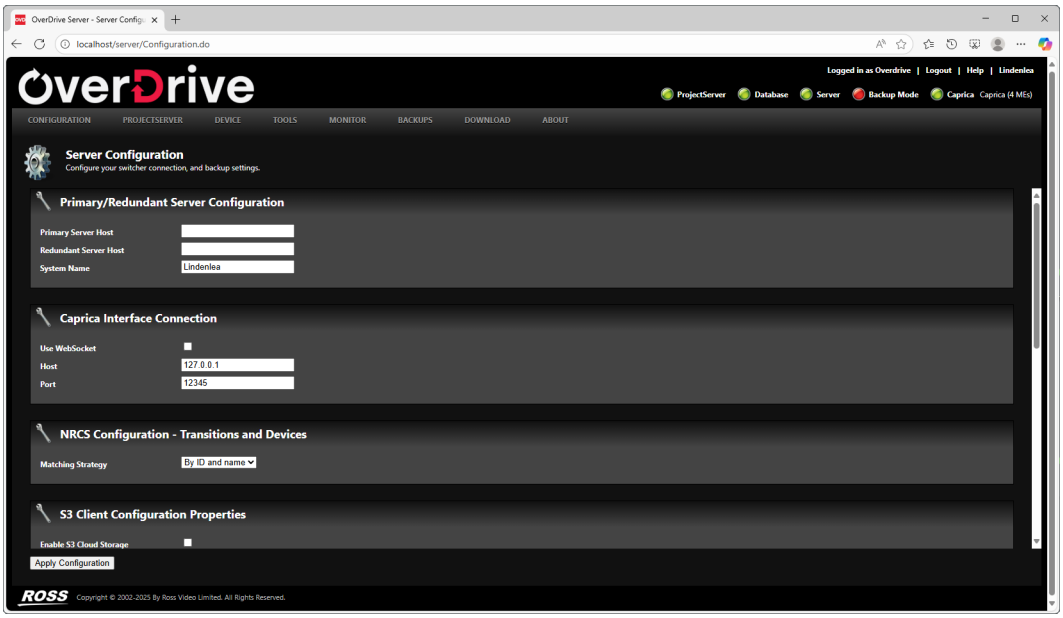
3. Click **Login**.

   The **OverDrive Server - Main** web page opens.



4. Use the **CONFIGURATION** menu to select **Server**.

   The **Server Configuration** web page opens.

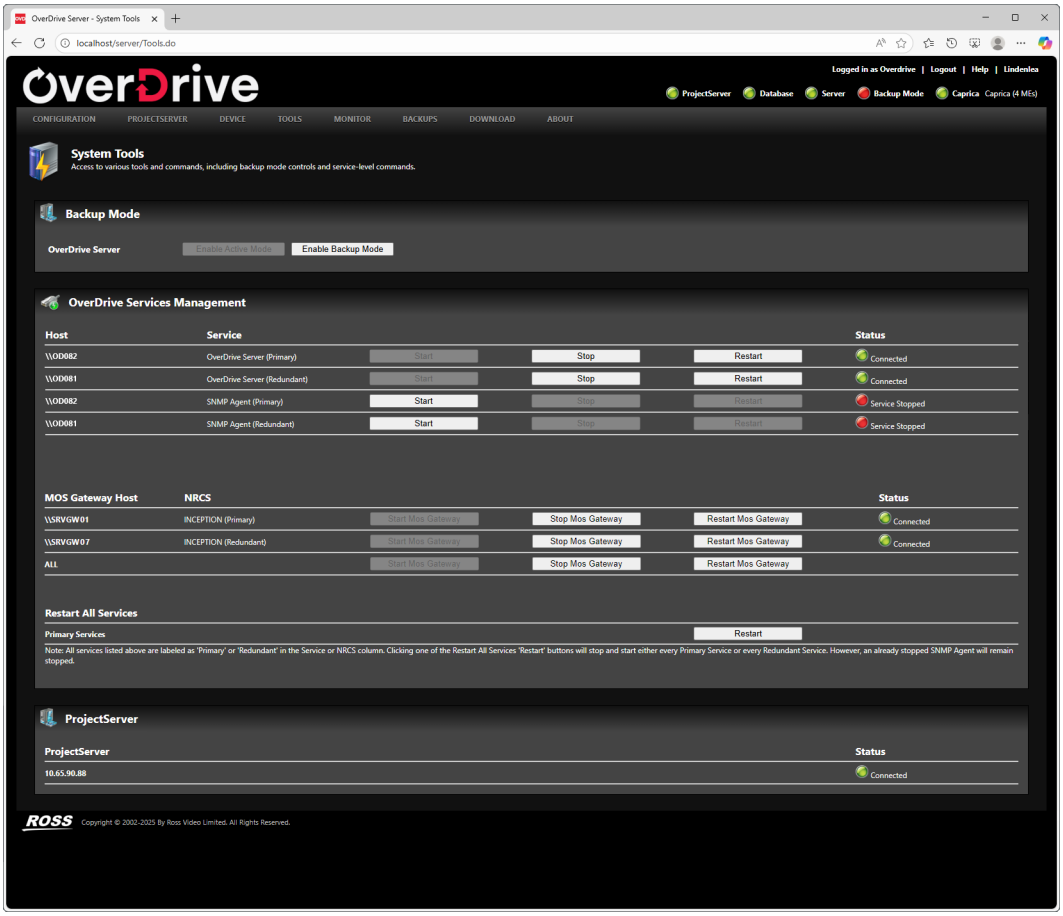


5. In the **Primary/Redundant Server Configuration** section, enter the hostname or IP address of the Primary OverDrive Server in the **Primary Server Host** box.

6. In the **Redundant Server Host** box, enter the hostname or IP address of the Redundant OverDrive Server.

7. In the **System Name** box, enter a name for your Primary Server System. OverDrive displays the system name in the following locations:
   - **OverDrive Server** — above the connection LEDs and in the About OverDrive web page.
   - **OverDrive Clients** — in the title bar of OverDrive clients.
   - **RundownControl** — in the System Status view Identifier column for the Server Type.
   - **OverDrive NRCS plugin** — in right-hand side of the main toolbar.
8. Click **Apply Configuration**.
9. Use the **TOOLS** menu to select **System Services**.

   The **System Tools** web page opens.



10. In the **Backup Mode** section, click **Enable Active Mode**.
11. Click **Apply Configuration** to save and apply the OverDrive Server configuration settings.

OverDrive Redundant Server Configuration

After using the OverDrive Primary system to configuring the IP addresses of the OverDrive Servers in your OverDrive Redundant system, you can activate Backup Mode on the OverDrive Redundant system to start replicating OverDrive content from the OverDrive Primary system to the OverDrive Redundant system. OverDrive content replicated from the OverDrive Primary system keeps the OverDrive Redundant system synchronized and ready to continue work if the OverDrive Primary system falters.

To activate Backup Mode on the OverDrive Redundant system

1. Verify that the OverDrive Primary and OverDrive Redundant systems can communicate with each other.

   Test communication by using a web browser on the OverDrive Redundant system to open the IP address of the OverDrive Primary system. The **OverDrive Server Web Administration** page should open in the web browser. Close the web browser after verifying communication.

2. On the OverDrive Redundant system, use one of the following methods to open the **OverDrive Server Web Administration** web page:

   - On the desktop, double-click the **OverDrive Server** icon.
   - Use the **Start** menu to select **All Programs** > **OverDrive** > **OverDrive Server**.

   The **OverDrive Server Web Administration** web page opens in a web browser window.

3. Enter the following user name and password in the provided boxes:

   - **Username** — `overdrive`
   - **Password** — `<your_password>`

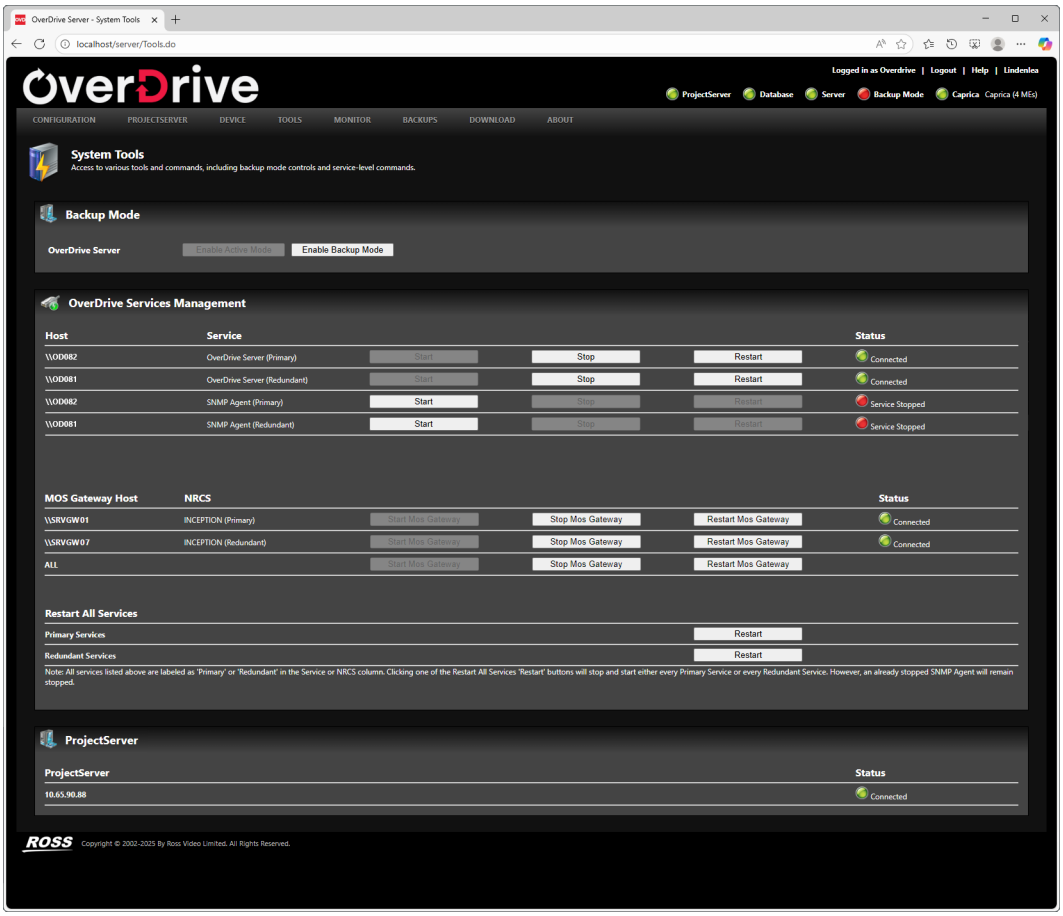
   Usernames are not case sensitive. The overdrive user password was set during the OverDrive software install.

4. Click **Login**.

   The **OverDrive Server - Main** web page opens.

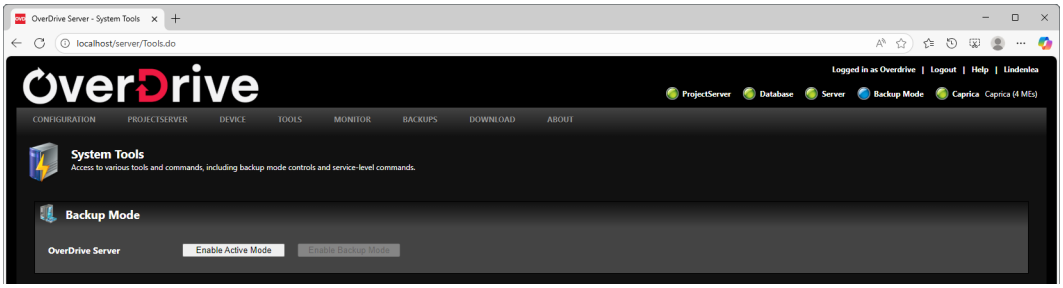
5. Use the **TOOLS** menu to select **System Services**.

   The **System Tools** web page opens.



6. In the **Backup Mode** section, click **Enable Backup Mode**.

   After activating Backup Mode on the OverDrive Redundant system, OverDrive starts replicating OverDrive content from the OverDrive Primary system to OverDrive Redundant system. The Backup Mode LED turns blue to indicate that the OverDrive Server is in Backup Mode.



Transmission Control Protocol Connection

When using the TCP (Transmission Control Protocol) connection type to connect OverDrive and Caprica Servers, the Active OverDrive Server connects to the Caprica Server, but the Backup OverDrive Server does not. The LEDs on the Active and Backup OverDrive Servers show the connections as follows:

OverDrive Server	Backup LED	Caprica LED
Active		
Backup		

WebSocket Connection

When using the WebSocket connection type to connect OverDrive and Caprica Servers, both the Active and Backup OverDrive Servers maintain a connection to the Caprica Server. The Backup OverDrive Server maintains a stand by connection to the Caprica Server, but it does not send or receive any commands until it becomes the Active OverDrive Server. The LEDs on the Active and Backup OverDrive Servers show the connections as follows:

OverDrive Server	Backup LED	Caprica LED
Active		
Backup		

✶ OverDrive systems retrain their set **Backup Mode** state after a system restart.

Server Mode Mismatch

For an OverDrive Redundant Server System to function properly the OverDrive Primary system must be in Active Mode and the OverDrive Redundant system must be in Backup Mode. An OverDrive Redundant Server System cannot function if the OverDrive Primary system and OverDrive Redundant Server System are both in the same Mode. If the OverDrive Primary system and OverDrive Redundant Server System are put into the same mode, OverDrive displays the following alert to instruct users how to fix the situation:

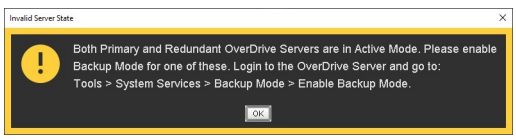


Figure 28.2 Active Mode Enabled on Both Servers

Network Communication Settings

Use the OverDrive Primary Server and OverDrive Redundant Server IP address to configure the network communication setting for the following OverDrive clients:

- **RundownControl** — refer to the section, "**Configure OverDrive Communication Settings**" on page 4–8.
- **TemplateEditor** — refer to the section, "**Network Connection Area**" on page 10–4.
- **DirectControl** — refer to the section, "**Configure OverDrive Server Communication**" on page 12–3.

All OverDrive clients in a Redundant Server System use the same network communication settings.

Recover from an OverDrive Primary Server Problem

If the OverDrive Server on the OverDrive Primary system falters, operation can continue by connecting the running OverDrive client or clients to the OverDrive Server on the OverDrive Redundant system. The following diagram (**Figure 28.3**) illustrates OverDrive System connections after hot swapping to the OverDrive Redundant system.

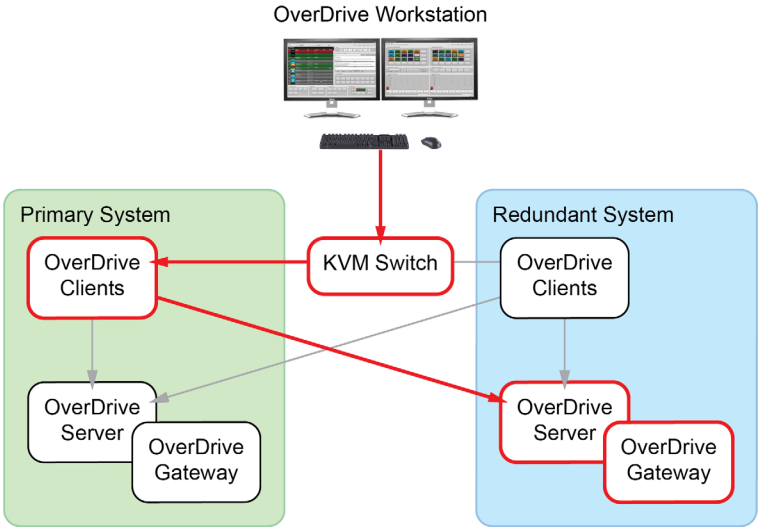
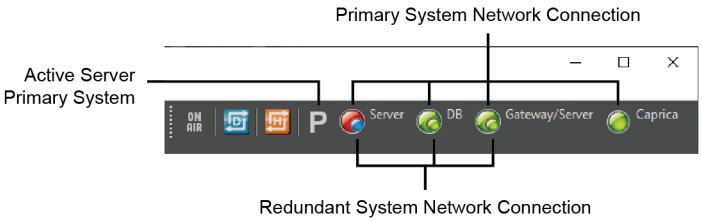


Figure 28.3 OverDrive System Connections After Hot Swap

✶ After switching between OverDrive Servers on the OverDrive Primary and Redundant systems, it may take several minutes to update templates.

To switch from the OverDrive Primary system to the OverDrive Redundant system

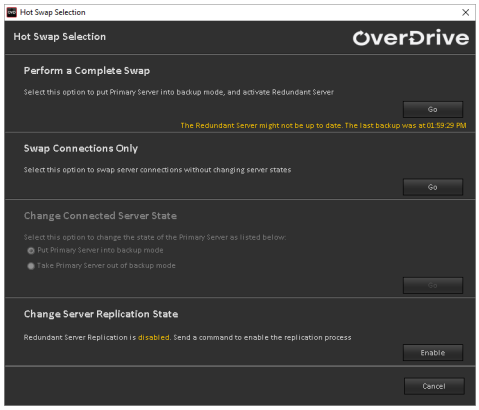
1. In an OverDrive client, use the **Network Connection Area** to check the connection status between the client and the other components of the OverDrive system. The large LEDs show the connection status between the OverDrive client and the Active Server indicated by the **Active Server** icon. The small LEDs show the connection status with the Non-active Server.



In the above example, the large red LEDs show that the OverDrive client is not connected to the OverDrive Server in the OverDrive Primary system. The small LEDs show that the OverDrive Redundant server is waiting in Backup Mode (blue LED) and the OverDrive client can connect to the OverDrive Redundant system (blue and green LEDs).

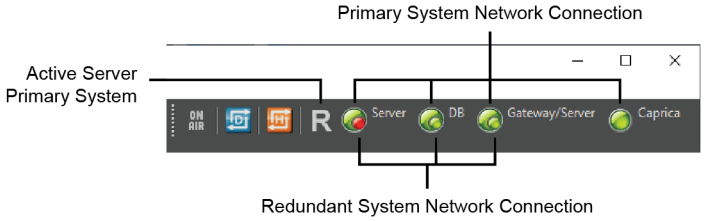
2. If the OverDrive Server on the OverDrive Primary system falters, click **Hot Swap** in the toolbar of an OverDrive client to continue operation using the OverDrive Server on the OverDrive Redundant system.

   The **Hot Swap Selection** dialog box opens.



3. In the **Perform a Complete Swap** section, click **Go**.

   The **Hot Swap Selection** dialog box closes, and the **Network Connection Area** updates to show the connection status of the OverDrive client and the OverDrive Redundant system. OverDrive also automatically switches the connections of all the open OverDrive Clients connected to the OverDrive Primary system over to the OverDrive Redundant system.



   In the above example, the large green LEDs show that the OverDrive client is successfully connected to the OverDrive Redundant system. The small LEDs now show the status of the OverDrive Primary system.

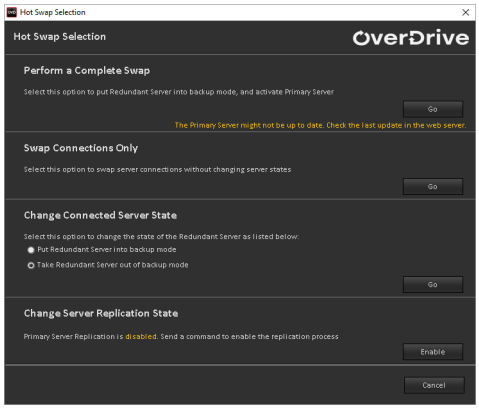
4. On the OverDrive Redundant system, prepare the next shot to take on air and continue rundown playout.

   After the re-connecting to the switcher, Custom Controls may require a manual reload.

To switch from the OverDrive Redundant system back to the OverDrive Primary system

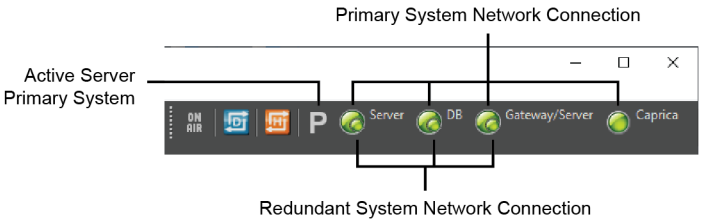
1. On the OverDrive Primary system, fix any problems and restart the OverDrive Server.
2. On the OverDrive Redundant system, click **Hot Swap** in the toolbar of any open OverDrive client.

   The **Hot Swap Selection** dialog box opens.



3. In the **Perform a Complete Swap** section, click **Go**.

   The **Hot Swap Selection** dialog box closes, and the **Network Connection Area** updates to show the connection status of the OverDrive client and the OverDrive Redundant system. OverDrive also automatically switches the connections of all the open OverDrive Clients connected to the OverDrive Redundant system back to the OverDrive Primary system.



   In the above example, the large green LEDs show that the OverDrive client is successfully connected to the OverDrive Primary system. The small LEDs now show the status of the OverDrive Redundant system.

4. On the OverDrive Primary system, prepare the next shot to take on air and continue rundown playout.

   After the re-connecting to the switcher, Custom Controls may require a manual reload.

Recover from an OverDrive Client Failure

If the OverDrive clients running on the OverDrive Primary system falter, operation can continue by switching to OverDrive clients running on the OverDrive Redundant system. The following diagram (**Figure 28.3**) illustrates OverDrive System connections after switching to the OverDrive clients in the OverDrive Redundant system.

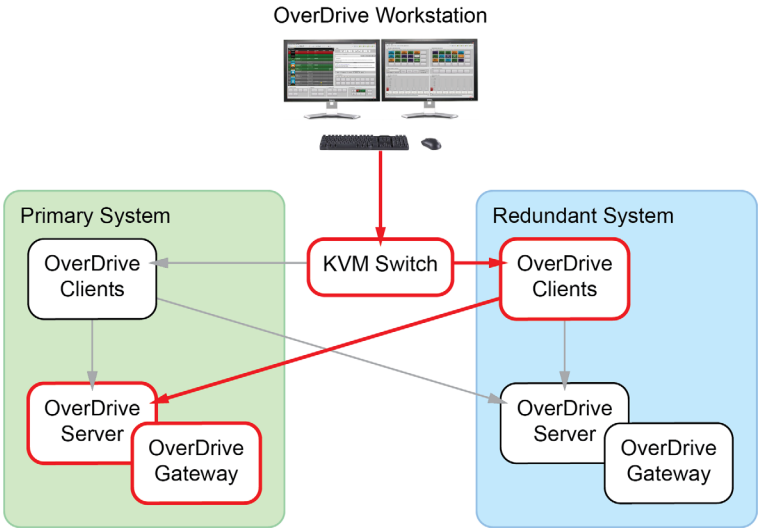


Figure 28.4 OverDrive System Connections After Hot Swap

To switch from OverDrive Primary system clients to OverDrive Redundant system clients

1. On the OverDrive Primary system and the OverDrive Redundant system, open the same rundown in **RundownControl**.
2. Use the **RundownControl** client on the OverDrive Primary system to control playout of the opened rundown.

   The **RundownControl** client on the OverDrive Redundant system monitors the rundown playing out on the OverDrive Primary system.
3. If an OverDrive client or clients on the OverDrive Primary system falter, use the KVM switch to connect the OverDrive workstation keyboard, screen, and mouse to the computer running OverDrive clients on the OverDrive Redundant system.

4. In **RundownControl** on the OverDrive Redundant system, use the **Playout** menu to select **Control Playout**.

   Control of the rundown playout transfers from the RundownControl client on the OverDrive Primary system to the RundownControl client on the OverDrive Redundant system.

5. In the rundown, reprepare the fist shot that is prepared to go on air.

6. Continue rundown playout from the **RundownControl** client on the OverDrive Redundant system.

To switch from the OverDrive Redundant system clients back to the OverDrive Primary system clients

1. Use the KVM switch to connect the OverDrive workstation keyboard, screen, and mouse to the computer running OverDrive clients on the OverDrive Primary system.

2. On the OverDrive Primary system, fix any problems and restart the OverDrive clients.

3. On the OverDrive Primary system, open the rundown that is currently open in **RundownControl** on the OverDrive Redundant system.

4. In **RundownControl** on the OverDrive Primary system, use the **Playout** menu to select **Control Playout**.

   Control of the rundown playout transfers from the RundownControl client on the OverDrive Redundant system to the RundownControl client on the OverDrive Primary system.

5. In the rundown, reprepare the fist shot that is prepared to go on air.

6. Continue rundown playout from the **RundownControl** client on the OverDrive Primary system.

For More Information on...

- how to take control of rundown playout from another RundownControl client, refer t to the section "**Control Mode**" on page 22–60.

Manage OverDrive Services

You can use the **OverDrive Server Web Administration** web page to manage OverDrive services running on the OverDrive Primary system and the OverDrive Redundant system in your Redundant Server System. You can start, stop, or restart services on either OverDrive system.

To manage Primary and Redundant system OverDrive services

1. On a computer connected to the same subnetwork as your **OverDrive Redundant Server System**, use a supported web browser to open the **OverDrive Server Web Administration** web page.

   `http://<OverDrive Server>/server`

   Where `<OverDrive Server>` is the hostname or IP address of the OverDrive Primary or OverDrive Redundant system in your OverDrive Redundant Server System.

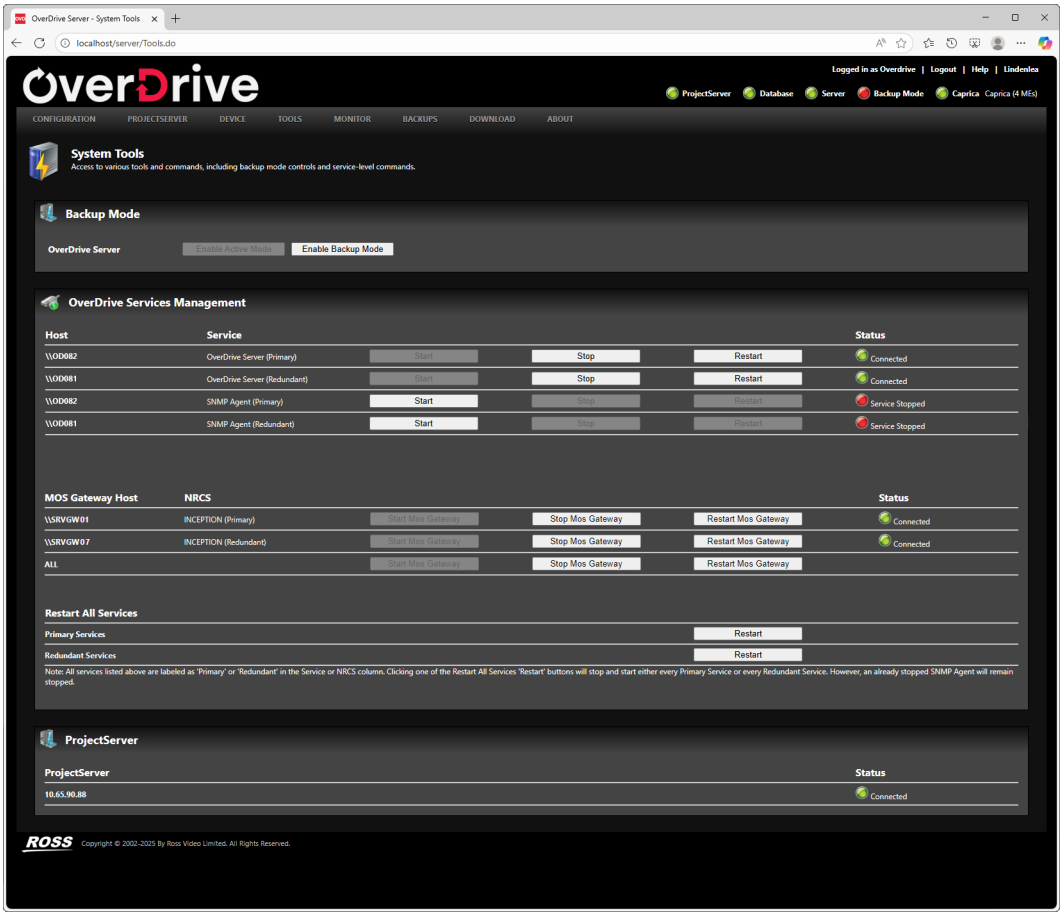
   The **OverDrive Server Web Administration** web page **Login** page opens in a web browser window.

2. Log in to the **OverDrive Server Web Administration** web page.

   The **OverDrive Server - Main** web page opens.

3. Use the **TOOLS** menu to select **System Services**.

The **System Tools** web page opens.



4. In the **OverDrive Services Management** section, use the following buttons to the left of the **OverDrive Server (Primary)** and **OverDrive Server (Redundant)** services to manage the OverDrive Server services running on your OverDrive Redundant Server System:

   - **Start** — start the OverDrive Server service on the selected system.
   - **Stop** — stop the OverDrive Server service on the selected system.
   - **Restart** — stop and then start the OverDrive Server service on the selected system.

   The **Status** column reports the current status of each OverDrive Server service.

5. Use the following buttons to the left of the **SNMP Agent (Primary)** and **SNMP Agent (Redundant)** services to manage the Simple Network Management Protocol (SNMP) agents running on your OverDrive Redundant Server System:

   - **Start** — start the SNMP agent on the selected system.
   - **Stop** — stop the SNMP agent on the selected system.
   - **Restart** — stop and then start the SNMP agent on the selected system.

   The **Status** column reports the current status of each SNMP agent.

6. In the **MOS Gateway Hosts** section, use the following buttons to the left of the **NRCS (Primary)** and **NRCS (Redundant)** services to manage the MOS Gateway services running on your OverDrive Redundant Server System:

   - **Start** — start the MOS Gateway service on the selected system.
   - **Stop** — stop the MOS Gateway service on the selected system.
   - **Restart** — stop and then start the MOS Gateway service on the selected system.

   The **Status** column reports the current status of each MOS Gateway service.

7. To stop and then start the OverDrive Server, SNMP Agent (only when running), MOS Gateway, and Web Server services on an OverDrive system in your OverDrive Redundant Server System, complete the following steps:

   a. In the **Restart All Services** section, click **Restart** to left of **Primary Services** or **Redundant Services**.

      An **Alert** opens.

   b. Click **OK**.

      All of the services running on the selected OverDrive system stop and then start. Click **Cancel** close the **Alert** without restarting services.

✶ When connected to the **OverDrive Server Web Administration** web page on the OverDrive system that you restart all services, you must re-login to the **OverDrive Server Web Administration** web page after the services start on the OverDrive Server computer. OverDrive NRCS plugin users are temporarily disconnected while services restart on the OverDrive Server computer.

Switcherless Mode

Switcherless mode enables you to continue controlling Caprica connected devices from OverDrive and Caprica in the event that the switcher in your OverDrive system falters. While operating in Switcherless mode, you can control all other devices except the switcher.

✶ Since your switcher output is not available while operating in Switcherless mode, it is your responsibility to figure out alternate ways to put devices on air.

The following topics are discussed in this chapter:

- Switcherless Mode Custom Controls
- Switcherless Mode Operation

Switcherless Mode Custom Controls

Custom Controls are used to enable Switcher or Switcherless modes. The simplest Custom Control only contains the SwitcherlessMode command to either enable Switcherless or Switcher modes. You can add additional commands to these Custom Controls if you want. Custom Controls are created on the Caprica Server in your OverDrive System.

To create Custom Controls to enable Switcherless or Switcher mode

1. On the Client computer, verify that the following conditions are true:
   - The Client computer uses the current version of **DashBoard** software.
   - The Client computer can access a running Caprica Server on the network.
2. Use one of the following methods to launch **DashBoard**:
   - Double-click the **DashBoard** icon on the desktop.
   - Use the **Start** menu to select **All Programs** > **DashBoard** > **DashBoard**.

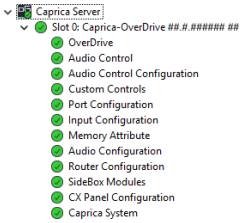
   DashBoard opens.
3. In the **DashBoard Tree View**, expand the **Caprica Server** node.

   The **Caprica Server** node displays the available Caprica Servers.



4. In the **Caprica Server** node, expand the **Slot 0: Caprica** node.

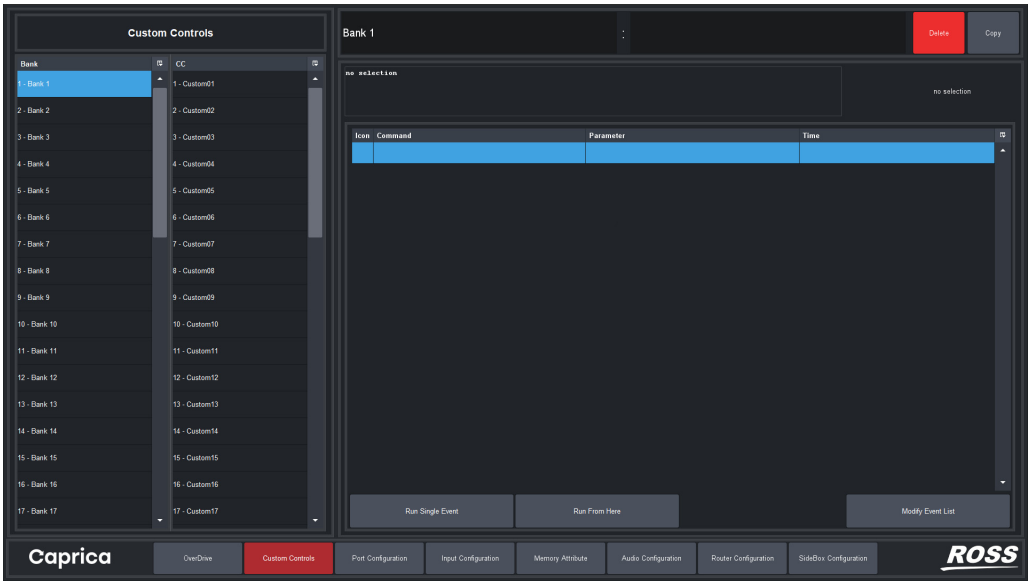
   The **Slot 0: Caprica** node displays the available Caprica Server clients.



5. Double-click the **Custom Controls** node.

   The **Custom Controls** client opens in the **Device View**.
6. Use the **Window** menu to select **Full Screen**.

The **Custom Controls** client expands to full screen view.



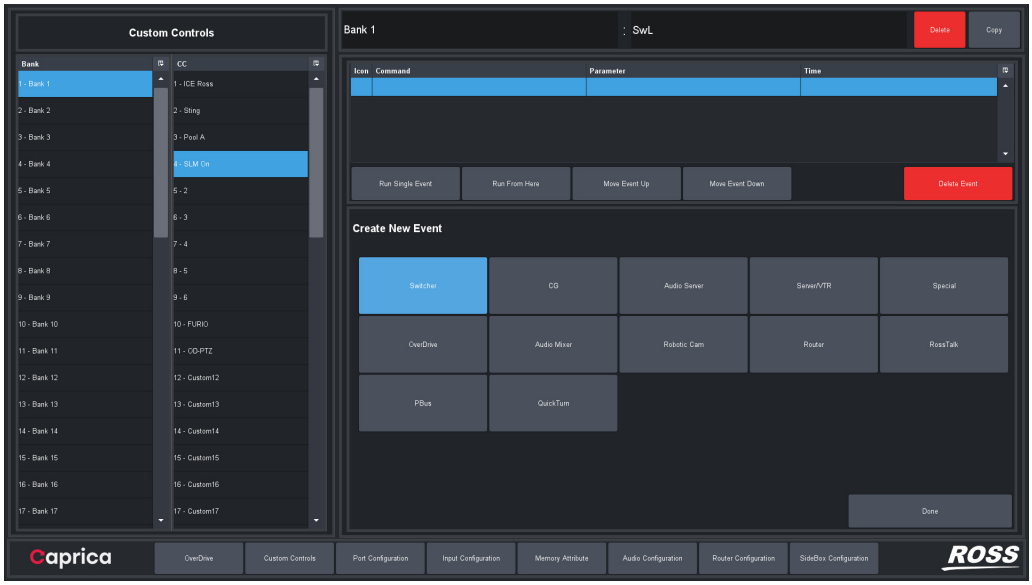
7. Complete the following steps to create a Custom Control to enable **Switcherless** mode:

   a. In the **Bank** column of the **Custom Controls** table, click the bank name in which you want to save your Switcherless mode enable Custom Control.

   b. Click in the **CC Name** box to edit the Custom Control name, such as **SwL** for Switcherless mode enabled.

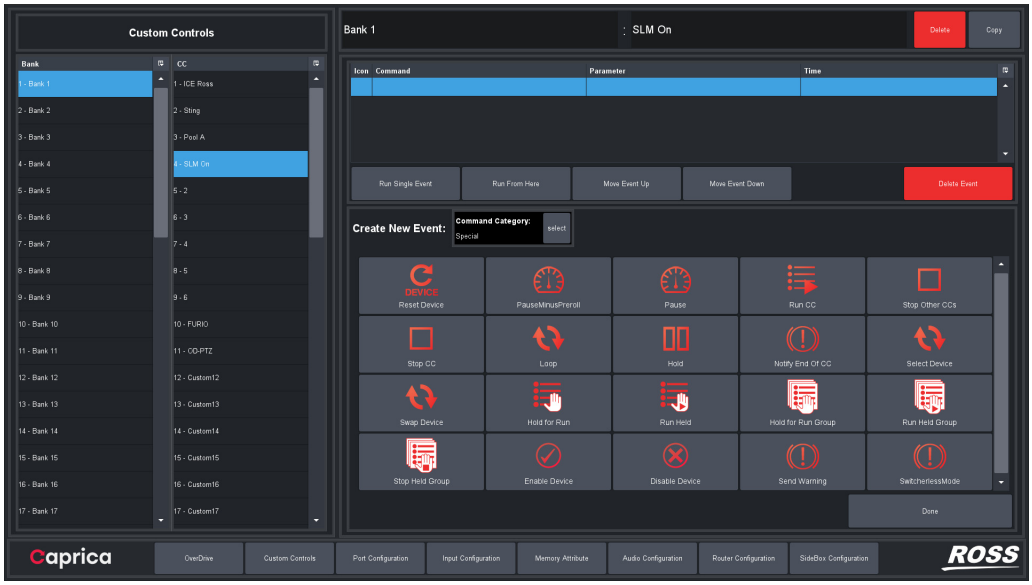
   c. Click **Modify Event List** at the bottom of the **Custom Controls** client.

      The **Create New Event** panel opens listing the available types of Custom Controls that you can use to build a Custom Control macro.



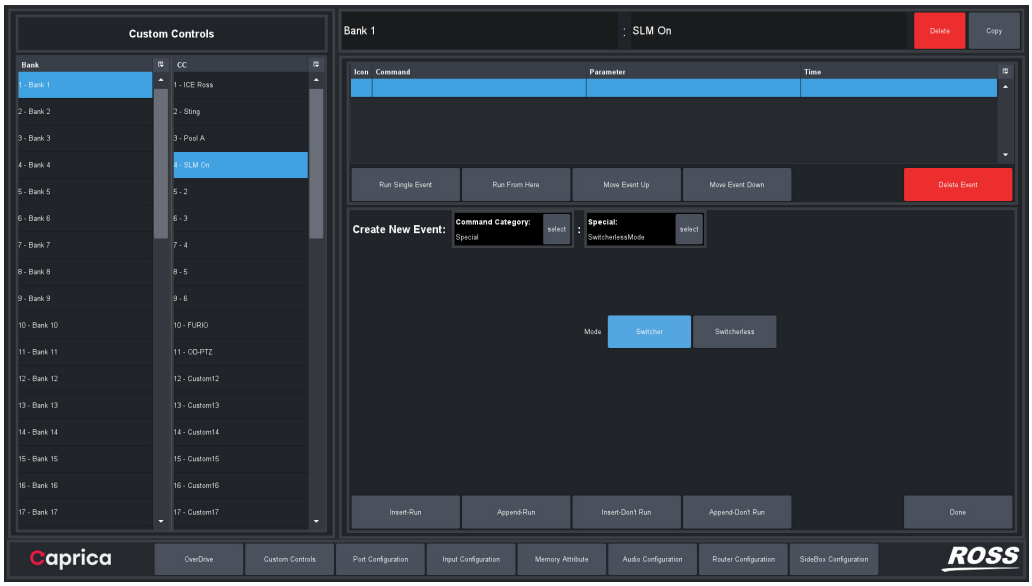
d. In the **Create New Event** panel, click **Special**.

The **Create New Event** panel lists the available **Special** Custom Controls that you can use to create an event in your Custom Control macro.



e. Click **SwitcherlessMode**.

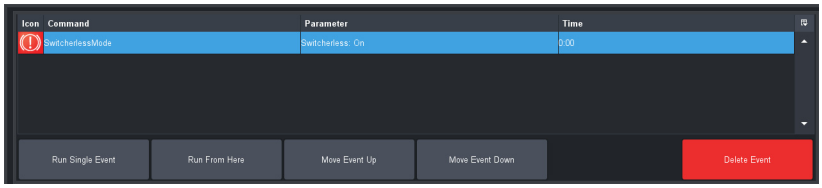
The **Create New Event** panel displays the setting for the **SwitcherlessMode** Custom Control.



f. Click **Switcherless**.

g. Click **Insert-Don't Run**.

The **Custom Controls** client adds the configured **SwitcherlessMode** Custom Control to the **Event List** and highlights the new event. The **Event List** displays Custom Control macro events in the order of execution.



h. Click **Done**.

8. Complete the following steps to create a Custom Control to enable **Switcher** mode:

a. In the **Bank** column of the **Custom Controls** table, click the bank name in which you want to save your Switcher mode enable Custom Control.

b. Click in the **CC Name** box to edit the Custom Control name, such as **Sw** for Switcher mode enabled.

c. Click **Modify Event List** at the bottom of the **Custom Controls** client.

The **Create New Event** panel opens listing the available Custom Controls events.

d. In the **Create New Event** panel, click **Special**.

The **Create New Event** panel lists the available **Special** Custom Controls that you can use to create an event in your Custom Control macro.

e. Click **SwitcherlessMode**.

The **Create New Event** panel displays the setting for the **SwitcherlessMode** Custom Control.

f. Click **Switcher**.

g. Click **Insert-Don't Run**.

The **Custom Controls** client adds the configured **SwitcherlessMode** Custom Control to the **Event List** and highlights the new event. The **Event List** displays Custom Control macro events in the order of execution.

h. Click **Done**.

9. When the switcher in your OverDrive falters, you cannot run Custom Controls from OverDrive. Assign your **Switcherless mode enable** and **Switcher mode enable** Custom Controls to an external control surface, such as:

- **ShotBox** — refer to the **Assigning Custom Controls and Pages to SideShot Module Buttons** section in the ***Caprica User Guide for OverDrive***.
- **CX Director Panel** — refer to the **Assigning Custom Controls to CX Director Panel Buttons** section in the ***Caprica User Guide for OverDrive***.

Switcherless Mode Operation

Switcherless mode enables you to continue controlling Caprica connected devices from OverDrive and Caprica in the event that the switcher in your OverDrive system falters. After fixing your switcher, you can enable Switcher mode to return to normal operation.

To enable Switcherless mode or Switcher mode

1. When the switcher in your OverDrive system falters, run your **Switcherless mode enable** Custom Control from **Caprica** or an **external control surface button** to which you assigned the Custom Control.

✶ When the switcher in your OverDrive falters, you cannot run Custom Controls from OverDrive.

   The **System Status** view in **RundownControl** updates to show that your OverDrive system is operating in **Switcherless** mode.

2. While operating in **Switcherless mode**:

   - You can control other devices with the exception of the switcher.
   - It is your responsibility to figure out alternate ways to put devices on air.

3. When your switcher is fixed are ready to return to normal operation, run your **Switcher mode enable** Custom Control from **OverDrive**, **Caprica**, or an **external control surface button** to which you assigned the Custom Control.

   The **System Status** view in **RundownControl** updates to show that your OverDrive system is operating in **Switcher** mode.

Troubleshooting

This chapter provides information on errors and messages that can occur in OverDrive.

The following topics are discussed in this chapter:

- Messages from the Switcher
- View Log Files
- Clip Details and Presets Behavior
- Client/Server Version Mismatches
- NRCS Connection Errors
- Error Messages

Messages from the Switcher

When the switcher is unable to perform a specific task, a time-stamped message is displayed on the switcher **System Control Display**. Messages from the switcher are displayed in the OverDrive **System Monitor** status bar and written to OverDrive system logs.

Errors can occur at various stages while preparing a show and the messages report device problems, missing clips, and a variety of switcher problems. Depending on the reported problem, a correction may be required on the switcher before continuing OverDrive tasks. If the message on the switcher **System Control Display** requires a button push to close, a confirmation dialog box also opens in OverDrive. Click **OK** close the switcher message.

✶ Errors must be connected before continuing work.

For More Information on...

- accessing this information for troubleshooting purposes, refer to the section "**View Log Files**" on page 30–2.
- how to correct errors, refer to the switcher ***Operator's Manual***.

View Log Files

OverDrive tracks system operations and saves the data you indicate in the appropriate log files. These files are used to track MOS communications within OverDrive.

To view OverDrive logs

1. In RundownControl, select **Tools** > **View Logs**.
2. From the **View Logs** menu, select the log file to view.

   The selected log file opens in a log viewer window. The viewer only shows the last 200 received messages. The viewer is also dynamic, and automatically updates as new message are received.
3. When viewing the **MOS In Log** or **MOS Out Log**, double-click a **Msg No.** line in the log viewer to view the selected message as a tree view in the **XML Viewer** window.

Search the XML Viewer Window

The Search button in lower right-hand corner of the XML Viewer window is used to search for specific information within the current message displayed in the XML Viewer.

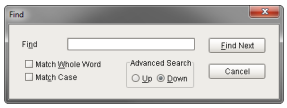
To search for information in the XML Viewer window

1. In **RundownControl**, select **Tools** > **View Logs** > **MOS In Log** or **MOS Out Log**.

   The selected log file opens in the **OverDrive Log Viewer** window.
2. In the **OverDrive Log Viewer** window, double-click the **Msg No.** line to view in tree format.

   The **XML Viewer** window opens.
3. In the **XML Viewer** window, click **Search**.

   The **Find** dialog box opens.



4. In the **Find** box, enter the text to find in the message.

5. Select the following check boxes and options to fine-tune the search parameter.
   - **Match Whole Word Only** — match only complete words in the search parameter.
   - **Match Case** — match the capitalization of the search parameter.
   - **Direction Up** — search from the bottom of the log to the top.
   - **Direction Down** — search from the top of the log to the bottom.
6. Click **Find Next**.

   The first found match is highlight in the **XML Viewer** window.
7. Continue clicking **Find Next** to find each instance of the entered text.
8. Click **Cancel** to close the **Find** dialog box.

System Logs

From the OverDrive Server, the following types of system logs can be configured to report events and errors in OverDrive:

- **Frame** — sets the level for logging frame communication events and errors.
- **Panel** — sets the level for logging control panel communication events and errors.
- **Server** — sets the level for logging client/server network events and errors.

For More Information on...

- viewing system logs, refer to the section "**Monitor OverDrive Server Log**" on page 6–15.

Clip Details and Presets Behavior

In the **Insert Shot** dialog box, **Edit Shot** dialog box, and **Configure QuickRecall Button** dialog box, the **MEs and Buses** tab enables specification of clips and presets for each device in the **Clip Details and Presets** column. When setting clip details and presets, certain devices may affect how this information is saved or recalled in OverDrive.

For More Information on...

- setting specific clip details or presets in a shot, refer to the section "**Insert Shots into a Rundown**" on page 15–5.

Enter Partial Clip Details

In the **Clip Details and Presets** column, it is possible to enter partial clip details for devices. When entering partial clip details, keep the following in mind:

- In order to properly save character generator clip information, the **Folder** and **Page** location must be specified. When the **Folder** location is not specified, the **Page** and **Tag** information is not saved.
- In order to properly save audio server clip information, the path must be specified starting with the **Drive** location. When **Directory** or **Cut** is specified without a **Drive**, clip information is not saved.
- In Order to properly use the **Cue Shots in Advance** option, all clip details must be entered for a shot. Shots containing only partial clip details will not cue in advance.

Devices that Affect Clip Details and Presets Behavior

Some devices may be affected differently when entering clip details or presets into the required fields in OverDrive.

Chyron Duet LEX Character Generator

When entering tag data for a Chyron Duet LEX CG, user entered tag data from OverDrive does not permanently overwrite the CG tag data on the Chyron Duet LEX character generator. When **Use CG Tag** is selected, the original tag data is load, and the changes made to tags from OverDrive are deleted.

Leitch (Inscriber) Inca Character Generator

When entering tag data for a Leitch (Inscriber) Inca character generator, tag data entered from OverDrive permanently overwrites any tag data saved on the Leitch (Inscriber) Inca character generator, if entered and cued. Select **Use CG Tag** to load the new data.

Pinnacle FXDeko II

When specifying the default folder from which to read character generator files, the Pinnacle FXDeko II ignores any location specified in the **Folder** box. To change the default folder, changes must be done from the Pinnacle FXDeko II interface.

When querying the contents of a character generator file from OverDrive, the Pinnacle FXDeko responds with six empty fields. These fields can be modified in the **Tag** boxes. Data entered in the Tag boxes must match the number and order of fields in the character generator file being loaded. Extra fields sent back to the Pinnacle FXDeko II are ignored.

To use existing character generator tags, select the **Use CG Tag** check box for the tags as set in the Pinnacle FXDeko II.

Client/Server Version Mismatches

For an OverDrive Client to communicate with the OverDrive Server, all connected systems must have identical software versions. Attempting to open an OverDrive application, such as RundownControl or DirectControl on an OverDrive Client computer, opens an error dialog box indicating the software discrepancy.

For More Information on...

- verifying the correct software version, refer to the section "**Access OverDrive Server Settings**" on page 6–2.

Correct Client/Server Version Mismatches

The OverDrive Client can not be used when software versions do not match. To correct software version mismatches, the correct version of OverDrive software on the Client system must be installed.

For More Information on...

- using the OverDrive Software CD to install OverDrive software on a system, refer to the ***OverDrive Installation and Configuration Guide***. If you are unsure of the software version to install, contact Ross Video Technical Support.
- contacting Technical Support, refer to the section "**Get Help**" on page 1–2.

NRCS Connection Errors

Connection error messages may be encountered in the Ross Video plugin while working in the NRCS. These errors can occur when attempting to connect to OverDrive in the NRCS or if the MOS ID of the OverDrive Server does not match the MOS ID set on the NRCS server.

The plugin must be connected to OverDrive in order to properly view template lists and edit shots. The connection LED at the top of the **Device Settings** pane indicates the connection status between the plugin and the OverDrive Server. This icon indicates the following states:



The plugin is connected to OverDrive.



The plugin is not connected to OverDrive. Check the connection properties in both the NRCS and OverDrive to ensure they are correct.

For More Information on...

- Inception connection properties, refer to the section "**Configure Connection Information for Inception**" on page 16–4.
- ENPS connection properties, refer to the section "**Configure Connection Information for ENPS**" on page 18–7.
- iNEWS connection properties, refer to the section "**Configure Connection Information for iNEWS**" on page 17–8.
- Dalet connection properties, refer to the section "**Configure Connection Information for Dalet**" on page 19–4.

Server Connection Errors

The following may cause a connection error:

- The IP address or hostname was not entered correctly in OverDrive.
- The OverDrive computer does not exist on the network.
- The OverDrive system is not configured properly.
- The OverDrive computer does not have NRCS settings configured properly.
- The network permissions are not set up properly to allow connection to OverDrive from the NRCS.

Ensure that the connection information in both OverDrive and the NRCS are correct before attempting to reconnect to the NRCS server. If these settings are correct and connection problems still exist, contact the local Networking (IT) Department or Ross Video Technical Support.

MOS ID Errors

If the MOS ID is set incorrectly in OverDrive, the plugin reports that the MOS ID is different than the one set in the NRCS. Any changes made to shots in the NRCS are not saved, and do not appear in the rundown.

Check the following areas:

- The MOS ID in OverDrive matches the MOS ID set in the NRCS
- The plugin is connected to the OverDrive Server.

If changes are required in OverDrive, the plugin is automatically updated after the changes are completed.

Error Messages

Errors in the rundown are indicated with messages that remain displayed until the error is corrected.

The following error messages can occur:

- Device Conflict Messages
- Incomplete Clip(s) Messages
- Missing Template Messages
- Prepare Shot Error Messages
- DSK Auto Transition Error Messages

Device Conflict Messages

Device conflicts can occur in an OverDrive rundown when outputs or MEs needed to prepare a shot are conflicting with the shot currently being prepared or on air. These device conflicts are indicated by messages within the rundown.

✶ An output is considered “in use” only if it is on air — it is “on air” when connected to a crosspoint or remote port that is in use by the on-air ME. During the running of the show, it is possible that the device that a shot uses will become busy. For example, if a video server has only a single output, and the shot on the Program monitor is using that output.

There are two types of messages that can show in a rundown:

Uses Too Many Device Outputs or Uses Too Many MEs Warnings

These device conflict messages are warnings, as indicated by the yellow triangle icon with an exclamation point in the middle. These warnings indicate that the shot may become unpreparable, due to the following:

- There may not be enough free devices to prepare the shot.
- There may not be enough free MEs to prepare the shot.

These warning messages are based on their position within the rundown. To remove these warnings from the shot, you can do one of the following:

- Move the shot to another location within the rundown by clicking and dragging it up or down in the order.
- Reduce the number of resources used by the preceding shot.
- Reduce the number of resources needed by the shot with the warning.

For More Information on...

- editing shots, refer to the section “**Edit Shots in a Rundown**” on page 15–25.

No Free Device Outputs or Not Enough Free MEs Errors

The following two device conflict messages are errors, as indicated by the red octagon icon with an X in the middle. These errors indicate that the shot is not preparable at this time, due to the following conflicts:

- There are not enough unused device outputs available to prepare the shot.
- Shots that fail to prepare or become unpreparable have a dark gray background.

To correct device conflict errors

1. In RundownControl, switch to Edit mode.
2. In the Rundown table, select the shot that contains a device conflict error.
3. Select **Edit Rundown** > **Edit Shot**.

   The **Edit Shot** dialog box opens.
4. Remove the conflict by changing what is on the Program monitor, or by editing the shot to use fewer MEs or device outputs.
5. Click **Save Changes** to save changes and close the **Edit Shot** dialog box.

For More Information on...

- editing shots, refer to the section “**Edit Shots in a Rundown**” on page 15–25.

Incomplete Clip(s) Messages

This shot status is indicated by the message incomplete clip(s) and a warning icon. One or more devices used in this shot has a clip or preset which is missing information. If the missing information is not provided, the shot will be prepared without the device.

Attempting to prepare a shot with missing clip or preset information while in **Playout** mode causes OverDrive to prompt for the missing information. When entered, the clip or preset is used in the current rundown but is not saved in the template.

The shot does reflect changes while in a prepared or on-air state. The next time the shot is recalled, OverDrive once again prompts for the missing information. For Clip or preset information to be used each time a shot is recalled, it must be saved with the shot.

Attempting to prepare a shot with missing character generator clip information and if the folder and page are specified, OverDrive automatically loads the current tag data from the character generator into the incomplete tag fields. The tag content from the character generator can be accepted or new content can be entered for the tag fields.

- In order to properly use the **Cue Shots in Advance** option, clip details must be entered in the shot. Shots missing clip details are not cued in advance.
- Tag fields that are missing clip information are highlighted in yellow.

To correct clip errors

1. In **RundownControl**, switch to Edit mode.
2. In the Rundown table, select the shot that contains a clip error.
3. Select **Edit Rundown** > **Edit Shot**.

   The **Edit Shot** dialog box opens.
4. Edit the name/number of the missing or incomplete clip or preset. All other fields display the values set when the shot was originally configured.
5. Click **Save Changes** to save changes and close the **Edit Shot** dialog box.
   - A yellow background on a **QuickRecall** button indicates that the clip or preset associated with the button is missing information. Right-click the button to enter the missing information.

For More Information on...

- entering clip or preset information for the various types of devices, refer to the section "**Edit Shots in a Rundown**" on page 15–25.

Missing Template Messages

A Missing Template message will display in a rundown if a Master template in not associated with the shot. This is indicated by the message **Missing template** and the error icon. A missing template can happen in the following instances:

- The template associated with the shot in the rundown has been deleted.
- A template was not associated with the shot in a published OverDrive NRCS rundown.

★ If a shot is missing a template, the shot becomes unpreparable, and is skipped during Playout.

To correct a missing template error in a Live rundown

1. In **RundownControl**, switch to Edit mode.
2. In the Rundown table, select the shot that contains a missing template error.
3. Select **Edit Rundown** > **Edit Shot**.

   The **Edit Shot** dialog box opens.

4. Select a new Master template.
5. Click **Save Changes** to save changes and close the **Edit Shot** dialog box.

Correcting Missing Template Errors in OverDrive News

To correct a missing template error in an NRCS rundown, the rundown must be edited in the NRCS that publishes the rundown.

For More Information on...

- adding NRCS shot editing, refer to the chapter "**OverDrive NRCS Plugin**" on page 21–1.

Prepare Shot Error Messages

There are two types of errors that can occur when shots are prepared in Playout mode:

- Prepare Failed Messages
- Unpreparable Shot Messages

These errors can occur in OverDrive Live or OverDrive NRCS rundowns when there are conflicts with devices or errors with Master templates. If a shot fails to prepare or is unpreparable, the background of the shot is turn dark gray to indicate the error.

Prepare Failed Messages

If a shot in the OverDrive rundown fails to prepare in Playout mode, the prepare stops, and another shot must be selected. The rundown also reverts to the state before the prepare was attempted. If a shot was double-clicked to prepare, and the shot fails to prepare, an error message opens explaining the error.

Shots labeled as **Prepare Failed** cannot be reprepared until the error affecting their playout is corrected. Failed prepares are usually associated with device conflicts in the template used for the shot.

- If clips or presets are missing from a shot, the shot still prepares, and OverDrive prompts for the missing clip or preset details.
- Use the **QuickRecall** buttons to prepare and transition another shot to air.

Unpreparable Shot Messages

If a shot in the OverDrive rundown is unpreparable in Playout mode, OverDrive skips to the next shot in the rundown that is preparable. If shot was double-clicked to prepare, and the shot is unpreparable, an error message opens explaining the error.

Unpreparable shots occur when:

- There is no template associated with the shot and is indicated by the **Missing Template** error message.
- The shot uses too many MEs and is indicated by the **Not Enough Free MEs** error message.

DSK Auto Transition Error Messages

When attempting a DSK Auto transition at approximately the same time as a **Transition** or a **Transition & Prepare Next**, two types of error messages may open.

Could Not Transition Error Message

The first message displayed is the **Could Not Transition** dialog box. This message opens to inform that OverDrive cannot perform a **Transition** when the PGM ME is in use by the DSK Auto transition.

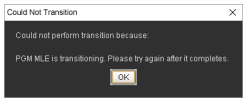


Figure 30.1 Could Not Transition Message

Could Not Transition – this dialog box opens when attempting a **Transition** while a PGM ME auto transition is in progress. The PGM ME is transitioning as a result of a DSK Auto transition and cannot take the next shot until it completes the DSK Auto transition. OverDrive must wait for the first transition to complete before it can take the next shot.

To close the Could Not Transition dialog box and transition the shot again

1. In the **Could Not Transition** dialog box, click **OK**.

   The **Could Not Transition** dialog box closes.

2. Click **Transition** to transition the shot again.

   Once the **Transition** is complete, the PGM ME can now be used to perform the DSK Auto transition.

Could Not Prepare Shot Message

After a **Transition** completes, the PGM ME can be used to perform the DSK Auto transition. However, this may cause a problem with preparing the next shot (from the original **Transition & Prepare**) and open the **Could Not Prepare Shot** dialog box.

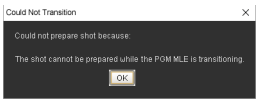


Figure 30.2 Could Not Prepare Shot Message

Could Not Prepare Shot – An auto transition was in progress while OverDrive tried to prepare the next shot.

To close the Could Not Prepare Shot dialog box and prepare the selected shot again

1. In the **Could Not Prepare Shot** dialog box, click **OK**.

   The **Could Not Prepare Shot** dialog box closes.

2. Select the shot.

3. Click **Prepare Selected** to prepare the shot again.

Appendix A. Audio Follow Video Behaviors

The sections in this appendix describe the behavior of the Audio Follow Video (AFV) setting in DirectControl. Audio Follow Video (AFV) is controlled by a built-in audio memory called AFV Control, which is assigned to an Audio QuickPick button.

Table 31.1 Audio Follow Video Behaviors

Test Case	Behavior	Reported Issue
No OverDrive connected, AFV OFF, Press XPT on BKGD.	The audio faders do not move.	
No OverDrive connected, AFV OFF, select XPT, turn AFV ON.	None of the audio fader move when XPT is initially selected. When AFV is turned ON, all the faders (including the keys) attached to the XPT will move to their PST level.	
No OverDrive connected, AFV Hold, Select XPT, Press AFV OFF.	The audio faders attached to the XPTs get set to their preset levels and stay up. After pressing AFV OFF, nothing changes.	
In RundownControl, prepare the basic AFV on template and cut.	In DirectControl, the audio attached to the fader is shown at its PST level. Cuts on-air at same level and shows on the on-air side.	
In RundownControl, prepare the basic AFV on template and dissolve.	Video will dissolve, and audio will cut.	
In RundownControl, prepare the basic AFV On Template and, in the Audio Fader Control, check “use video Transition rate”.	Video will dissolve, and audio will transition at the same rate.	
In RundownControl, prepare the basic AFV template and dissolve, audio trans rate set to different value.	Video will dissolve at the video rate. The audio will transition at its set rate.	
In RundownControl, prepare the basic AFV on template with additional audio channels.	In Direct Control, all the channels will be shown on the Prepared side at their requested levels. The fader attached to video will transition on, and additional audio channels will transition to their set values. Note: When the shot is On-Air, then switcher will show AFV OFF.	

Table 31.1 Audio Follow Video Behaviors

Test Case	Behavior	Reported Issue
In RundownControl, prepare the basic AFV on template with additional audio channels, and then manually change BKGD video.	The faders attached to the AFV channels will move. Additional audio channels will stay up.	
In RundownControl, prepare the basic AFV OFF template with additional audio channels.	The audio attached to XPTs will show on prepared side at level 0. In Direct Control, all the additional channels will be shown on the Prepared side at their requested levels. The fader attached to video will transition and stay at level 0. Additional audio channels will transition to set value.	
In RundownControl, prepare the basic AFV OFF template with additional Device audio channel.	The audio attached to XPTs will be shown on the prepared side at level 0. In Direct Control, the additional Device channels will be shown on the Prepared side at preset their levels. All audio will transition to on-air view at levels shown at preset.	
In RundownControl, prepared the AFV on template. Latch DSK to transition. Perform the transition.	All the audio faders attached to on-air XPT and DSK will come on to preset level. Audio channel attached to DSK Keys are not ON.	
In RundownControl, prepare the AFV on template. Latch DSK to transition. Perform the transition. Cut DSK OFF and On.	The DSK audio faders will cut OFF and ON as requested. Audio Channels attached to DSK Keys are not ON.	
In RundownControl, prepared AFV OFF template, latch DSK to transition. Apply for all Attach DSK below. Perform the transition.	All the audio faders attached to on-air XPT and DSK will stay at 0. In Direct Control, the faders will show the on-air view at level 0.	
In RundownControl, prepare AFV with a 4-box template (2 channels per key) transition.	In Direct Control, the Prepared view shows all channels and the audio attached to the alpha channel will be shown as 0. All the channels come on-air at their correct levels and they are shown in Direct Control in the on-air view at their correct levels.	Issue: All the audio channels contributing to an on-air shot should be shown in Direct Control when prepared. Reported as bug #39041

Table 31.1 Audio Follow Video Behaviors

Test Case	Behavior	Reported Issue
In RundownControl, prepare AFV with a 4 box template (2 channels per key) transition. Select a different XPT into a key AutoTrans to next template.	Channels transition as expected.	
In RundownControl, if you have an AFV ON shot on-air. Prepare a shot that uses a manual audio trans rate. Auto trans a DSK ON and OFF.	The DSK video will transition at the switcher transition rate. DSK audio will transition at the rate set by the Prepared Shot. DSK Key Audio Channel doesn't open.	Reported as bug #39046
In Direct Control, configure AFV QuickPick. Use QuickPick to Turn AFV from ON to OFF.	The switcher AFV state will turn from ON to OFF. On-air Audio channels will stay up.	
In Direct Control, configure AFV QuickPick. Use QuickPick to Turn AFV from ON to OFF. Add or subtract an additional audio channels. Use QuickPick to Turn AFV OFF to ON.	The switcher AFV state will turn from OFF to ON. Audio channels will revert to strict AFV state. If Audio channel is at preset, then Turn AFV OFF, do Audio Transition, and the audio channels will be at level 0.	
In Direct Control, configure AFV for QuickPick. Use QuickPick to Turn AFV from ON to OFF. Manually change the audio levels of the on-air audio. Change AFV form OFF to ON.	An-air audio stays ON. Levels do not change.	
In Direct Control, configure AFV for QuickPick. Use QuickPick to Turn AFV from ON to OFF. Manually change the audio levels of the on-air audio. Change AFV form OFF to ON. Reprepare shot and transition.	Audio levels revert to preset audio levels.	
In RundownControl, transition to a basic Video Only template.	On-air audio channel shown on Prepared side. The video will transition, but the audio will stay at its current level.	
In RundownControl, transition to Video Only template with additional audio channels attached.	On-air audio channel and additional audio channels will be shown on the Prepared side. The video transitions and additional audio transitions will be ON as expected.	

Table 31.1 Audio Follow Video Behaviors

Test Case	Behavior	Reported Issue
In RundownControl, transition to Video Only template with Default Audio Level set to different level than currently on-air.	On-air audio channel shown on Prepared side. The video will transition, but the audio will stay at its current level.	
In RundownControl, transition to a Basic audio only template with AFV ON.	On-air ME will be put into preview. Any AFV audio will remain on-air. Any additional audio will be stripped.	
In RundownControl, transition to an audio only template with AFV ON that contains additional audio channels.	On-air ME will be put into preview. Any AFV audio will remain on-air. Any additional audio from previous template will be stripped. Any new additional audio will transition ON as expected.	
In RundownControl, transition to a Basic audio only template with AFV OFF.	The on-air ME will be put into preview. All Audio will be taken off-air.	
In RundownControl, transition to an audio only template with AFV OFF that contains additional audio channels.	The on-air ME will be put into preview. All Existing Audio will be taken off-air. Additional audio channels will be transitioned to requested level.	
In RundownControl, transition to Audio Only template with AFV OFF and Default Audio Level set to different level than currently on-air.	The on-air ME will be put into preview. All Audio will be taken off-air.	

Appendix B. OverDrive Reserved MOS Character Set

The sections in this appendix list the valid characters that can be used with character generators and video servers in an OverDrive / MOS workflow.

The following topics are discussed:

- Character Generators
- Video Servers

Character Generators

The characters supported in all character generators in an OverDrive / MOS workflow are as follows:

Table 32.1 Basic Supported Character Set

Character Type	Characters
Alphanumeric	a-z, A-Z, 0-9
Punctuation	. , ! ? ; :
Round brackets	( )
Underscores and hyphens	- _

Characters not guaranteed to work for all character generators in an OverDrive / MOS workflow are as follows:

Table 32.2 Characters Not Guaranteed for All CGs

Character Type	Characters
Brackets	{ } [ ]
Slashes	\ /
Symbols and Accents	@ # $ % ^ * + = ~ `
Control Sequences	\m \n \r \c ... (all sequences)
Reserved for XML	< > & ' "

The following character generators do not support any additional characters beyond the basic supported character set:

- Chyron
- VizRT
- PixelPower
- Orad
- Miranda Vertigo

Exceptions for Specific Character Generators

The following sections describe supported character set exceptions for specific character generators.

Inscriber

Inscriber users can use escape sequences to enter some additional characters typically not supported by other character generators. The additional characters and associated escape sequences are as follows:

Table 32.3

Reserved Character	Escape Sequence
\	{*BS}
/	{*FS}
<	{*OAB}
>	{*CAB}
&	{*AMP}
\r	{*CR}
\n	{*LF}

XPression

In OverDrive MOS workflows, XPression users can use escape sequences to enter some XML reserved characters and include them in graphic elements. The additional characters and associated escape sequences are as follows:

Table 32.4

XML Reserved Character	Escape Sequence
<	&lt
>	&gt
&	&amp
'	&apos
"	&quot

Video Servers

The following section describes supported character set exceptions for the Leitch Nexio video server.

Leitch Nexio

For Leitch Nexio video servers, do not use the " (double-quote) character in clip names. If any of the clips stored on a Leitch Nexio video server are named using the " character, the **Clip** list in the Ross Video OverDrive NRCS plugin remains empty and cannot be used to select a clip.

Appendix C. International Character Set

The sections in this appendix describe how and where OverDrive supports the international (UTF-8) character set.

The following topics are discussed:

- Chinese Character Input
- OverDrive Server
- TemplateEditor
- RundownControl
- DirectControl
- RapidRestore
- Ross Video OverDrive NRCS Plugin
- NRCS and MOS Data
- OverDrive Software Installers

Chinese Character Input

This section describes how OverDrive supports Chinese character input.

Operating System Chinese Environment

Before Chinese characters are entered in OverDrive, the following operating system (Windows XP, Windows 7, Server 2003, and Server 2008) settings should be configured as follows:

- **Formats**: Chinese (Traditional, Taiwan)
- **Location**: Default setting
- **Keyboards and Languages**: Default setting
- **System Locale**: Chinese (Traditional, Taiwan)

Chinese Input Methods

The following input methods are available to enter Chinese characters in OverDrive

- **Microsoft New Phonetic IME 2002a / 10.1** — Chinese (Taiwan), Hanyu Pinyin
- **Microsoft Pinyin New Experience Input Style (10.1.7601.0)** — Chinese (Simplified PRC)
- **Google Pinyin IME** — Chinese (PRC)

✶ Currently hot keys only work when the operating system keyboard and input language is set to **English - US**. For example, hot keys will not work when **Chinese (Traditional)** is the set keyboard and input language.

OverDrive Server

This section describes how the OverDrive Server supports the international (UTF-8) character set.

Text Boxes

All text boxes support the entry of supported international characters, including the following:

- User names and passwords
- Backup file names

Constraints

- Only the digits 0-9 can be entered in numeric boxes.
- Computer and domain names must be entered using basic ASCII characters.
- License keys must be entered using only ASCII characters.

Display Fields

All display fields support display of supported international characters, including the following fields:

- Monitor window
- Backup file names

Constraints

- Fields only display the digits 0-9.
- Information received from the switcher (Custom Control names, crosspoint names, etc.) is only displayed using ASCII characters.
- License data is only displayed using ASCII characters.

Switcher Interface

The OverDrive Server sends device information to the switcher in the character format in which the information was entered.

Constraints

- Byte-based length limits apply to clip names.

TemplateEditor

This section describes how the Template Editor supports the international (UTF-8) character set.

Text Boxes

All text boxes support the entry of supported international characters.

Constraints

- Only the digits 0-9 in either narrow or wide fonts can be entered in numeric boxes.
- Computer and domain names must be entered using basic ASCII characters.
- Device template properties for all device types must only contain ASCII characters (MOS ID, tag name, etc.).

Display Fields

All display fields support display of supported international characters, including the following fields:

- Master template names
- Transition template names
- Device template names
- Master template descriptions
- Folders

Constraints

- Fields only display the digits 0-9.
- Information received from the switcher (Custom Control names, crosspoint names, etc.) is only displayed using ASCII characters.

RundownControl

This section describes how RundownControl supports the international (UTF-8) character set.

Text Boxes

All text boxes support the entry of supported international characters, including the following:

- Tab names,
- Timer names
- Live rundown file names
- Shot names
- Server clip names

Constraints

- Only the digits 0-9 can be entered in numeric boxes.
- Computer and domain names must be entered using basic ASCII characters.
- Device clip information (other than servers) must be entered using basic ASCII characters.

Display Fields

All display fields support display of supported international characters, including the following fields:

- Master template names
- Transition template names
- Device template names
- QuickTurn segment names
- Master template description,
- Folders
- Rundown names
- Story or segment names received via MOS
- Story text received via MOS
- Server clip names
- Audio channel names

Constraints

- Fields only display the digits 0-9.
- Information received from the switcher (Custom Control names, crosspoint names, etc.) is only displayed using ASCII characters.

Hot keys

Currently hot keys only work when the operating system keyboard and input language is set to **English - US**. For example, hot keys will not work when **Chinese (Traditional)** is the set keyboard and input language.

DirectControl

This section describes how DirectControl supports the international (UTF-8) character set.

Text Boxes

All text boxes support the entry of supported international characters, including the following:

- Tab names,
- Audio channel names
- Audio memory names
- Camera preset names

Constraints

- Only the digits 0-9 can be entered in numeric boxes.
- Computer and domain names must be entered using basic ASCII characters.

Display Fields

All display fields support display of supported international characters, including the following fields:

- Tab names
- Audio channel names
- Audio memory names
- Camera preset names
- Server clip names

Constraints

- Fields only display the digits 0-9.
- Information received from the switcher (Custom Control names, crosspoint names, etc.) is only displayed using ASCII characters.

RapidRestore

This section describes how RapidRestore supports the international (UTF-8) character set.

Display Fields

All display fields support the display of supported international characters, including the following fields:

- Backup file names

Ross Video OverDrive NRCS Plugin

This section describes how the Ross Video OverDrive NRCS plugin supports the international (UTF-8) character set.

Text Boxes

All text boxes support the entry of supported international characters, including the following:

- Server clip names
- Saved keyword searches

Constraints

- Only the digits 0-9 can be entered in numeric boxes.
- Computer and domain names must be entered using basic ASCII characters.
- Device clip information (other than servers) must be entered using basic ASCII characters.

Display Fields

All display fields support display of supported international characters, including the following fields:

- Master template names
- Transition template names
- Device template names
- Folder names
- Audio channel names
- Audio memory names
- Server clip names

Constraints

- Fields only display the digits 0-9.
- Information received from the switcher (Custom Control names, crosspoint names, etc.) is only displayed using ASCII characters.

NRCS and MOS Data

This section describes how OverDrive supports the international (UTF-8) character set for NRCS and MOS data.

Story Text and Production Cues

All story text is displayed in the format it was received, including character formats. Mixed formats are supported, for example: a story can contain both English and Chinese characters.

Production cues are also displayed in the format they were received, including character formats.

Clips and Columns

NRCS information entered in columns is displayed in the format it was received, which includes the following information:

- Rundown names
- Story names
- Page numbers
- Server clip names (MOS Servers)

Constraints

- Only the digits 0-9 can be entered in numeric boxes.

Other MOS Devices

When international characters are contained in a 3rd party MOS object that OverDrive is expected to parse (MOS Server objects, MOS CG objects), OverDrive displays all text in the format it was received from the MOS device. Parsed text from a MOS can include the following information:

- Server clip names
- CG folder names
- CG page names
- CG tag data
- MOS abstract data.

MOS and NRCS IDs

Supported international characters can be used with MOS and NRCS ID fields.

OverDrive Software Installers

OverDrive software installers only provided English language options. OverDrive does not support localization of in-product text (menus, help files, etc.).

Appendix D. Regular Expressions

The sections in this appendix describe how to write regular expressions.

The following topics are discussed:

- What are Regular Expressions?
- Rules of Writing Regular Expressions
- Meta Characters with Pre-defined Meaning
- Quantifiers
- Smart Quick Recall Examples
- MOS Redirection Examples

What are Regular Expressions?

A regular expression defines a search pattern for strings. You can use regular expressions to search, edit, and manipulate text. Regex is the abbreviation for regular expression. A search pattern can be a simple character, a fixed string, or a complex expression containing special characters describing the pattern. A pattern defined by the regex may match once, several times, or not at all for a given string.

The pattern defined by the regex is applied on the text from left to right. Once a source character is used in a match, it cannot be reused. For example, the regex aba will match abababababa only two times (aba_aba__).

- By default, the comparison of text with any literal characters in a regex pattern is case sensitive, white space in a regular expression pattern is interpreted as literal white-space characters.

Regular Expression Examples

A simple example for a regular expression is a (literal) string. For example, the Hello World regex will match the "Hello World" string. A "." (dot) is another example for a regular expression. A dot matches any single character, for example: "a", "z", or "1".

The following table lists example regular expressions and describes the pattern they would match.

Table 34.1 Regex Examples

Regular Expression	Matches
`this is text`	Matches exactly "this is text".
`this\s+is\s+text`	Matches the word "this" followed by one or more whitespace characters followed by the word "is" followed by one or more whitespace characters followed by the word "text".
`^\d+(\.\d+)?`	^ defines that the patter must start at beginning of a new line. \d+ matches one or several digits. The ? makes the statement in brackets optional. \. matches ".", parentheses are used for grouping. Matches for example "5", "1.5" and "2.21".

Rules of Writing Regular Expressions

The following table lists the meta characters that you can be use in regular expressions.

Table 34.2 Regex Meta Characters

Regular Expression	Matches
`.`	Matches any character.
`^regex`	Finds regex that must match at the beginning of the line.
`regex$`	Finds regex that must match at the end of the line.
`[abc]`	Set definition, can match the letter a or b or c.
`[abc][vz]`	Set definition, can match a or b or c followed by either v or z.
`[^abc]`	When a caret appears as the first character inside square brackets, it negates the pattern. This pattern matches any character except a or b or c.
`[a-d1-7]`	Ranges: matches a letter between a and d and figures from 1 to 7, but not d1.
`X|Z`	Finds X or Z.
`XZ`	Finds X directly followed by Z.
`$`	Checks if a line end follows.

Meta Characters with Pre-defined Meaning

The following meta characters have a pre-defined meaning and make certain common patterns easier to use.

Table 34.3 Meta Characters with Pre-defined Meaning

Regular Expression	Matches
\d	Any digit, short for [0-9].
\D	A non-digit, short for [^0-9].
\s	A whitespace character, short for [\t\n\x0b\r\f].
\S	A non-whitespace character, short for [^\s].
\w	A word character, short for [a-zA-Z_0-9].
\W	A non-word character [^\w].
\S+	Several non-whitespace characters.
\b	Matches a word boundary where a word character is [a-zA-Z0-9_].

Quantifiers

A quantifier defines how often an element can occur. The symbols ?, *, + and {} define the quantity of the regular expressions.

Table 34.4 Regex Quantifiers

Regular Expression	Description	Example
*	Occurs zero or more times, short for {0,}.	X* finds no or several letter X. .* finds any character sequence.
+	Occurs one or more times, short for {1,}.	X+ finds one or several letter X.
?	Occurs no or one times, ? short for {0,1}.	X? finds no or exactly one letter X.
{X}	Occurs X number of times, {} describes the order of the preceding liberal.	\d{3} searches for three digits. .{10} searches for any character sequence of length 10.
{X,Y}	Occurs between X and Y times.	\d{1,4} means \d must occur at least once and at a maximum of four.
*?	? after a quantifier makes it a reluctant quantifier. It tries to find the smallest match. This makes the regular expression stop at the first match.	

Smart Quick Recall Examples

The following table lists example regular expressions that you might use to define a Smart Quick Recall:

Table 34.5 Smart Quick Recall Examples

Shot That	Column	Value
Contain the term “Black”.	Shot Information	`.*Black.*`
Do not contain the term “Black”.	Shot Information	`^(?!.*Black).*$`
Use Master template number 90.	Template	`90 .*` • There is a space character after the “0”. • The “.*” refers to zero or more characters.

MOS Redirection Examples

The following table lists example regular expressions that you might use to define MOS redirection:

Table 34.6 MOS Redirection Examples

	OverDrive Server MOS ID	
MOS ID Pattern	Matches	Does Not Match

`CR[1-3]\.OVERDRIVE`	`CR1.OVERDRIVE`
	`CR2.OVERDRIVE`
	`CR3.OVERDRIVE`
		`CR4.OVERDRIVE`

`.+\.NEWS.\OVERDRIVE`	`CR1.NEWS.OVERDRIVE` `CR2.NEWS.OVERDRIVE`	`CR3.SPORTS.OVERDRIVE`
`OVERDRIVE$`	Ending with `OVERDRIVE`	Not ending with `OVERDRIVE`
`OVERDRIVE`	Containing `OVERDRIVE`	Not containing `OVERDRIVE`

Appendix E. Ports and Processes

The sections in this appendix describe the ports used and the processes that run in an OverDrive system.

The following topics are discussed:

- Ports
- Processes

Ports

The information provided in the following sections list the ports used by an OverDrive system.

OverDrive

The information provided in the following table lists the ports used by OverDrive:

Table 35.1 OverDrive Ports

Application	Port	Purpose	Set By	Connection
MOS Gateway	10540	Low NRCS communication port	User	Client to Gateway service
	10541	High NRCS communication port	User	Client to Gateway service
Server	9696, 9697, 9698	RMI connection	Internal	OverDrive Server to client
	61616	JMS/ActiveMQ connection	Internal	OverDrive Server to client
	12405	Batusi connection	Internal	OverDrive Server to client
	8750	Gateway communication		OverDrive Server to Gateway service
ProjectServer	8059	OverDrive ProjectServer Connections	Internal	OverDrive Server to ProjectServer
	5432	Postgres database	Internal	ProjectServer database
	3306	MariaDB database	Internal	ProjectServer Redundant System database
	8384	SyncThing	User	SyncThing Web Client
	22000	SyncThing Listen Port	Internal	SyncThing Listen Port
Data Grid Cluster	8770 - 8790	In-memory ports	Internal	OverDrive Server and Jetty service
Jetty	80	OverDrive Jetty server (unsecured)	Internal	OverDrive Server and client to computer running Jetty service
	8443	SSL for Jetty server	Internal	OverDrive Server and client to computer running Jetty service
	9090	Jetty upstream server connector that speaks non-SSL	Internal	OverDrive Server and client to computer running Jetty service
	3030	Jetty server (unsecured)	Internal	Accessible to all OverDrive Servers and clients
Postgres	5432	Postgres database	Internal	OverDrive Server and client to computer running Postgres database
FloorDirector	8760	FloorDirector API	Internal	Socket API connection
SNMP	3000	Simple Network Management Protocol	Internal	OverDrive Server to Network Management Station (NMS)

Caprica

The information provided in the following table lists the ports used by Caprica:

Table 35.2 Caprica Ports

Application	Port	Purpose	Set By	Connection
Caprica	22	SSH	Internal	Caprica Servers
	973	rsync	Internal	Caprica Servers
	5253	Dashboard OGP Interface	Internal	DashBoard Clients and Caprica Servers
	5404	Cluster / Corrosync	Internal	Caprica Servers
	5405	Cluster / Corrosync	Internal	Caprica Servers
	5406	Cluster / Corrosync	Internal	Caprica Servers
	5901	VNC	Internal	Caprica Servers
	8080	Vintage Caprica web page	Internal	Caprica Servers and external users
	9090	Caprica web page	Internal	Caprica Servers and external users
	12345	Caprica port	User	OverDrive Server to Caprica Server
Devices	Any	Port defined during configuration	User	Caprica Servers and devices

Related Devices

The information provided in the following table lists the ports used by devices related to OverDrive:

Table 35.3 Related Device Ports

Application	Port	Purpose	Set By	Connection
QuickTurn	43778	Digital Rapids encoder	User	QuickTurn service to encoder
	20000	Anvato encoder	User	QuickTurn service to encoder
	31314	Stream The World encoder	User	QuickTurn service to encoder
	80	Inception encoder	User	QuickTurn service to encoder

Processes

The OverDrive processes that run on Client and Server computers depends on your OverDrive system configuration. OverDrive offers the following system configurations:

- **Standalone** — an OverDrive Primary Server, an OverDrive Redundant Server, MOS Gateways, and a Caprica Server all running on a single computer.
- **Standalone and OverDrive ProjectServer** — the Standalone configuration with the addition of an OverDrive ProjectServer all running on a single computer. The OverDrive ProjectServer in this configuration only serves the OverDrive Server running on the same computer.
- **CentralServer** — an OverDrive Server, a MOS Gateway, an OverDrive ProjectServer, and the Ross Platform Manager running on a computer for the connected OverDrive Node computers. An OverDrive Node computer runs an OverDrive Primary Server, an OverDrive Redundant Server, and a Caprica Server.

Standalone

A Standalone OverDrive system contains an OverDrive Primary Server, an OverDrive Redundant Server, MOS Gateways, and a Caprica Server all running on a single computer (**Figure 35.1**).

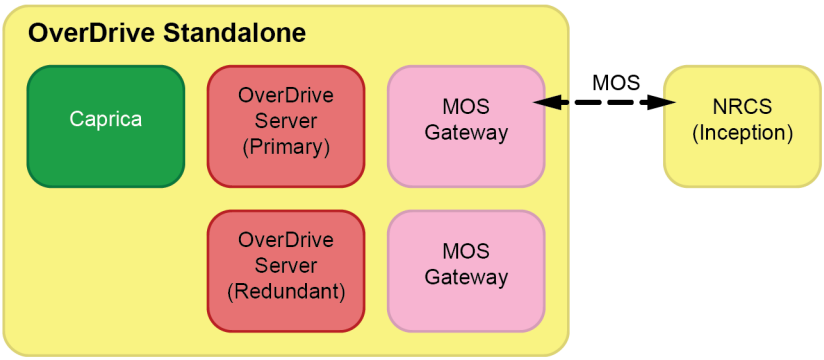


Figure 35.1 Standalone OverDrive System Configuration

The information provided in the following table lists the OverDrive processes that run on Client and Server computers in a Standalone OverDrive system:

Table 35.4 Standalone OverDrive System Processes

Process	Primary Server	Redundant Server	Client
OverDrive Server service	Yes	Yes	No
OverDrive Jetty service	Yes	Yes	Optional †
OverDrive Gateway service	Yes	Yes	Optional †
PostgreSQL database	Yes	Yes	No
RundownControl	Optional *	Optional *	Yes
TemplateEditor	Optional *	Optional *	Yes
DirectControl	Optional *	Optional *	Yes
RapidRestore	Yes	Yes	Yes
ActiveMQ	Yes	Yes	No

* Development environment

† Multiple NRCS configuration

Standalone and OverDrive ProjectServer

A Standalone and OverDrive ProjectServer OverDrive system is a Standalone OverDrive system with the addition of an OverDrive ProjectServer all running on a single computer. The OverDrive ProjectServer in this configuration only serves the OverDrive Server running on the same computer (**Figure 35.2**).

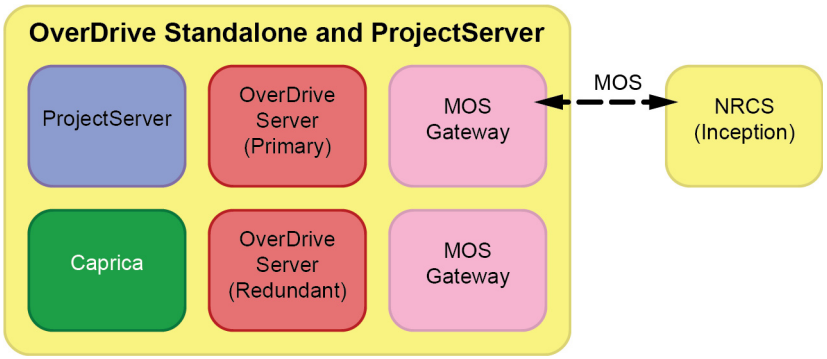


Figure 35.2 Standalone and OverDrive ProjectServer OverDrive System Configuration

The information provided in the following table lists the OverDrive processes that run on Client and Server computers in a Standalone and OverDrive ProjectServer OverDrive system:

Table 35.5 Standalone and OverDrive ProjectServer OverDrive System Processes

Process	Primary Server	Redundant Server	Utility Node (Optional)	Client
OverDrive Server service	Yes	Yes	No	No
OverDrive Jetty service	Yes	Yes	Optional †	Optional †
OverDrive Gateway service	Yes	Yes	Optional †	Optional †
PostgreSQL database	Yes	Yes	Yes	No
OverDrive ProjectServer	Optional §	Optional §	Yes	No
Ross Platform Manager (RPM)	Optional §	Optional §	Yes	No
RundownControl	Optional *	Optional *	Optional *	Yes
TemplateEditor	Optional *	Optional *	Optional *	Yes
DirectControl	Optional *	Optional *	Optional *	Yes
RapidRestore	Yes	Yes	Optional ‡	Yes
ActiveMQ	Yes	Yes	No	No

* Development environment

† Multiple NRCS configuration

‡ If OverDrive clients are installed (RundownControl, TemplateEditor, DirectControl)

§ If no Utility Node is used

CentralServer

A CentralServer OverDrive system contains an OverDrive Server, a MOS Gateway, an OverDrive ProjectServer, and the Ross Platform Manager running on a computer for the connected OverDrive Node computers. An OverDrive Node computer runs an OverDrive Primary Server, an OverDrive Redundant Server, and a Caprica Server (**Figure 35.3**).

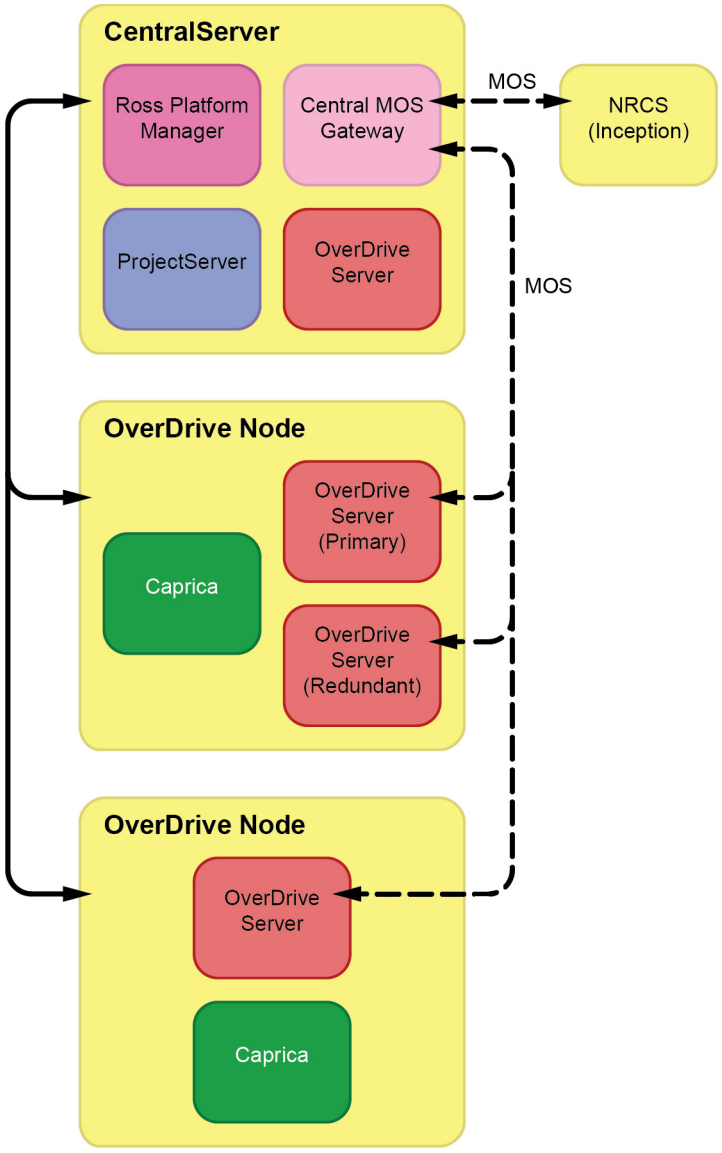


Figure 35.3 CentralServer OverDrive System Configuration

The information provided in the following table lists the OverDrive processes that run on Client and Server computers in a CentralServer OverDrive system:

Table 35.6 CentralServer OverDrive System Processes

Process	OverDrive CentralServer	OverDrive Node	Client
OverDrive Server service	Yes	Yes	No
OverDrive Jetty service	Yes	Yes	No
OverDrive Gateway service	Yes	No	No
PostgreSQL database	Yes	Yes	No
OverDrive ProjectServer	Yes	No	No
Ross Platform Manager (RPM)	Yes	No	No
RundownControl	Optional *	Optional *	Yes
TemplateEditor	Optional *	Optional *	Yes
DirectControl	Optional *	Optional *	Yes
RapidRestore	Yes	Yes	Yes
ActiveMQ	Yes	No	No

* Development environment

Appendix F. FloorDirector API

The sections in this appendix describe the FloorDirector API.

The following topics are discussed:

- Overdrive FloorDirector API Services
- RESTful Services
- Socket Services
- API Endpoint Definitions

Overdrive FloorDirector API Services

Overview

The FloorDirector API will enable users to query timing, shot, cue, and OD system information. JSON responses will be returned for supported queries.

There will be two types of services: RESTful and Socket.

- The "**RESTful Services**" on page 36–2 will provide the access to the API through http connections.
  - The simplest one. Easy to test. Can connect even from JavaScript.
  - No (firewall) security system port rules needed (always port 80)
  - The request parameters must be provided in a GET Query String.
- The "**Socket Services**" on page 36–3 will provide the access to the API through a socket connection.
  - Clients most implement a socket connection.
  - Clients are responsible for keeping the connection open (OD will send responses and updates through the same socket the client opened). Therefore, clients should monitor their sockets to check the connection health.
  - The request parameters must be provided in a JSON message.

Although the requests may differ depending on the service type (REST or Socket), the response will be always in the same JSON format described in the API Endpoint Definitions.

API Endpoints (Summary)

The FloorDirector API will expose the following endpoints.

Endpoint	Description
Timers	Gets the rundown timing information.
Shots	Gets the On Air/Prepared shot information.
Info	Gets the system information (Playing Rundown Name, controlling RC host, active server host, backup server host).
Cues	Gets the last 'cue' messages.
Subscription	**Socket Only** - It subscribes/un-subscribes the current client connection for receiving autonomous timing updates. The default behavior for new connections is being subscribed.

For more endpoint definitions see "**API Endpoint Definitions**" on page 36–5.

RESTful Services

REST API PATH and Version

The base path will be set to http://<odserver>/server/floordirector/api/<endpoint>

- The version of the API (`v?`) will appear as a prefix to the endpoint.
  - For example, to get "timers" info, you'd make a GET request to:

    `http://<odserver>/server/floordirector/api/v1/timers?<parameters>`

Parameters

The request parameters must be provided in a GET Query String

For non-ASCII characters:

- Represent each character in UTF-8 (see [RFC2279]) as one or more bytes.
- Escape these bytes with the URI escaping mechanism (i.e., by converting each byte to %HH, where HH is the hexadecimal notation of the byte value).

Also, see:

- https://www.w3.org/TR/html40/appendix/notes.html#non-ascii-chars
- https://en.wikipedia.org/wiki/Query_string

Message Exchange

Because the RESTful API is a server-client service (HTTP), the client always has to pull data from the server.

For timing updates, the client must implement a mechanism to constantly pull data from the server (half a second should be enough).

Socket Services

The interaction can be generated either by the client (**Request-Response**) or by the server (**Broadcast**, IFF the client has already established a socket connection).

Message Transport

Clients must open a socket to the defined Overdrive FloorDirector port. The default TCP/IP port will be set to **8760** (it could be re-configured from the Overdrive WEB Server Configuration page).

Message Request

All the client requests must be sent in a single message in JSON format.

Request JSON Schema

```
{
 "$schema": "http://json-schema.org/draft-04/schema#",
 "type": "object",
 "properties": {
  "protocolVersion": {
   "type": "string"
  },
  "endpoint": {
   "type": "string"
  },
  "reqData": {
   "type": "string"
  }
  ,
  "correlationId": {
   "type": "string"
  }
 }
}
```

Field Description

Field	Description	Values
protocolVersion	The version of the API.	1
endpoint	API exposed endpoints.	timers, shots, info, cues
reqData	Required Endpoint Parameters, query string format as follows: param1=value1&param2=value2….	See API Endpoint Definitions
correlationId	Since the server can send multiple asynchronous updates to the client, we recommend the client to include an id in the request, the response to that request will have the same id.	

Example

```
{
 "protocolVersion": "1",
 "endpoint": "timers",
 "reqData": "type=user&timerId=Timer1",
 "correlationId": "1000001"
}
```

Message Exchange

To request updates to the server and receive them:

1. The client application will open a socket on the appropriate port to the OD Server (if a socket has not already been established).
2. The client will then hold the socket open.
3. The client application can send the message and wait for any incoming updates on the same socket.

✶ Once a client connects and sends the first request message it will automatically receive autonomous timing updates (see “**Subscription**” on page 36–20).

API Endpoint Definitions

For simplifying the examples, they show only a REST request, see “**Socket Services**” on page 36–3 for building a socket request.

Timers

Gets rundown timing information (timing sources).

Parameters

URL Parameters	Description	Values	Required
type	The timing source type.	“static” – only the static timers. “user” – only the user timers. “” – empty for all.	No
timerId	Limits response to only include the named timer id. If omitted, all timers will be included in the response.	Static Timer Names: • “Program Time Elapsed” • “Shot Time Elapsed” • “Story Time Elapsed” • “Clip Time Elapsed” • “Clip Time Remaining” • “Clock (12 Hour)” • “Clock (24 Hour)” • “NRCS Estimated Duration Remaining” • “NRCS Target Time Remaining” • “NRCS Media Time Remaining” • “NRCS Rundown Start Time Remaining”	No

Response: JSON Schema


```
{
 "$schema": "http://json-schema.org/draft-04/schema#",
 "type": "object",
 "properties": {
  "meta": {
   "type": "object",
   "properties": {
    "serverDate": {
     "type": "string"
    },
    "odHost": {
     "type": "string"
    },
    "odVersion": {
     "type": "string"
    }
    "correlationId": {
     "type": "string"
    }
   }
  },
"timers": {
   "type": "array",
   "items": {
    "type": "object",
    "properties": {
     "timerId": {
      "type": "string"
     },
     "userTimerName": {
      "type": "string"
     },
     "type": {
      "type": "string"
     },
     "countThrough": {
      "type": "boolean"
     },
     "direction": {
      "type": "string"
     },
     "running": {
      "type": "boolean"
     },
     "duration": {
      "type": "integer"
     },
     "startTime": {
      "type": "string"
     },
     "currentValue": {
      "type": "string"
     },
     "clipName": {
      "type": "string"
     }
    }
   }
  }
 }
}
```

Field Description

Field	Description
meta	Metadata information about the target server.
• serverDate	Format is (ISO8601): YYYY-MM-DD'T'hh:mm:ss[,ddd]['Z'].
• odHost	IP or hostname.
• odVersion	If the client sent a correlationId in the request, it would be shown here in the response.
• correlationId	If the client sent a correlationId in the request, it would be shown here in the response.
timers	Timer information.
• timerId	Timer Identifier.
• userTimerName	For user timers: timer name defined by the user. For static timers: this has the same value as “timerId”.
• type	Timer type (static, user).
• duration	Source total duration (if set) in milliseconds.
• startTime	Start time for the current timer. Format is (ISO8601): YYYY-MM-DD'T'hh:mm:ss[,ddd]['Z'].
• countThrough	Allow count through.
• direction	Counting direction: “UP” or “DOWN” (case insensitive).
• running	True if this timer is running.
• currentValue	The current value for this timer. Calculated using: • (Direction-up): serverDate-startTime. • (Direction-down): duration-(severDate-startTime).
• clipName	The clip name from the crosspoint associated with the current timer.

Example

```
REST: GET http://<od>/server/floordirector/api/v1/timers?
```


```
{
 "meta": {
  "serverDate": "2009-04-11T14:22:07,125-0500",
  "odHost": "serverhost01",
  "odVersion": "16.3.0"
  "correlationId": "1000001"
 },
 "timers": [
  {
   "timerId": "Shot Time Elapsed",
   "userTimerName": "Shot Time Elapsed",
   "type": "static",
   "countThrough": true,
   "direction": "down",
   "running": true,
   "duration": 1000,
   "startTime": "2009-04-11T14:22:07,125-0500",
   "currentValue": "01:12"
  },
  {
   "timerId": "Timer01",
   "userTimerName": "BlackStormVO",
   "type": "user",
   "countThrough": false,
   "direction": "up",
   "running": true,
   "duration": 2000,
   "startTime": "2009-04-11T14:22:07,125-0500",
   "currentValue": "11:31"
  },
  {
   "timerId": "Clip Time Elapsed (VS-K2CH123)",
   "userTimerName": "Clip Time Elapsed (VS-K2CH123)",
   "type": "static",
   "clipName": "@ MAV 4_LIFNEY",
   "countThrough": true,
   "direction": "up",
   "running": false,
   "duration": 0,
   "startTime": "",
   "currentValue": "+0:00"
   "position": "-1"
  }
 ]
}
```

Shots

Gets shot information (On Air/Prepared shots).

Parameters

URL Parameters	Description	Values	Required
type	The shots to be included in the response.	“onair” – only the on air shot. “prepared” – only the prepared shot. “”– empty for both on air and prepare shots.	No

Response: JSON Schema


```
{
 "$schema": "http://json-schema.org/draft-04/schema#",
 "type": "object",
 "properties": {
  "meta": {
   "type": "object",
   "properties": {
    "serverDate": {
     "type": "string"
    },
    "odHost": {
     "type": "string"
    },
    "odVersion": {
     "type": "string"
    },
    "correlationId": {
     "type": "string"
    }
  "shots": {
   "type": "array",
   "items": {
    "type": "object",
    "properties": {
     "type": {
      "type": "string"
     },
     "index": {
      "type": "string"
     },
     "slug": {
      "type": "string"
     },
     "shotName": {
      "type": "string"
     },
     "templateName": {
      "type": "string"
     }
    }
   }
  }
 }
}
```

Field Description

Field	Description
meta	Metadata information about the target server.
shots	Shot information.
• type	Shot type (onair or prepared).
• slug	Slug.
• index	Shot index.
• shotName	Shot name.
• templateName	Shot template name.

Example

```
REST: GET http://<od>/server/floordirector/api/v1/shots?
```


```
{
 "meta": {
  "serverDate": "2009-04-11T14:22:07,125-0500",
  "odHost": "serverhost01",
  "odVersion": "16.3.0"
  "correlationId": "1000001"
 },
 "shots": [
  {
   "type": "onair",
   "index": "A1",
   "slug": "BREAKING NEWS",
   "shotName": "Shot CAM 101",
   "templateName": "CAM 101"
  },
  {
   "type": "prepared",
   "index": "A2",
   "slug": "BREAK",
   "shotName": "Shot BLACK",
   "templateName": "BLACK"
  }
 ]
}
```

Info

Gets system information (Playing Rundown Name, controlling RC client, active and backup servers).

Parameters

URL Parameters	Description	Values	Required
None			

Response: JSON Schema

```
{
 "$schema": "http://json-schema.org/draft-04/schema#",
 "type": "object",
 "properties": {
  "meta": {
   "type": "object",
   "properties": {
    "serverDate": {
     "type": "string"
    },
    "odHost": {
     "type": "string"
    },
    "odVersion": {
     "type": "string"
    },
    "correlationId": {
     "type": "string"
    }
   }
  },
  "info": {
   "type": "object",
   "properties": {
    "playingRundownName": {
     "type": "string"
    },
    "controllingRcClient": {
     "type": "string"
    },
    "activeServer": {
     "type": "string"
    },
    "backupServer": {
     "type": "string"
    },
    "onAirModeEnabled": {
     "type": "boolean"
    },
    "devices": {
     "type": "array",
     "items": {
      "type": "object",
      "properties": {
       "type": {
        "type": "string"
       },
       "identifier": {
        "type": "string"
       },
       "mode": {
        "type": "string"
       },
       "location": {
        "type": "string"
       },
       "status": {
        "type": "string"
       }
      }
     }
    }
   }
  }
 }
}
```

Field Description

Field	Description
meta	Metadata information about the target server.
• ServerDate	Format is (ISO8601): YYYY-MM-DD'T'hh:mm:ss[,ddd]['Z'].
• odHost	IP or hostname.
• odVersion	If the client sent a correlationId in the request, it would be shown here in the response.
• correlationId	If the client sent a correlationId in the request, it would be shown here in the response.
info	
• playingRundownName	Name of the playing rundown.
• controllingRcClient	Controlling RundownControl client.
• activeServer	Active Overdrive server hostname or IP address.
• backupServer	Backup Overdrive server hostname or IP address.
• onAirModeEnabled	True when the Playing RundownClient has the OnAir Mode enabled. False otherwise.
• devices	Device status information.
› type	Type of OverDrive device or component.
› identifier	Name or level of the current device or component.
› mode	Current OverDrive redundant system mode of the device or component.
› location	IP address or hostname or virtual location of the device or component.
› status	Current status of the component.

Example

```
REST: GET http://<od>/server/floordirector/api/v1/info?
```


```
{
 "meta": {
  "serverDate": "2020-04-11T14:22:07,125-0500",
  "odHost": "serverhost01",
  "odVersion": "20.0.1"
  "correlationId": "1000001"
 },
 "info": {
  "playingRundownName": "[NRCS] INEWS Morning",
  "controllingRcClient": "192.168.10.24",
  "activeServer": "srvotto0001",
  "backupServer": "srvotto0002",
  "onAirModeEnabled": true,
  "devices":[
    {
     "type":"quickturn",
     "identifier":"QT-MOS-NAME",
     "mode":"primary"
     "location":"srvottcap001(chan1)",
     "status":"RECORDING"
    },
    {
     "type":"quickturn",
     "identifier":"QT-NON-MOS-NAME",
     "mode":"primary"
     "location":"srvottcap001(chan2)",
     "status":"STOP"
    }
  ]
 }
}
```


Cues

Gets the last ‘cue’ messages.

Parameters

URL Parameters	Description	Values	Required
None			

Response: JSON Schema


```
{
 "$schema": "http://json-schema.org/draft-04/schema#",
 "type": "object",
 "properties": {
  "meta": {
   "type": "object",
   "properties": {
    "serverDate": {
     "type": "string"
    },
    "odHost": {
     "type": "string"
    },
    "odVersion": {
     "type": "string"
    },
    "correlationId": {
     "type": "string"
    }
   }
  },
  "cues": {
   "type": "object",
   "properties": {
    "lastOnAirMsg": {
     "type": "string"
    },
    "lastOnAirMsgDate": {
     "type": "string"
    }
    "lastPreparedMsg": {
     "type": "string"
    },
    "lastPreparedMsgDate": {
     "type": "string"
    }
   }
  }
 }
}
```


Field Description

Field	Description
meta	Metadata information about the target server.

Field	Description
cues	
• lastOnAirMsg	The last on air message.
• lastOnAirMsgDate	Date and time of the last on-air message in the format: YYYY-MM-DD'T'hh:mm:ss[,ddd]['Z'].
• lastPreparedMsg	The last prepared message.
• lastPreparedMsgDate	Date and time of the last prepared message in the format: YYYY-MM-DD'T'hh:mm:ss[,ddd]['Z'].

Example

```
REST: GET http://<od>/server/floordirector/api/v1/cues?
```


```
{
 "meta": {
  "serverDate": "2009-04-11T14:22:07,125-0500",
  "odHost": "serverhost01",
  "odVersion": "16.3.0"
  "correlationId": "1000001"
 },
 "cues": {
  "lastOnAirMsg": "Prepare CAM 1!",
  "lastOnAirMsgDate": "2009-04-11T14:22:07,125-0500"
  "lastPreparedMsg": "Prepare CAM 2!",
  "lastPreparedMsgDate": "2009-04-11T14:22:07,125-0500"
 }
}
```


Variable

Gets rundown variable view information (audio variable status).

Parameters

URL Parameters	Description	Values	Required
Name	Only gets the variable status source with this name. If empty, returns the status all variables.	“variable name” – only the named variable. “”– empty for the statuses of all audio variables.	No

Response: JSON Schema


```
{
 "$schema": "http://json-schema.org/draft-06/schema#",
 "type": "object",
 "properties": {
  "meta": {
   "type": "object",
   "properties": {
    "serverDate": {
     "type": "string"
    },
    "odHost": {
     "type": "string"
    },
    "odVersion": {
     "type": "string"
    }
   }
  },
  "statuses": {
   "type": "array",
   "items": {
    "type": "object",
    "properties": {
     "variable": {
      "type": "object",
      "properties": {
       "variableId": {
        "type": "integer"
       },
       "variableName": {
        "type": "string"
       },
       "defaultSource": {
        "type": "string"
       }
      }
     },
     "next": {
      "type": "object",
      "properties": {
       "source": {
        "type": "string"
       },
       "status": {
        "type": "string"
       }
      }
     },
     "assigned": {
      "type": "object",
      "properties": {
       "source": {
        "type": "string"
       },
       "status": {
        "type": "string"
       }
      }
     },
```

Response: JSON Schema (Continued)


```
        "nextShow": {
          "type": "object",
          "properties": {
            "source": {
              "type": "string"
            },
            "status": {
              "type": "string"
            }
          }
        },
        "assignedShow": {
          "type": "object",
          "properties": {
            "source": {
              "type": "string"
            },
            "status": {
              "type": "string"
            }
          }
        },
        "isLocked": {
          "type": "boolean"
        }
      }
    }
  }
}
```


Field Description

Field	Description
meta	Metadata information about the target server.
• server-date	Format is YYYY-MM-DD'T'hh:mm:ss[,ddd]['Z'].
• od-host	IP address or hostname.
• od-version	Overdrive version (MAYOR).(MINOR).
statuses	Audio variable view status information.
• variable	Audio variable information.
› variableId	Variable identifier.
› variableName	Variable name.
› variableSource	Default audio source.
• next	Next column information.
› source	Next source to be applied.
› status	Returns "warning" when the source is different from the one that was set by a Variable Preset.
• assigned	Assigned column information.
› source	Current Source applied.
› status	Returns "warning" when the source is different from the one that was set by a Variable Preset.

Field	Description
• nextShow	Next show column information.
› source	Next Show Source to be applied.
› status	Returns "warning" when the source is different from the one that was set by a Variable Preset.
• assignedShow	Assigned show column information.
› source	Current show source applied.
› status	Returns "warning" when the source is different from the one that was set by a Variable Preset.
• isLocked	True when the variable has been locked for modifications, false otherwise.

Example

```
GET http://<od>/server/floordirector/v1/audio/variables?name=VARIABLE221
```


```
{
 "meta": {
  "server-date": "2009-04-11T14:22:07,125-05:00",
  "od-host": "srvottoddrv01",
  "od-version": "18.4"
 },
 "statuses": [
  {
   "variable": {
    "variableId": 157,
    "variableName": "VARIABLE221",
    "defaultSource": "Channel 121"
   },
   "next": {
    "source": "Default",
    "status": ""
   },
   "assigned": {
    "source": "Default",
    "status": "warning"
   },
   "nextShow": {
    "source": "None",
    "status": ""
   },
   "assignedShow": {
    "source": "None",
    "status": ""
   },
   "isLocked": false
  }
 ]
}
```

Subscription

Socket Only: It subscribes/un-subscribes the current client connection for receiving autonomous timing updates. The default behavior for new connections is being subscribed.

Parameters

URL Parameters	Description	Values	Required
Type	Type of the request.	**optIn** – subscribe this connection. **optOut** – unsubscribe this connection.	Yes

Response: JSON Schema

```
{
 "$schema": "http://json-schema.org/draft-04/schema#",
 "type": "object",
 "properties": {
  "meta": {
   "type": "object",
   "properties": {
    "serverDate": {
     "type": "string"
    },
    "odHost": {
     "type": "string"
    },
    "odVersion": {
     "type": "string"
    },
    "correlationId": {
     "type": "string"
    }
   }
  },
  "subscription": {
   "type": "object",
   "properties": {
    "response": {
     "type": "string"
    }
   }
  }
 }
}
```

Field Description

Field	Description
meta	Metadata information about the target server.
subscription	
• response	Message describing the response.

Example

```
Socket Request:
{
  "protocolVersion": "1",
  "endpoint": "subscription",
  "reqData": "type=optOut",
  "correlationId": "1000001"
}
```

```
Response:
{
 "meta": {
  "serverDate": "2009-04-11T14:22:07,125-0500",
  "odHost": "serverhost01",
  "odVersion": "16.3.0"
  "correlationId": "1000001"
 },
 "subscription": {
  "response": "Connection has successfully been removed from the subscriber list."
 }
}
```

Error Response

In the case of an error is thrown, the server will return an error message.

Response: JSON Schema

```
{
 "$schema": "http://json-schema.org/draft-04/schema#",
 "type": "object",
 "properties": {
  "error": {
   "type": "string"
  },
  "errorCode": {
   "type": "integer"
  },
  "errorDescription": {
   "type": "string"
  }
 }
}
```

Field Description

Field	Description
error	Error name.
errorCode	Error code (internal).
errorDescription	Detailed description.

Example

```
{
 "error": "Bad Request",
 "errorCode": 400,
 "errorDescription": "Malformed request syntax!"
}
```

Field Codes

Code	Description
400	Bad Request, the server cannot or will not process the request due to an apparent client error (malformed message, invalid protocol version, missing parameters).
404	Endpoint Not Found, the client requested an invalid endpoint name.
500	Unknown Error.
503	Service Unavailable.

Appendix G. QuickTurn SCTE104 Messages

This appendix lists the SCTE104 messages support by QuickTurn to control a TES Card.

The following topic is discussed in this appendix:

- QuickTurn Supported SCTE104 Messages
- Example Messages

QuickTurn Supported SCTE104 Messages

Using QuickTurn you can send SCTE104 messages associated with segment names from a rundown shot to a TES Card to control metadata insertion. You can also use Custom Controls to send SCTE104 messages to a TES card.

A message string contains a comma separated list of key value pairs in the following format:

```
KEY=VALUE,KEY=VALUE,KEY=VALUE
```

Table 37.1 on page 2 lists the SCTE104 message keys that QuickTurn supports.

Table 37.1 QuickTurn Supported SCTE104 Keys

Key	Type	Value	Resiliency	Description
Send	enum	init | alive | mop	Immediate	Send the init_request_data(), alive_request_data(), or last built mop message.
AS	integer	0-255	Held	Set the AS_index to identify the automation system (Caprica) in the environment.
MN	integer	0-255	Mutable	Change the current message index and start increments from here after every send message.
DPI	integer	0-65535	Held	Set the DPI_PID_index of the message destination.
UT	enum	T | F	Held	Use the current time in the alive message.
ADD	enum	splice | null | time | dtmf | seg	Mutable	Add a section to the next mop message. The section gets cleared after send. Options are as follows: • **splice** — splice_request_data() • **nule** — splice_null_request_data() • **time** — time_signal_request_data() • **dtmf** — insert_DTMF_descriptor_request_data() • **seg** — insert_segmentation_descriptor_request_data()
CLEAR	enum	all | mop	Immediate	Clear the current data in messages. All clears most things and mop clears any operations added to mop.
SPTYPE	enum	sn | si | en | ei | can	Held	Set the splice type to one of the following options: • **sn** — spliceStart_normal • **si** — spliceStart_immediate • **en** — spliceEnd_normal • **ei** — spliceEnd_immediate • **can** — splice_cancel
SPID	integer	0-0xFFFFFFFF	Held	Set the splice_event_id.
SPPID	integer	0-65535	Held	Set the unique_program_id.
SPPR	integer	0-65535	Held	Set the splice pre-roll time in milliseconds.
SPDUR	integer	0-65535	Held	Set the splice break duration in 1/10ths of seconds.
SPAVAIL	integer	0-255	Held	Set the splice avail_num id.
SPEXP	integer	0-255	Held	Set the splice expected number of avails.
SPRET	enum	T | F	Held	Set the splice auto_return_flag.
TSPR	integer	0-65535	Held	Set the pre-roll time in the insert_time_descriptor().
DTPR	integer	0-255	Held	Set the pre-roll time (in 1/10ths of a second) for DTMF codes.

Table 37.1 QuickTurn Supported SCTE104 Keys

Key	Type	Value	Resiliency	Description
DTMF	string	0-7 chars	Held	Set the DTMF characters to transmit. Each char is one of a-d, A-D, 0-9, * or #.
SGID	integer	0-0xFFFFFFFF	Held	Set the segmentation_event_id().
SGCAN	enum	T | F	Held	Set the segmentation_event_cancel()) flag.
SGDUR	integer	0-65535	Held	Set the segment duration (in seconds).
SGUPT	integer	0-255	Held	Set the segment UPID Type.
SGUPID	string	0-33 chars	Held	Set the segment UPID.
SGT	integer	0-255	Held	Set the segment type.
SGNUM	integer	0-255	Held	Set the segment number.
SGEXP	integer	0-255	Held	Set the number of expected segments.
SGEXFR	integer	0-255	Held	Set the segment duration extension (in frames).
SGNRES	enum	T | F	Held	Set the segment delivery not restricted flag.
SGWD	enum	T | F	Held	Set the Web Delivery flag.
SGBLACK	enum	T | F	Held	Set the No Regional Blackout flag.
SGARCH	enum	T | F	Held	Set the archive allowed flag.
SGDRES	integer	0-255	Held	Set the device restrictions field.
SGSUB	enum	T | F	Held	Set the flag to indicate that sub-segment information is included.
SGSUBNUM	integer	0-255	Held	Set the sub segment number for the segment.
SGSUBEXP	integer	0-255	Held	Set number of expected sub segments.

The **Resiliency** of key values is as follows:

- **Held** — these values are set and remain until explicitly changed.
- **Mutable** — other operations my change the settings of these values.
- **Immediate** — these values take effect and are not stored, but may clear or modify Mutable values.

Example Messages

Table 37.2 on page 3 contains example SCTE104 message strings.

Table 37.2 Message Examples

Message	Description
AS=1,MN=1,DPI=0x2323	Initial setup string that sets the Automation ID (AS_index), initial message number, and DPI_PID_index for the destination.
send=init	Send the init_request_data() message with the previously set AS_index, DPI_PID_index and message number. increments message number.
send=alive	Send the alive_request_data() message with the previously set AS_index, DPI_PID_index and message number. increments message number. If UT was previously set to T, send the current time. If UT was previously set to F, send a time of 0.

Appendix H. ProjectServer Managed Settings

The OverDrive ProjectServer enables the storage and management of OverDrive show and global system configurations in a central location. The sections in this appendix describe settings contained in OverDrive show and global system configurations stored by the OverDrive ProjectServer

The following topics are discussed:

- Show Configuration Settings
- Global System Configuration Settings

Show Configuration Settings

In an OverDrive show configuration, the OverDrive ProjectServer stores settings for the following applications:

- RundownControl
- DirectControl
- TemplateEditor
- Switcher
- Caprica

RundownControl

The settings that ProjectServer stores for RundownControl in an OverDrive show configuration are as follows:

Table 38.1 RundownControl OverDrive Show Settings

View	Sub-view	Setting
Options	Rundown Settings	Cue Shots in Advance
		Maintain CIA Prediction
		Auto Reprepare on Variable Change
	GPI	Enabled
		Action List
	ME Use	Use PGM as Effects
		Fixed MEs are Treated as OnAir
		Program Keyers Treated as OnAir
		Use Floating MEs Count
	Network Settings	NRCS Notify Playout Status
	Smart Quick Recall Settings	Global Settings
	Live preview	Source
		Use HD
TaskBar		CG Timing Enables
		Auto Advance Enabled
		Enable/Disable QuickTurn from Button
		Lock Source Prediction
Preference	Switcher Events	
Custom Controls		Mappings
Variable Presets		Mappings
Quick Recalls		Mappings
Smart Quick Recalls		Mappings
Timers		Settings
		Tab Names

DirectControl

The settings that ProjectServer stores for DirectControl in an OverDrive show configuration are as follows:

Table 38.2 DirectControl Show Settings

View	Sub-view	Setting
Audio	Prepared QuickPicks	Mappings
		Tab Names
	OnAir QuickPicks	Mappings
		Tab Names
	Audio Custom Controls	Mappings
Hot Cut Bus	BG bus for PGM	Source Mappings
	Prset bus for PGM	Source Mappings
Variables		Variable and Source Mappings
		Tab Names
Tools - Options	AudioMemories	
	DeviceOptions	Enable A/B Button Position
		Swap Prepared and onAir Views

TemplateEditor

The settings that ProjectServer stores for TemplateEditor in an OverDrive show configuration are as follows:

Table 38.3 TemplateEditor Show Settings

View	Sub-view	Setting
MasterTemplates		
Transitions		
Devices		
Source Groups		
Custom Controls		
QuickTurn		
QuickAudio		
QuickCode		
Variables		
Tools - Configuration Default MOS VS		

Switcher

The settings that ProjectServer stores for the OverDrive Switcher in an OverDrive show configuration are as follows:

Table 38.4 OverDrive Switcher Show Settings

View	Sub-view	Setting
		Switcher Model
		”MEs
		Crosspoints
		Remote ports
		SW Custom Controls
		”Clips (VS
		Memory names
		Audio Channels
		Device Info List

Caprica

The settings that ProjectServer stores for Caprica in an OverDrive show configuration are as follows:

Table 38.5 Caprica Show Settings

View	Sub-view	Setting
	Diskset	Audio Control/Audio Configuration
		Custom Controls
		Memory Attribute
		SideBox (SideShot)
		CX Panel Configuration

Global System Configuration Settings

In the global system configuration, the OverDrive ProjectServer stores settings for the Web Administration application.

Web Administration

The settings that ProjectServer stores for Web Administration in the global system configuration are as follows:

Table 38.6 Web Administration Global System Settings

View	Sub-view	Setting
Configuration	Server	Matching Strategy for Transitions and Devices (NrcsConfig)
		S3 Client Configuration
		XPression Thumbnail Server Configuration
	Gateway	NRCS Configurations
	Users	
	NRCS Timing Sources	All Timing Sources per NRCS Type
	NRCS Plugin	Enable Copy MOS Button
		Enable NRCS Plugin and REST API Authentication
		Enable Websocket Support

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“Modifications” means any enhancements, changes, corrections, translations, adaptations, revisions, developments, upgrades or updates thereto; and “**Modify**” shall mean the creation of any of the foregoing.

“Object Code” means the machine readable executable form of a computer software program.

“Parties” means both Ross Video and Licensee and “Party” means either one of them as the context requires.

“Person” will be broadly interpreted and includes (a) a natural person, whether acting in his or her own capacity, or in his or her capacity as executor, administrator, estate trustee, trustee or personal or legal representative; (b) a corporation or a company of any kind, a partnership of any kind, a sole proprietorship, a trust, a joint venture, as association, an unincorporated association, an unincorporated syndicate, an unincorporated organization or any other association, organization or entity of any kind; and (c) a Governmental Authority.

“Primary System” means the Designated Equipment upon which the Software is installed and executed to deliver it’s intended functionality.

"Quote" means the document provided by Ross Video to Licensee detailing the Ross Video products contemplated for purchase, the corresponding fees and any License Period that may apply to the Software.

"Software" shall mean the version of the Object Code sold and delivered to Licensee by Ross Video concurrently with delivery of this Agreement and any subsequent error corrections, updates, Modifications or Improvements provided to Licensee by Ross Video pursuant to this Agreement, but specifically excluding any features or plug-ins that may be purchased by you directly from third parties as upgrades or enhancements to the Software.

"Source Code" means the human readable form of a computer software program, all tools and documentation necessary for a reasonably computer programmer to understand, maintain and Modify the Software.

"Third Party Software" means those portions of the Software, if any, which are owned or controlled by third parties and licensed to Ross Video pursuant to certain license agreements or arrangements with such third parties, including the NewTek NDI™ software (http://NDI.NewTek.com/)

"Use" means to execute, run, display, store, copy, make, use, sell, merge, network, Modify, translate, host, outsource, or integrate with Licensee's products or other third party software;

3. **LICENSE.** Subject to the terms and conditions of this Agreement, upon payment of the applicable License Fee by Licensee, Ross Video hereby grants to Licensee a non-transferable and non-exclusive right to Use the Software and Documentation solely for the internal use of Licensee (the "**License**"), during the License Period. In the event that a License Period is not identified on the Quote, such License Period shall be deemed to be perpetual, subject to Section 7 D of this Agreement. The Software shall only be used in connection with or installed on the Designated Equipment and, where applicable, shall only be used on the Primary System, provided such Primary System is operating properly. If the Primary System is not operating properly for any reason, the Software may be used on the designated Backup System for that Primary System until such time that the Primary System begins operating properly. The Software and Documentation are provided to Licensee for the exclusive use by Licensee's organization for its ordinary business purposes and shall not be used by any third party for any purposes. Licensee may make copies of the Software as required for internal backup and archival purposes. To the extent permitted hereunder, Licensee may distribute copies of the Software and/or Documentation to members of its organization, provided (a) this Agreement is included with each copy, (b) any member of its organization who uses the Software and/or Documentation accepts and agrees to be bound by the terms of this Agreement and by any other license agreements or other agreement incorporated by reference into this Agreement, and (c) Licensee has paid any applicable additional License Fees in respect of copying and redistributing of the Software. To the extent Licensee is permitted to make copies of the Software under this Agreement, Licensee agrees to reproduce and include on any copy made or portion merged into another work, all Ross Video proprietary notices, including any notices with respect to copyrights, trademarks and this License. With the exception of copying the Software for backup or archival purposes, Licensee agrees to keep a record of the number and location of all such copies and will make such record available at Ross Video's request. The Software may include mechanisms to limit or inhibit copying.

4. **LICENSE RESTRICTIONS.** Except as otherwise provided in section 2 above, Licensee shall not: (1) copy any Software or Documentation, or part thereof, which is provided to Licensee by Ross Video pursuant to this Agreement, in Object Code form, Source Code form or other human or machine readable form, including written or printed documents, without the prior written consent of Ross Video; (2) in any way market, distribute, export, translate, transmit, merge, Modify, transfer, adapt, loan, rent, lease, assign, share, sub-license, sell, make available for download on any website or make available to another Person, the Software and/or Documentation, in whole or in part, provided that Licensee shall not be prohibited from renting or leasing the Software if Ross Video has consented, in writing, to Licensee engaging in such activities in respect of the Software; (3) reverse engineer, decompile or disassemble the Software or electronically transfer it into another computer language; or (4) otherwise Use the Software or Documentation in a manner that is inconsistent with the License granted hereunder or that will result in a breach of this Agreement. Licensee agrees to take all reasonable precautions to prevent third parties from using the Software and/or Documentation in any way that would constitute a breach of this Agreement, including such precautions Licensee would ordinarily take to protect its own proprietary software, hardware or information.

5. **DELIVERY.** Ross Video shall deliver to Licensee one (1) master copy of the Software in compiled binary (executable) form suitable for reproduction in electronic files only and Ross Video shall deliver to Licensee a minimum of one copy of the Documentation.

6. **IMPROVEMENTS.** Licensee may from time to time request Ross Video to incorporate certain Improvements into the Software. Ross Video may, in its sole discretion, undertake to incorporate and provide such Improvements to Licensee with or without payment of a fee to be negotiated at the time of such request. All Improvements, whether recommended and developed by Ross Video or Licensee, shall be considered the sole property of Ross Video and shall be used by Licensee pursuant to the terms of the License granted under this Agreement.

7. **LIMITED REPRESENTATIONS AND WARRANTIES.**

(A) Software Warranties

Ross Video represents and warrants that:

a. During the Maintenance Period the Software is warranted to be free from material defects under normal use;

b. Ross Video has the authority to enter into this Agreement, is the owner or licensee of the Software and Documentation and has the right to grant all of the license rights herein;

c. Except as expressly stated herein, no disabling mechanism or protection feature designed to prevent the Software's Use, including any computer virus, worm, lock, drop dead device, Trojan-horse routine, trap door, time bomb or any other codes or instructions that may be used to access, Modify, delete, damage or disable the Software or any other hardware or computer system, will be used or activated by Ross Video in respect of Software that is delivered to Licensee under a valid License; and

d. The Software, if properly installed and used with Designated Equipment, will perform substantially as described in Ross Video's then current Documentation for such Software for the Maintenance Period.

(B) Warranty Exclusions and Inclusions

Notwithstanding the above, all of Ross Video's obligations with respect to the warranties set out in 7(A) above shall be contingent on Licensee's use of the Software in accordance with the terms and conditions of this Agreement and Ross Video's instructions as provided in the Documentation. Ross Video shall have no warranty obligations where any Software failure occurs as a result of misuse, neglect, accident, abuse, misapplication, improper installation, unauthorized modification, extreme power surge or extreme electromagnetic field or other Act of God. Ross Video shall pass through to Licensee the benefit of all warranties from third party manufacturers and suppliers.

(C) Remedy

If the Software becomes defective, and a valid claim is received by Ross Video during the Maintenance Period, Ross Video will, at its sole option and sole discretion, either (1) repair the defective Software at no charge, or (2) exchange the defective Software for a comparable product at no charge. The remedies set forth in this Section shall be the exclusive remedies available to Licensee in connection with a breach of the limited warranties set out above.

(D) Maintenance Charges

Technical support for the Software by telephone and email contact with Ross Video is provided by Ross Video to Licensee at no extra charge for the life of the product. During the Maintenance Period, Ross Video shall supply downloadable Software Modifications upon request of Licensee, when available, at no extra charge to Licensee. Notwithstanding the foregoing, Ross Video shall be under no legal obligation to create or release Software Modifications at any time or in accordance with a fixed schedule. Upon expiry of the Maintenance Period, where applicable, Licensee may purchase Software maintenance, including downloadable Software upgrades in one (1) year increments at the then applicable extended Maintenance Fee rates offered by Ross Video, in which case the warranties granted by this Agreement shall survive and remain in full force and effect during each such one (1) year term.

8. **OWNERSHIP.** The Parties acknowledge and agree that, as between the Parties, Ross Video shall be the owner of all intellectual property rights in the Software, Documentation and all related Modifications and Improvements, written materials, logos, trademarks, trade names, copyright, patents, trade secret and moral rights, registered or unregistered. No proprietary interest or title in or to the intellectual property in the Software, Documentation or any Improvements or Modifications is transferred to Licensee by this Agreement. Ross Video reserves all rights not expressly licensed to Licensee under section 3.

9. **THIRD PARTY SOFTWARE.** Licensee acknowledges that the Third Party Software is not owned by Ross Video. Notwithstanding any other provision of this Agreement, Ross Video, to the extent permitted by applicable law, offers no warranties (whether express, implied, statutory or by course of communication or dealing with Licensee, or otherwise) with respect to the Third Party Software. Ross Video may pass through to Licensee, if and to the extent permitted by applicable law, any warranties expressly provided by such third parties to Ross Video for such Third Party Software.

10. **INTELLECTUAL PROPERTY INDEMNITY.** Ross Video agrees to defend, indemnify and hold harmless Licensee from final damages awarded by a court of competent jurisdiction (hereinafter referred to as the "**Losses**"), which Licensee, or any of its officers or directors, may incur, suffer or become liable for as a result of, or in connection with, any third party claim asserted against Licensee to the extent such claim is based on a contention that the Software, Documentation or any portion thereof, infringes any valid, registered, enforceable patents, copyrights, trade secrets, trademarks or other intellectual property rights of any third party, provided that (a) the allegedly infringing Software or Documentation has been used within the scope of and in accordance with the terms of this Agreement, and (b) Licensee notifies Ross Video in writing of such claim within ten (10) days of a responsible officer of Licensee becoming aware of such claim. If the Software, Documentation or any portion thereof is held to constitute an infringement of a third party's intellectual property rights, and use thereof is enjoined, Ross Video shall, at its election and expense, either (i) procure the right to use the infringing element of the Software or Documentation; or (ii) replace or modify the element of the Software or Documentation so that the infringing portion is no longer infringing and still performs the same function without any material loss of functionality. Ross Video shall make every reasonable effort to correct the situation with minimal effect upon the operations of Licensee.

    Notwithstanding the above, Ross Video reserves the right to terminate this Agreement and the License granted hereunder on immediate notice to Licensee, and without liability to Licensee, in the event that the Software or Documentation constitutes or may, in Ross Video's determination, constitute, an infringement of the rights of a third party that Ross Video, in its sole discretion, does not consider to be affordably remediable.

    Either party may terminate this Agreement immediately should any Software become, or in either party's opinion be likely to become, the subject of a claim of infringement of any intellectual property right and, in such event, there shall be no claim by either Licensee or Ross Video against the other arising out of such termination, provided that the foregoing shall not apply to a claim for infringement by Ross Video against Licensee in the event that Licensee is alleged to have infringed Ross Video's intellectual property rights, in which case Licensee shall remain liable for all outstanding License Fees and other amounts owing to Ross Video.

    Notwithstanding the foregoing, Ross Video shall have no liability for any claim of infringement based on use of other than a current, unaltered release of the Software and/or Documentation available from Ross Video if such infringement would have been avoided by the use of a current, unaltered release of the Software and/or Documentation provided that such current, unaltered release performs substantially in conformance with the specifications set out in the Documentation and was provided, at no additional cost by Ross Video, to those subscribing for maintenance services for the Software or Documentation.

11. **CONFIDENTIALITY.** Each Party shall maintain in confidence all Confidential Information of the other Party, shall use such Confidential Information only for the purpose of exercising its rights and fulfilling its obligations under this Agreement, and shall not disclose any Confidential Information of the disclosing Party to any third party except as expressly permitted hereunder or make any unauthorized use thereof. Each Party shall disclose the Confidential Information only to those of its employees, consultants, advisors, and/or subcontractors who have a need to know the Confidential Information. Each Party shall, prior to disclosing the Confidential Information to such employees, consultants, advisors and/or subcontractors, obtain their agreement to receive and use the Confidential Information on a confidential basis on the same terms and conditions contained in this Agreement. The receiving Party shall treat the Confidential Information of the disclosing Party with the same degree of care against disclosure and/or unauthorized use as it affords to its own information of a similar nature, or a reasonable degree of care, whichever is greater. The receiving Party further agrees not to remove or destroy any proprietary or confidential legends or markings placed upon any documents or other materials of the disclosing Party. The obligations of confidence set forth in this Agreement shall extend to any Affiliates that have received Confidential Information of the disclosing Party and shall also cover Confidential Information disclosed by any Affiliate. The receiving Party shall be responsible for any actions or omissions of its Affiliates as if such actions or omissions were its own.

Either party may disclose certain Confidential Information if it is expressly required to do so pursuant to legal, judicial, or administrative proceedings, or otherwise required by law, provided that (i) such Party provides the other Party with reasonable written notice prior to such disclosure; (ii) such Party seeks confidential treatment for such Confidential Information; (iii) the extent of such disclosure is only to the extent expressly required by law or under the applicable court order; and (iv) such Party complies with any applicable protective or equivalent order.

Each of Ross Video and Licensee (the "**Indemnifying Party**", as applicable) agree to indemnify the other (the "**Indemnified Party**", as applicable) for all Losses incurred by the Indemnified Party as a result of a failure of the Indemnifying Party to comply with its obligations under this Section 11 provided that the Indemnified Party has given prompt notice of any such claim and, to the extent that a claim may lie against a third party for the unauthorized disclosure of such Confidential Information, the right to control and direct the investigation, preparation, action and settlement of each such claim and, further, provided that the Indemnified Party reasonably co-operates with the Indemnifying Party in connection with the foregoing and provides the Indemnifying Party with all information in the Indemnified Party's possession related to such claim and such further assistance as reasonably requested by the Indemnifying Party.

The Parties acknowledge and agree that any breach of the confidentiality provisions of this Agreement by one Party may cause significant and irreparable injury to the other Party that is not compensable monetarily, as well as damages that may be difficult to ascertain, and agrees that, in addition to such other remedies that may be available at law or in equity, the other Party shall be entitled to seek injunctive relief (including temporary restraining orders, interim injunctions and permanent injunctions) in a court of competent jurisdiction in the event of the breach or threatened breach by such party of any of the confidentiality provisions of this Agreement. The relief contemplated in this Section shall be available to each Party without the necessity of having to prove actual damages and without the necessity of having to post any bond or other security. Each Party further agrees to notify the other Party in the event that it learns of or has reason to believe that any Person has breached the confidentiality provisions of this Agreement.

12. **LIMITATION OF LIABILITY.** The limitation of liability provisions of this Agreement reflect an informed voluntary allocation of the risks (known and unknown) that may exist in connection with the licensing of the Software or Documentation hereunder by Ross Video, and that voluntary risk allocation represents a material part of the Agreement reached between Ross Video and Licensee. Should Ross Video be in breach of any obligation, Licensee agrees that Licensee's remedies will be limited to those set forth in this Agreement. No action, regardless of form, arising out of this Agreement may be brought by Licensee more than twelve (12) months after the facts giving rise to the cause of action have occurred, regardless of whether those facts by that time are known to, or reasonably ought to have been discovered by, Licensee.

    a. EXCEPT AS EXPRESSLY PROVIDED IN THIS AGREEMENT, THE SOFTWARE AND DOCUMENTATION ARE PROVIDED "AS IS" AND ROSS VIDEO (I) MAKES NO OTHER REPRESENTATIONS, AND PROVIDES NO WARRANTIES OR CONDITIONS OF ANY KIND, EXPRESS OR IMPLIED, STATUTORY, BY USAGE OF TRADE CUSTOM OF DEALING, OR OTHERWISE, AND (II) SPECIFICALLY DISCLAIMS ALL IMPLIED WARRANTIES INCLUDING ANY IMPLIED WARRANTY OF UNINTERRUPTED OR ERROR FREE OPERATION, MERCHANTABILITY, QUALITY OR FITNESS FOR A PARTICULAR PURPOSE. ROSS VIDEO DOES NOT REPRESENT OR WARRANT THAT THE SOFTWARE WILL MEET ANY OR ALL OF LICENSEE'S PARTICULAR REQUIREMENTS, THAT THE USE AND OPERATION OF THE SOFTWARE WILL OPERATE ERROR-FREE OR UNINTERRUPTED, THAT ALL PROGRAMMING ERRORS IN THE SOFTWARE CAN BE FOUND IN ORDER TO BE CORRECTED, OR THAT THE SOFTWARE WILL BE COMPATIBLE WITH OTHER PROGRAMS, SYSTEMS, AND HARDWARE.

    a. IN NO EVENT SHALL ROSS VIDEO, ITS AFFILIATES AND LICENSORS, AND THEIR RESPECTIVE DIRECTORS, OFFICERS, EMPLOYEES AND AGENTS, BE LIABLE FOR ANY CLAIM FOR INDIRECT, CONSEQUENTIAL, SPECIAL, INCIDENTAL, PUNITIVE, EXEMPLARY, AGGRAVATED DAMAGES; LOST PROFITS, OR LOST REVENUE ARISING FROM OR IN CONNECTION WITH THIS AGREEMENT, REGARDLESS OF THE FORM OF ACTION, WHETHER IN CONTRACT, OR IN TORT, EVEN IF THE PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

    a. IN ANY EVENT THE AGGREGATE LIABILITY OF ROSS VIDEO, ITS AFFILIATES AND LICENSORS, AND THEIR RESPECTIVE DIRECTORS, OFFICERS, EMPLOYEES AND AGENTS,

FOR ANY CLAIM FOR DIRECT DAMAGES WITH RESPECT TO THE SUBJECT MATTER OF THIS AGREEMENT SHALL NOT EXCEED THE AMOUNT OF THE PURCHASE PRICE PAID TO ROSS VIDEO UNDER THIS AGREEMENT.

13. TERM AND TERMINATION.

a. Unless terminated earlier in accordance with the terms of this Agreement, the term of this Agreement shall commence upon Licensee's first download, access, installation, or other use of the Software or Documentation and continues until, in the case of Software sold with Designated Equipment provided by Ross Video, the earliest of (a) the end of the License Period, or (b) if the Designated Equipment is assigned or transferred in accordance with this Agreement, the date on which the Designated Equipment is no longer owned by Licensee;

a. Either Party shall have the right to terminate this Agreement on notice to the other Party if:

a. the other Party fails to pay any fees or other amounts when due hereunder or under any other agreement between the Parties (or any Affiliates of the Parties, as applicable) in connection with the Software and/or Designated Equipment and such breach is not cured within thirty (30) days after written notice of such failure to pay is given to the defaulting Party by the non-defaulting Party;

a. the other Party shall file a voluntary petition in bankruptcy or insolvency or shall petition for reorganization under any bankruptcy law, consent to an involuntary petition in bankruptcy, or if a receiving order is given against it under the *Bankruptcy and Insolvency Act* (Canada) or the comparable law of any other jurisdiction (and such is not dismissed within ten (10) days);

a. there shall be entered an order, judgment or decree by a court of competent jurisdiction, upon the application of a creditor, approving a petition seeking reorganization or appointing a receiver, trustee or liquidator of all or a substantial part of the other Party's assets and such order, judgment or decree continues in effect for a period of thirty (30) consecutive days; or

a. the other Party shall fail to perform any of the other material obligations set forth in this Agreement and such default, in the case of a default which is remediable, continues for a period of thirty (30) days after written notice of such failure has been given by the non-defaulting Party or, in the case of a non-remediable default, immediately upon notice.

a. Notwithstanding any to the contrary contained in this Agreement:

a. Ross Video may forthwith terminate this Agreement if Licensee is in breach of any of sections 3, 4 or 11 of this Agreement. For greater certainty, In such instances Ross Video shall provide written notice of such termination as soon as practicable but written notice shall not be a necessary prerequisite to such termination; and

a. in the event of a Change of Control of Licensee, Ross Video shall have the rights to terminate this Agreement and the License granted hereunder upon thirty (30) days' prior written notice to Licensee. For greater certainty, Ross Video's right to terminate in the event of a Change of Control of Licensee shall continue for a period of six (6) months from the date Licensee delivers notice of such Change of Control to Ross Video.

a. Ross Video may terminate the License immediately on the date on which it provides notice to Licensee, if its agreements for Third Party Software are terminated.

a. Upon the termination or expiry of this Agreement:

a. Licensee shall immediately cease and desist all use of the Software and Documentation;

a. Licensee shall immediately deliver to Ross Video any of Ross Video's Confidential Information provided hereunder (including the Software and Documentation) then in its possession or control, if any, and shall deliver a certificate of an officer of Licensee certifying the completeness of same;

a. Licensee shall refrain from further use of such Confidential Information; and

a. Licensee shall forthwith pay all amounts owing to Ross Video or any of its Affiliates hereunder.

14. SURVIVAL. The provisions of sections 1, 2, 4, 6, 8, 9, 11, 12, 13, 14, 17 and 19 herein shall survive the expiry or termination of this Agreement.

15. **FORCE MAJEURE.** Dates and times by which Ross Video is required to render performance under this Agreement shall be automatically postponed to the extent and for the period that Ross Video is prevented from meeting them by reason of events of force majeure or any cause beyond its reasonable control provided Ross Video notifies Licensee of the commencement and nature of such cause and uses its reasonable efforts to render performance in a timely manner.

16. **ASSIGNMENT.** Ross Video may assign this Agreement, or any of its rights or obligations hereunder, in whole or in part, upon notice to Licensee. Licensee shall not assign this Agreement, or any of its rights or obligations hereunder, in whole or in part, without the prior written consent of Ross Video, which consent may not be unreasonably withheld. This Agreement enures to the benefit of and is binding upon each of the Parties and their respective successors and permitted assigns.

17. **GOVERNING LAW.** This Agreement shall be governed by and construed in accordance with the laws of the Province of Ontario and federal laws of Canada applicable therein and shall be treated, in all respects, as an Ontario contract. Each Party irrevocably and unconditionally submits and attorns to the exclusive jurisdiction of the courts of the Province of Ontario to determine all issues, whether at law or in equity, arising from this Agreement.

18. **LANGUAGE.** The Parties have expressly required that this Agreement and all documents relating thereto be drawn-up in English. Les parties ont expressément exigé que cette convention ainsi que tous les documents qui s'y rattachent soient rédigés en anglais.

19. **GOVERNMENT CONTRACTS.** If the Software and/or Documentation to be furnished to Licensee hereunder are to be used in the performance of a government contract or subcontract, the Software and/or Documentation shall be provided on a "restricted rights" basis only and Licensee shall place a legend, in addition to applicable copyright notices, in the form provided under the applicable governmental regulations. For greater certainty, Ross Video shall not be subject to any flowdown provisions required by any customers of Licensee that are a Governmental Authority unless Ross Video expressly agrees to be bound by such flowdown provisions in writing.

20. **EXPORT AND IMPORT LAWS.** Licensee acknowledges and agrees that the Software (including any technical data and related technology) may be subject to the export control laws, rules, regulations, restrictions and national security controls of the United States and other applicable countries (the "**Export Controls**") and agrees not export, re-export, import or allow the export, re-export or import of such export-controlled Software (including any technical data and related technology) or any copy, portion or direct product of the foregoing in violation of the Export Controls. Licensee hereby represents that it is not an entity or person to whom provision of the Software (including any technical data and related technology) is restricted or prohibited by the Export Controls. Licensee agrees that it has the sole responsibility to obtain any authorization to export, re-export, or import the Software (including any technical data and related technology), as may be required. Licensee will defend, indemnify and hold Ross Video harmless from any and all claims, losses, liabilities, damages, fines, penalties, costs and expenses (including attorney's fees) arising from or relating to any breach by Licensee of its obligations under this Section.

21. **AMENDMENT AND WAIVER.** No amendment, discharge, modification, restatement, supplement, termination or waiver of this Agreement or any Section of this Agreement is binding unless it is in writing and executed by the Party to be bound. No waiver of, failure to exercise or delay in exercising, any Section of this Agreement constitutes a waiver of any other Section (whether or not similar) nor does any waiver constitute a continuing waiver unless otherwise expressly provided.

22. **SEVERABILITY.** Each Section of this Agreement is distinct and severable. If any Section of this Agreement, in whole or in part, is or becomes illegal, invalid, void, voidable or unenforceable in any jurisdiction by any court of competent jurisdiction, the illegality, invalidity or unenforceability of that Section, in whole or in part, will not affect (a) the legality, validity or enforceability of the remaining Sections of this Agreement, in whole or in part; or (b) the legality, validity or enforceability of that Section, in whole or in part, in any other jurisdiction.

23. **ENTIRE AGREEMENT.** This Agreement, and any other documents referred to herein, constitutes the entire agreement between the Parties relating to the subject matter of this Agreement and supersedes all prior written or oral agreements, representations and other communications between the Parties.

OverDrive Software License Grant

TERMS AND CONDITIONS

The sale to you and installation of the OVERDRIVE SOFTWARE (the Software) by Ross Video Limited (Ross) is conditional on your acceptance of the following terms and conditions of the grant of license to use the Software, which you accept by acceptance of the agreement to purchase, installation and use of the Software. If you do not wish to accept these terms and conditions of the license grant, do not use the Software and contact Ross immediately.

This license grant ("grant") is effective from the date of Software installation (the "Effective Date") by Ross as agreed upon by you, the purchaser of the Software ("Licensee").

1. DEFINITIONS.

1.1 "Change of Control" means, with respect to any corporation, the sale, transfer, pledge, assignment or other conveyance of in excess of fifty per cent (50%) of the voting equity of the corporation.

1.2 "Designated Equipment" shall mean the hardware products identified on Exhibit "A" with which the Software is licensed for use.

1.3 "Documentation" shall mean all manuals, user documentation, and other related materials pertaining to the Software that are furnished to Licensee by or on behalf of Ross in connection with the Software.

1.4 "Hardware" refers to the Designated Equipment.

1.5 "Improvements" means all inventions, works, discoveries, improvements and innovations of or in connection with the Software including without limitation error corrections, bug fixes, patches and other updates made by or on behalf of Ross;

1.6 "License Fee" shall mean the fee payable in accordance with the provisions of this grant of the license to the Licensee of the Software and the Documentation.

1.7 "Software Maintenance Fee" shall mean the yearly fee to support, maintain and update software as set forth in this grant.

1.8 "Software" shall mean the computer programs in machine readable object code form listed in Exhibit "A" attached hereto and any subsequent error corrections or updates supplied to Licensee by Ross pursuant to this grant as well as any Improvements. The definition of the Software set forth in Exhibit "A" may be amended from time to time by Ross in its sole discretion on written notice to the Licensee.

1.9 "Territory" means worldwide.

2. GRANT OF RIGHTS.

Subject to the provisions of this grant, Ross hereby grants to Licensee the non-exclusive perpetual right, license and privilege to use the Software and the Documentation in the Territory solely on the number of primary systems of Designated Equipment identified on Exhibit A. The Software shall be used only on such primary systems if they are operating properly. If any primary system is down, the Software may be used on a backup system for that primary system.

2.2 Sub-Licensing. Licensee shall not grant sub-licenses of the Software.

3. DELIVERY.

3.1 Software. Ross shall deliver to Licensee a master copy of the Software licensed hereunder in object code form, suitable for reproduction, in electronic files only.

3.2 Documentation. Ross shall deliver copies of Documentation.

4. MODIFICATIONS.

4.1 Error Corrections and Updates. Ross will provide Licensee with any Improvements, in the form of error corrections, bug fixes, patches or other updates, in object code form to the extent available in accordance with Ross's release schedule for a period of one (1) year from the date of shipment.

4.2 Other Modifications. Licensee may, from time to time, request that Ross incorporate certain Improvements such as features, enhancements or modifications into the Software. Ross may, in its sole discretion, undertake to incorporate such changes and distribute the Software so modified to all or any of Ross's licensees.

4.3 Title to Modifications. All such Improvements, whether recommended and developed by Ross or Licensee, shall be the sole property of Ross and Licensee hereby disclaims any proprietary interest of any kind in any Improvement.

5. COPIES.

5.1 Printed Matter. Except as specifically set forth herein, no Software or Documentation which is provided by Ross pursuant to this grant in human readable form, such as written or printed documents, shall be copied in whole or in part by Licensee without Ross's prior written agreement. Additional copies of printed materials may be obtained from Ross at the charges then in effect.

5.2 Machine Readable Matter. Except as specifically set forth herein, any Software provided in machine readable form may not be copied by Licensee in whole or in part, except for Licensee's backup or archive purposes. Licensee agrees to maintain appropriate records of the number and location of all copies of the Software and make such records available upon Ross's request. Licensee further agrees to reproduce all copyright and other proprietary notices on all copies of the Software in the same form and manner that such copyright and other proprietary notices are originally included on the Software.

6. LICENSE FEES AND PAYMENT.

6.1 License Fee. In consideration of the license rights granted in Article 2 above, Licensee shall pay the License Fees or other consideration for the Software and Documentation as set forth on Exhibit "A" attached hereto. All amounts payable hereunder by Licensee shall be payable no later than thirty (30) days following receipt of invoice without deductions for taxes, assessments, fees, or charges of any kind. Cheques shall be made payable to Ross and shall be forwarded to the Office at Ross as follows:

Ross Video Ltd.
8 John Street
Iroquois, ON
K0E 1K0

6.2 Software/Hardware Maintenance Fee. In consideration of the license rights granted in Article 2 above, Licensee shall pay, on a yearly basis, the Software/Hardware Maintenance Fee or other consideration for the maintenance, support and update of the software as set forth on Exhibit "B". The Software/Hardware Maintenance Fee is due on a yearly basis starting on the date that is 15 months after shipment by Ross of the product described on Exhibit "A" attached hereto and thereafter on each 12 month anniversary of such date. All amounts payable hereunder by Licensee shall be payable no later than thirty (30) days following receipt of invoice without deductions for taxes, assessments, fees, or charges of any kind. Cheques shall be made payable to Ross and shall be forwarded to the Office at Ross as follows:

Ross Video Ltd.
8 John Street
Iroquois, ON
K0E 1K0

Provided that the Licensee has paid in full the Software/Hardware Maintenance Fees for 3 consecutive years, Licensee shall receive an OverDrive Server Hardware upgrade as per Exhibit "B" after payment of the 3rd consecutive Maintenance Payment. The OverDrive Server Hardware may change from time to time and the model and type used is designated by Ross. If Licensee is in default of payment of a Software/Hardware Maintenance Fee, such must be paid in full for any default years before a hardware or software upgrade will be provided. Such upgrade will be available to the Licensee at the end of each three (3) year period, following the end of the first (1st) year of the term of this License, provided that the Licensee continues to own and operate the Designated Equipment in connection with which this License is granted and provided, as stated above, that the Licensee has paid its Software/Hardware Maintenance Fee in each of the 3 preceding years.

6.3 Taxes and Other Charges. Licensee shall be responsible for paying all (i) sales, use, excise, value-added, or other tax or governmental charges imposed on the licensing or use of the Software or Documentation hereunder, (ii) freight, insurance and installation charges, and (iii) import or export duties or like charges.

7. PROTECTION OF SOFTWARE.

7.1 Proprietary Notices. Licensee agrees to respect and not to remove, obliterate, or cancel from view any copyright, trademark, confidentiality or other proprietary notice, mark, or legend appearing on any of the Software or output generated by the Software, and to reproduce and include same on each copy of the Software.

7.2 No Reverse Engineering. Licensee agrees not to modify, reverse engineer, disassemble, or decompile the Software, or any portion thereof.

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Glossary of Terms

A

ActiveX — Technology used to add interactivity to Web pages. With ActiveX, you can add interactive controls to Web pages. Web developers use Microsoft Visual Basic Scripting Edition (VBScript) to create ActiveX controls. There are many ActiveX controls available because ActiveX technology is an adapted from Microsoft OLE and COM Windows standards.

AFV – Audio Follow Video — The operational mode in which audio and video switchers are tied together. When the operator selects the video source, the audio automatically switches to the same source.

Auto Transition — An automatic transition in which the manual movement of the fader handle is simulated electronically. The transition starts when the AUTO TRANS button is pressed and takes place over a pre-selected time period measured in frames.

Audio views — The main audio interface in DirectControl, used to control individual and master audio levels, create audio memories, and run audio Custom Controls.

Aux Audio view — An audio interface in DirectControl that enables control of audio aux buses.

Aux Bus — Allows a video signal connected to the switcher to be routed to external equipment such as digital effects systems and VTRs.

B

Back-to-Back — Allows a device in OverDrive to be used on a single crosspoint for consecutive shots.

C

Camera Interface — A device interface in DirectControl that enables control of robotic cameras directly from OverDrive.

Character Generator — Creates titles or credits for superimposing on edited video footage; using a keyboard for input. May provide recognized font styles, multiple screen storage and background colors for video display.

Chroma Key — An effect in which video from one source replaces video of a specific hue in a second video source. The blue and green hues are most commonly used for chroma keying.

Control Client — The RundownControl client that controls the playout of a rundown when multiple RundownControl clients are accessing the same rundown. Only one RundownControl client at any time can play a rundown. When a RundownControl client takes a rundown to air, it enters Playout mode and becomes the Control client.

Crosspoint — The video switch which selects the source required on a particular switcher bus; a junction in a switcher where an input finds it output path (For example, audio, video, timecode). In automated systems, an input or output on a switcher or router which carries audio and video signals.

Custom Control — Enables you to program sequences of keystrokes (macros) and other switcher functions into a single button press. A Custom Control macro can be used for such functions as flying a group of keys or recalling a specific memory register

Cut — An instantaneous switch from one video signal to another.

D

DirectControl — Allows the operator to have control of video switcher crosspoints, audio mixer channels, and video server clips.

Dissolve — A transition from one video signal to another in which one signal is faded down while the other is simultaneously faded up. The term “mix” is often used interchangeably with “dissolve”.

DSK (Downstream Keyer) — A keyer that places a key “downstream” of the ME effects system output. This “top level” effect usually consists of a character generator title.

E

Elevator — Moves the entire camera up or down to allow for shots from above or below the subject.

ENPS (Electronic News Production System) — A Newsroom Control System (NRCS) developed by Associated Press for producing, editing, timing, organizing and running news broadcasts.

External DSK — A video input (non-primary video) used to produce a key effect. An external DSK device would be a CDK -111, character generator or camera.

F

Fader — A slider or handle on a switcher that enables you to fade in or fade out a picture or dissolve from one picture to another; the gradual increase or decrease in the video level of the picture.

Fade-to-Black — A controlled change of the on-air picture signal level down to black level.

Field — One half of a complete picture (or frame) interval containing all the odd, or all the even lines in interlaced scanning. One scan of a TV screen is called a “field”; two fields are required to make a complete picture (which is a “frame”).

Field Frequency — The rate at which one complete field is scanned, approximately 50 times per second in 625 video, or 60 times per second in 525 video.

Focus — Adjusts the camera lens to sharpen the image in view.

Frame — One complete picture consisting of two fields of interlaced scanning lines.

G

GPI (General Purpose Interface) — A device which typically allows remote control of the switchers automatic transition functions.

GlobalView™ — An OverDrive feature that enables users to tailor the RundownControl GUI to suit their unique operational and production requirements. The Rundown table is the main component of the GlobalView.

H

Hot Keys — A key or key combination that causes a function to occur in OverDrive. These can be assigned by the user via the **Options** dialog box in RundownControl.

I

iNEWS — A Newsroom Control System (NRCS) developed by Avid Technology Inc. for producing, editing, timing, organizing, and running news broadcasts.

Internal Key — The use of a primary input to produce a key effect.

IP Address — The numeric Internet Protocol address assigned by the Network Information Center (NIC) that uniquely identifies each computer on the network that uses TCP/IP. The IP address is a 32-bit identifier made up of four groups of numbers, each separated by a period, such as 192.168.0.1.

Iris — Controls the amount of light passing through the lens of a camera.

K

Key — An effect produced by "cutting a hole" in background video, then filling the hole with video or matte from another source. Key source video cuts the hole, key fill video fills the hole. The video signal used for cut and fill can come from the same or separate sources.

Key Fill — A video input which is timed to "fill the hole" provided by the key source video. An example of key fill is the video output of a character generator.

Key Source — The video signal which "cuts a hole" in the background video to make a key effect possible. Also called "Key Video". In practice, this signal controls when a video mixer circuit will switch from background to key fill video.

L

Log File — A time sequential data record; the practice of recording, in some medium, sequential input, often in a time-associated format.

M

Memory — The memory feature provides storage and recall of complete switcher setups.

ME — An abbreviation for Mix Effect.

MLE — An abbreviation for Multi-Level Effects.

Monitoring Client — A RundownControl client that follows the progress of a rundown being played by the Control client when multiple RundownControl clients are accessing the same rundown. A RundownControl client in Monitor mode cannot control the playout of the rundown.

MOS Gateway (Media Object Server Gateway) — A protocol for communication between Newsroom Control Systems (NRCS) and Media Object Servers (MOS).

N

NRCS (Newsroom Control System) — A generic term referring to a software application used for coordinating news broadcasts. Examples of an NRCS are Inception, iNEWS, and ENPS. Also sometimes referred to as NCS.

O

OverDrive MOS Gateway — The OverDrive MOS Gateway is used by the NRCS to communicate with OverDrive and export rundowns to play on air from RundownControl.

OverDrive Server — Informs OverDrive components of changes made on the switcher, backup systems and other attached devices, collects switcher and mixer information, and performs switcher control as directed by RundownControl and DirectControl.

P

Pan — A movement where the camera pivots horizontally left or right from a fixed point.

PFL (Pre-Fade Listen) — Used to verify if there is audio on a particular channel.

PGM Output — The on-air video output of the system.

Picon — Picture icons used to identify Master templates in the rundown, QuickRecall, and QuickPick areas.

Plugin — Any small program that "plugs in" to another to add functionality.

Preset - Robotic Camera — Robotic cameras can be set up (preset) for a position on one QuickPick button, essentially storing the camera position for use later when the button is reactivated.

Preset - Master Template — A preset can be assigned a device in the **Add/Edit Master Template** dialog boxes, in the **First ME** section.

Primary Input — Video sources selected by the control panel push-buttons for the crosspoint buses. These buses are normally labeled "KEY", "PGM" or "BKGD", and "PST".

Primary Server — The main OverDrive Server in a Redundant Server System to which users connect RundownControl, DirectControl, and the TemplateEditor. If the OverDrive Primary server falters, operation can be continued by switching OverDrive clients to the OverDrive Redundant system.

PV Output — A switcher output which displays the scene that will go on air when the next automatic or manual transition takes place.

Q

QuickPick Control — An area in DirectControl used to organize camera positions, the Audio views memories and channels, and Server clips, by associating presets with specific QuickPick buttons. These buttons can be used to manually assign presets and memories to the specified device or audio setting.

QuickRecall — An area in RundownControl used to organize shots, by associating buttons in the area to templates created in OverDrive with specific QuickRecall buttons. These buttons can be used to take shots on air during the course of a show.

R

RapidRestore — Allows the operator to backup and restore settings from OverDrive and archive rundowns.

RapidSwitch — A device switch that enables hardware switching between the OverDrive Primary system and the OverDrive Redundant system in case of a system failure.

Redundant Server — The backup OverDrive Server in a Redundant Server System to which users can connect RundownControl, DirectControl, and the TemplateEditor when the OverDrive Primary server falters. After repairs are completed on the Primary server, OverDrive client connections are switched back to the Primary server.

Router — A signal routing device that takes signal inputs and sends them to selectable outputs.

Rundown — A sequence of prepared shots organized into table format for live broadcast playout from OverDrive or an NRCS.

RundownControl — Contains rundown information, and the buttons used to prepare and run a show.

S

Server Interface — A device interface in DirectControl that enables control of various video servers directly from OverDrive.

Shot — A line event in a show rundown.

Still Store — A device which stores individual video frames in analog or digital form, providing access images through a catalog interface or browse function.

T

TCP (Transmission Control Protocol) — A communication-oriented Internet protocol which transmits data packets, providing guaranteed data delivery.

Template — Used to define the basic properties needed to create a consistent show. Templates also provide the OverDrive system with important information such as the location of external devices and the types of transitions that should be used for each shot.

TemplateEditor — Allows the creation and editing of switcher, device, and transition templates, which are used when creating rundowns for a show.

Tilt — A vertical pan where the camera pivots up or down from a fixed point.

Transition — A controlled change from one video input to another video input or black. The change can occur through a wipe, cut, or dissolve effect.

Transition Preview — A transition seen only on the preview monitor. It may be observed and adjusted without disturbing the program or on-air output.

U

UDP (User Datagram Protocol) — A connectionless Internet protocol which transmits data packets without guaranteeing error free data delivery.

V

Video — The electrical signal produced by a television camera, character generator or other image source. The signal amplitude varies in relation to the tonal scale from black to white presented at the source. White produces the highest amplitude; black produces the lowest signal amplitude.

VDCP (Video Disk Communication Protocol) — An industry-standard serial communications protocol for control of professional broadcast VTRs and video servers.

VTR (Video Tape Recorder) — A device which can record picture and sound on a tape, as well as play back the same tape. VTRs use reel-to-reel tape.

W

Wipe — A transition from one video signal to another, in which the change proceeds according to the shape of a specific pattern. A moving transition line separates the two picture signals.

Z

Zoom — Expanding or reducing an image within a frame by bringing the subject closer or farther away.

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