XPression

XPression Distributed Workflow User Guide

VERSION 14.0



ROSS

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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.)*

XPression Distributed Workflow 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, refer to the "Important Safety Instructions" listed below so as to avoid personal injury and to prevent product damage.

Products may require specific equipment, and /or installation procedures be carried out to satisfy certain 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.*



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product. Failure to heed this information may present a 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.*



Notice — *The symbol with the word "**Notice**" within the equipment manual indicates a situation, which if not avoided, may result in major or minor equipment damage or a situation, which could place the equipment in a non-compliant operating state.*



Warning Hazardous Voltage — *The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's 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

1) Read these instructions.

2) Follow all instructions and heed all warnings.

3) Refer all servicing to qualified service personnel.

4) The equipment's AC appliance inlets are the means to disconnect the product from the AC Mains and must remain readily operable for this purpose.

5) Parts of the equipment's power supplies can still present a safety hazard even when the product is in the "OFF" state. To avoid the risk of electrical shock and to completely disconnect the apparatus from the AC Mains, remove all power supply cords from the product's AC appliance inlets prior to servicing.

6) If the product nameplate indicates that the chassis is “Rack Mounted”, it is to be rack mounted only. To ensure safe operation and maintain long-term system reliability, proper installation requires that the front and back area of the chassis remain clear of obstructions so as not to restrict airflow.

7) The Optical Disk Drive within this product is a “Laser - Class 1 product”.



Warning

8) No operator access to internal parts in this product. The power supply outputs are considered an Energy Hazard (>240VA). To avoid the risk of contact with the Energy Hazard and to completely de-energize the apparatus, remove all power supply cords from the product’s AC appliance inlet(s) prior to servicing.



Warning

9) Indoor Use: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.



Warning

10) This product includes an “Ethernet Port” which allows this product to be connected to a local area network (LAN). Only connect to networks that remain inside the building. Do not connect to networks that go outside the building.



Caution

11) This apparatus contains a Lithium battery, which if replaced incorrectly, or with an incorrect type, may cause an explosion. Replace only with the same type recommended by the manufacturer. Dispose of used batteries according to the manufacturer's instruction by qualified service personnel.



Caution / Attention

12) This unit may have more than one power supply cord. Disconnect all power supply cords before servicing to avoid electric shock / Cet appareil peut comporter plus d’un cordon d’alimentation. Afin de prévenir les chocs électriques, debrancher tous les cordons d’alimentation avant de faire le dépannage.

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.

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

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**.

AUSTRALIA

This equipment has been tested to **AS/NZS CISPR32:2015 AMD1:2020** and found to comply with the limits for a Class A Digital device.

INTERNATIONAL

This equipment has been tested to **CISPR 32:2015 AMD1:2019** 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.

KOREA

이 기기는 업무용(A급) 전자파적합기기로서 판매자 또는 사용자는 이 점을 주의하시기 바라며,
가정외의 지역에서 사용하는 것을 목적으로 합니다.

Warranty and Repair Policy

Ross Video Limited (Ross) warrants its XPression Distributed Workflow systems to be free from defects under normal use and service for the following time periods from the date of shipment:

- XPression Distributed Workflow Server — 12 months
- XPression Distributed Workflow Software Upgrades — 12 months free of charge
- System and Media hard drives — 12 months

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 XPression Distributed Workflow 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.

Company Address

Ross Video Limited	Ross Video Incorporated
8 John Street Iroquois, Ontario Canada, K0E 1K0	P.O. Box 880 Ogdensburg, New York USA 13669-0880

General Business Office:	(+1) 613-228-0688
Toll Free:	(+1) 844-652-0645
Fax:	(+1) 613-652-4425
Toll Free Technical Support:	1-833-859-0499 (North America) +800 3540 3545 (International)
Alternately, you can contact:	
Technical Support:	(+1) 613-686-1557
Australia/Sydney Local Support:	1300 007 677*
India	+91-22-5016-6177
E-mail for Technical Support:	techsupport@rossvideo.com
E-mail for General Information:	solutions@rossvideo.com
Website:	http://www.rossvideo.com

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

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Introduction

In today's fast-paced news, sports, branding, and entertainment environments, the best graphics engines are only as good as the workflow tools that take those graphics to air. XPression offers a complete line of hardware and software products for efficient collaboration and media moving.

About This Guide

This user guide describes the XPression MOS, NLE, and Template Builder workflows, their configuration, and functions.

If, at any time, you have a question pertaining to the installation, configuration, or operation of the XPression workflow tools, please contact us at the numbers listed in the section Contacting Technical Support. Our technical staff are always available for consultation, training, or service.

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 particular command.

Bold text	Bold text identifies a user interface element such as a dialog box, menu item, or button. For example: In the **Slug** column, type a slug name for the story.
Italic text	Italic text is used to identify the titles of referenced guides, manuals, or documents. For example: For more information, refer to the *DashBoard User Guide.*
`Courier text`	Courier text identifies text that a user must type. For example: In the **Username** box, type `postgres`.
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 select **Save As**.
Hypertext	Identifies a hyperlink to a related topic.

Getting Help

XPression Distributed Workflow documentation is available online at Product Documentation and is also accessible on the product USB key and by selecting the **Help** icon in the user interface.

Contacting Technical Support

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

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

Technical Support:

- 1-613-686-1557
- 1-833-859-0499 (Toll free within North America)
- +800 3540 3545 (Toll free International)
- +91-22-5016-6177 (India)
- 1300 007 677 (Australia/Sydney)*
- E-mail: techsupport@rossvideo.com
- Website: http://www.rossvideo.com

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

User Interface Overviews

This section provides user interface overviews for the various components used in the XPression distributed workflow. For information on the XPression Project Server, refer to the XPression Project Server User Guide.

The following user interfaces are discussed in this section:

XPression Gateway User Interface

XPression ActiveX MOS Plugin User Interface - Browse

XPression ActiveX MOS Plugin User Interface - Graphics

XPression ActiveX MOS Plugin User Interface - Clips

XPression ActiveX MOS Plugin User Interface - Edit Graphics

XPression ActiveX MOS Plugin User Interface - Edit Clips

XPression ActiveX MOS Plugin User Interface - Lucid

XPression HTML5 MOS Plugin User Interface - Browse

XPression HTML5 MOS Plugin User Interface - Graphics

XPression HTML5 MOS Plugin User Interface - Lucid

XPression HTML5 MOS Plugin User Interface - Clips

XPression HTML5 MOS Plugin User Interface - View

XPression HTML5 MOS Plugin User Interface - Edit

XPression NLE Plugin and Edius Plugin User Interface - Browse

XPression NLE Plugin and Edius Plugin User Interface - Graphics

XPression NLE Plugin and Edius Plugin User Interface - Edit

XPression Template Builder User Interface - Templates

XPression Template Builder User Interface - Edit Mode

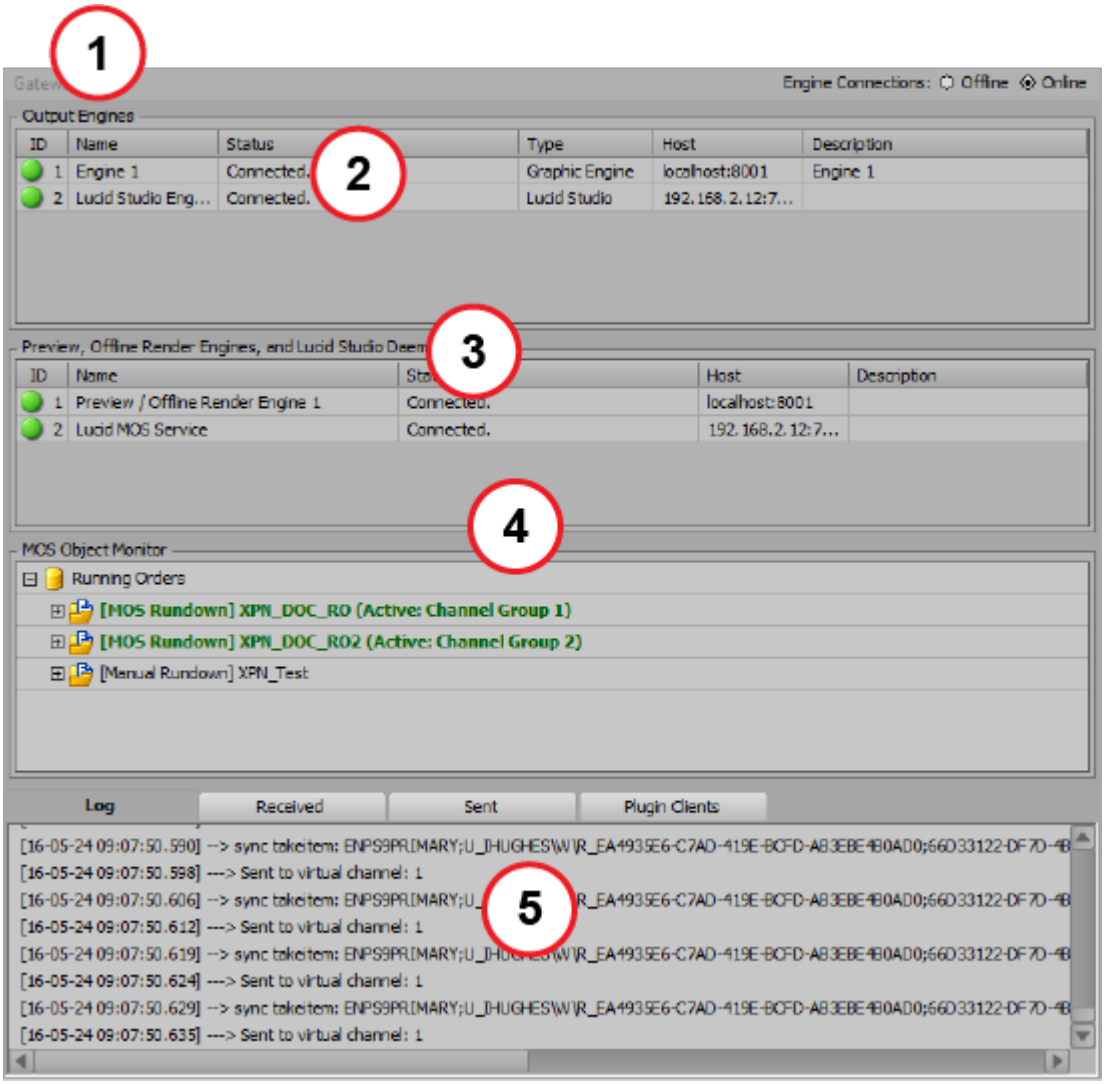
XPression Rundown Controller User Interface

XPression Remote Sequencer User Interface

XPression Remote Sequencer User Interface (Legacy)

XPression Gateway User Interface

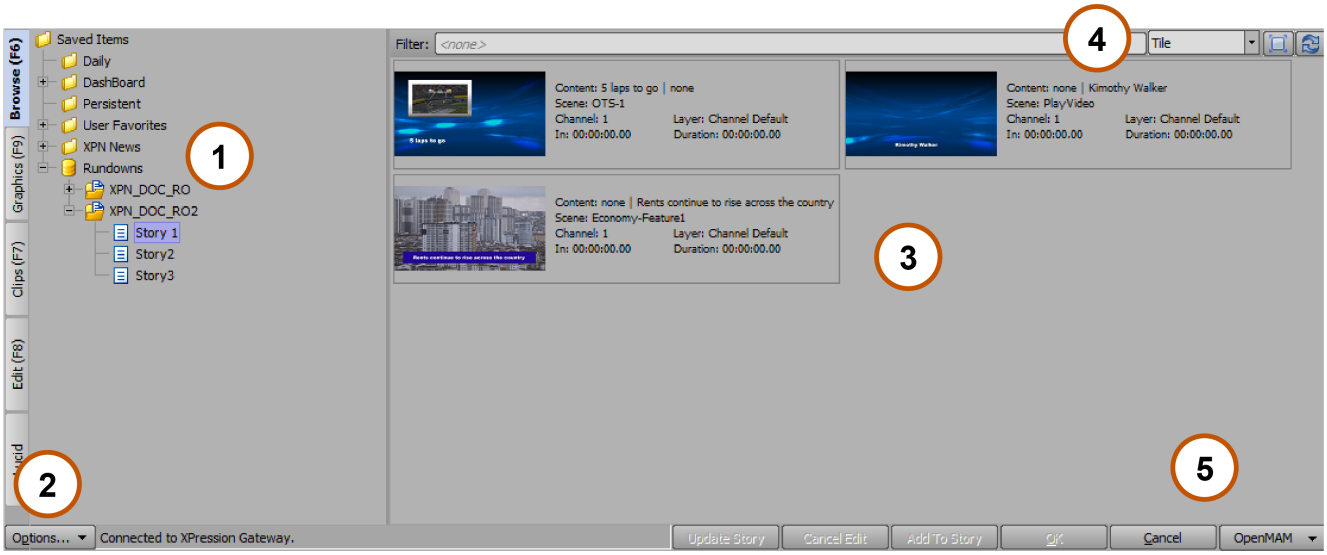
The following screen capture displays the main elements of the XPression Gateway user interface. Descriptions of individual elements are contained below the diagram.



1. **Menu Bar** — access the Gateway menu.
2. **Output Engines List** — lists the output engines that have been configured for each XPression system being used for playout.
3. **Preview and Offline Render Engines, and Lucid Studio Daeons List** — lists the preview engines that have been configured for each XPression Bluebox OFL system being used for motion and still preview in the XPression MOS Plugin, NLE Plugin, Template Builder, Lucid Studio, and Remote Sequencer.
4. **MOS Object Monitor** — displays the currently monitored and MOS active rundowns on the Gateway. Stories that contain graphics can be expanded to view the associated MOS objects.
5. **Log Area** — displays the activities of the Gateway. Select a tab to view the activity log for the Gateway, the information sent or received by the Gateway, or the connected plugin clients, user, last activity, and connection time.

XPression ActiveX MOS Plugin User Interface - Browse

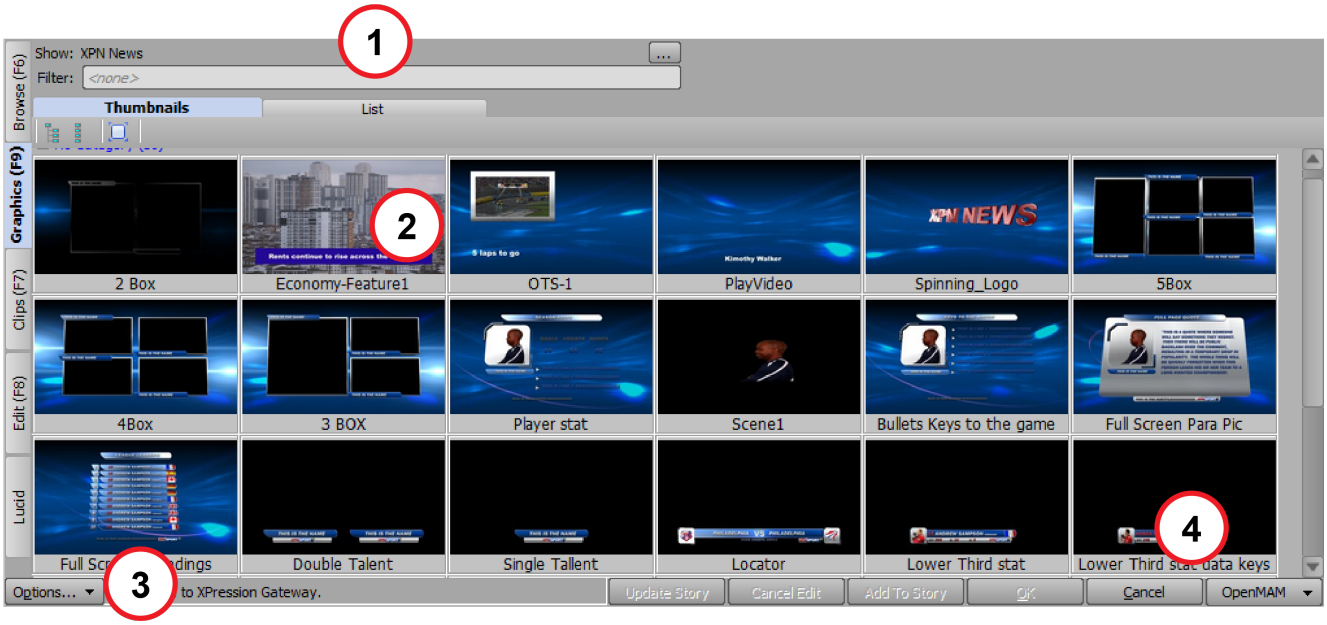
The following screen capture displays the main elements of the XPression ActiveX Plugin user interface **Browse** tab. Descriptions of individual elements are contained below the diagram.



1. **Saved Items Folders** — view and select graphics, clips, or rundowns from the folders list.
2. **Options Menu** — open the **Configuration** dialog or select the primary or secondary MOS Gateway.
3. **Thumbnails / List** — view and select graphics or clips from the Browse tab display results. Use the filter at the top to locate specific graphics or clips.
4. **Display** — select the viewing method (Tile, Thumbnail, or List), resize thumbnails, and refresh the display results.
5. **Button Controls** — connect to an OpenMAM server or close the plugin. The other buttons will only become active if there is a graphic or clip open for editing in the **Edit** tab.

XPression ActiveX MOS Plugin User Interface - Graphics

The following screen capture displays the main elements of the XPression ActiveX Plugin user interface **Graphics** tab. Descriptions of individual elements are contained below the diagram.

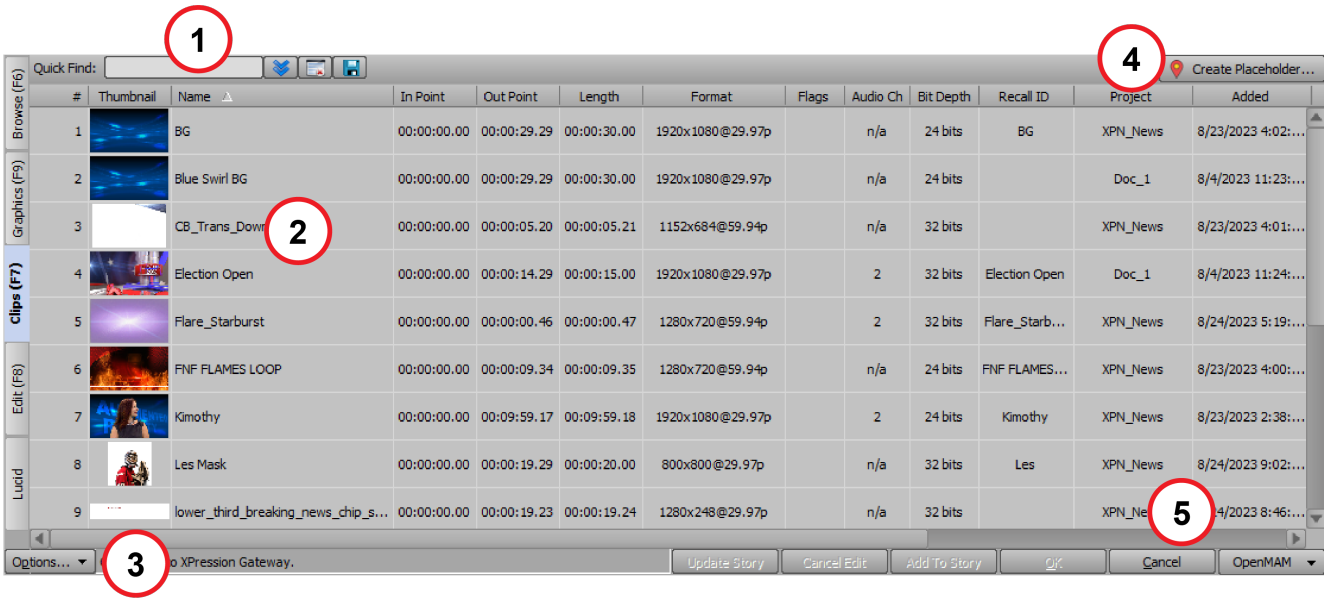


1. **Show / Filter** — displays the selected show. Use the filter to display specific saved graphic templates.
2. **Thumbnails / List** — view and select graphics in either thumbnail or list views.
3. **Options Menu** — open the **Configuration** dialog or select the primary or secondary MOS Gateway.
4. **Button Controls** — connect to an OpenMAM server or close the plugin. The **Add to Story** and **OK** buttons will only become active if there is a graphic open in the **Edit** tab. The **Update Story** and **Cancel Edit** buttons become active only when editing a graphic directly from the newsroom system.

XPression ActiveX MOS Plugin User Interface - Clips

The following screen capture displays the main elements of the XPression ActiveX Plugin user interface **Clips** tab. Descriptions of individual elements are contained below the diagram.

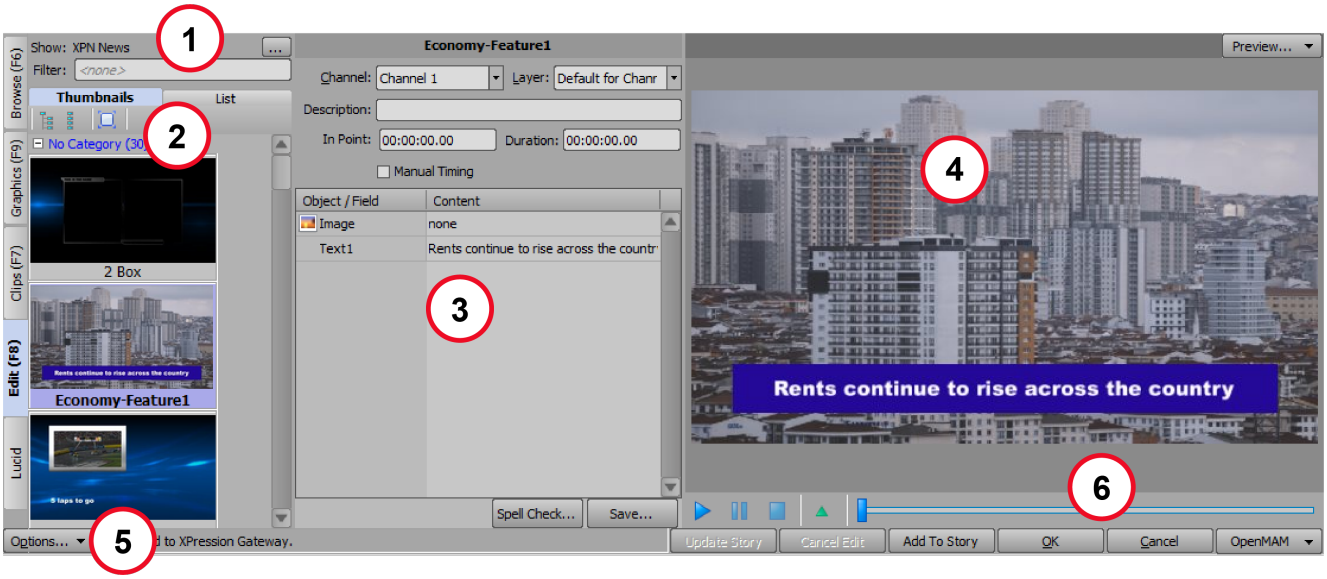
XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips and you are interested in adding it to your workflow, please contact your Ross Video sales representative.



1. **Search Area** — use the **Quick Find** search field to display specific saved clips, or click the Show/Hide advanced search button to enter detailed search criteria. Use the Reset search filter button to clear all search fields.
2. **Clips** — view and select clips from the list.
3. **Options Menu** — open the **Configuration** dialog or select the primary or secondary MOS Gateway.
4. **Create Placeholder** — create a placeholder for a clip that will be added to the story at a later time.
5. **Button Controls** — connect to an OpenMAM server or close the plugin. The **Add to Story** and **OK** buttons will only become active if there is a clip open in the **Edit** tab. The **Update Story** and **Cancel Edit** buttons become active only when editing a clip directly from the newsroom system.

XPression ActiveX MOS Plugin User Interface - Edit Graphics

The following screen capture displays the main elements of the XPression ActiveX Plugin user interface in **Edit** tab for graphics. Descriptions of individual elements are contained below the diagram.

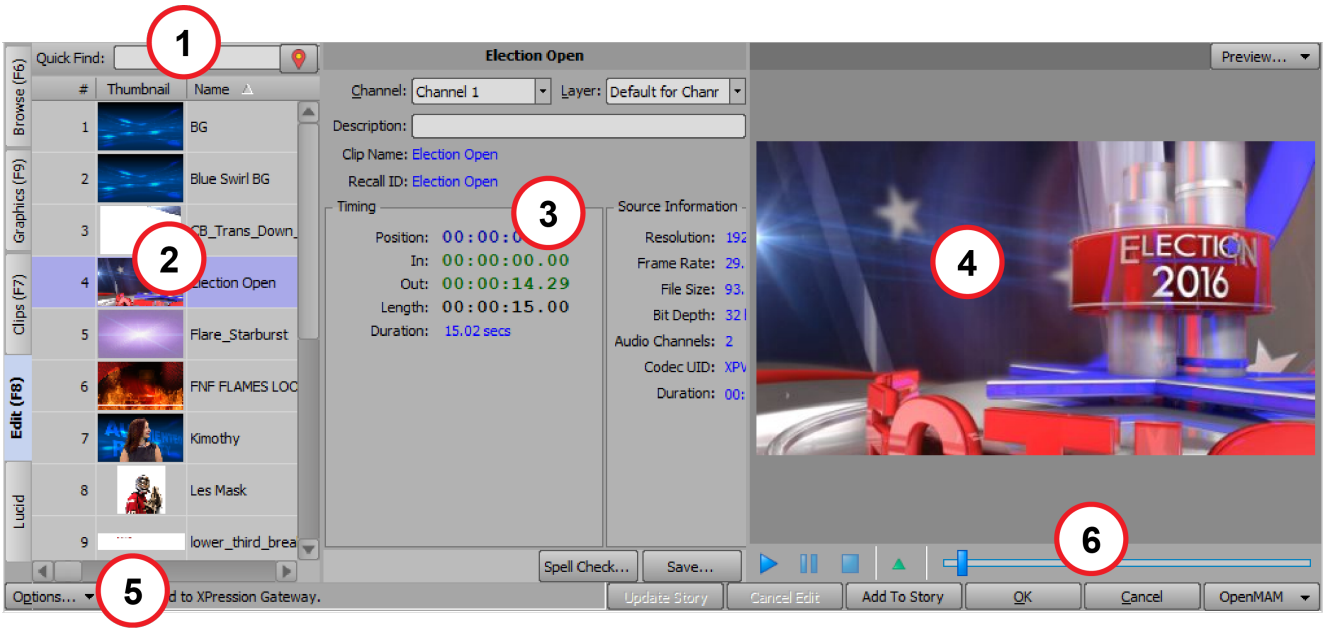


1. **Show / Filter** — displays the selected show. Use the filter to display specific saved graphic templates.
2. **Thumbnails / List** — view and select graphics in either thumbnail or list views.
3. **Editor** — edit the **Object/Field** contents and template playout information and to run a Spell Check on text. Select the **Save** button to save any changes.
4. **Preview Area** — view the graphic template and any changes made in the **Editor**. Use the playback controls to play animations.
5. **Options Menu** — open the **Configuration** dialog or select the primary or secondary MOS Gateway.
6. **Button Controls** — connect to an openMAM server, add the graphic to a story, add the graphic to a story and close the plugin in one operation (**OK**), or close the plugin without adding the graphic to a story (**Cancel**). The **Update Story** and **Cancel Edit** buttons become active only when editing a graphic directly from the newsroom system.

XPression ActiveX MOS Plugin User Interface - Edit Clips

The following screen capture displays the main elements of the XPression ActiveX Plugin user interface in **Edit** tab for clips. Descriptions of individual elements are contained below the diagram.

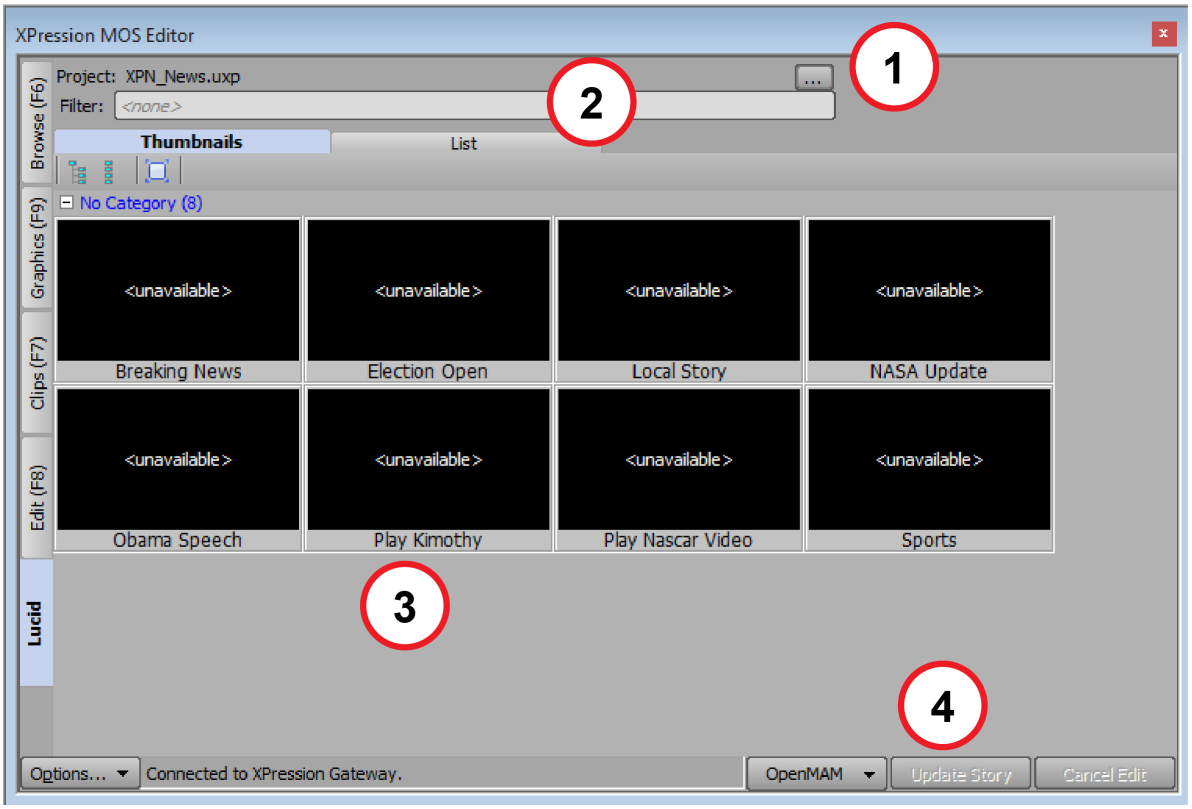
★XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips. If you do not have XPression Clips and you are interested in adding it to your workflow, please contact your Ross Video sales representative.



1. **Search Area** — use the **Quick Find** search field to display specific saved clips, or select the **Show/Hide** advanced search button to enter detailed search criteria. Use the Reset search filter button to clear all search fields.
2. **Clips** — view and select clips from the list.
3. **Editable Settings** — edit the **Channel**, **Layer** and **Description** of the clip.
4. **Preview Area** — preview the clips and use the playback controls to control preview playback.
5. **Options Menu** — open the **Configuration** dialog or select the primary or secondary MOS Gateway.
6. **Button Controls** — connect to an openMAM server, add the clip to a story, add the clip to a story and close the plugin in one operation (**OK**), or close the plugin without adding the clip to a story (**Cancel**). The **Update Story** and **Cancel Edit** buttons become active only when editing a graphic directly from the newsroom system.

XPression ActiveX MOS Plugin User Interface - Lucid

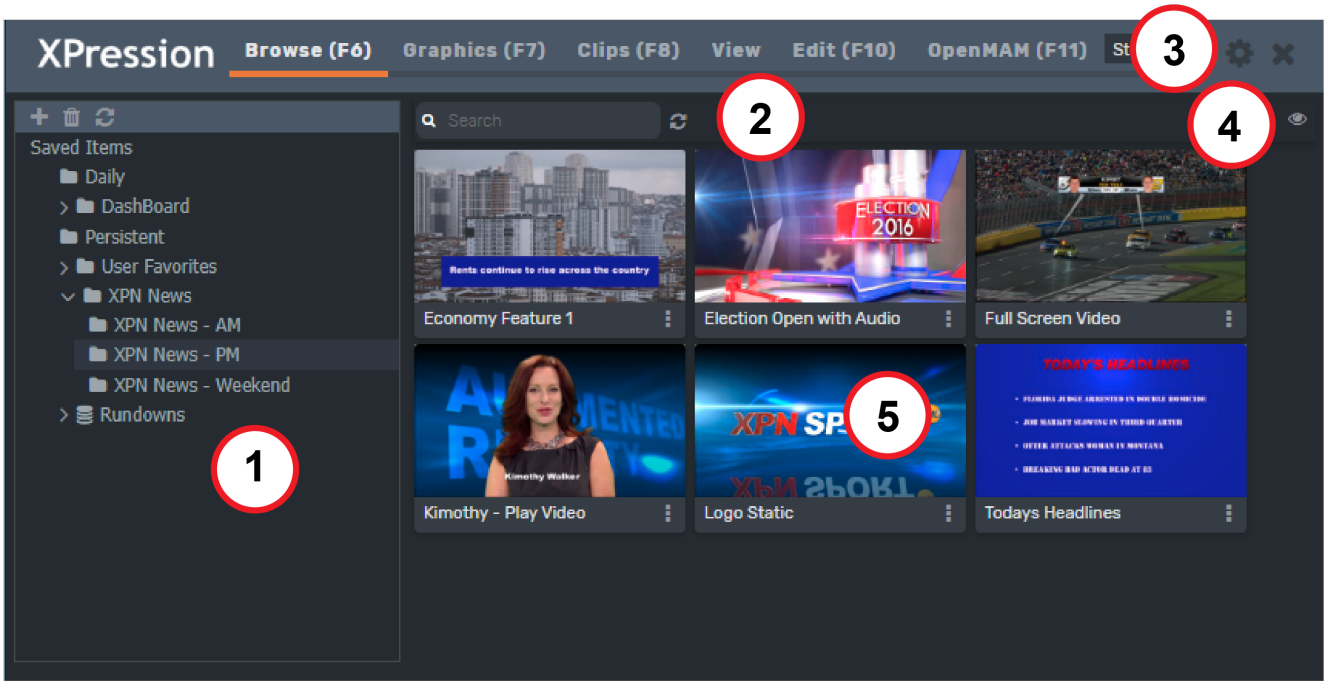
The following screen capture displays the main elements of the XPression ActiveX MOS Plugin user interface **Lucid** tab. Descriptions of individual elements are contained below the diagram.



1. **Project** — select a Lucid project from the drop-down.
2. **Filter** — locate specific Lucid events.
3. **Thumbnails** — view and select Lucid events. Double-clicking a thumbnail opens the selected event in the **Edit** tab.
4. **Button Controls** — connect to an OpenMAM server or close the plugin. The **Add to Story** and **OK** buttons will only become active if there is an event open in the **Edit** tab. The **Update Story** and **Cancel Edit** buttons become active only when editing an event directly from the newsroom system.

XPression HTML5 MOS Plugin User Interface - Browse

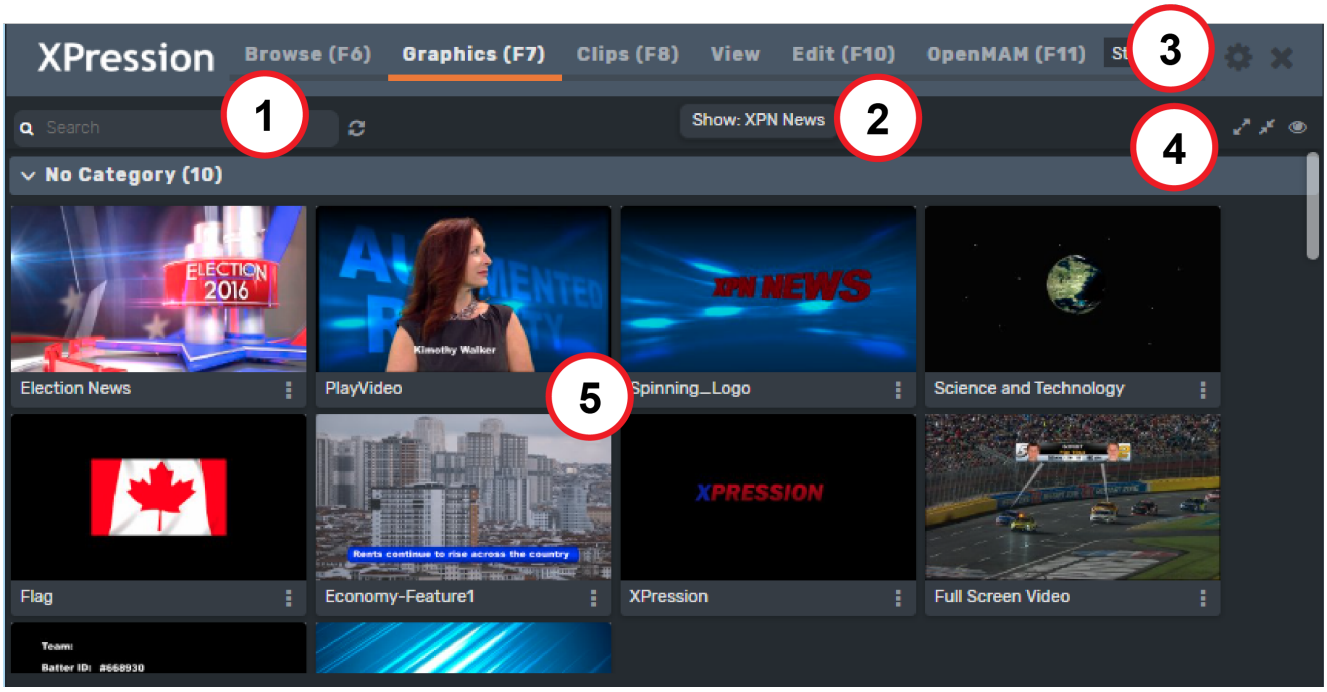
The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **Browse** tab. Descriptions of individual elements are contained below the diagram.



1. **Saved Items Folders** — view and select graphics, clips, or rundowns from the folders list.
2. **Search** — locate specific graphics or clips and then select the **Refresh** icon to update the thumbnail results.
3. **Settings** - access the **MOS ID**, **Spell Check** dictionary and **Miscellaneous** settings.
4. **Display** — select the viewing method (**Grid**, **Details**, or **Table**), and re-size thumbnails,.
5. **Thumbnails** — view and select graphics or clips in the **Browse** tab display results.

XPression HTML5 MOS Plugin User Interface - Graphics

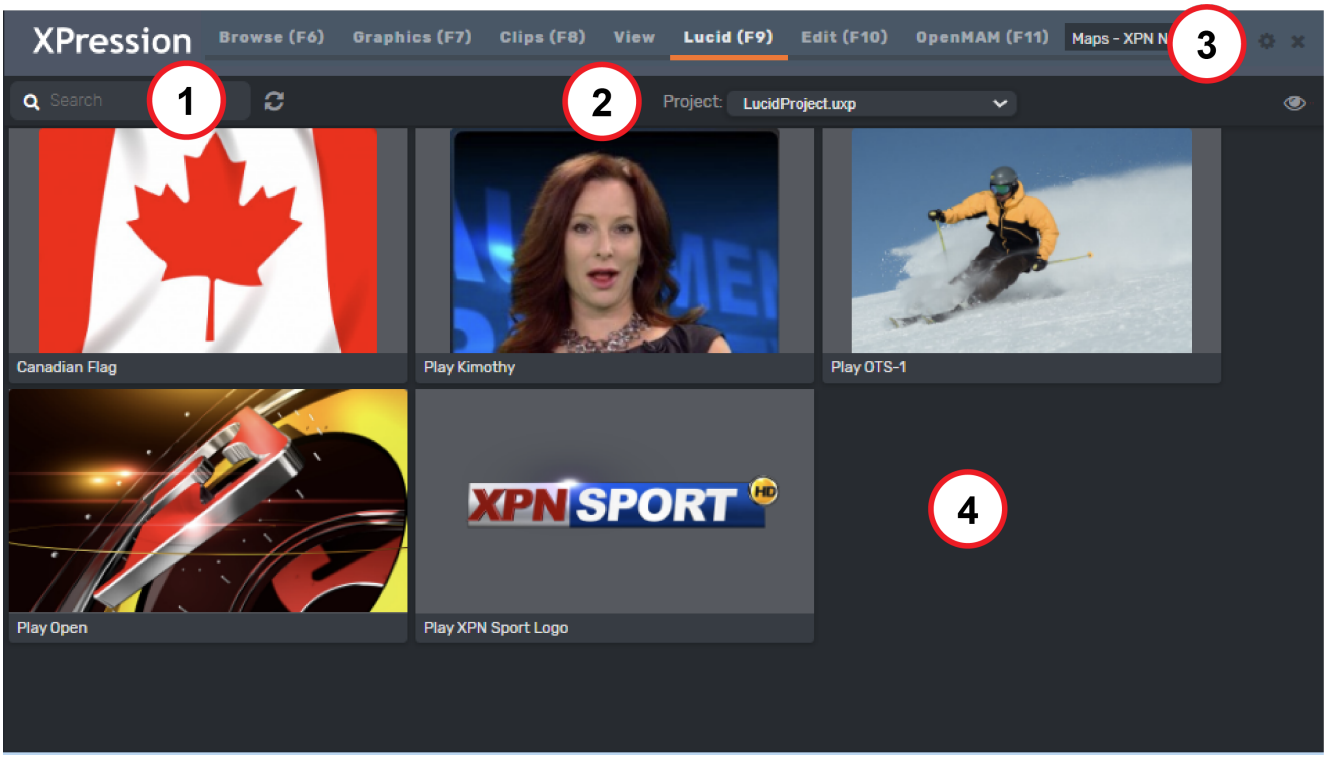
The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **Graphics** tab. Descriptions of individual elements are contained below the diagram.



1. **Search** — locate specific graphics or clips and then select the **Refresh** icon to update the thumbnail results.
2. **Show / Filter** — displays the selected show. Use the filter to display specific saved graphic templates.
3. **Settings** - access the **MOS ID**, **Spell Check** dictionary and **Miscellaneous** settings.
4. **Expand / Collapse / Thumbnails / List** — expand or collapse the categories and then view and select graphics in either thumbnail or list views.
5. **Thumbnails** — view and select graphics or clips. Double-clicking a thumbnail opens the selected graphic in **Edit** mode.

XPression HTML5 MOS Plugin User Interface - Lucid

The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **Lucid** tab. Descriptions of individual elements are contained below the diagram.

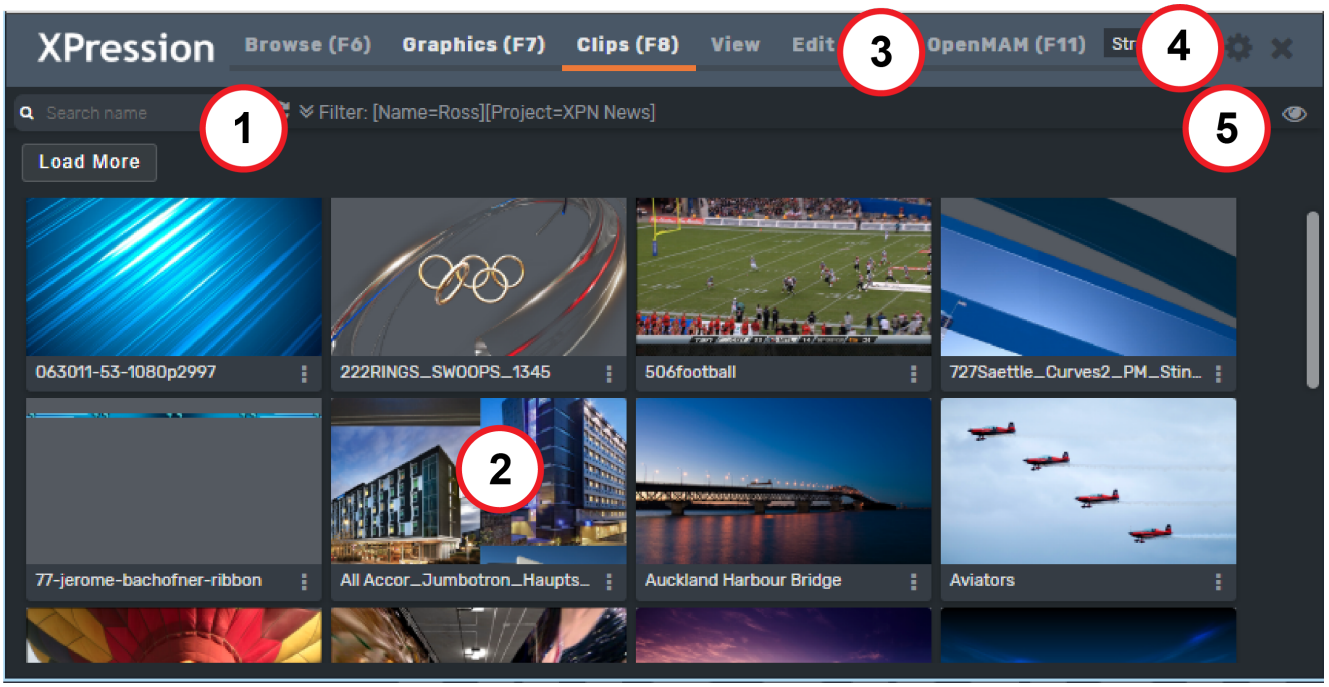


1. **Search** — locate specific Lucid events and then select the **Reload List** icon to update the thumbnail results.
2. **Project** — select a Lucid project from the drop-down.
3. **Settings** - access the **MOS ID**, **Spell Check** dictionary and **Miscellaneous** settings.
4. **Thumbnails** — view and select Lucid events. Double-clicking a thumbnail opens the selected event in the **Edit** tab.

XPression HTML5 MOS Plugin User Interface - Clips

The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **Clips** tab. Descriptions of individual elements are contained below the diagram.

XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips. If you do not have XPression Clips and you are interested in adding it to your workflow, please contact your Ross Video sales representative.

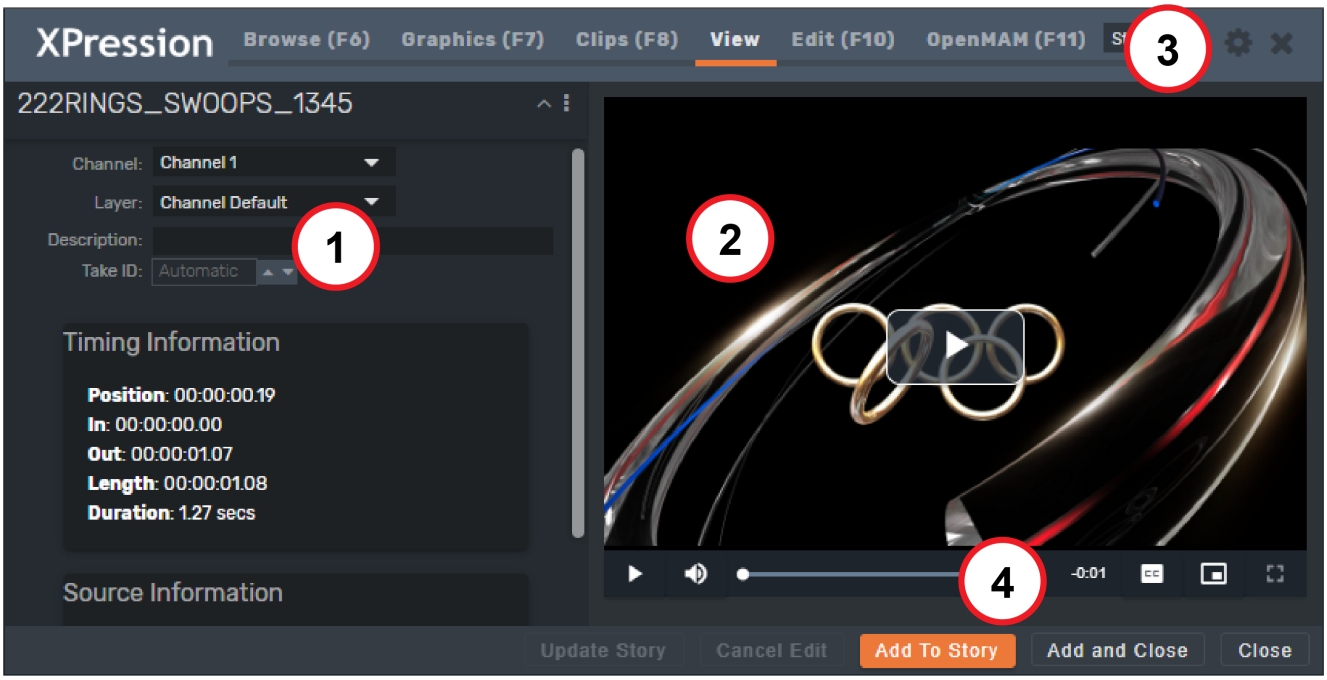


1. **Search Area** — use the **Quick Find** search field to display specific saved clips, or select the **Show/Hide advanced search options** button to enter detailed search criteria. Select the **Reload List** icon to update the thumbnail results.
2. **Clips** — view and select clips from the list.
3. **OpenMAM** - select an OpenMAM server.
4. **Settings** - access the **MOS ID**, **Spell Check** dictionary and **Miscellaneous** settings.
5. **View Menu** — select how the clips will be displayed, either in a **Table** or **Grid**.

XPression HTML5 MOS Plugin User Interface - View

The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **View** tab. Double-clicking a clip in the **Clips** tab opens the clip in the **View** tab. Descriptions of individual elements are contained below the diagram.

XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips and you are interested in adding it to your workflow, please contact your Ross Video sales representative.



1. **Editable Settings** — edit the **Channel**, **Layer** and **Description** of the clip in this section.
2. **Preview Area** — preview the clip. Use the playback controls to control preview playback.
3. **Settings** - access the **MOS ID**, **Spell Check** dictionary and **Miscellaneous** settings.
4. **Button Controls** — connect to an openMAM server, add the clip to a story, add the clip to a story and close the plugin in one operation (**OK**), or close the plugin without adding the clip to a story (**Cancel**). The **Update Story** and **Cancel Edit** buttons become active only when editing a graphic directly from the newsroom system.

XPression HTML5 MOS Plugin User Interface - Edit

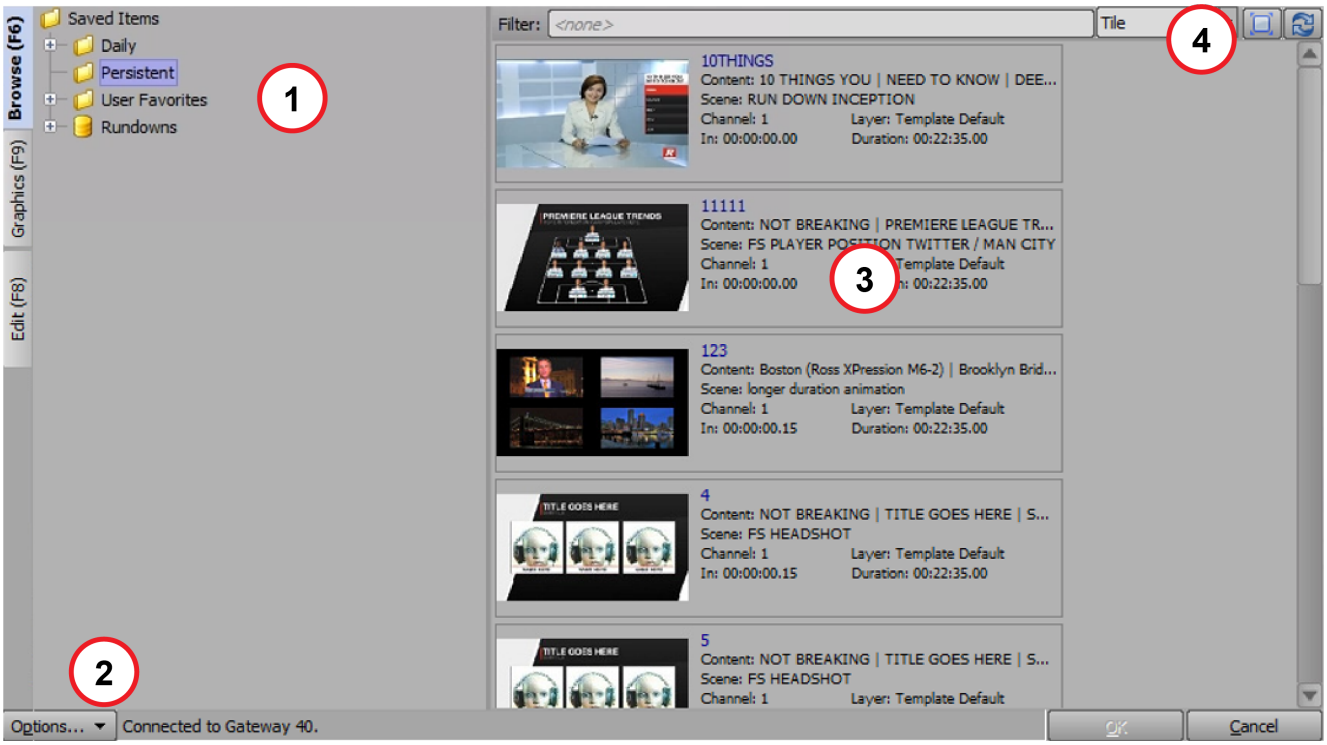
The following screen capture displays the main elements of the XPression HTML5 Plugin user interface **Edit** tab for graphics. Descriptions of individual elements are contained below the diagram.



1. **Editor** — edit the object/field contents and template playout information. The project name is displayed beneath the scene name.
2. **Preview Area** — view the graphic template and any changes made in the **Editor**. Use the playback controls to play animations.
3. **Settings** - access the **MOS ID**, **Spell Check** dictionary and **Miscellaneous** settings.
4. **Button Controls** — check the spelling of your edits, add a graphic to a story, add a graphic to a story and close the plugin in one operation (**Add and Close**) or close the plugin without adding the graphic to a story (**Cancel**). The **Update Story** and **Cancel Edit** buttons become active only when editing a graphic directly from the newsroom system.

XPression NLE Plugin and Edius Plugin User Interface - Browse

The following screen capture displays the main elements of the XPression NLE Plugin user interface **Browse** tab. Descriptions of individual elements are contained below the diagram.



1. **Saved Items Folders** — view and select graphics, clips, or rundowns from the folders list. 2. **Options Menu** — open the **Configuration** dialog or select the primary or secondary MOS Gateway.	3. **Thumbnails / List** — view and select graphics or clips from the **Browse** tab display results. Use the filter at the top to locate specific graphics or clips. 4. **Display** — select the viewing method (Tile, Thumbnail, or List), resize thumbnails, and refresh the display results.

XPression NLE Plugin and Edius Plugin User Interface - Graphics

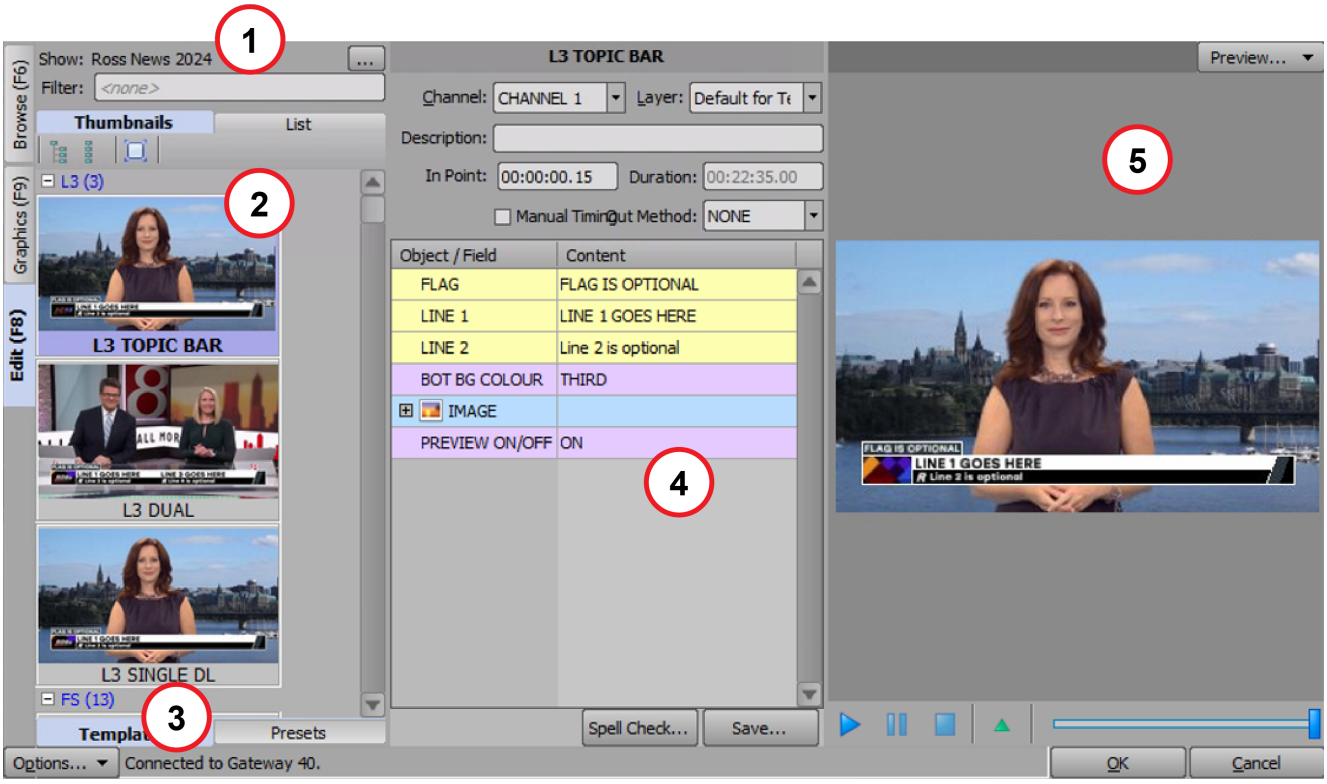
The following screen capture displays the main elements of the XPression NLE Plugin user interface **Graphics** tab. Descriptions of individual elements are contained below the diagram.



1. **Show / Filter** — displays the selected show. Use the filter to display specific saved graphic templates.
2. **Thumbnails / List** — view and select graphics in either thumbnail or list views.
3. **Options and Button Controls** — open the **Configuration** dialog or select the primary or secondary MOS Gateway. Use the button controls to apply or cancel changes.

XPression NLE Plugin and Edius Plugin User Interface - Edit

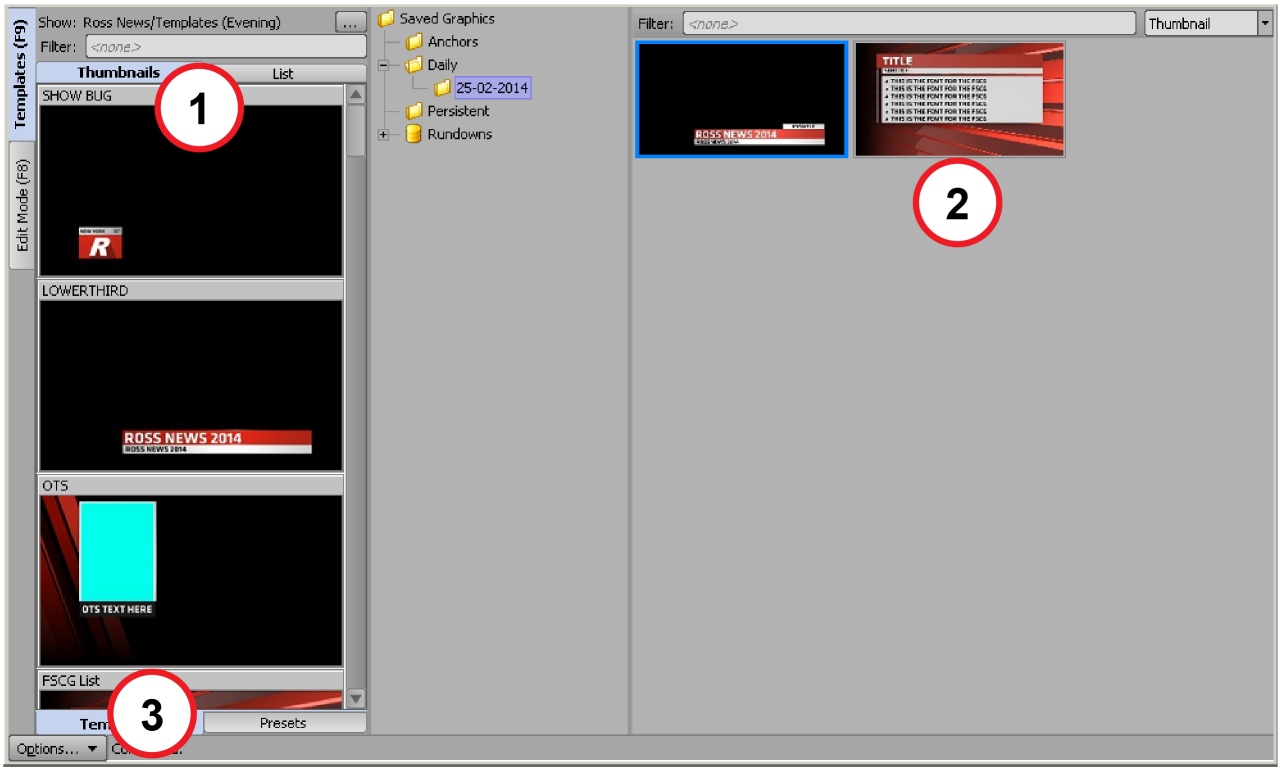
The following screen capture displays the main elements of the XPression NLE Plugin user interface in **Edit** mode. Descriptions of individual elements are contained below the diagram.



1. **Show / Filter** — displays the selected show. Use the filter to display specific saved graphic templates.
2. **Thumbnails / List** — view and select graphics in either thumbnail or list views.
3. **Options and Button Controls** — open the **Configuration** dialog or select the primary or secondary MOS Gateway.
4. **Editor** — view and edit the objects and fields of the template and to save graphics.
5. **Preview Area** — view the template and any changes made in the **Editor**. Use the playback controls to play animations.

XPression Template Builder User Interface - Templates

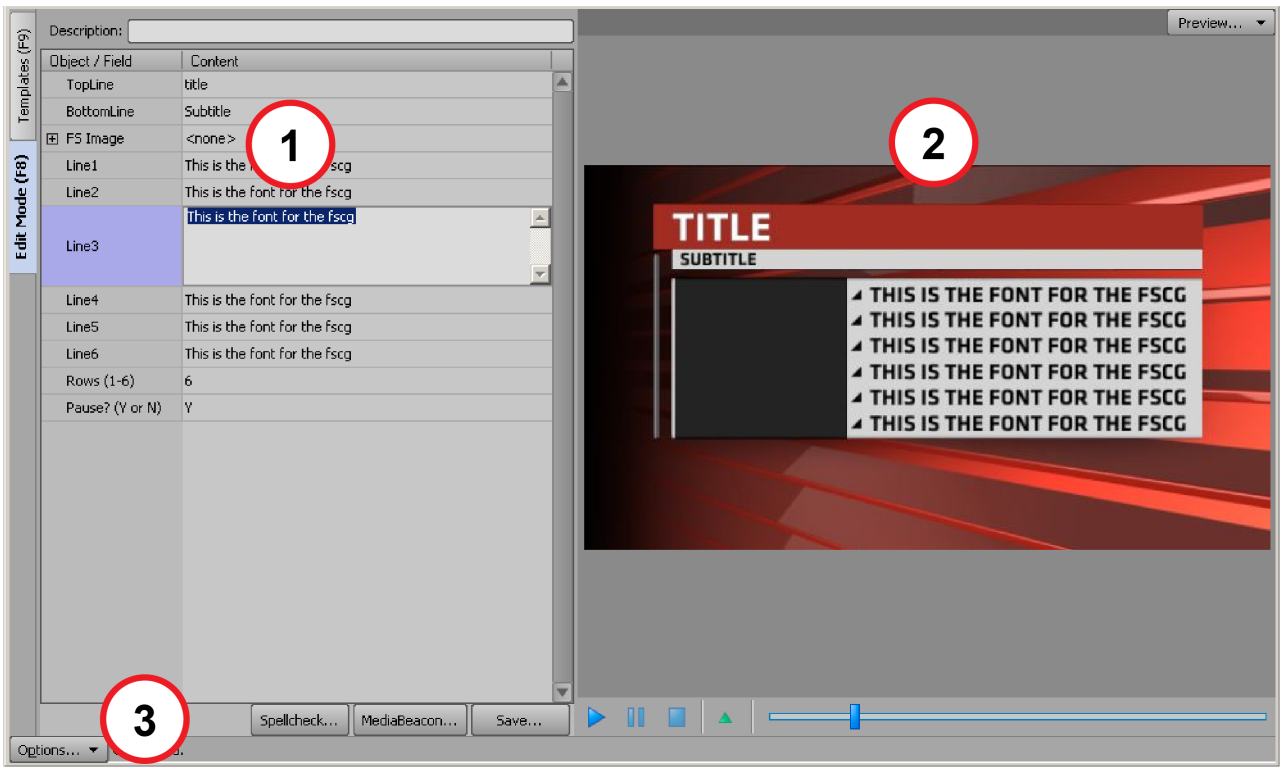
The following screen capture displays the main elements of the XPression Template Builder user interface in **Templates** mode. Descriptions of individual elements are contained below the diagram.



1. **Thumbnails / List** — view and select templates in thumbnail or list views. Use the filter at the top to locate specific templates. 2. **Saved Graphics** — view and select saved graphics. Use the filter at the top to locate specific saved graphics.	3. **Options** — open the **Configuration** dialog or select the primary or secondary MOS Gateway.

XPression Template Builder User Interface - Edit Mode

The following screen capture displays the main elements of the XPression Template Builder user interface in **Edit** mode. Descriptions of individual elements are contained below the diagram.



1. **Editor** — view and edit the objects and fields of the template and to save graphics. 2. **Preview Area** — view the template and any changes made in the **Editor**. Use the playback controls to play animations.	3. **Options Menu** — open the **Configuration** dialog or select the primary or secondary MOS Gateway.

XPression Rundown Controller User Interface

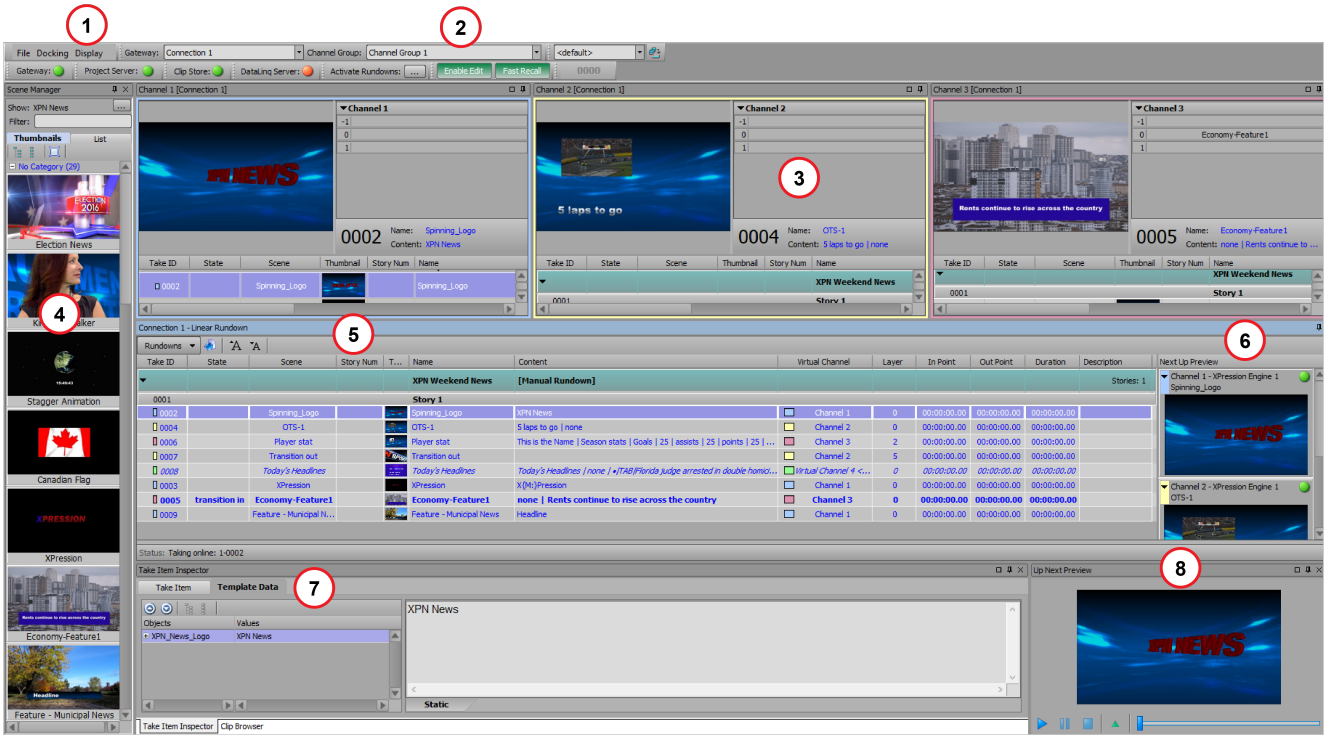
The following screen capture displays the main elements of the XPression Rundown Controller user interface. Descriptions of individual elements are contained in the legend below the diagram.



1. **Menu Bar** — access the **File** menu.
2. **Toolbar** — select the Gateway **Connection** and the **Channel Group**.
3. **Rundown List** — view and select rundowns and show styles.
4. **Selection Area** — filter through rundowns and apply the selected rundown settings.

XPression Remote Sequencer User Interface

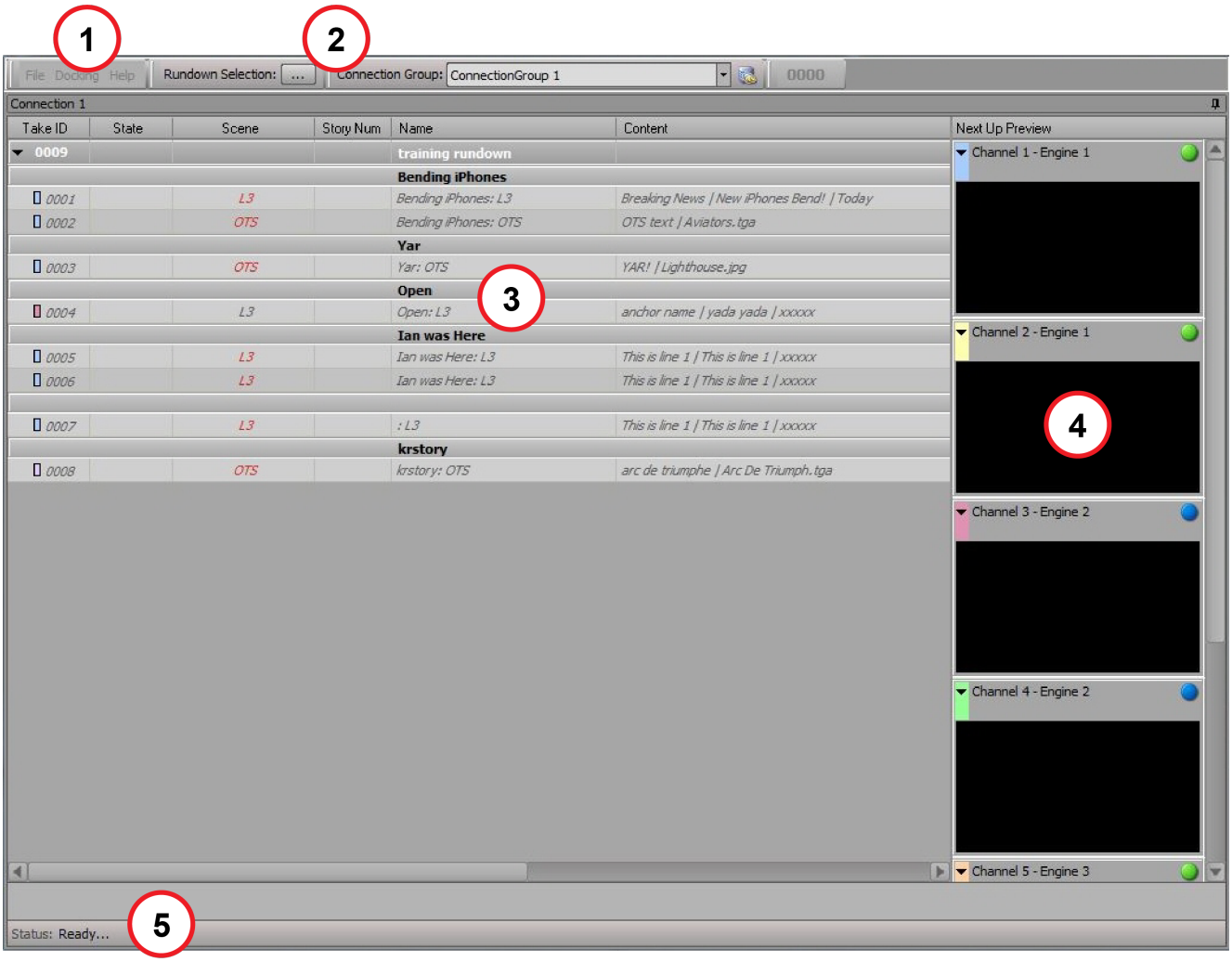
The following screen capture displays the main elements of the XPression Remote Sequencer user interface. Descriptions of individual elements are contained below the diagram.



1. **Menu Bar** — access the **File**, **Docking**, and **Display** menus.
2. **Toolbar** — select rundowns, **Connection Points**, and **Channel Groups**, select saved docking layouts, and view the status of connections to the **Gateway**, **Project Server**, **ClipStore**, and **DataLinq Server**.
3. **Channels** — view, select, and modify the items on a particular channel in the **Linear Rundown**.
4. **Scene Manager** — view and manage the scenes and scene groups contained in a project.
5. **Linear Rundown** — view and control a list of scenes or scene groups.
6. **Next Up Preview** — displays the upcoming take items in the queue.
7. **Take Item Inspector / Clip Browser** — toggle between the **Take Item Inspector** and the **Clip Browser**. Use the **Take Item Inspector** to edit the properties of a selected group or take item. Use the **Clip Browser** to browse for clips to drop into the **Linear Rundown** for preview and playout.
8. **Up Next Preview** — preview the upcoming scene.

XPression Remote Sequencer User Interface (Legacy)

The following screen capture displays the main elements of the XPression Remote Sequencer (Legacy) user interface. Descriptions of individual elements are contained below the diagram.



1. **Menu Bar** — access the **File**, **Docking**, and **Help** menus.
2. **Toolbar** — select rundowns, access and edit **Connection Points** and **Channel Groups**, and use the **Fast Recall** feature.
3. **Sequencer** — view and control a list of scenes or scene groups.
4. **Preview Area** — displays the upcoming take items in the queue.
5. **Status Area** — displays the current status of the **Remote Sequencer**.

MOS Workflow Setup

The XPression Gateway serves as a communication hub between the customer supplied newsroom control system and the various XPression components required to complete the XPression MOS workflow. The XPression MOS Plugin, XPression Remote Sequencer, XPression Rundown Controller, XPression preview engine, and Clip Store Server all connect to the XPression Gateway. MOS messages created using the MOS plugin are added to stories in the customer supplied newsroom control system. These MOS messages are then parsed from active rundowns by the XPression Gateway and used to create take items in the necessary XPression playout device.

Before you start using the XPression MOS workflow, the various components and settings need to be configured for operability.

The following topics are described in this section:

Required Components

Optional Components

Setting Up the XPression Gateway

Using Multiple XPression Gateways

Setting Up the XPression ActiveX MOS Plugin

Setting Up the XPression HTML5 MOS Plugin

Required Components

The following is a list of the required components for the XPression MOS workflow:

- XPression Gateway
- XPression Studio, Prime, or BlueBox OFL (preview engine)
- XPression MOS Plugin or HTML5 MOS Plugin
- XPression Studio/Prime/BlueBox (playout engine)

If you are using Lucid Studio in your MOS workflow, you will also need the following:

- Lucid Studio
- Lucid Driver for XPression
- Lucid MOS Service

Optional Components

The following items are optional for the XPression MOS workflow:

- XPression Project Server
- XPression Remote Sequencer
- XPression Rundown Controller
- XPression Desktop Preview Server
- Supported MAM system
- XPression Clips
- XPression Tessera (requires project-based region mapping and XPression Project Server)

For More Information on...

- The XPression Gateway user interface, refer to The XPression Gateway User Interface.
- The XPression MOS Plugin user interface, refer to The XPression ActiveX MOS Plugin User Interface - Graphics and The XPression ActiveX MOS Plugin User Interface - Clips.

Setting Up the XPression Gateway

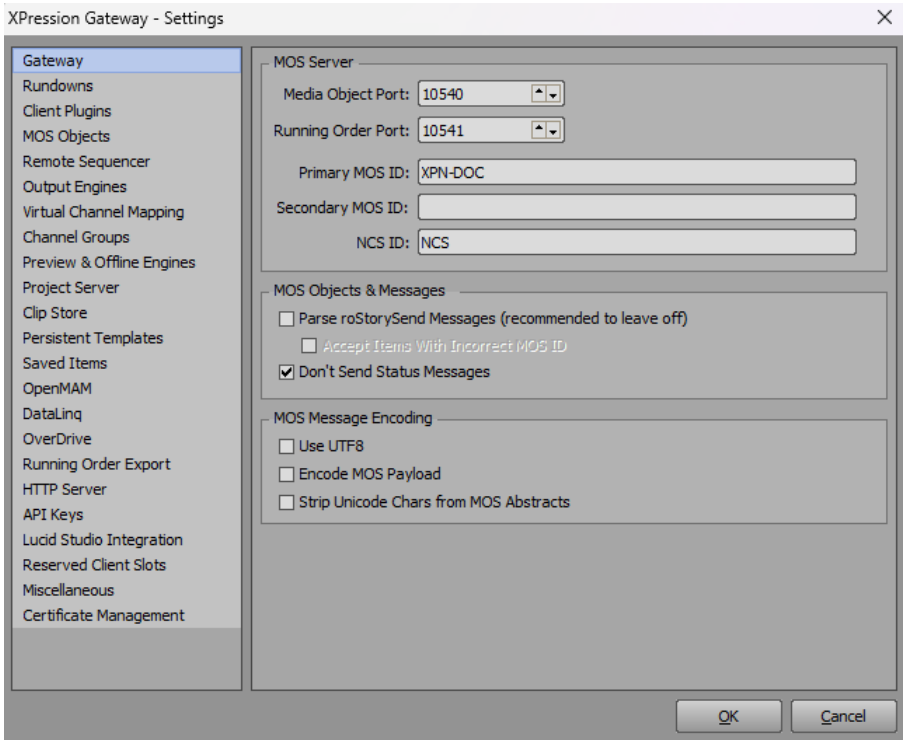
The following steps explain the XPression Gateway configuration for the MOS workflow.

★If you have any Citrix programs installed, such as **GoToMeeting**, ensure that the **DNE LightWeight Filter** is disabled in the **Local Area Connection Properties** window of any machine that is connected to the XPression Gateway, including the XPression Gateway itself.

To configure the XPression Gateway:

1. Open the **XPression Gateway** application.
2. Select **Gateway > Settings**.

   By default, the **XPression Gateway - Settings** window opens in the **Gateway** configuration area.



Gateway Settings

3. Configure each section of the **XPression Gateway Settings** (as needed) as described in the following procedures.

Gateway
Rundowns
Client Plugins
MOS Objects
Remote Sequencer
Output Engines
Virtual Channel Mapping
Channel Groups
Preview & Offline Engines
Project Server
Clip Store
Persistent Templates
Saved Items
OpenMAM
DataLinq
OverDrive
Running Order Export
HTTP Server
API Keys
Lucid Studio Integration
Reserved Client Slots
Miscellaneous
Certificate Management

Gateway

Use the **Gateway** section to configure the **Media Object** and **Running Order** ports and **MOS IDs** as well as the MOS Objects and message behavior and MOS Message encoding.

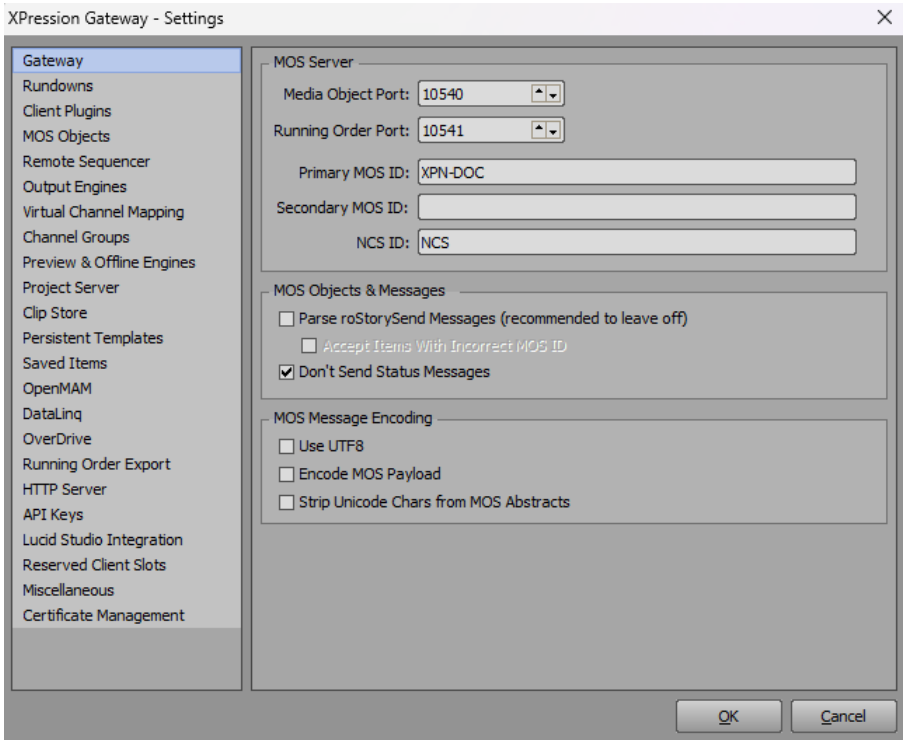
For information on using a secondary gateway, see Using Multiple XPression Gateways.

To configure the Gateway settings:

1. In the **MOS Server** section, in the **Media Object Port** field enter or select a port number on which the newsroom control system will accept connections from MOS devices.

   The default port is **10540**.

   ★Only change the **Media Object Port** number if there is a port conflict.



   Gateway Settings

2. In the **Running Order Port** field, enter or select a port number on which the MOS server will accept connections from the newsroom control system.

   The default port is **10541**.

   ★Only change the **Running Order Port** number if there is a port conflict.

3. In the **Primary MOS ID** field, enter the **MOS ID** that you are using in your newsroom control system.

   An optional secondary ID can be entered in the **Secondary MOS ID** field.

4. In the **NRCS ID** field, enter your newsroom control system ID.

5. In the **MOS Objects & Messages** section, configure the following options as necessary:

   - **Parse roStorySend Messages** — select this checkbox to parse all incoming MOS objects, including those for unrelated devices. It is recommended that this option be left unselected if not using multiple gateways.

★Some newsroom systems require this feature to be selected for basic functionality (for example, Dalet).

- Select the **Accept Items With Incorrect MOS ID** checkbox to allow the XPression Gateway to accept items with incorrect MOS IDs.

  This requires parsing the roStorySend MOS messages to see the other MOS ID objects.

- **Don't Send Status Messages** — select this checkbox to disable reporting the MOS status of graphics and clips to the NRCS.

6. In the **MOS Message Encoding** section, configure the following options as necessary:

   - **Use UTF8** — select this checkbox for 8-bit character encoding.
   - **Encode MOS Payload** — select this checkbox to encode the MOS payload of MOS items to avoid issues with Unicode and older versions of some newsroom systems.
   - **Strip Unicode Chars from MOS Abstracts** — select this checkbox to remove Unicode characters in the MOS abstracts or slugs if the newsroom system does not support Unicode text.

7. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

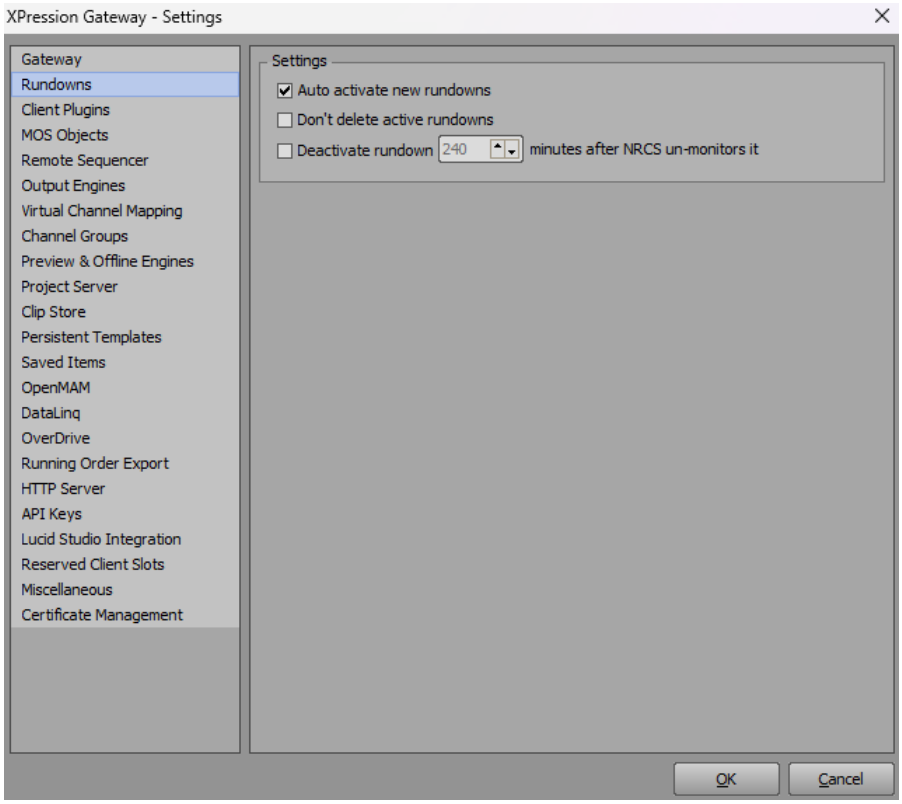
Rundowns

Use the **Rundowns** section to configure settings for handling rundown behavior.

To configure the Rundowns settings:

1. Select **Rundowns** to configure the rundown settings.

   The **Rundowns** configuration section opens.



Rundowns Settings

2. In the **Settings** section, select the **Auto Activate New Rundowns** checkbox to automatically trigger new rundowns.
3. Select the **Don’t Delete Active Rundowns** checkbox to prevent rundowns from being removed while they are still activated for playout.
4. Select the **Deactivate rundown** checkbox to hold a rundown active for a specified number of minutes after the NRCS stops monitoring it.
5. Use the **Minutes** field to enter or select the amount of time to wait before deactivating the rundown.
6. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

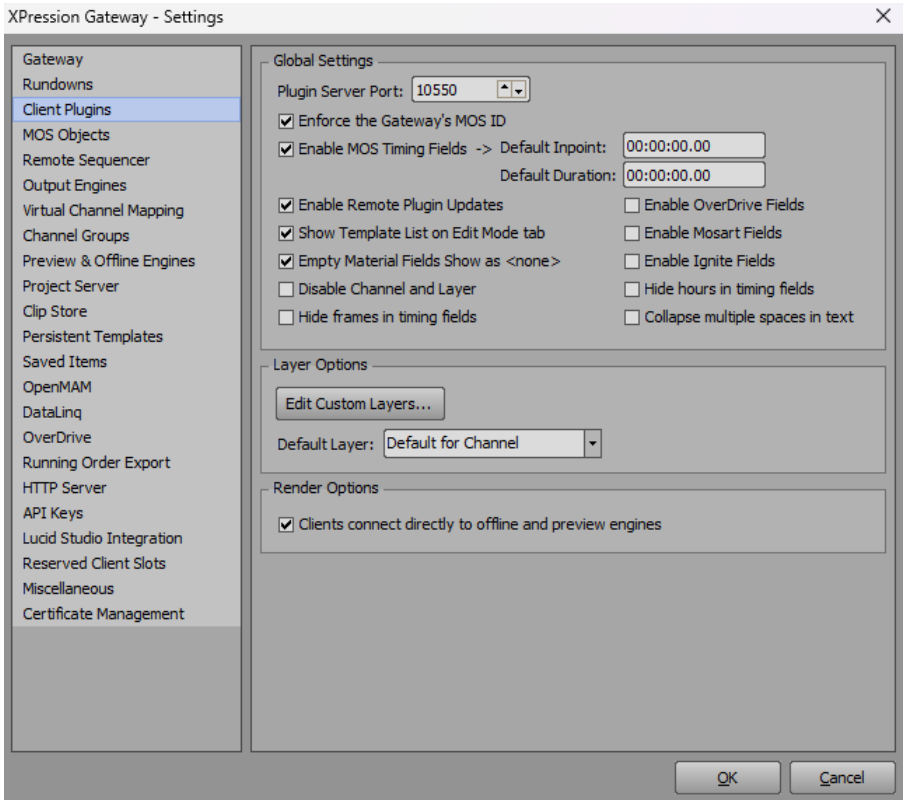
Client Plugins

Use the **Client Plugins** section to configure global plugin settings and to configure the custom layers available in the layer drop-down menu in the MOS plugin

To configure the Client Plugins settings:

1. Select **Client Plugins** to configure the plugin settings.

   The **Client Plugins** configuration section opens.



Client Plugins Settings

2. In the **Global Settings** section, in the **Plugin Server Port** field, enter or select a port number on which the XPression MOS Plugin will communicate with the XPression Gateway.

   The default is **10550**.

   ★Only change the **Plugin Server Port** number if there is a port conflict.

3. Configure the following options as necessary:

   - **Enforce the Gateway's MOS ID** — select this checkbox to set the **MOS ID** in any connected ActiveX or HTML5 plugin to the **MOS ID** entered in the XPression Gateway.

     It is recommended that this option be selected.

   - **Enable MOS Timing Fields** — select this checkbox to allow in and out information to be inserted into the MOS message for autonomous triggering of graphics.

   - **Default Inpoint** — enter or select a default in point time for the MOS message.

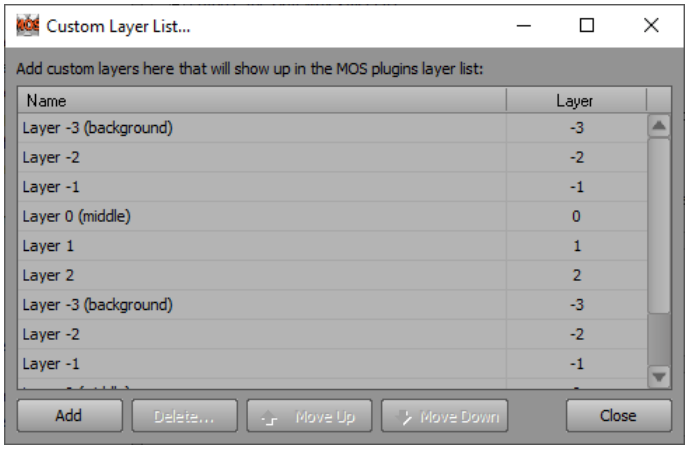
   - **Default Duration** — enter or select a default duration time for the MOS message.

★Check with your newsroom and production automation provider to see if this functionality is supported.

- **Enable Remote Plugin Updates** — select this checkbox to prompt users of the XPression ActiveX Plugin to update the plugin if the version does not match the version of the XPression Gateway.
- **Show Template List on Edit Mode tab** — select this checkbox to allow users of the XPression ActiveX Plugin to browse templates while the plugin is in edit mode.
- **Empty Material Fields Show as <none>** — select this checkbox to remove the display of **<none>** from empty material fields.
- **Disable Channel and Layer** — select this checkbox to disable the channel and layer settings for the MOS objects. This can be temporarily over-ridden in the HTML plugin, should you need to change the settings.
- **Hide frames in timing fields** — select this checkbox to hide frames in the ActiveX and HTML5 Plugin timing fields.
- **Enable OverDrive Fields** — select this checkbox to enable the use of fields for the OverDrive automation system.
- **Enable Mosart Fields** — select this checkbox to enable the use of fields for the Mosart automated news system.
- **Enable Ignite Fields** — select this checkbox to enable the use of fields for the Ignite automated news system.
- **Hide hours in timing fields** — select this checkbox to hide the hours in timing fields in the ActiveX Plugin.
- **Collapse multiple spaces in text** — select this checkbox to remove extra spaces between words.

4. In the **Layer Options** section, select the **Edit Custom Layers** button.

   The **Custom Layer List** window opens.



Custom Layer List

5. Perform the following to edit and add layers as necessary:
   - Select a layer in the list and edit the **Name** and **Layer** assignments as necessary.
   - Select **Add** to add a new layer to the list and edit the **Name** and **Layer** assignments as necessary.
   - Select a layer in the list and select **Delete** to remove the selected layer.
   - Use the **Move Up** and **Move Down** buttons to move a selected layer up or down within the list.
6. Select **Close** to exit the **Custom Layer List** window.

7. From the **Default Layer** dropdown, select a layer as the default layer assignment for a MOS generated take item.

   The options are:

   - **Default for Channel** — assign take items to the default layer for the framebuffer.
   - **Default for Template** — assign take items to the layer assignment of the scene object.

   Use the following default layer options to have scenes play on the selected layer:

   - **Layer -3 (background)**
   - **Layer -2**
   - **Layer -1**
   - **Layer 0 (middle)**
   - **Layer 1**
   - **Layer 2**
   - **Layer 3 (foreground)**
8. In the **Render Options** section, select the **Clients connect directly to offline and preview engines** checkbox to direct ActiveX clients to render directly to the offline and preview engines.
9. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

MOS Objects

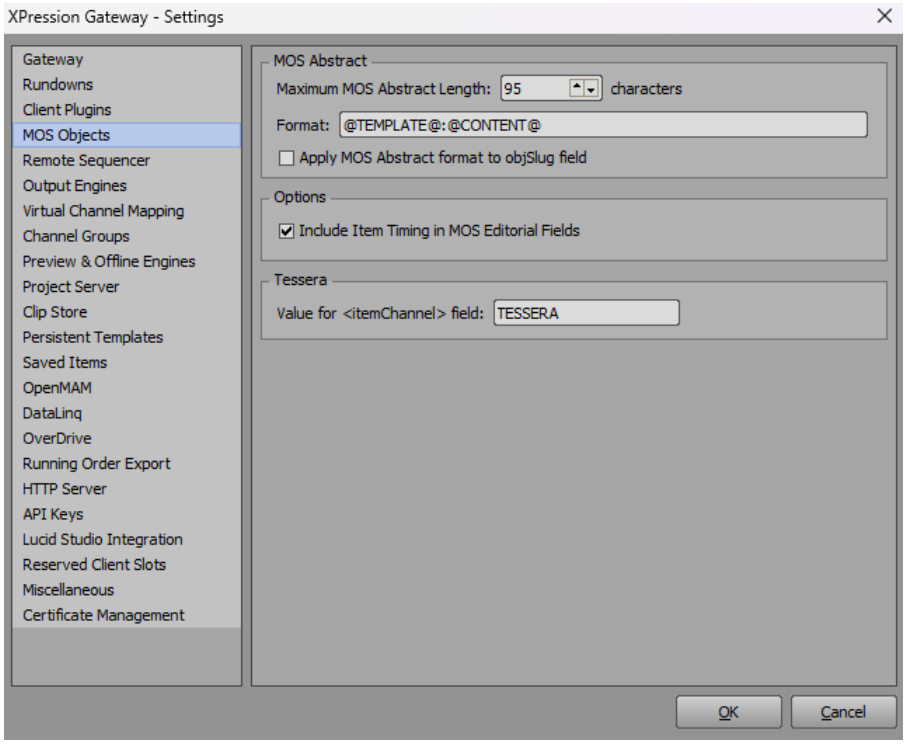
Use the **MOS Objects** section to configure MOS abstracts for the MOS items.

A MOS abstract is a human-readable description of a MOS item. Most newsroom systems will display the MOS abstract to the user in the MOS story. The MOS abstract can be configured to contain a number of different descriptive fields that will automatically be populated based on the contents of the MOS item.

To configure the MOS Objects settings:

1. Select **MOS Objects** to configure the MOS object settings.

   The **MOS Objects** configuration section opens.



   MOS Objects Settings

2. In the **MOS Abstract** section, in the **Maximum MOS Abstract Length** field, enter or select a maximum number of characters for the MOS abstracts.
3. In the **Format** field, use tags to build a descriptive text string that will be used to format the MOS abstract field.

   Any characters outside of a given tag will be carried over to the MOS abstract. For example: @TEMPLATE@:@CONTENT@ may become 'Lower Third:First Name'.

   The format can also be entered by right-clicking inside the box and selecting **Insert Format** and selecting the necessary tag from the shortcut menu.

   The available tags are:

• @TEMPLATE@	• @INPOINT@	• @GWID@	• @TIMING@
• @CLIP@	• @OUTPOINT@	• @OUTMETHOD@	• @VCNAME@
• @CONTENT@	• @DURATION@	• @TYPE@	• GWINDEX
• @DESCRIPTION@	• @CHANNEL@	• @TAKEID@	

Some newsrooms (for example, Autocue) display the **ObjSlug** field to the user instead of the MOS abstract. Select the **Apply MOS Abstract** format to **objSlug** field checkbox to use the MOS abstract format definition to build up the **objSlug** field.

4. Select the **Apply MOS Abstract format to objSlug field** to
5. In the **Options** section, select the **Include Item Timing in MOS Editorial Fields** checkbox to include the item timing in the editorial time fields of the MOS object.
6. In the **Tessera** section, use the **Value for <itemChannel> field** field to enter the item abstract value for the **itemChannel** tags of MOS objects when using Tessera with MOS workflow.

   The default value is **TESSERA**.

6. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

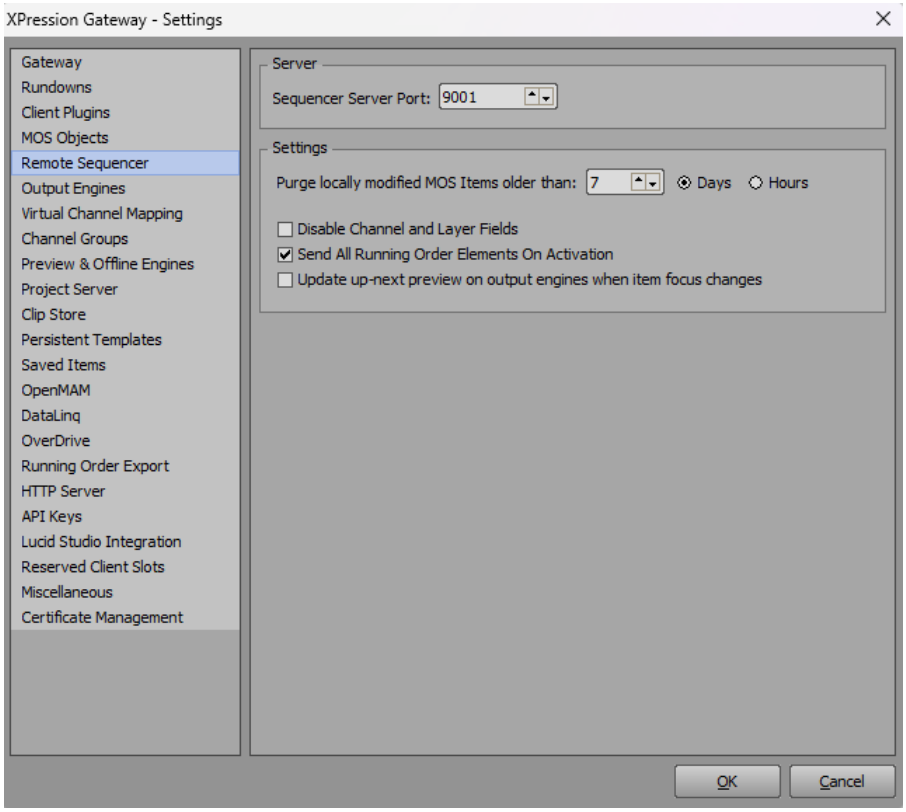
Remote Sequencer

Use the **Remote Sequencer** section to configure the **Remote Sequencer** server port.

To configure the Remote Sequencer settings:

1. Select **Remote Sequencer**.

   The **Remote Sequencer** configuration section opens.



   Remote Sequencer Settings

2. In the **Server** section, in the **Sequencer Server Port** field, enter or select the port number for the **Remote Sequencer**.
3. In the **Settings** section, in the **Purge locally modified MOS Items older than** field, enter a time in days or hours to purge modified MOS items on a local folder.
4. Select the **Days** or **Hours** radio button to set the respective unit of time until the purge.
5. Select the **Disable Channel and Layer Fields** checkbox to restrict users from changing the template design rules that define the content of channels and layers.
6. Select the **Send All Running Order Elements On Activation** checkbox to send all running order elements to the **Remote Sequencer** at once.
7. Select the **Update up-next preview on output engines when item focus changes**, to be able to view up-next engine previews as the focus changes.
8. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

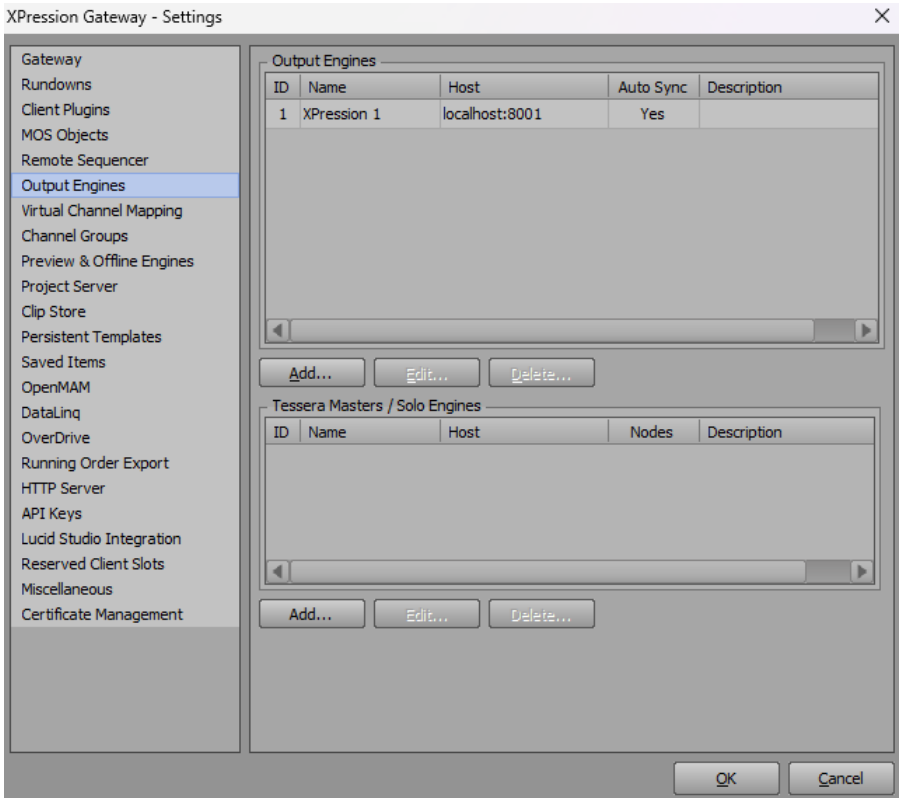
Output Engines

In the **Output Engines** section you can configure XPression or Chameleon output engines and also XPression Tessera master/single engines for use in a MOS workflow.

To configure XPression or Chameleon Output Engines:

1. Select **Output Engines** to configure the output engine settings.

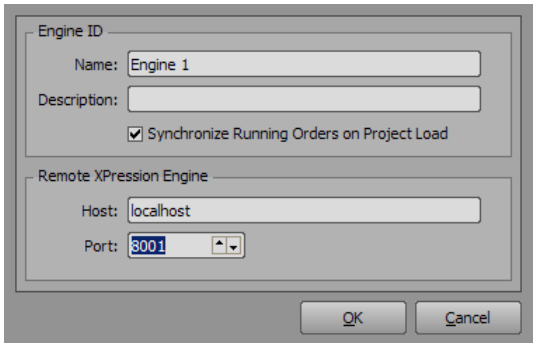
   The **Output Engines** configuration section opens.



XPression Output Engines Settings

2. In the **Output Engines** section, select **Add**.

   The **XPression Output Engine** window opens.



Add Output Engine

3. In the **Engine ID** section, in the **Name** field, enter an ID for the output engine.
4. In the **Description** field, enter a brief description for the output engine.

5. In the **Remote XPression Engine** section, in the **Host** field, enter the IP address of the XPression or Chameleon system for the output engine.
6. In the **Port** field, enter or select the port number for the XPression or Chameleon system.
7. Select **OK**.

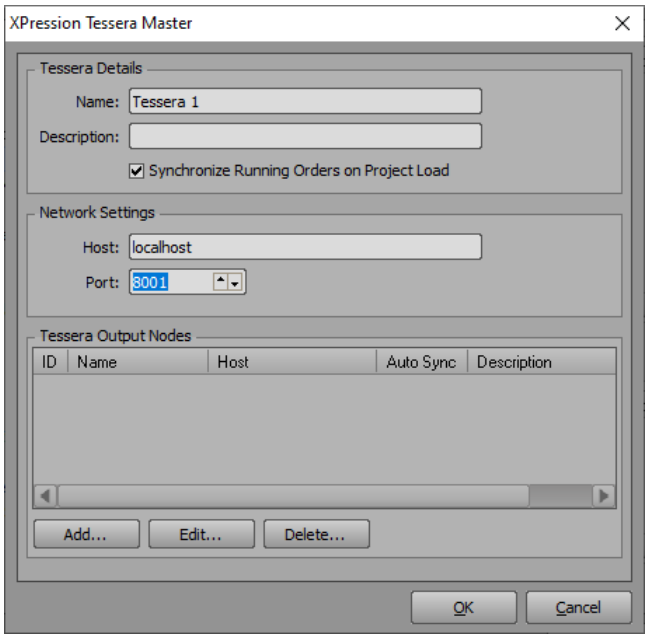
   The **XPression Output Engine** window closes and the output engine is added to the **Output Engines** list.

   ★Add an output engine for each XPression or Chameleon system being used for on air playout.

To configure XPression Tessera Masters/Solo engines:

1. In the **Tessera Masters / Solo Engines** section, select **Add**.

   The **XPression Tessera Master** window opens.



Configure XPression Tessera Details and Network Settings

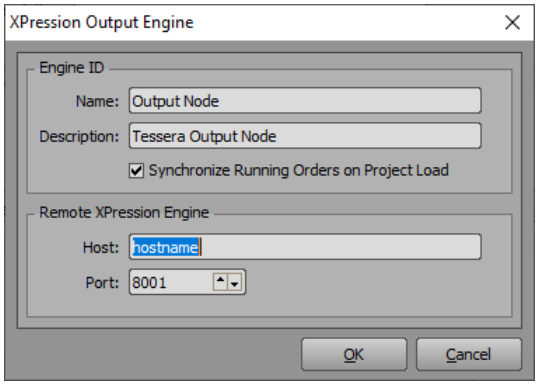
2. In the **Tessera Details** section:
   - In the **Name** field, enter the name of the Tessera master or solo engine.
   - In the **Description** field, enter a brief description for the Tessera master or solo engine.
3. In the **Network Settings** section:

   In the **Host** field, enter the IP address of the Tessera master or solo engine.

   In the **Port** field, enter or select the port number for the Tessera master or solo engine.

4. If using a Tessera master (and not a solo engine), select **Add** in the **Tessera Output Nodes** section to add output engines for the Tessera master.

   The **XPression Output Engine** window opens.



Add XPression Tessera Master Output Engine

5. In the **Engine ID** section:
   - In the **Name** field, enter the name of the Tessera output node.
   - In the **Description** field, enter a brief description for the Tessera output node.
6. In the **Remote XPression Engine** section:

   In the **Host** field, enter the IP address of the Tessera output node.

   In the **Port** field, enter or select the port number for the Tessera output node.
7. Select **OK**.

   The **XPression Output Engine** window closes and the output node is added to the **Tessera Output Nodes** list.
8. Repeat steps 4 to 7 for any other output nodes.
9. Select **OK**.

   The **XPression Tessera Master** window closes and the Tessera master or solo engine is added to the **Tessera Masters / Solo Engines** list.

   Repeat steps 1 to 7 for any other Tessera masters or solo engines.
10. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

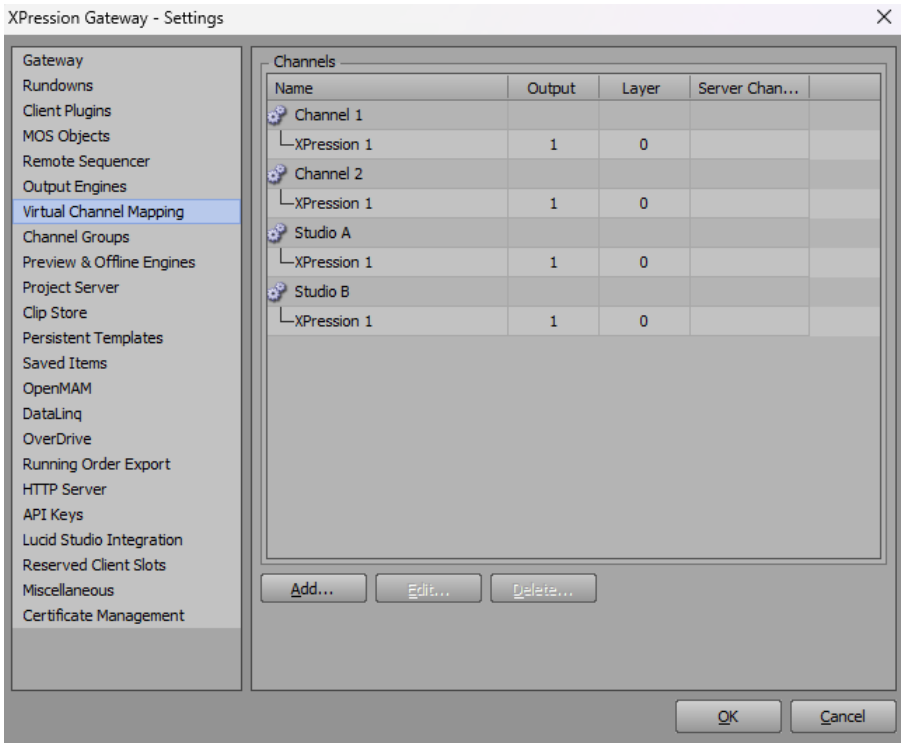
Virtual Channel Mapping

Virtual channels represent an individual layer on a specific output. This makes it possible to configure more virtual channels than there are physical outputs because a virtual channel can be configured for one of potentially many layers used on the output.

To add a Virtual Channel:

1. Select **Virtual Channel Mapping** to configure individual outputs on separate devices into a single pool of output channels for operation.

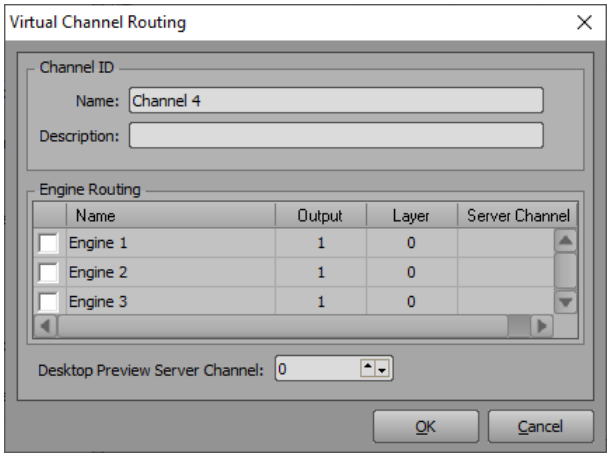
   The **Virtual Channel Mapping** configuration section opens.



Virtual Channel Mapping Settings

2. In the **Channels** section, select **Add**.

   The **Virtual Channel Routing** window opens.

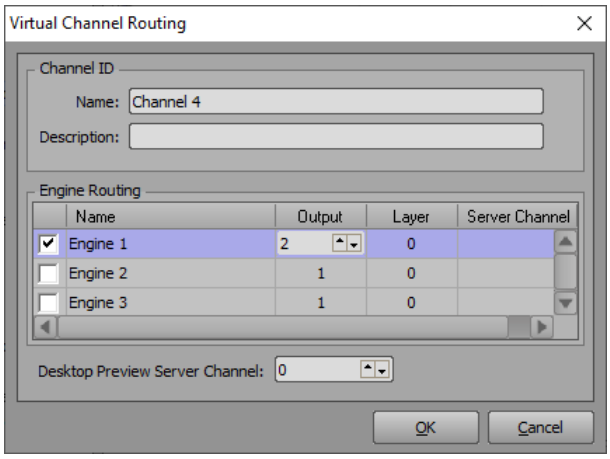


Virtual Channel Routing

3. In the **Channel ID** section, in the **Name** field, enter an ID for the channel.
4. In the **Description** field, enter a brief description for the channel.

To configure the virtual channel mapping:

1. From the **Engine Routing** list, select the checkbox of the engine you want to use.
2. Right-click inside the **Output** column of the selected engine and enter or select the output to use for the engine.



Virtual Channel - Select Output

3. Right-click inside the **Layer** column of the selected engine and enter or select the layer to use for the engine.
4. If you are using **XPression Clips** with the MOS workflow, right-click inside the **Server Channel** column of the selected engine and enter or select the virtual server channel for previewing and playing out clips.
5. In the **Desktop Preview Server Channel** field, enter or select a preview output channel from the Desktop Preview Server.
6. Select **OK**.

   The **Virtual Channel Routing** window closes and the channel and engine are added to the **Channels** list.
7. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

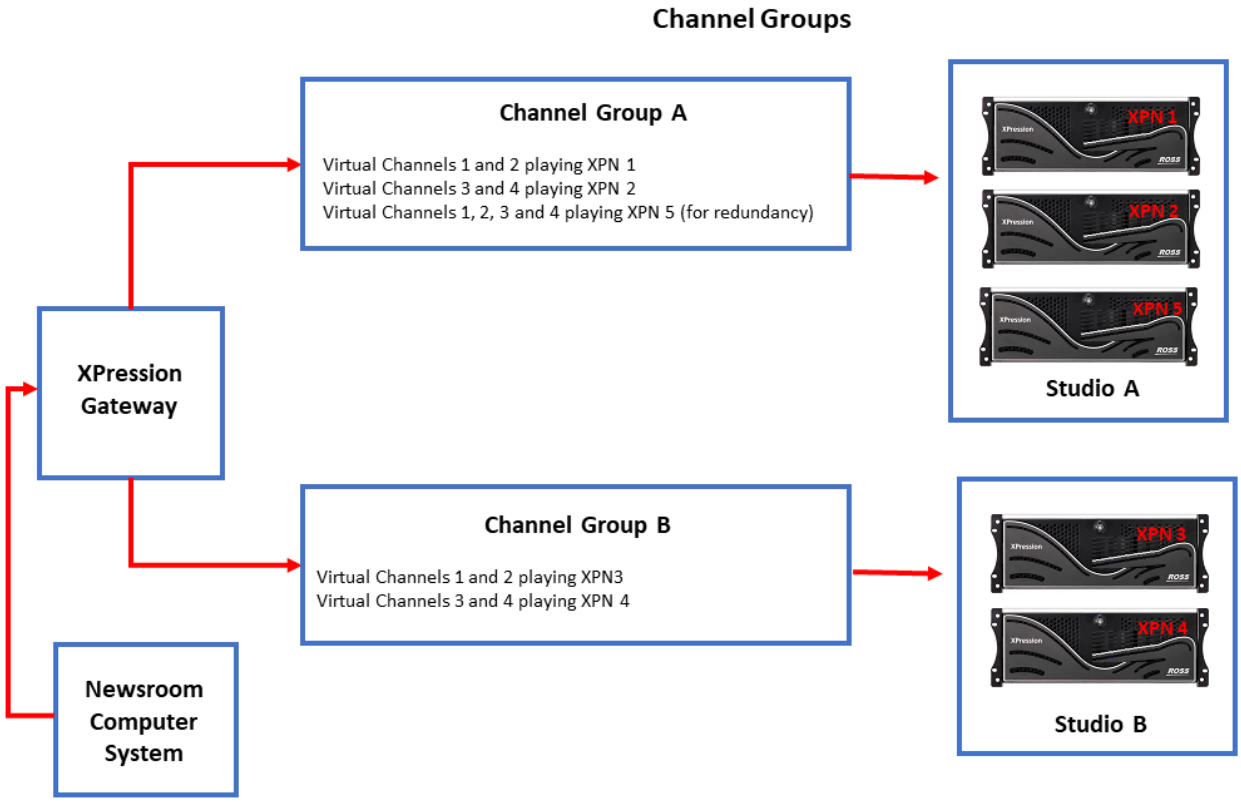
Channel Groups

Channel groups need to be configured before the MOS workflow is functional.

Channel groups are a way of organizing virtual channels and activating them on multiple output engines in different locations.

★If you have configured a Lucid Studio Engine in Lucid Studio Integration and added it to a channel group, a custom Lucid channel window will appear in the **Remote Sequencer**, after the other channel windows. Lucid items in the project will only appear in this custom channel window.

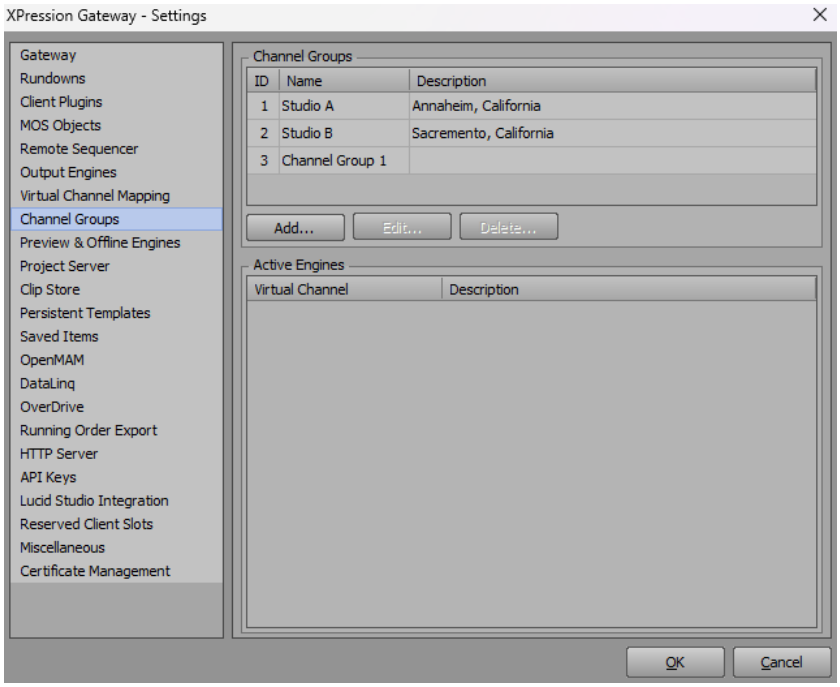
The diagram below illustrates just one example of how you might use channel groups to facilitate your workflow.



To configure channel groups:

1. Select **Channel Groups**.

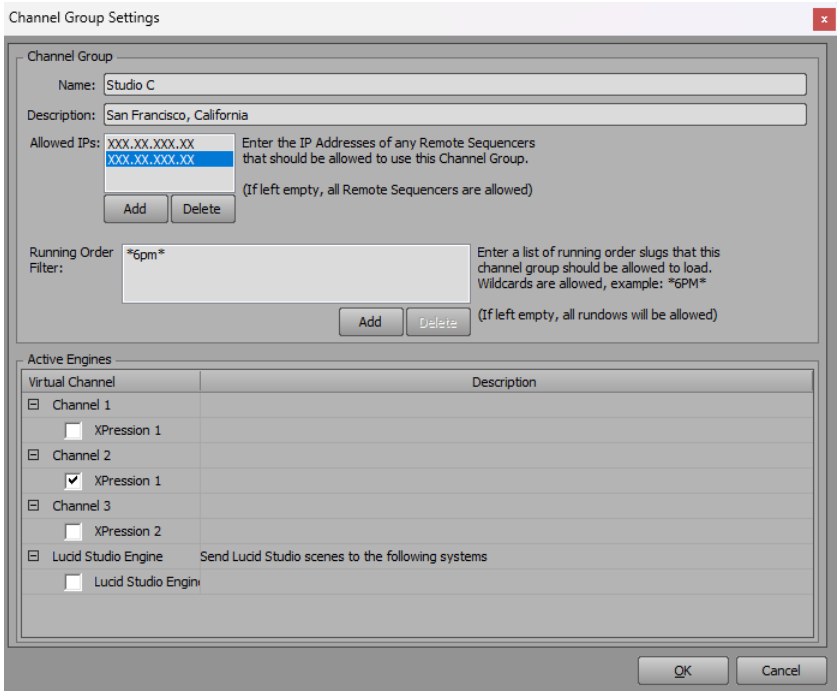
   The **Channel Groups** configuration section opens.



Channel Group Settings

2. In the **Channel Groups** section, select **Add**.

   The **Channel Group Settings** window opens.



Add Channel Group

3. In the **Channel Group** section, in the **Name** field, enter a name for the channel group.

4. In the **Description** field, enter a brief description for the channel group.
5. Under the **Allowed IPs** field, select **Add** to enter the IP addresses of the **Remote Sequencers** that can use the new channel group.

   Leaving the field blank allows all **Remote Sequencers** to use that channel group.
6. In the **Running Order Filter** field, select **Add** to enter a list of running order slugs to limit the running orders that can be loaded to the channel group.

   Wildcards are allowed, such as *6PM*, to further filter the running orders. Leaving the field blank allows all running orders to use that channel group.
7. In the **Active Engines** section, for each channel, select the check box for the engine(s) that will be active on that channel.
8. Select **OK**.

   The **Channel Group Settings** window closes and the channel group is added to the **Channel Groups** list.
9. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

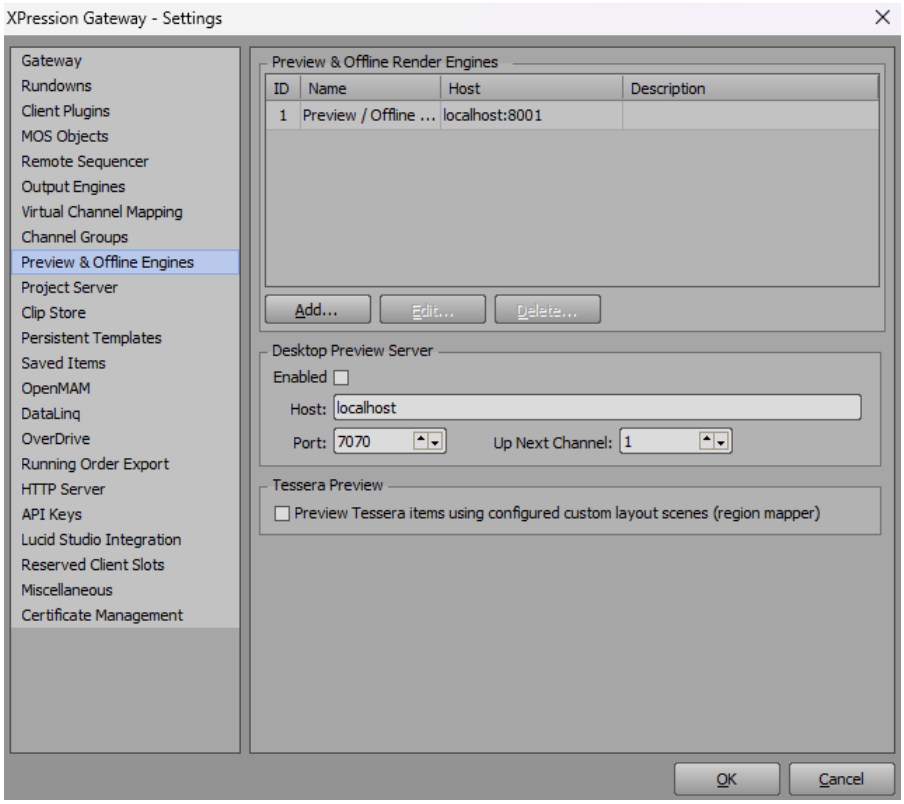
Preview & Offline Engines

A preview engine needs to be added for motion and still preview in the XPression MOS Plugin and XPression Remote Sequencer.

To configure Preview & Offline Engines:

1. Select **Preview & Offline Engines**.

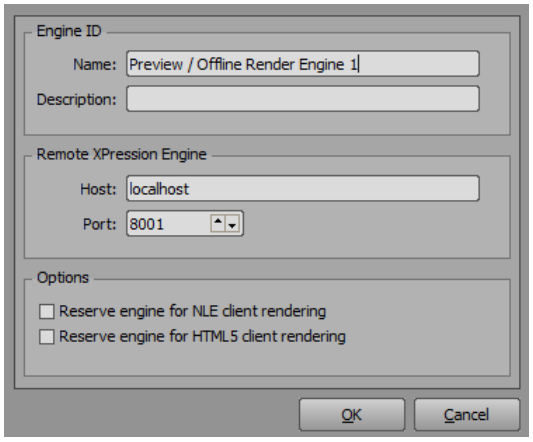
   The **Preview & Offline Engines** configuration section opens.



Preview & Offline Engines Settings

2. In the **Preview & Offline Render Engines** section, select **Add**.

   The **XPression Preview Engine** window opens.



Add Preview Engine

3. In the **Engine ID** section, in the **Name** field, enter an ID for the engine.
4. In the **Description** field, enter a brief description for the engine.
5. In the **Remote XPression Engine** section, in the **Host** field, enter the IP address of the XPression system for the preview engine.
6. In the **Port** field, enter or select the port number for the XPression system.
7. In the **Options** section, select **Reserve engine for NLE client rendering** to send preview requests from the NLE plugin to any OFL engine(s) reserved for NLE use.

   Any MOS plugin requests will be sent to the non-reserved OFL engines. If all OFL engines in the Gateway have this checkbox enabled, MOS plugin requests will go to any of the OFL engines. If none of the OFL engines have this checkbox enabled, previews from NLE clients will be assigned to any one of the OFL engines.

   OR

   Select **Reserve engine for HTML5 client rendering** to send preview requests from the HTML5 plugin to any OFL engine(s) reserved for HTML5 use.

   Any MOS plugin requests will be sent to the non-reserved OFL engines. If all OFL engines in the Gateway have this checkbox enabled, MOS plugin requests will go to any of the OFL engines. If none of the OFL engines have this checkbox enabled, previews from HTML5 clients will be assigned to any one of the OFL engines.
8. Select **OK**.

   The **XPression Preview Engine** window closes and the preview engine is added to the **Preview & Offline Render Engines** list.
9. If you are using an XPression Desktop Preview Server, continue with the next section.

   Otherwise, select **OK** to save and close the **XPression Gateway Settings** window or continue with configuring other settings.

To configure the Desktop Preview Server:

1. Select the **Enabled** checkbox in the **Desktop Preview Server** section.
2. Configure the **Host** and **Port** settings.
3. In the **Up Next Channel** field, select the preview channel for the preview that is going to air next.
4. Select **OK** to save and close the **XPression Gateway Settings** window or continue with configuring a Tessera Preview.

To configure a Tessera Preview:

1. In the **Tessera Preview** section, select the **Preview Tessera items using configured custom layout scenes (region mapper)** checkbox to generate a preview for any Tessera item in the Remote Sequencer or the HTML5 MOS plugin, whose selected Tessera source has a custom scene layout configured the the project Region Mapper.

   The Region Mapper must be part of the item's project, not a global Tessera Region Mapper.

   This does not affect the thumbnail for the scenes, only the preview for the items with a Tessera source selected.
2. Select **OK** to save and close the XPression Gateway Settings window or continue with configuring other settings.

Project Server

The XPression Project Server is optional for the XPression MOS workflow. If you do not have the Project Server, proceed to the next section. If you are interested in adding the XPression Project Server to your workflow, please contact your Ross Video sales representative.

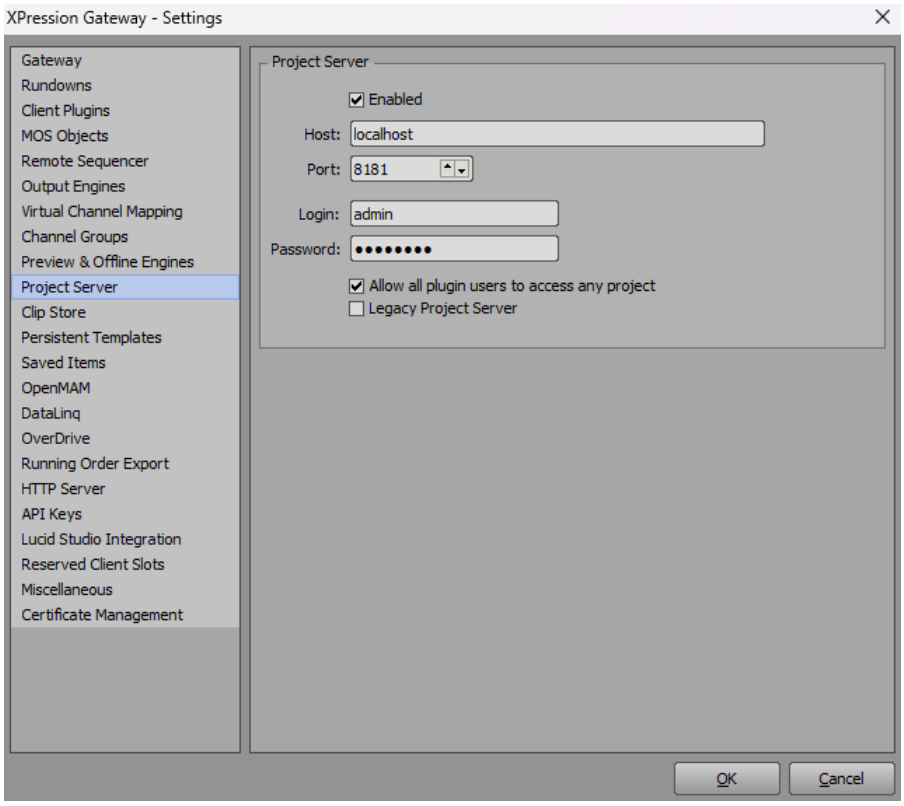
The Project Server offers centralized storage and creative collaboration within a facility or across an enterprise. Designers and operators can access any XPression project from any XPression workstation, share projects while working locally, then re-publish to the server.

The login and password must be configured in the Project Server before you can connect to the XPression Gateway. For more information, refer to the *Project Server User Guide*.

To configure the Project Server settings:

1. Select **Project Server**.

   The **Project Server** configuration section opens.



   Project Server Settings

2. In the **Project Server** section, select the **Enabled** checkbox to use the Project Server.
3. In the **Host** field, enter the IP address of the Project Server.
4. In the **Port** field, enter or select the port number for the Project Server.
5. In the **Login** field, enter your username for the Project Server.
6. In the **Password** field, enter the password for your Project Server login.
7. Select the **Allow all plugin users to access any project** checkbox to allow all plugin users to access any project from the Project Server.

8. Select the **Legacy Project Server** checkbox if you have updated your XPression software, but are still using an older version of the Project Server.
9. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

Clip Store

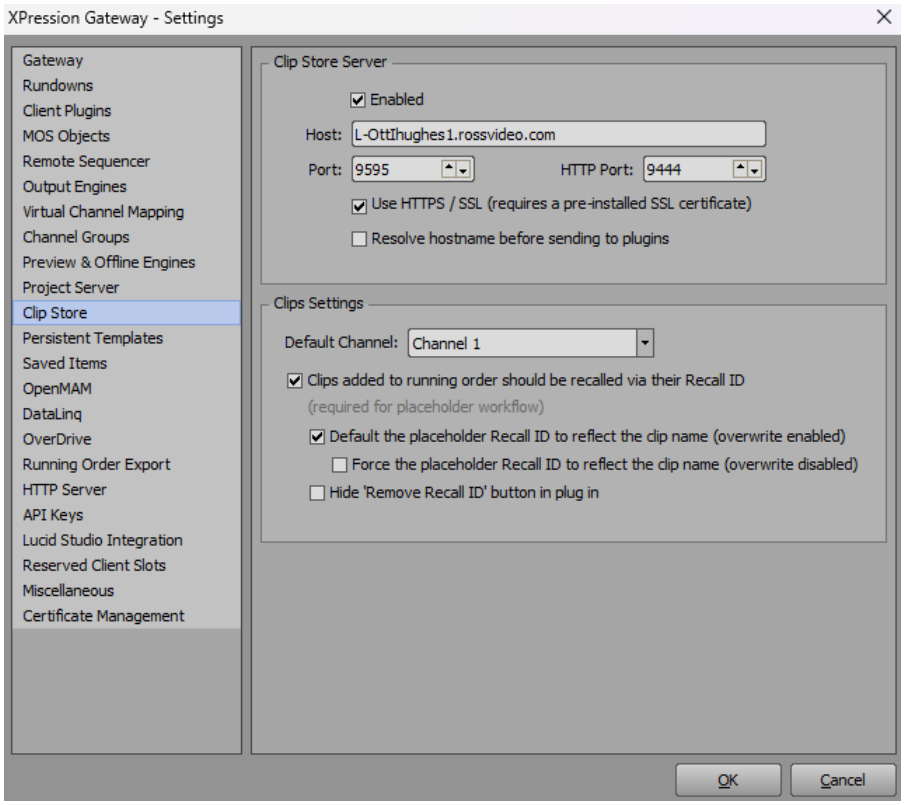
XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips, proceed to the next section. If you are interested in adding the XPression Clips to your workflow, please contact your Ross Video sales representative.

With a Clip Store configured on the XPression Gateway, the XPression MOS Plugin offers the ability to browse, preview, and select clips as MOS items to include in an NRCS running order. It integrates with the XPression output and preview engines and the Remote Sequencer.

To configure the Clip Store:

1. Select **Clip Store**.

   The **Clip Store** configuration section opens.



   Clip Store Settings

2. In the **Clip Store Server** section, select the **Enabled** checkbox to use the **Clip Store Server** in the MOS workflow.
3. In the **Host** field, enter the IP address of the **Clip Store Server**.
4. In the **Port** field, enter or select the port number for the **Clip Store Server**.
5. Select the **Use HTTPS / SSL** checkbox to enable the use of HTTPS/SSL in the **HTTP Server** configuration.

   Selecting this option requires a pre-installed SSL certificate. See Installing an SSL Certificate for further information.

6. Select the **Resolve hostname before sending to plugins** checkbox to resolve the ClipStore hostname to an IP address before it is provided to the client plugins.

7. In the **Clips Settings** section, from the **Default Channel** dropdown, select the default engine and channel to which the clips will be assigned.
8. Select the **Clips added to running order should be recalled via their Recall ID** checkbox to retrieve clips added to a rundown using their recall IDs.

   When this feature is selected, if newer versions of clips are incoded, the new version will be recalled.

   Configure the following options as necessary:

   - **Default the placeholder Recall ID to reflect the clip name (overwrite enabled)** — select this checkbox to make the recall ID match the clip name.
     - **Force the placeholder Recall ID to reflect the clip name (overwrite disabled)** — select this checkbox to force the recall ID to match the clip name if Default the placeholder Recall ID to reflect the clip name is enabled.
   - **Hide 'Remove Recall ID' button in plug in** — select this checkbox to hide the Remove Recall ID button in the plugin when creating a placeholder.
9. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

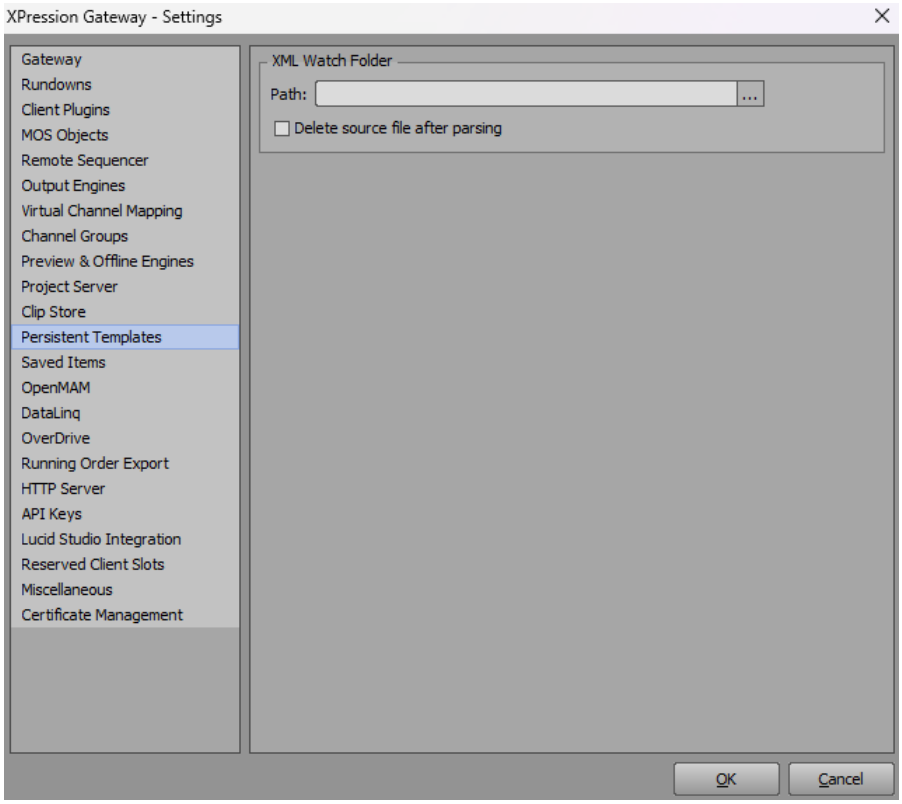
Persistent Templates

Use the **Persistent Templates** section to save persistent graphics in the XPression MOS Plugin to a folder in the XPression Gateway engine.

To configure Persistent Templates settings:

1. Select **Persistent Templates**.

   The **Persistent Templates** configuration section opens.



Persistent Templates Settings

2. In the **Path** field, enter a file path or click **Browse (...)** to open a file browser to select a folder to which graphics will be saved from the XPression MOS Plugin and XPression Template builder.
3. Select the **Delete source file after parsing** checkbox to delete the source file once it has been saved to the watch folder.
4. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

Saved Items

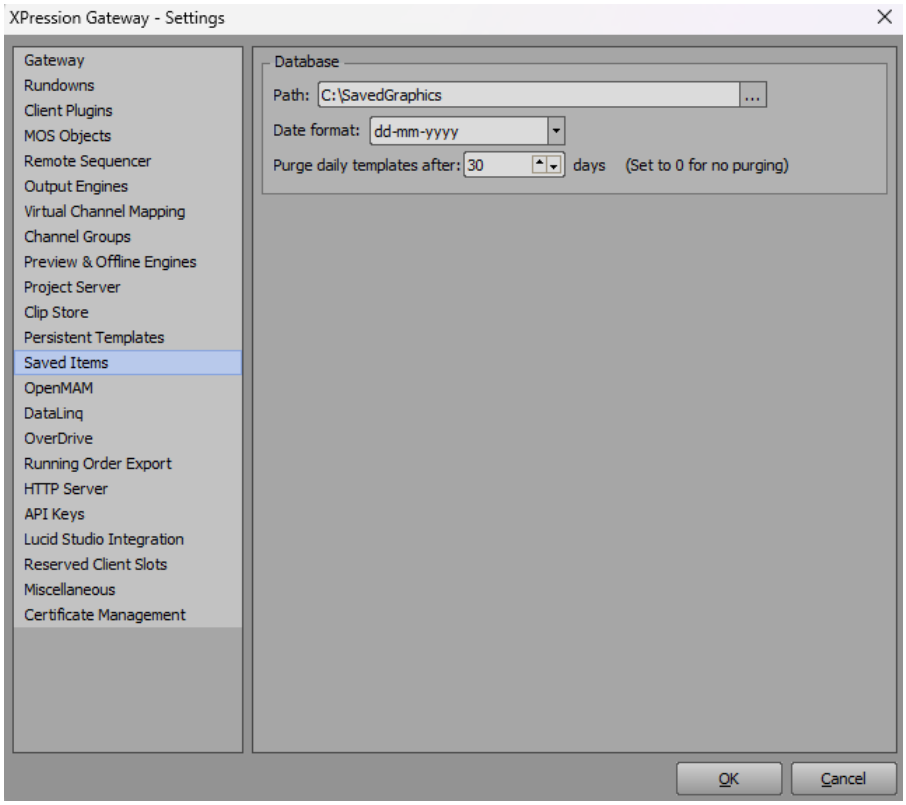
Saved Items are templates that are saved to the XPression Gateway and edited via the XPression MOS ActiveX or HTML5 Plugins. These pre-populated templates can be saved in user-configured folders that can be stored permanently, or in the daily graphics folder that can be automatically purged after a user-defined duration.

You can add top-level folders through Windows Explorer. See To add a new top-level folder To add sub-folders, see Adding and Deleting Folders (ActiveX) and Adding and Deleting Folders (HTML5).

To configure the Saved Items settings:

1. Select **Saved Items**.

   The **Saved Items** configuration section opens.



Saved Items Settings

2. In the **Database** section, in the **Path** field, enter a file path or click **Browse (...)** to open a file browser to select a permanent or daily graphics folder.
3. From the **Date format** drop-down, select a date format for the date that the graphic was saved.

   The options are:

   - **dd-mm-yyyy** — Day-Month-Year (for example, 15-07-2015)
   - **mm-dd-yyyy** — Month-Day-Year (for example, 07-15-2015)
   - **yyyy-mm-dd** — Year-Month-Day (for example, 2015-07-15)
4. In the **Purge daily templates after X days** field, enter or select the number of days after which the daily graphics folder will be purged.

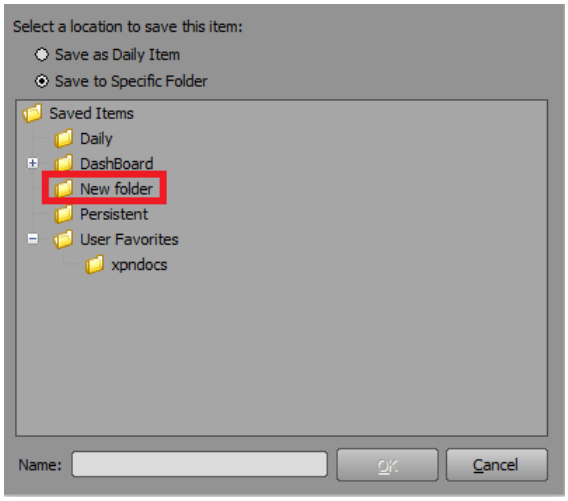
   Set to **0** for no purging.

5. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

To add a new top-level folder:

1. In **Windows File Explorer**, browse to **C:\SavedGraphics**.
2. Right-click in a blank area and select **New > Folder**.
3. Give the folder a name.
4. Close **File Explorer**.
5. Close and re-open the XPression MOS Editor.

   You will now see your new folder in the **Saved Items** structure.



Add New Folder

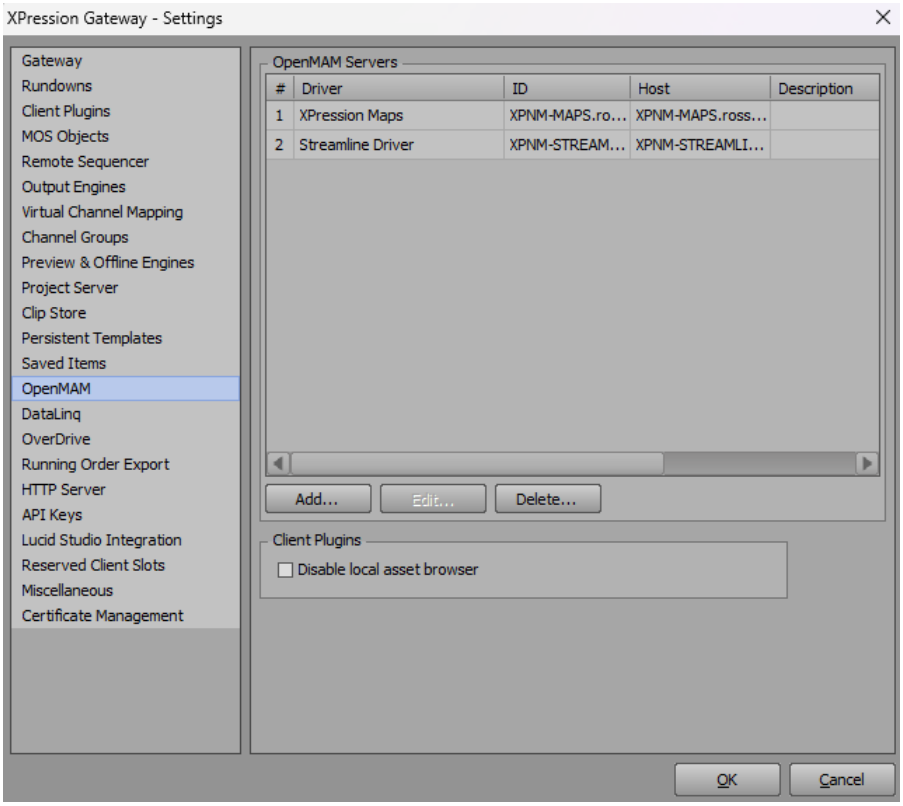
To delete a top-level folder:

1. In **Windows File Explorer**, browse to **C:\SavedGraphics**.
2. Right-click the folder you want to delete and from the menu, select **Delete**.

OpenMAM

★OpenMAM is optional for XPression MOS workflow. If you are not using Dali, MediaBeacon 3.0, MediaBeacon 5.0, Streamline, or XPression Maps asset management systems, proceed to the next section.

If you are configuring an OpenMAM driver, refer to the section Adding and Configuring an OpenMAM Server.



OpenMAM Settings

DataLinq

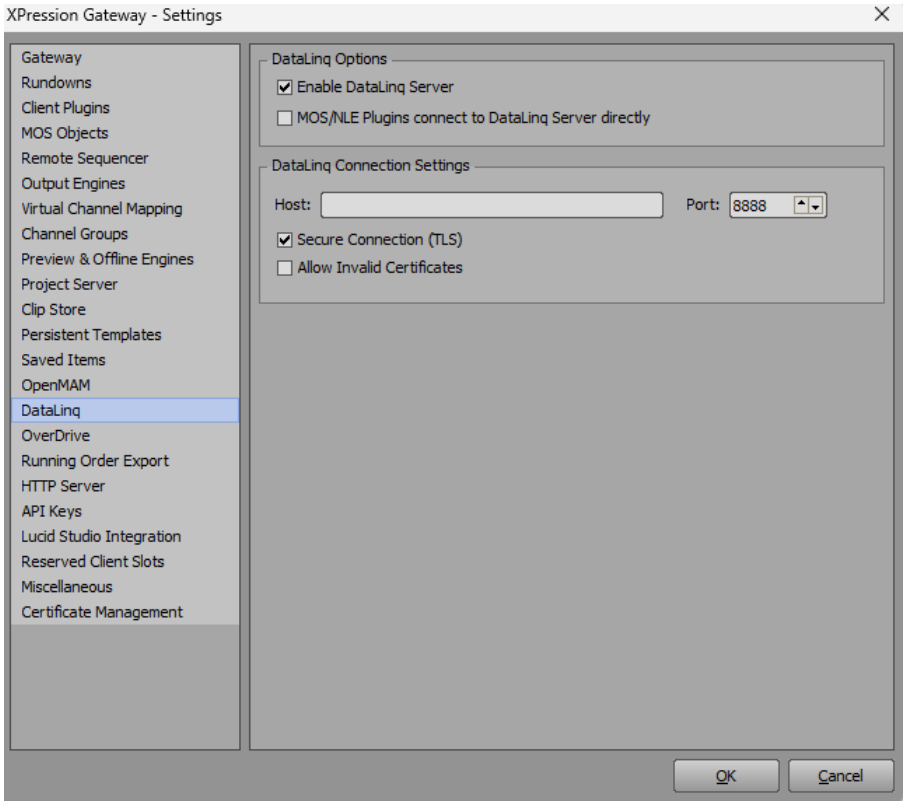
Use the **DataLinq** section to connect to the XPression DataLinq Server, enabling you to import data from multiple sources for use in your graphics.

★The DataLinq server must have TLS enabled and a certificate installed (configured in the DataLinq Server application) for a secure connection to succeed. If the server is not configured for TLS, the Gateway connection will fail and retry.

To configure DataLinq settings:

1. Select **DataLinq**.

   The **DataLinq** configuration section opens.



DataLinq Settings

2. In the **DataLinq Options** section, select the **Enable DataLinq Server** checkbox to enable the connection to the DataLinq Server in the **DataLinq Connection Settings** section below.
3. Select the **MOS/NLE Plugins connect to DataLinq Server directly** checkbox to directly connect the plugins to the DataLinq Server.

   Selecting this checkbox results in DataLinq messaging bypassing the XPression Gateway. Clearing this checkbox results in the DataLinq messaging traveling through the XPression Gateway and the XPression Gateway managing the connections. This path through the XPression Gateway is required for the HTML5 plugin.
4. In the **DataLinq Connection Settings** section, in the **Host** field, enter the fully qualified domain name of the XPression DataLinq Server.
5. In the **Port** field, enter or select the port number for the XPression DataLinq Server.

6. Select **Secure Connection (TLS)** to encrypt the connection between the XPression DataLinq Server and the DataLinq client.

   This option is only available when one of the options in the **DataLinq Options** section is selected.

7. Select **Allow Invalid Certificates** only when the DataLinq Server certificate name will not match the host (for example, when connecting by IP address to a server whose certificate was issued for a DNS name), or when the revocation server cannot be reached.

   ★Expired and untrusted certificates are always rejected. Existing projects that used secure connections before this version open with this option selected, preserving prior behavior.

8. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

   If you changed the **Secure Connection (TLS)** setting and selected **OK**, the **XPression Gateway Settings** window will close automatically and the DataLinq Server will close and re-establish the DataLinq connection immediately.

OverDrive

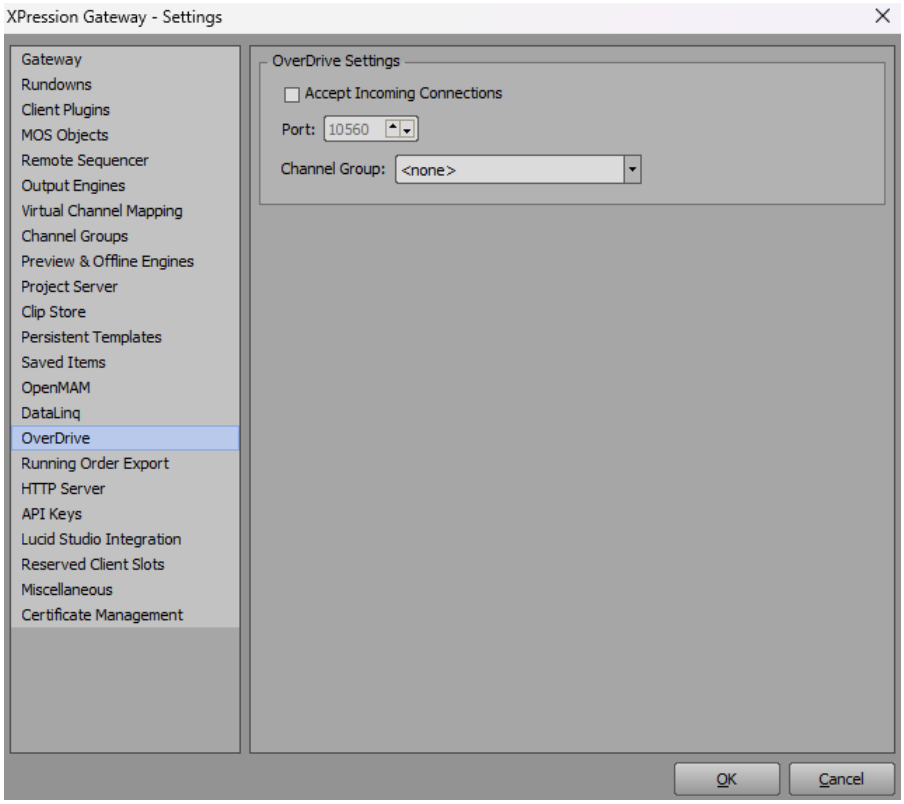
Use the OverDrive settings to enable the XPression Gateway to accept incoming connections from OverDrive for automatic rundown activation.

OverDrive is a production control system that enables control over all the devices used in a production environment.

To configure Overdrive settings:

1. Select **OverDrive**.

   The **OverDrive** configuration section opens.



   OverDrive Settings

2. In the **OverDrive Settings** section, select **Accept Incoming Connections**.
3. In the **Port** field, enter or select the port number for the incoming OverDrive connections.
4. From the **Channel Group** drop-down, select a pre-configured channel group for the OverDrive connection.

   Channel groups need to be configured in the Channel Groups configuration section of the XPression Gateway settings before they are available for selection for the OverDrive connection.

5. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

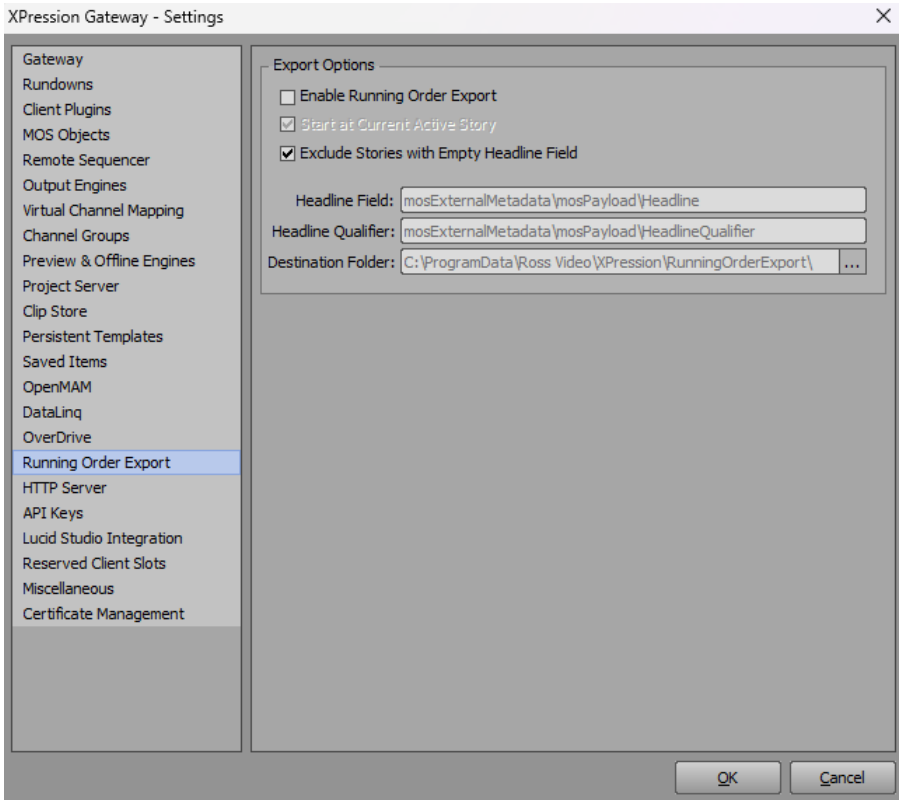
Running Order Export

Use the **Running Order Export** section to configure the settings for exporting running orders to an XML file.

To configure the Running Order Export settings:

1. Select **Running Order Export**.

   The **Running Order Export** configuration section opens.



Running Order Export Settings

2. In the **Export Options** section, select the **Enable Running Order Export** checkbox to export running orders to an XML file.

   The XML file can be used by DataLinq to provide running order information in XPression graphics.

3. Select the **Start at Current Active Story** checkbox to place the current on-air story at the top of the XML file.

4. Select the **Exclude Stories with Empty Headline Field** checkbox to ensure that graphics without headlines do not make it to air.

5. In the **Headline Field** field, enter the path to the customizable headline field in the MOS object to be written to the exported rundown.

6. In the **Headline Qualifier** field, enter the path to the customizable headline qualifier in the MOS object to be written to the exported rundown.

7. In the **Destination Folder** field, enter a folder path or click **Browse (...)** to open a file browser and navigate to the folder to use for the exported running order XML file.

8. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

HTTP Server

Use the **HTTP Server** settings to enable and configure a web server and API server.

The API server is used by web-based NLE systems and automation workflows that need to use XPression graphics outside of a traditional MOS workflow.

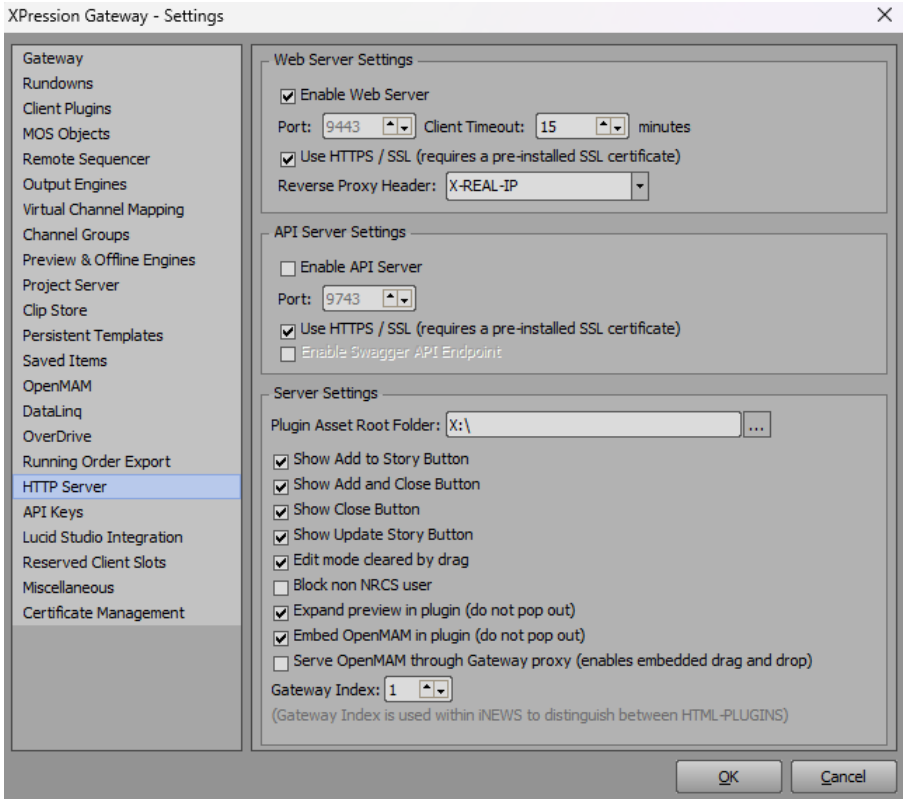
When the API Server is enabled, third-party systems can send API requests to XPression Gateway to create MOS objects, request template and show information, and render graphic frames from MOS XML payloads.

★The API doc is accessible via the Swagger API Endpoint.

To configure HTTP Server settings:

1. Select **HTTP Server**.

   The **HTTP Server** configuration section opens.



HTTP Server Settings

2. In the **Web Server Settings** section:
   - Select **Enable Web Server** to use the HTML5 MOS Plugin.
   - In the **Port** field, enter or select the port number of the HTML5 MOS Plugin.
   - In the **Client Timeout** field, enter or select the number of minutes after which the plugin will timeout.
   - Select **Use HTTPS / SSL** to establish an encrypted link between the web server and the browser.

     A pre-installed SSL (Secure Sockets Layer) certificate is required. See Certificate Management.

- From the **Reverse Proxy Header** drop-down, select one of the following options to specify the HTTP header that the XPression Gateway will use to determine the original client IP address when requests are forwarded through a reverse proxy:
  - **NONE** — Use if the API server is not behind a reverse proxy.
  - **X-REAL-IP** — Use the X-REAL-IP header supplied by the reverse proxy to determine the client's IP address.
  - **X-FORWARDED-FOR** — Use the X-FORWARDED-FOR header supplied by the reverse proxy to determine the client's IP address. This header is supported by many reverse proxies and can contain the IP addresses of multiple forwarding proxies, followed by the original client IP.

3. In the **API Server Settings** section:
   - Select **Enable API Server** to enable the XPression Gateway REST API server.
   - In the **Port** field, leave the default port or change it if necessary.
   - Select **Use HTTPS / SSL** to encrypt all API requests and responses.

     A pre-installed SSL (Secure Sockets Layer) certificate is required. See Certificate Management.
   - Select **Enable Swagger API Endpoint** to test or integrate with the XPression Gateway REST API.
4. In the **Server Settings** section:
   - In the **Plugin Asset Root Folder** field, enter a folder path or click **Browse (...)** to open a file browser and navigate to a folder to store the assets used in the plugin.

     This folder will be seen in the plugin as the root location when the user chooses **Select** in a material field to browse for an image or video to insert.
   - Select **Show Add to Story Button** to display the **Add to Story** button in the HTML5 MOS Plugin interface.
   - Select **Show Add and Close Button** to display the **Add and Close** button in the HTML5 MOS Plugin interface.
   - Select **Show Close Button** to display the **Close** button in the HTML5 MOS Plugin interface.
   - Select **Show Update Story Button** to display the **Update Story** button in the HTML5 MOS Plugin interface.
   - Select **Edit mode cleared by drag** to enable **Edit** mode to be canceled automatically when a drag motion is detected within the window.
   - Select **Block non NRCS user** to block users without an NRCS.
   - Select **Expand preview in plugin (do not pop out)** to have the preview window open within the plugin rather than in a pop-out window.
   - Select **Embed OpenMAM in plugin (do not pop out)** to have the OpenMAM server open within the OpenMAM tab rather than in a pop-out window.
   - Select **Serve OpenMAM through Gateway proxy (enables drag & drop)** to use an XPression Gateway proxy to connect to an OpenMAM server. When enabled, users can drag an asset directly from an embedded MAM (such as Streamline) onto a material field in the HTML5 plugin, instead of copying and pasting an asset reference. This applies to the embedded MAM view and the pop-out MAM window.
   - In the **Gateway Index** field, use the arrows or enter a value to indicate the number of the XPression Gateway instance in your network (for iNEWS networks only).

     This value corresponds to the ID number set for that specific gateway in the iNews MOS abstract.

7. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

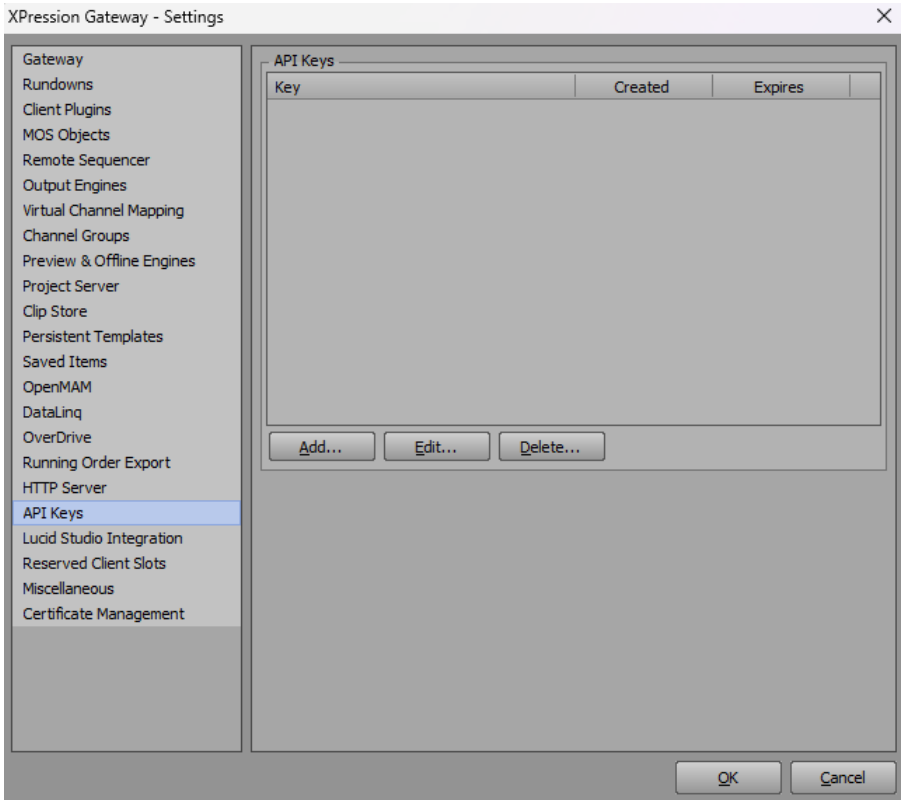
API Keys

Use the API Keys section to generate an API key for authorization in 3rd party products. If the API key is revoked or doesn't exist, any API endpoint request that requires authorization will be denied.

To add an API Key:

1. Select API Keys.

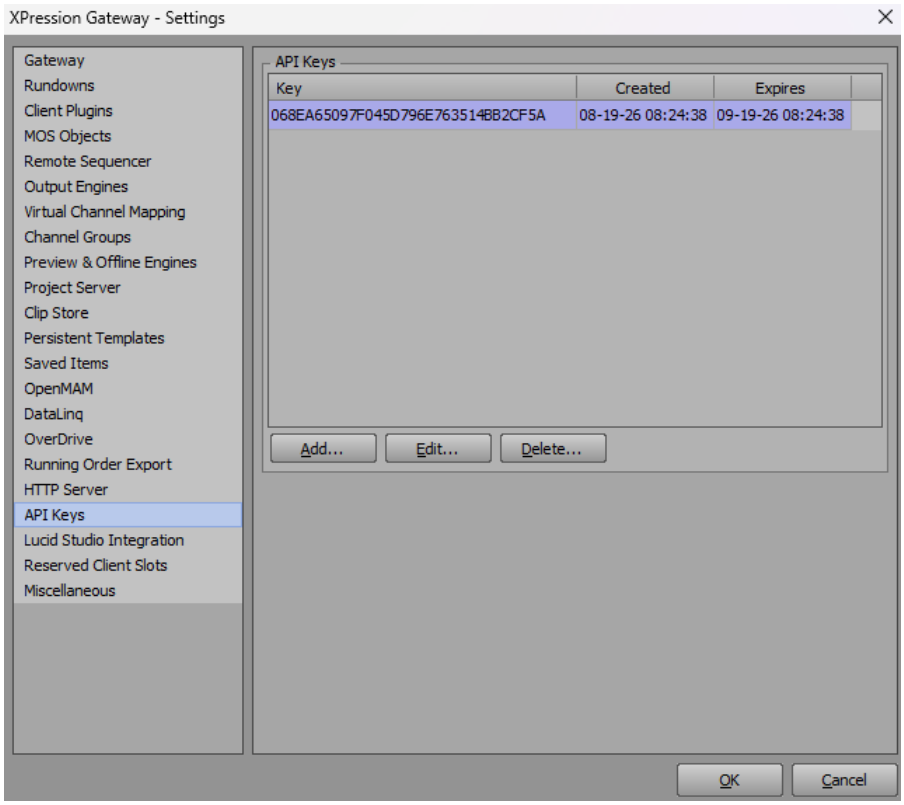
   The API Keys section opens.



API Keys

2. Select **Add**.

   A new API key is created.



API Keys - API Key Added

3. Copy and paste the API key into your application.
4. Select **OK** to close the **XPression Gateway Settings** window or continue with configuring other sections.

Lucid Studio Integration

Lucid Studio is an application that provides operational control of renderers, with server and logic capabilities.

You need to make sure you are using the correct version of Lucid Studio with your XPression system.

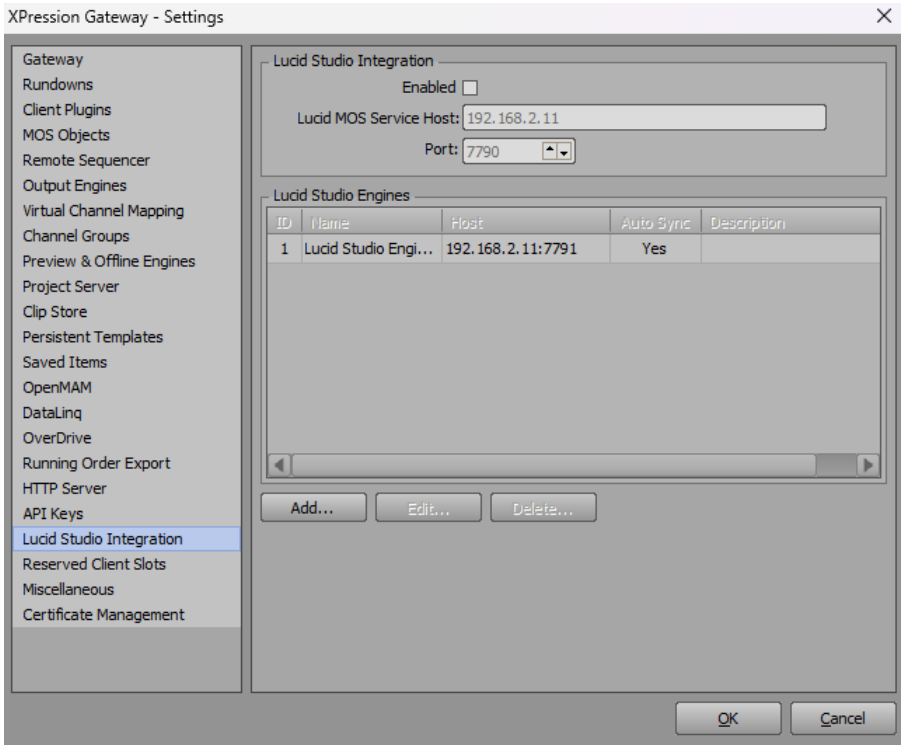
To use Lucid Studio with XPression, you'll need to configure the **Lucid Studio Integration** settings in the XPression Gateway and enable the Lucid Studio engine in a channel group.

★When you have configured a Lucid Studio Engine and added it to a channel group, a custom Lucid channel window will appear in the **Remote Sequencer**, after the other channel windows. Lucid items in the project will only appear in this custom channel window.

To configure Lucid Studio Integration settings:

1. Select **Lucid Studio Integration**.

   The **Lucid Studio Integration** configuration section opens.



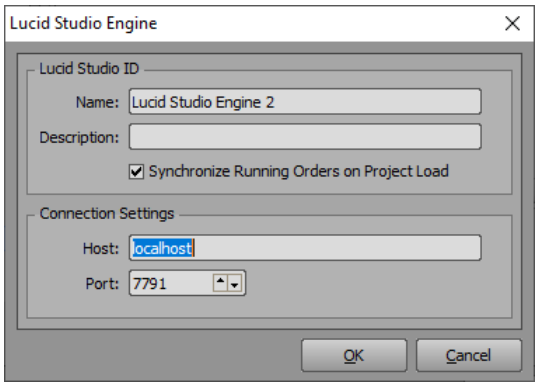
Lucid Studio Integration

2. In the **Lucid Studio Integration** section, select the **Enabled** checkbox to enable Lucid Studio integration with MOS.
3. In the **Lucid MOS Service Host** field, enter the IP address of the machine running Lucid MOS Service.

   The **Port** is automatically detected.

4. In the **Lucid Studio Engines** section, select **Add**.

   The **Lucid Studio Engine** window opens.



Add Lucid Studio Engine

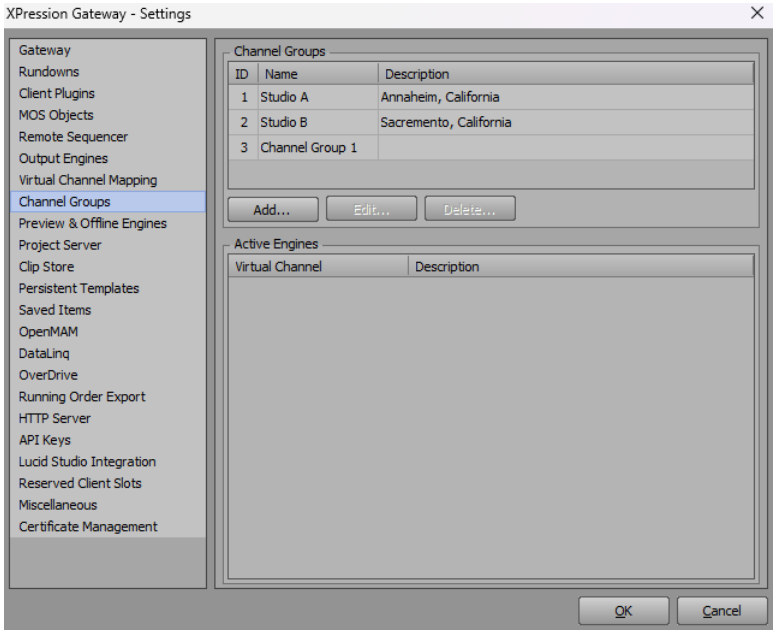
5. In the **Lucid Studio ID** section, in the **Name** field, enter a name for the engine.
6. In the **Description** field, enter a description, such as the location of the engine (optional).
7. Ensure the **Synchronize Running Orders on Project Load** checkbox is selected.
8. In the **Connection Settings** section, in the **Host** field, enter the IP address of the machine running Lucid Studio.

   The **Port** number **7791** is entered by default. If this port is in use, enter a different port number.
9. Select **OK** to save and close the XPression Gateway Settings window or continue with configuring other settings.

To enable the Lucid Studio Engine in a Channel Group:

1. From the **Gateway Settings** list on the left side, select **Channel Groups**.

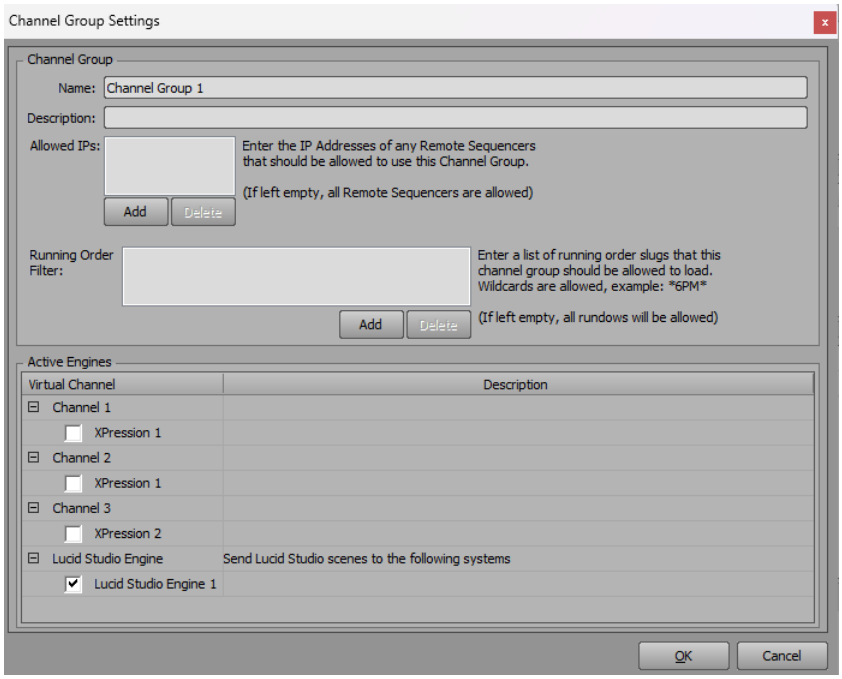
   The **Channel Groups** configuration window opens.



XPression Gateway Settings - Channel Groups

2. In the **Channel Groups** section, select **Add**.

   The **Channel Group Settings** window opens.



XPression Gateway Settings - Channel Group Settings

3. Configure the **Channel Group Settings** as follows:

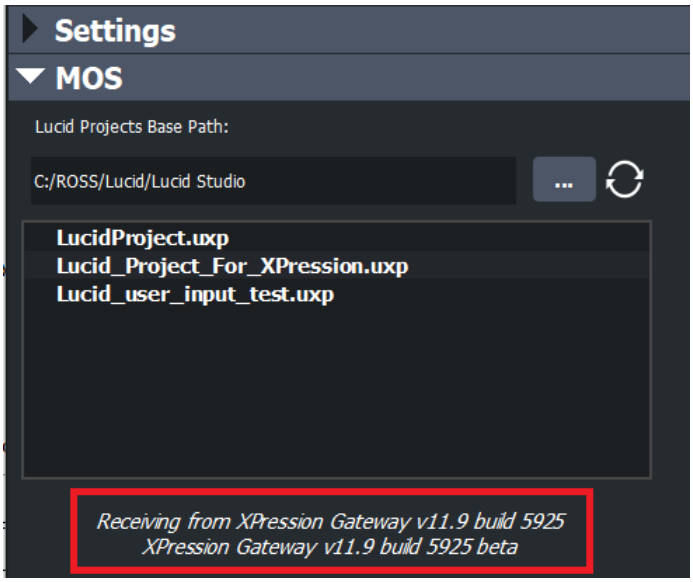
   - In the **Channel Group** section, in the **Name** field, enter a name for the channel group you want to use to play your MOS stories.
   - In the **Description** field, enter a description for the channel group.
   - In the **Allowed IPs** panel, if you want to limit the **Remote Sequencers** that can use the new channel group, click **Add** and enter the IP addresses of permitted **Remote Sequencers**.

     Leaving the field blank allows all **Remote Sequencers** to use that channel group.

   - In the **Active Engines** section, select the **Lucid Studio Engine 1** (or whatever you have named the engine) checkbox to send Lucid Studio scenes to the engine and then click **OK**.

4. Select **OK** to save the settings and then close the **XPression Gateway Settings** window or continue with configuring other sections.

   Communication is now established and can be confirmed by looking at the **MOS** section of the Lucid MOS Service application. There will be a notification saying "**Receiving from XPression Gateway**" with the version and build number as shown in the image below.



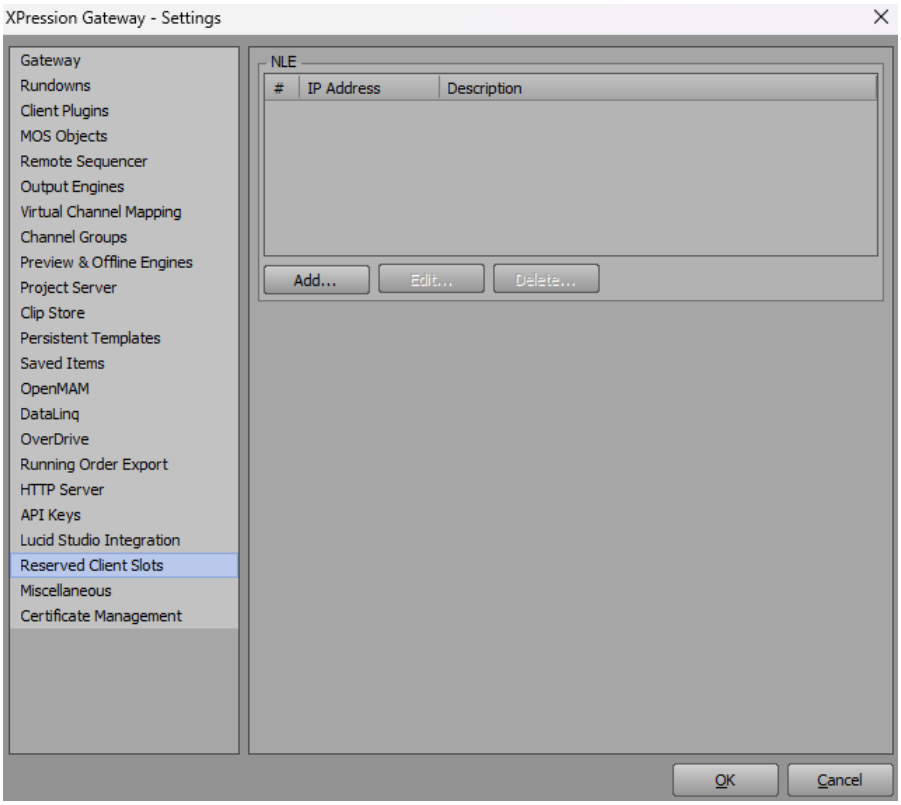
XPression Gateway and Lucid MOS Communication Established

For More Information on...

Lucid Studio integration with MOS, refer to the *Lucid Studio User Guide*.

Reserved Client Slots

This section is reserved for future development.



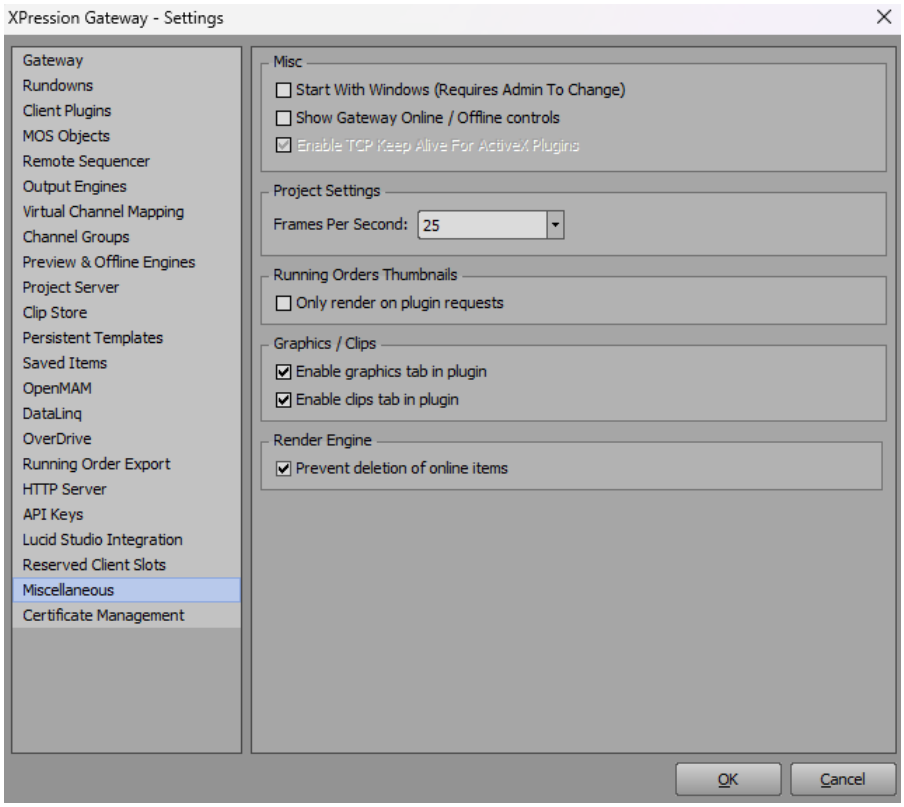
Miscellaneous

The **Miscellaneous** section contains a few general settings.

To configure the Miscellaneous settings:

1. Select **Miscellaneous**.

   The **Miscellaneous** configuration section opens.



Miscellaneous Settings

2. In the **Misc** section, select the **Start With Windows** checkbox to launch the XPression Gateway upon Windows startup.
3. Select the **Show Gateway Online / Offline controls** checkbox to display the online and offline radio button options in the XPression Gateway interface.

   This will allow you to take the gateway offline so that it will not communicate with the engines when multiple gateways are connecting to shared engines.
4. Select the **Enable TCP Keep Alive For ActiveX Plugins** checkbox to prevent the ActiveX TCP connection from breaking during periods of inactivity.
5. In the **Project Settings** section, in the **Frames Per Second** field, enter or select a frame rate for projects.
6. In the **Running Orders Thumbnails** section, select the **Only render on plugin requests** checkbox to only render the thumbnails from a running order when selected in the **Browse** tab in the XPression MOS Plugin, as opposed to having them render as soon as the running order is monitored.

7. In the **Graphics / Clips** section:
   - Select the **Enable Graphics tab in plugin** checkbox to display the **Graphics** tab in the MOS Plugin interface to use graphics in the MOS workflow.
   - Select the **Enable Clips tab in plugin** checkbox to display the **Clips** tab in the MOS Plugin interface to use clips in the MOS workflow.
8. In the **Render Engine** section, select **Prevent deletion of online items**, to keep online items playing even if a story is floated in the Newsroom Control System.
9. Select **OK** to save and then close the **XPression Gateway Settings** window.

Certificate Management

Use the **Certificate Management** section to check if a certificate has been assigned to the XPression Gateway and to access the Ross Graphics Certificate Manager to assign a certificate, if necessary.

For issues with certificates, see Appendix B: Troubleshooting Certificates.

The following procedures are described in this topic:

Assigning a certificate

Replacing an expired certificate

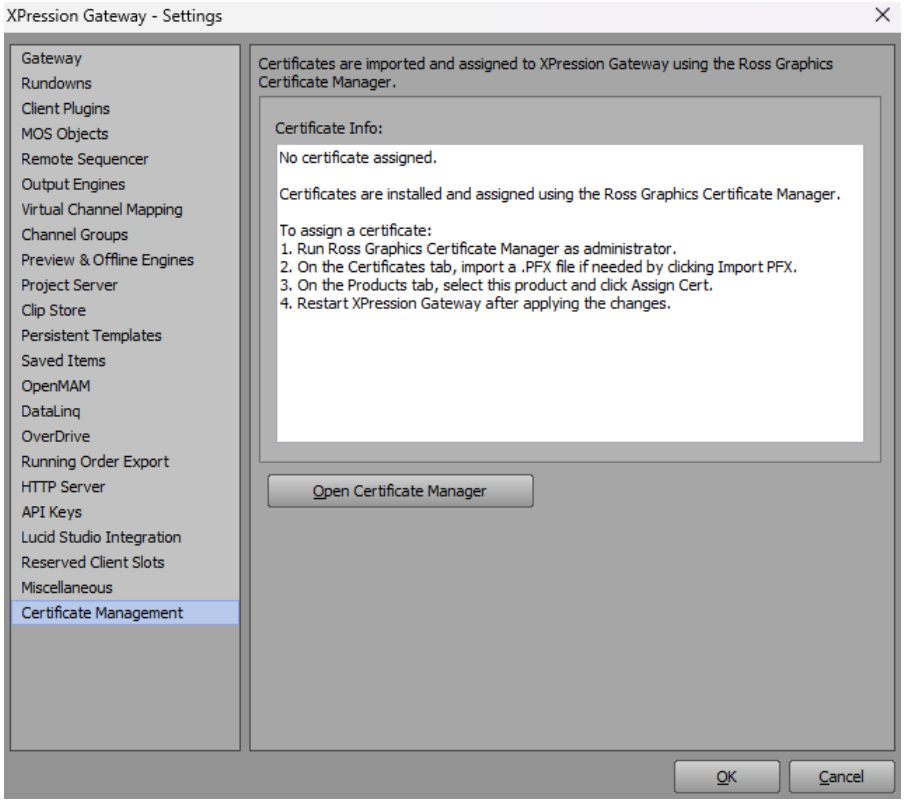
Adding a certificate to the Ross Graphics Certificate Manager

Viewing certificate details

To assign a certificate to the XPression Gateway:

1. Select **Certificate Management**.

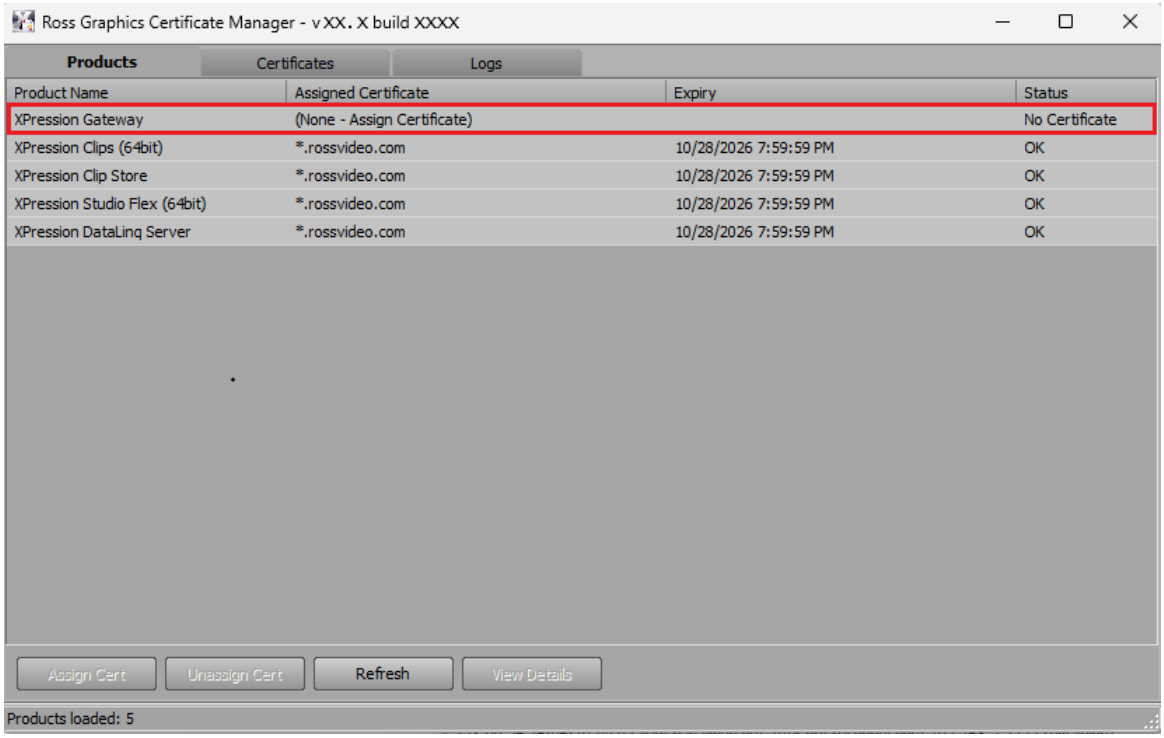
   The **Certificate Management** section opens in the main window. If no certificate has been assigned you will see the text shown in the image below:



   Certificate Management Settings

2. Select the **Open Certificate Manager** button to launch the **Ross Graphics Certificate Manager**.

The **Ross Graphics Certificate Manager** opens. The **Status** column will indicate that no certificate is assigned.

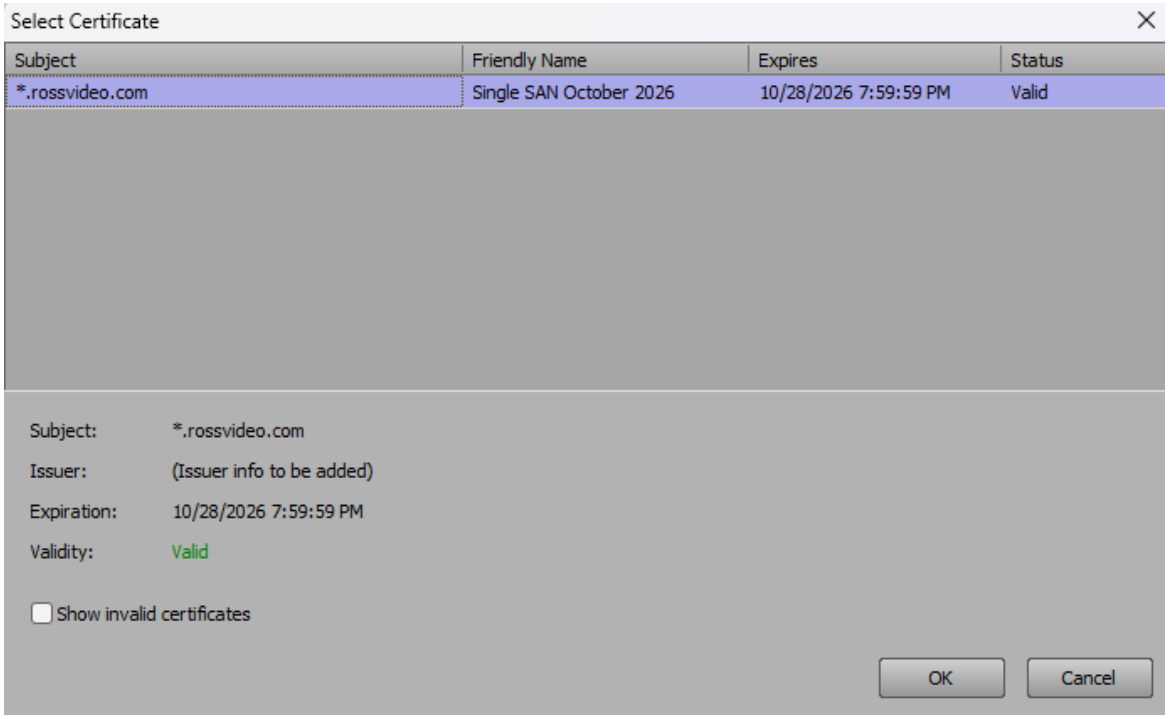


Ross Graphics Certificate Manager

3. In the **Products** tab, select the XPression Gateway and then select **Assign Cert**.

   The same certificate can be assigned to multiple products.

   The **Select Certificate** dialog opens.

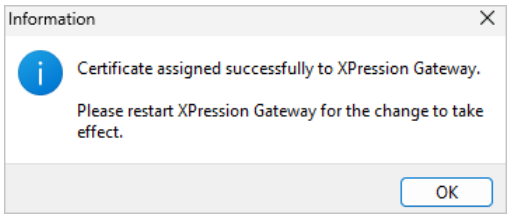


Ross Graphics Certificate Manager - Select Certificate

4. Select the certificate you want to assign to the XPression Gateway, and then select **OK**.

   If there are no certificates displayed, see To add a certificate to the Ross Graphics Certificate Manager.

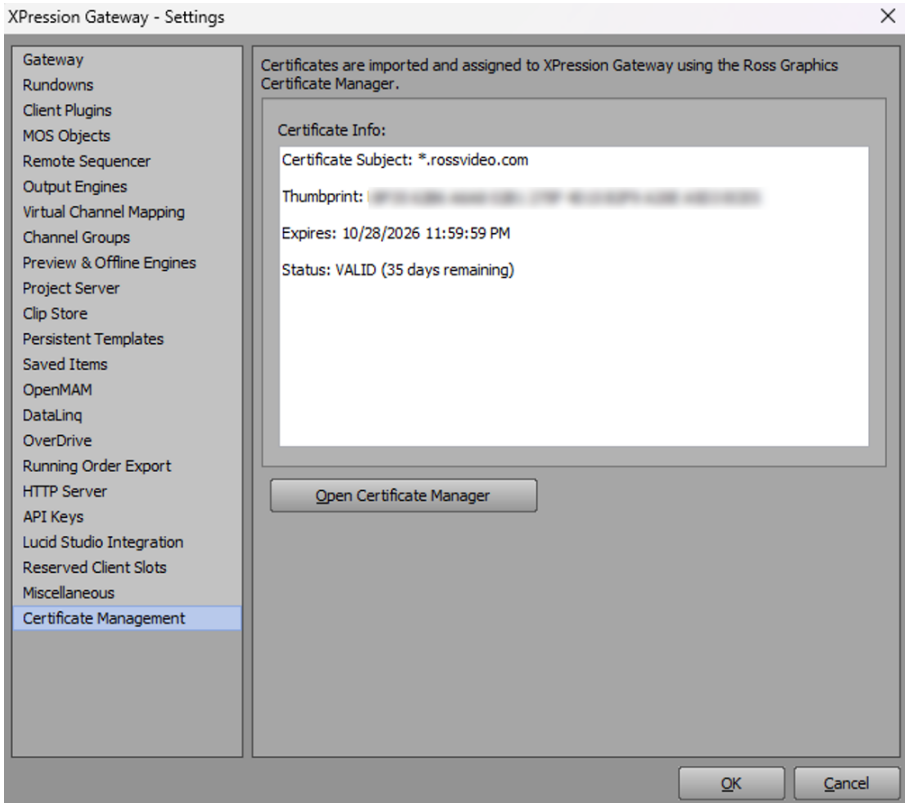
   An **Information** dialog opens to indicate that the certificate was successfully assigned.



Ross Graphics Certificate Manager - Certificate Assigned Successfully

4. Select **OK**, and then shut down and relaunch the XPression Gateway from the Windows **Start** menu.

   When a certificate has been assigned to the XPression Gateway, in the **Certificate Management** section, you will see the **Certificate Info** as shown in the image below:



Certificate Management - Certificate Assigned

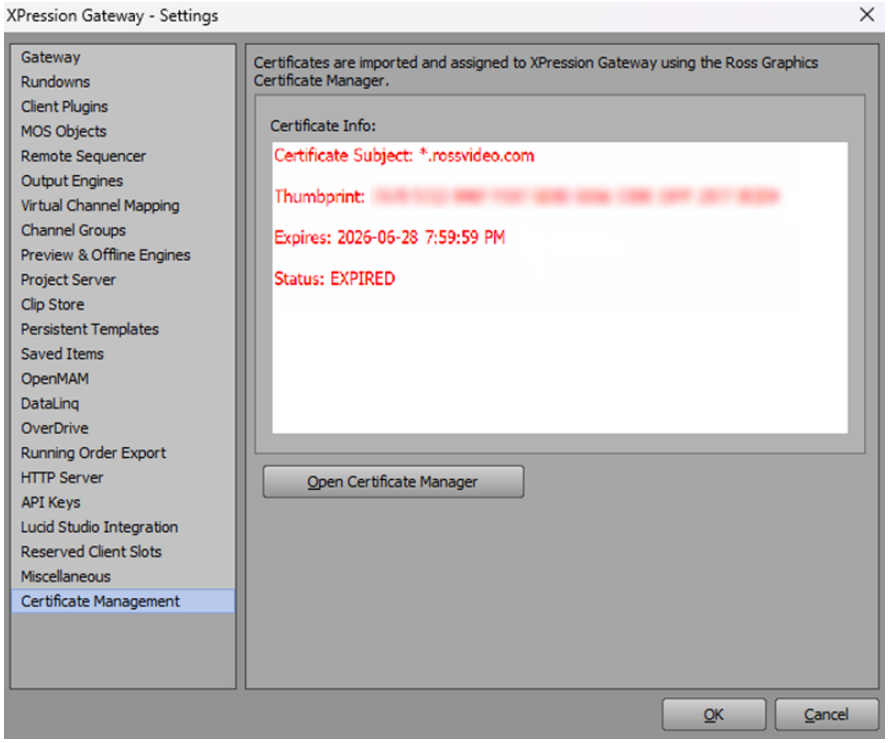
★Assigning a certificate alone does not mean that communication is secure. You will also need to enable secure communication in the following sections, if you are using those components, as well as in the applications themselves:

- Clip Store — In the **Clip Store Server** section, select **Use HTTPS / SSL (requires a pre-installed SSL certificate)**
- DataLinq — In the **DataLinq Connection Settings**, select **Secure Connection (TLS)**
- HTTP Server — In the **Web Server Settings** and **API Server Settings**, select **Use HTTPS / SSL (requires a pre-installed SSL certificate)**

To replace an expired certificate:

1. Select **Certificate Management**.

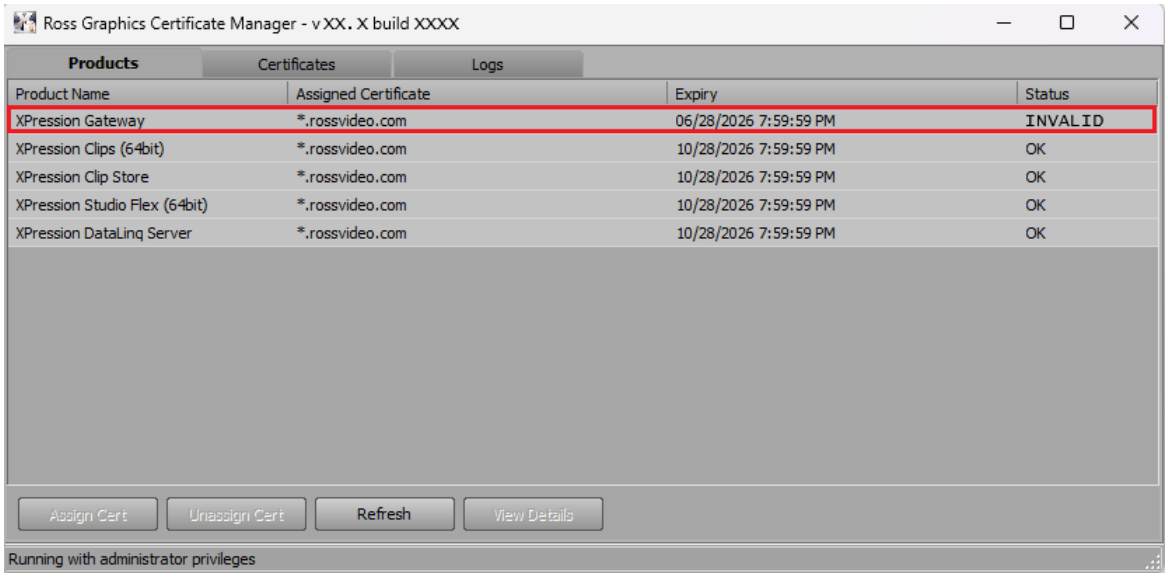
   The **Certificate Management** section opens in the main window. If the current certificate has expired, you will see the following info:



   Certificate Management - Expired Certificate

2. Select **Open Certificate Manager**.

   The **Ross Graphics Certificate Manager** opens. You will see that the XPression Gateway **Status** column indicates **INVALID**.



   Ross Graphics Certificate Manager - Expired Certificate

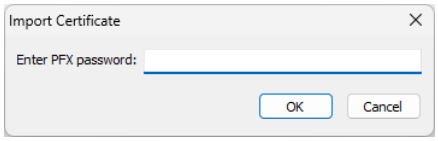
3. Select the XPression Gateway product and then select **Unassign Cert**.
4. In the **Confirmation** dialog, select **Yes**.
5. In the **Information** dialog, select **OK**, but do not restart the XPression Gateway yet.
6. Select the XPression Gateway product again, and then select **Assign Cert**.
7. In the **Select Certificate** window, select the certificate you want to assign to the XPression Gateway and then select **OK**.

   If there are no certificates showing, see To add a certificate to the Ross Graphics Certificate Manager.
8. In the **Information** dialog that indicates the certificate has been successfully assigned, select **OK**.
9. Shut down and relaunch the XPression Gateway from the Windows **Start** menu.

To add a certificate to the Ross Graphics Certificate Manager:

1. In the **Certificates** tab, select **Import PFX**, then navigate to and select the **.PFX** certificate file.

   Contact your IT department to get the location of the **.PFX** certificate file.
2. The **Import Certificate** dialog opens.



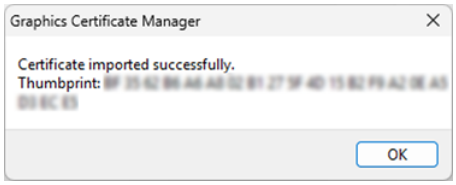
3. In the **Import Certificate** dialog, enter the **.PFX** password and select **OK**.

   Contact your IT department to get this password.
4. In the next dialog, enter a "friendly name" for the certificate.

   This is optional but will help you identify the certificate later, if necessary.



5. The **Graphics Certificate Manager** dialog opens indicating that the import was successful.

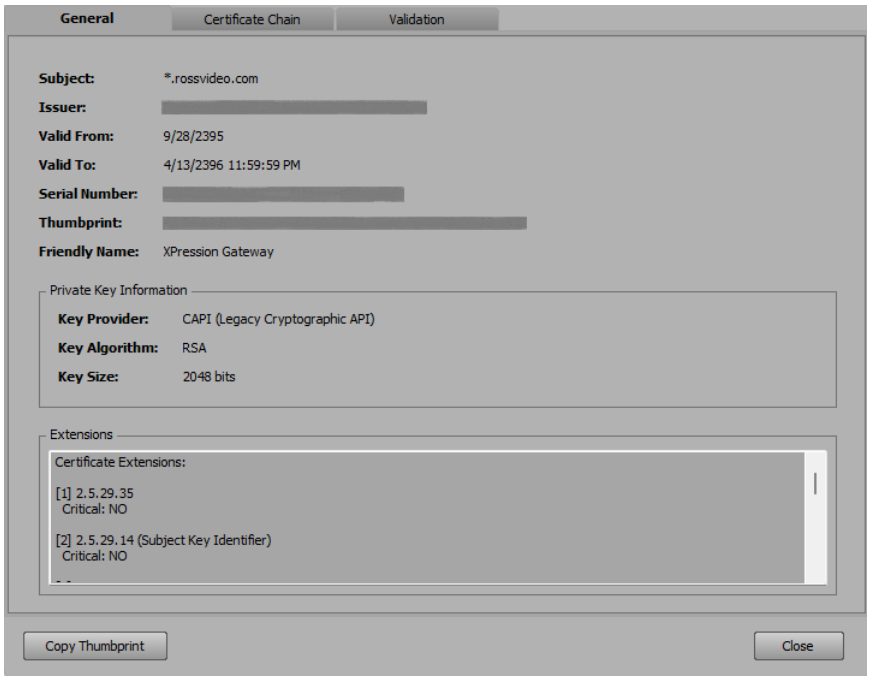


6. Select **OK** to close the dialog.

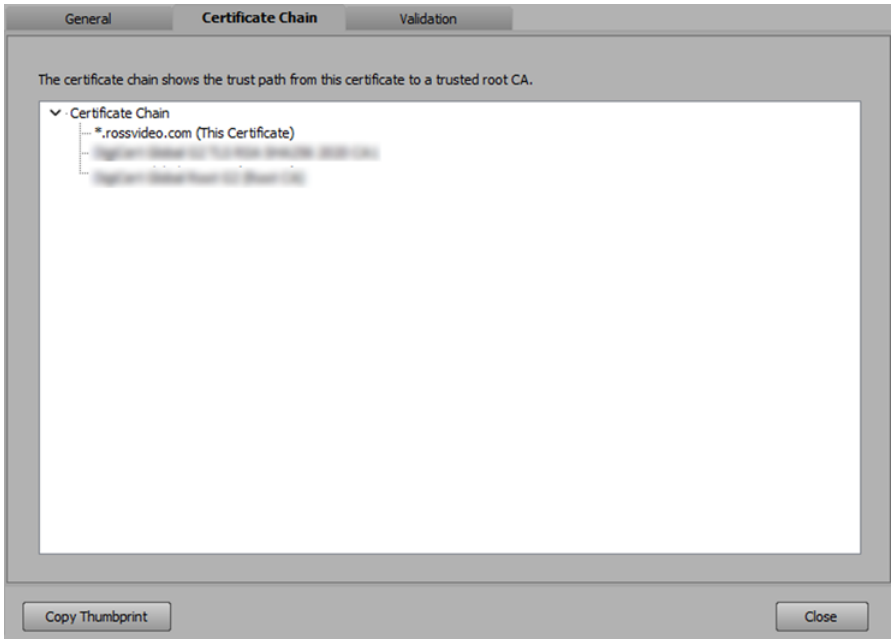
To view certificate details:

1. Select the **Certificates** tab.
2. Select a certificate and either double-click it or select the **View Details** button.

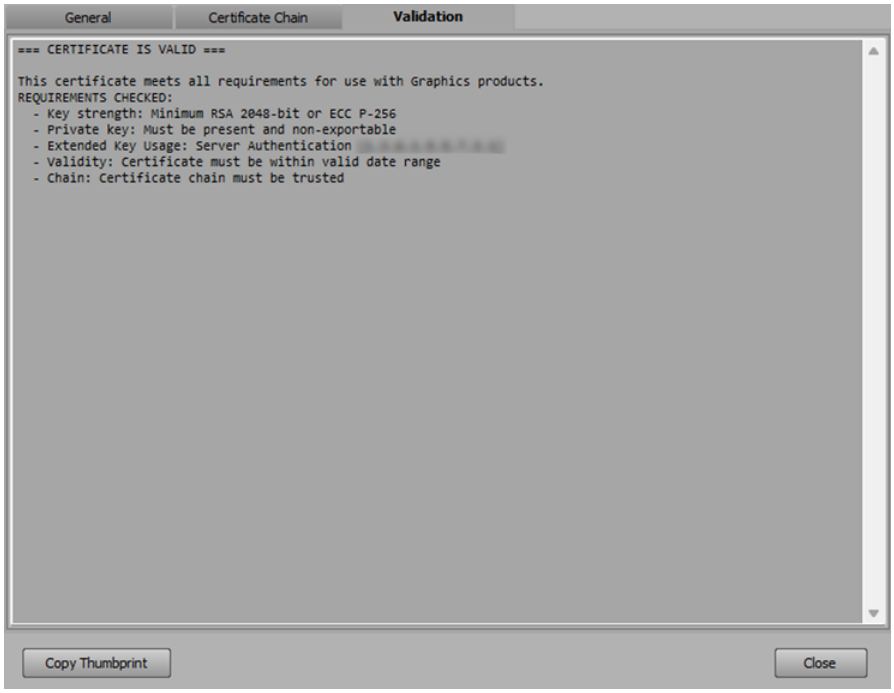
   The **Certificate Details** window opens on the **General** tab.



3. Select **Copy Thumbprint** to configure a non-XPression application to use the certificate or if you need to search for the thumbprint in a log file.
4. Select the **Certificate Chain** tab to view the trust path from the certificate to a trusted root CA.



5. Select the **Validation** tab to view the requirements that have been met by the certificate.



6. Select **Close** to exit the **Certificate Details**.

Using Multiple XPression Gateways

In the event that the primary XPression Gateway fails, having multiple gateways allows for redundancy. The secondary XPression Gateway must be connected to manually, as the fail-over is not automatic. The following procedures explain the configuration and use of multiple XPression Gateways within a MOS workflow:

Setting Up Multiple XPression Gateways

Verifying the Connections

Switching Over to Another XPression Gateway

Setting Up Multiple XPression Gateways

This section describes how to configure a primary and secondary XPression Gateway in your newsroom control system.

Once configured, ensure that the **Online** setting for the **Engine Connections** in the XPression Gateway is selected for only one gateway and disabled for the other. You will also need to configure the XPression ActiveX Plugin to connect to the primary and secondary XPression Gateways.

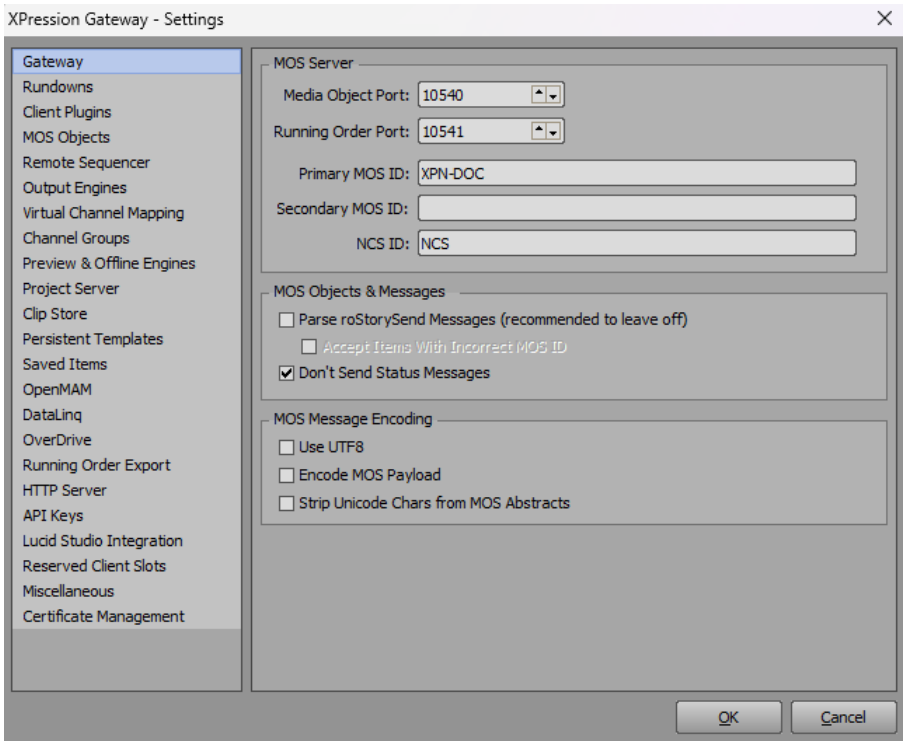
★The virtual channel mapping configuration should be identical in both XPression Gateways.

To configure the primary XPression Gateway:

1. Open an XPression Gateway to use as the primary gateway.
2. Select **Gateway > Settings**.

   The **XPression Gateway - Settings** window opens.
3. Select **Gateway**.

   The **Gateway** configuration section opens.



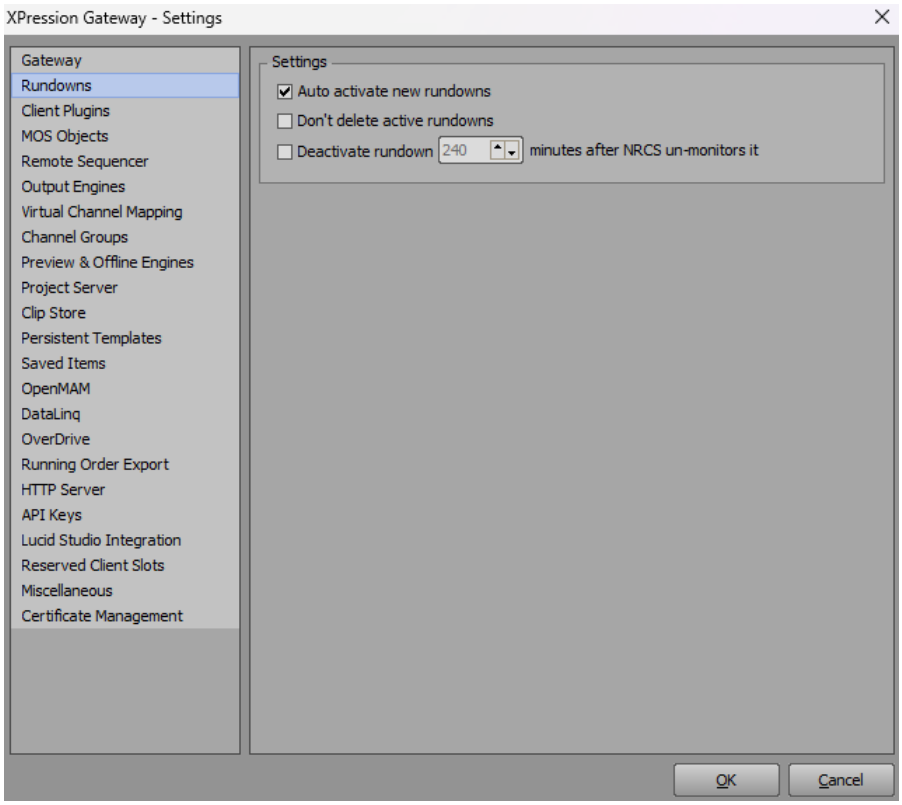
Gateway Settings

4. Configure the **Gateway** settings as follows:
   - In the **MOS Server** section, in the **Primary MOS ID** field, enter the MOS ID for the primary gateway you are using in your newsroom control system.

     The primary MOS ID is the local MOS ID.
   - In the **Secondary MOS ID** field, enter the MOS ID for the secondary gateway you are using in your newsroom control system.
   - In the **NRCS ID** field, enter your newsroom control system ID.
   - In the **MOS Objects & Messages** section, select the **Parse roStorySend Messages** checkbox.

5. Select **Rundowns**.

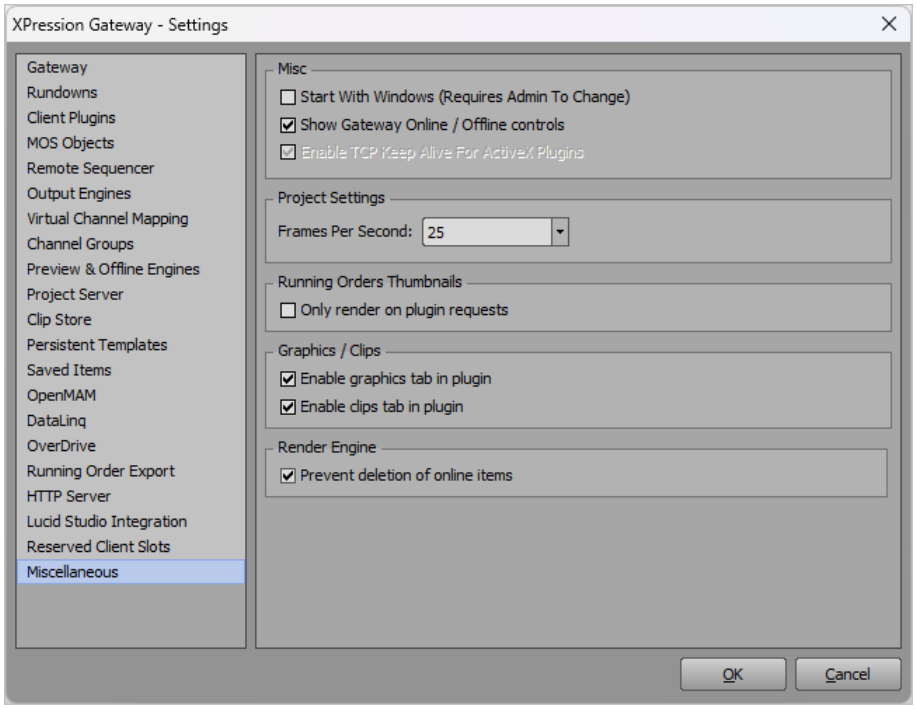
   The **Rundowns** configuration section opens.



   Rundowns Settings

6. In the **Settings** section, ensure that the **Auto activate new rundowns** checkbox is cleared.
7. Select **Miscellaneous**.

   The **Miscellaneous** configuration section opens.



Miscellaneous Settings - Multiple Gateways

8. In the **Misc** section, select the **Show Gateway Online / Offline controls** checkbox to display the **Online/Offline** radio button options for the **Engine Connections** in the XPression Gateway interface.
9. Select **OK**.

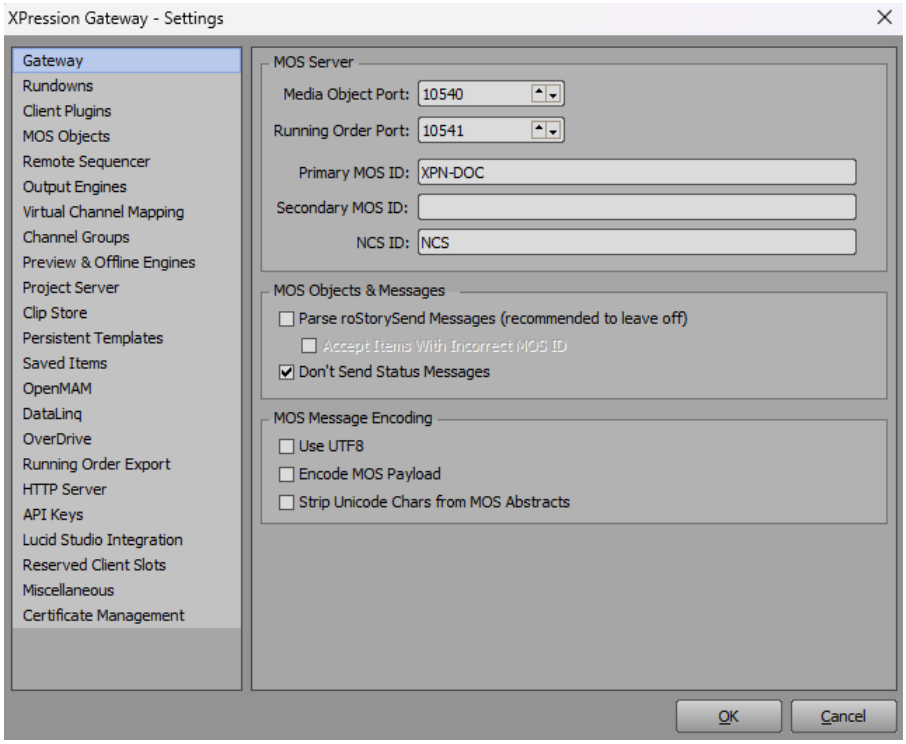
   The **XPression Gateway - Settings** window closes.

To configure the Secondary XPression gateway:

1. On another machine, open the XPression Gateway to use as the secondary gateway.
2. Select **Gateway > Settings**.

   The **XPression Gateway - Settings** window opens.
3. Select **Gateway**.

   The **Gateway** configuration section opens.



Gateway Settings

4. Configure the **Gateway** settings as follows:
   - In the **MOS Server** section, because the primary MOS ID is the local MOS ID, use the **Primary MOS ID** field to enter the MOS ID for the secondary gateway you are using in your newsroom control system.

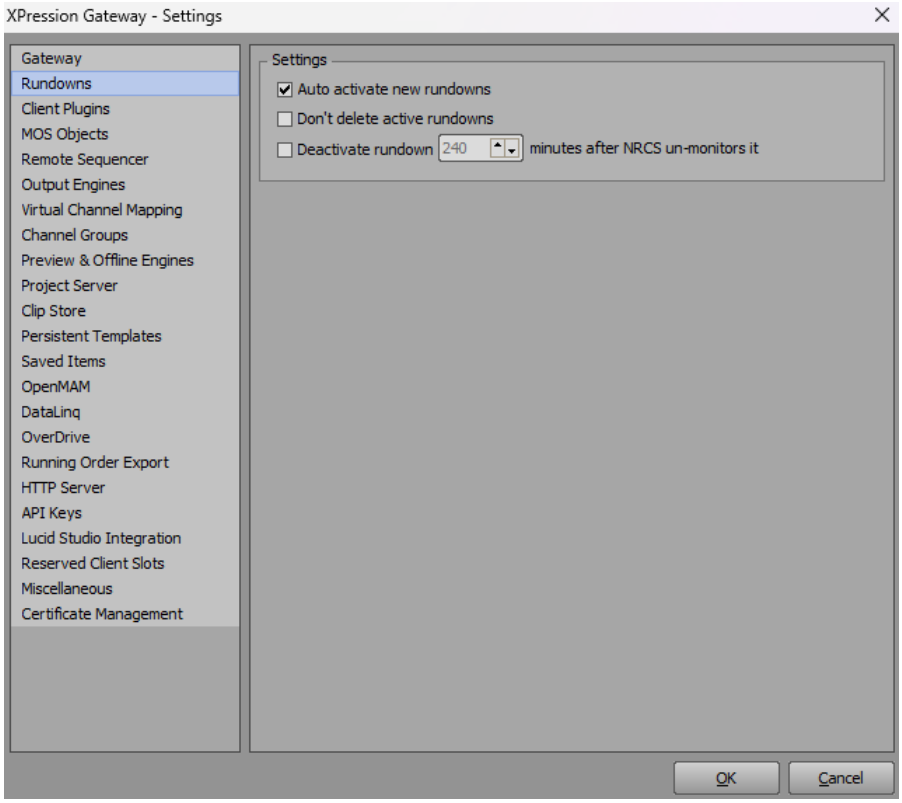
     This should be the same ID entered for the **Secondary MOS ID** in the steps for configuring the primary XPression Gateway.
   - In the **Secondary MOS ID** field, enter the MOS ID for the primary gateway you are using in your newsroom control system.

     This should be the same ID entered for the primary **MOS ID** in the steps for the primary XPression Gateway.
   - In the **NRCS ID** field, enter your newsroom control system ID.

- In the **MOS Objects & Messages** section, select the **Parse roStorySend Messages** checkbox.

5. Select **Rundowns**.

   The **Rundowns** configuration section opens.

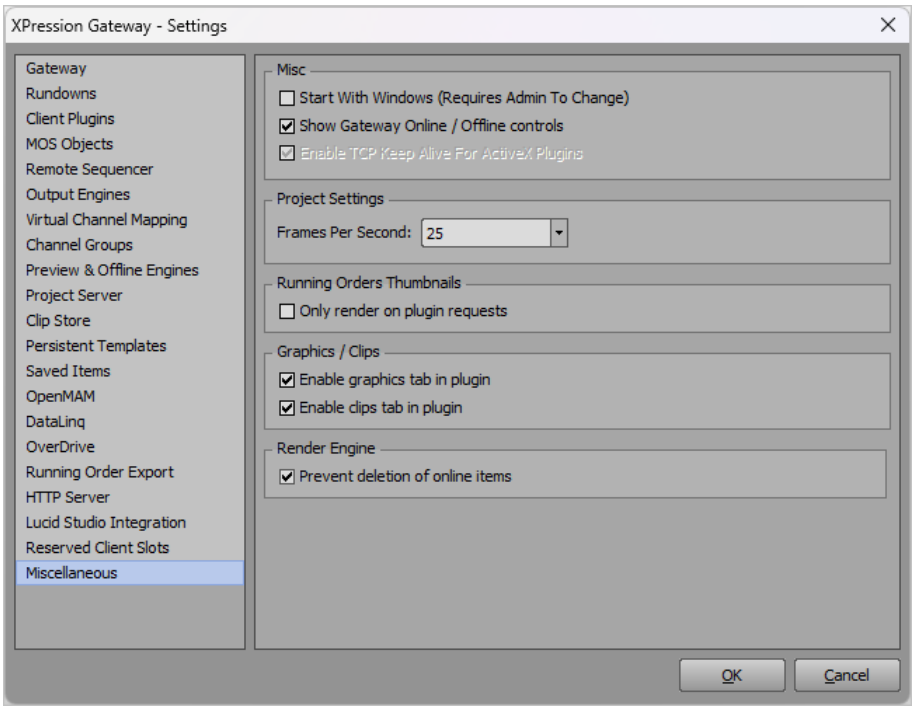


Rundowns Settings

6. In the **Settings** section, ensure that the **Auto activate new rundowns** checkbox is disabled.

7. Select **Miscellaneous**.

   The **Miscellaneous** configuration section opens.



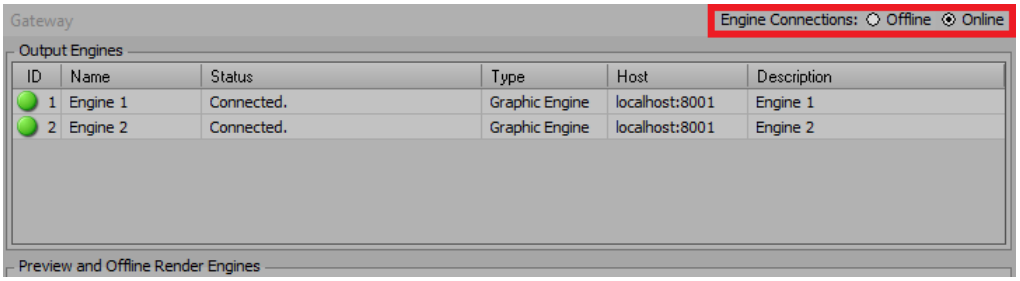
Miscellaneous Settings - Multiple Gateways

8. In the **Misc** section, select the **Show Gateway Online / Offline controls** checkbox to display the **Online/Offline** radio button options for the **Engine Connections** in the XPression Gateway interface.
9. Select **OK**.

   The **XPression Gateway - Settings** window closes.

To select which Gateway is online:

- In the top-right corner of the Gateway UI, select either **Offline** or **Online** for each gateway.

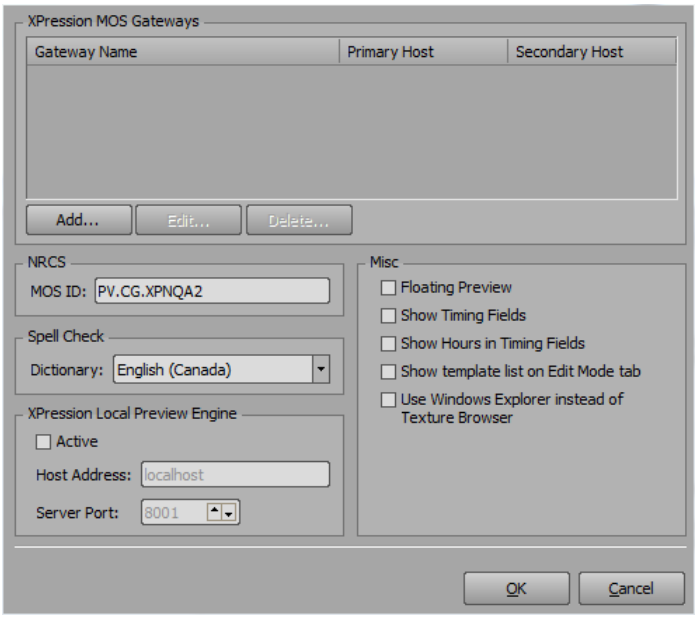


Gateway Online

To configure the XPression ActiveX MOS Plugin:

1. In the **XPression ActiveX MOS Plugin**, select **Options > Configuration**.

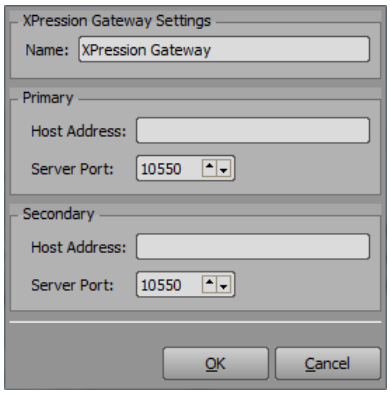
   The **XPression ActiveX MOS Plugin Configuration** window opens.



   XPression MOS ActiveX Plugin Configuration

2. In the **XPression MOS Gateways** section, select **Add**.

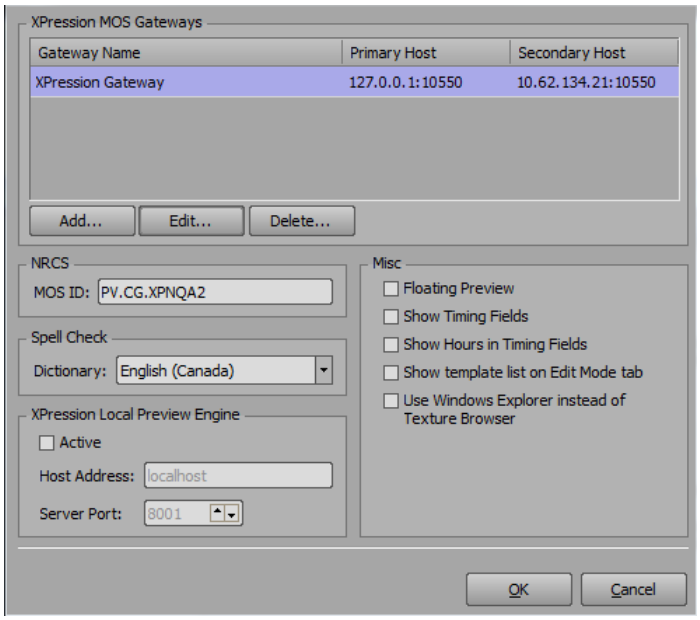
   The **XPression Gateway Config** window opens.



   Add Primary and Secondary Gateways

3. In the **XPression Gateway Settings** section, in the **Name** field, enter a name for the XPression Gateway.
4. In the **Primary** section, in the **Host Address** field, enter the IP address of the primary XPression Gateway.
5. In the **Server Port** field, enter or select the port number of the XPression Gateway.
6. In the **Secondary** section, in the **Host Address** field, enter the IP address of the secondary XPression Gateway.
7. In the **Server Port** field, enter or select the server port number of the secondary XPression Gateway.
8. Select **OK**.

The **XPression Gateway Config** window closes and the primary gateway with secondary host is added to the XPression MOS Gateways list.



XPression MOS ActiveX Plugin - Configured

9. Repeat steps 2 to 8 for any additional gateways.

   Existing gateways in the list can be edited by selecting a gateway and clicking **Edit**, or removed by selecting a gateway and clicking **Delete**.

To configure the XPression Remote Sequencer:

- configure a connection point for the primary XPression Gateway and a connection point for the secondary XPression Gateway.
- configure a connection group for the primary XPression Gateway connection and a connection group for the secondary XPression Gateway connection.

For More Information on...

- configuring the XPression Gateway, refer to Setting Up the XPression Gateway.
- configuring the XPression MOS Plugin, refer to Setting Up the XPression ActiveX MOS Plugin.
- configuring the connection points and groups in the XPression Remote Sequencer, refer to XPression Remote Sequencer.

Verifying the Connections

You can ensure the multiple XPression Gateway setup is functional by following the procedure below.

To verify the connections:

1. In the **XPression MOS Plugin**, click **Options > Use Gateway** and select:
   - **Secondary** (if currently using the primary gateway)
   - **Primary** (if currently using the secondary gateway)
2. Select **Options > Configuration**.

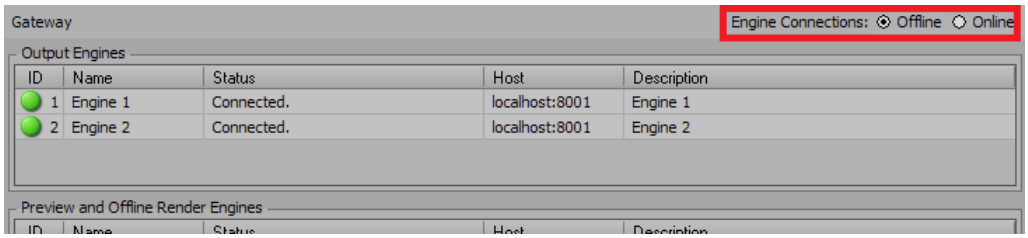
   The **XPression MOS Plugin Configuration** window opens.
3. In the **NRCS** section, ensure the MOS ID of the gateway you selected in step 1 of this procedure is displayed in the MOS ID box.

Switching to Another XPression Gateway

This procedure assumes that the primary gateway is used as the main gateway and that the secondary is used as the fail-over gateway.

To switch to another XPression Gateway:

1. If the primary XPression Gateway fails or is taken offline for maintenance, in the **Engine Connections** options in the top-right corner of the Primary XPression Gateway UI, select **Offline**.



Take Gateway Offline

2. In the secondary XPression Gateway, select **Online** for the **Engine Connections**.
3. In the **XPression ActiveX Plugin**, select **Options > Use Gateway > Secondary**.

   OR

   Open the **HTML5 Plugin** that is configured for the active XPression Gateway within the NRCS.

   The MOS device is configured in the NRCS to connect to a single gateway.
4. If you are using the XPression Remote Sequencer, from the **Gateiway** drop-down, select the connection point assigned to the secondary XPression Gateway.

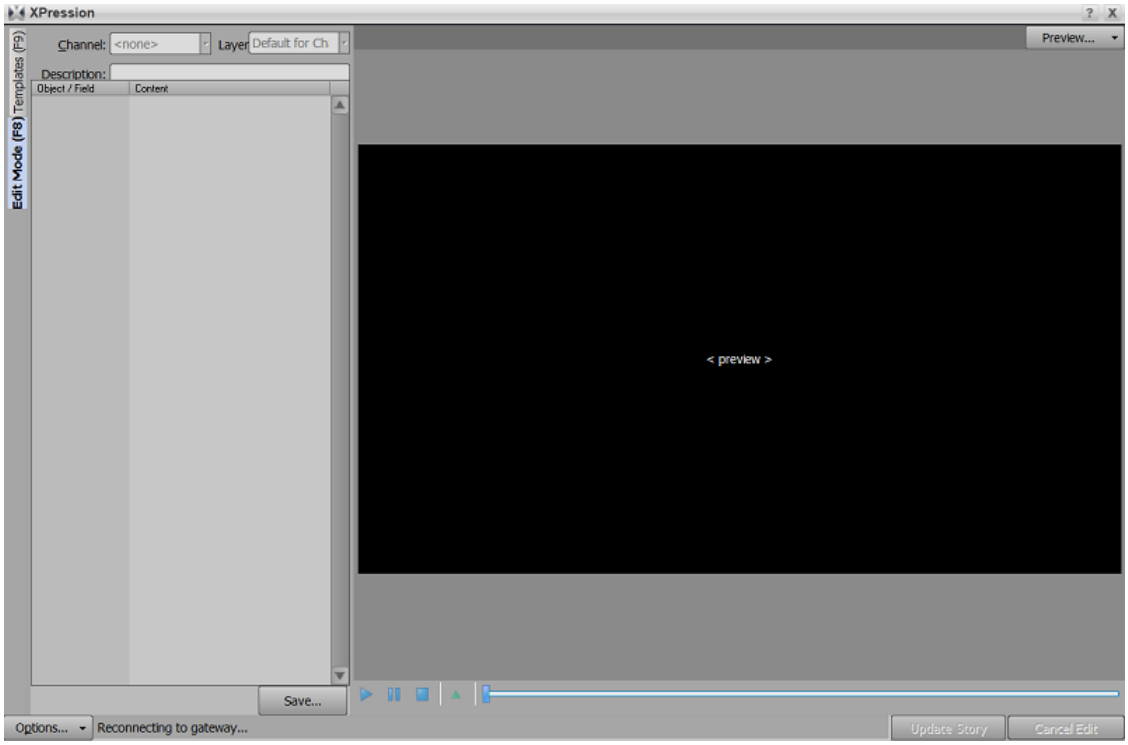
Setting Up the XPression ActiveX MOS Plugin

The XPression ActiveX MOS plugin is accessed from within the customer supplied newsroom control system. The plugin allows users to edit the contents of templates by manipulating published fields defined during the template creation process. These edited templates can then be added to rundowns as MOS messages in the newsroom control system.

★If you have any Citrix programs installed, such as **GoToMeeting**, ensure that the **DNE LightWeight Filter** is disabled in the **Local Area Connection Properties** of any machine that is connected to the XPression Gateway, including the XPression Gateway itself.

To set up the XPression ActiveX MOS Plugin:

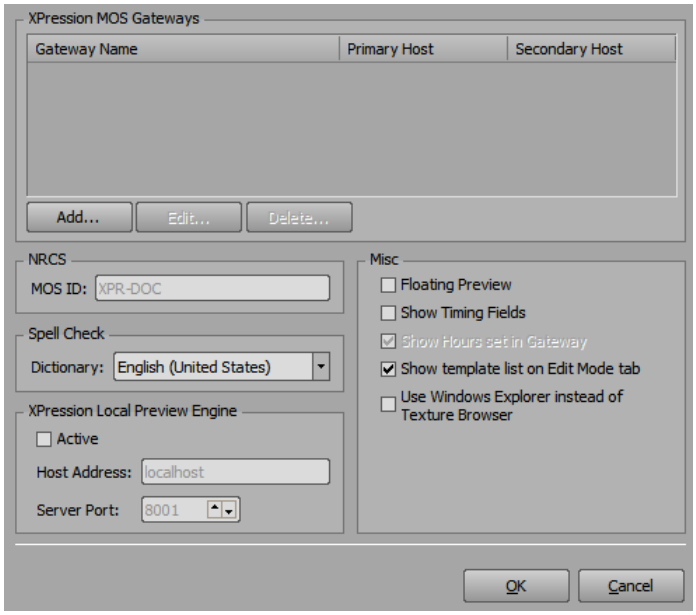
1. Open the **XPression ActiveX Plugin** in the newsroom client.



ActiveX MOS Plugin

2. In the bottom-left corner of the plugin, select **Options > Configuration**.

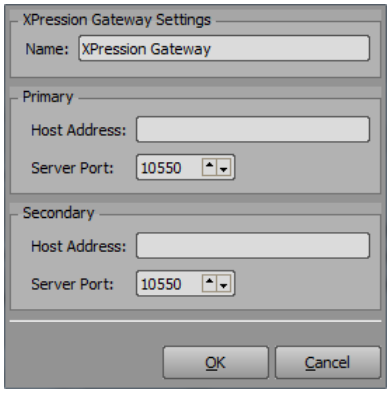
   The **XPression MOS ActiveX Plugin Configuration** window opens.



ActiveX Plugin Configuration

3. In the **XPression MOS Gateways** section, select **Add**.

   The **XPression Gateway Configuration** window opens.



XPression Gateway Configuration

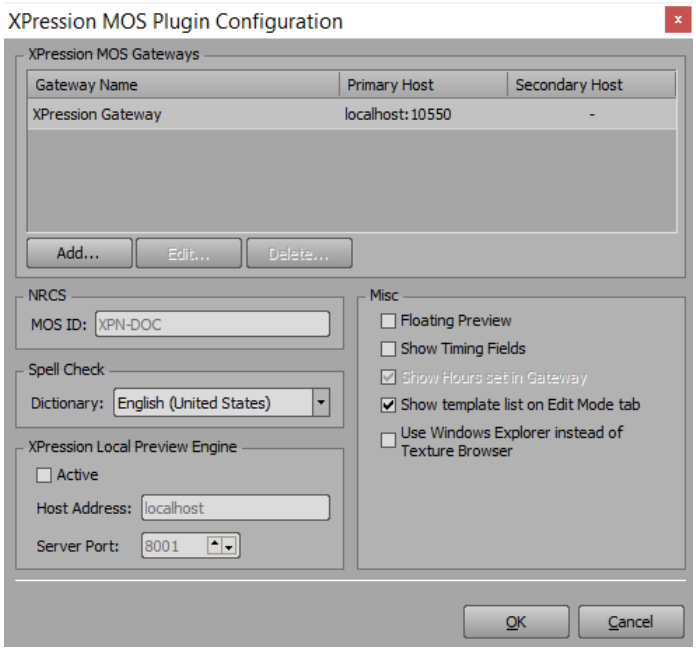
4. In the **XPression Gateway Settings** section:

   - In the **Name** field, enter a name for the XPression Gateway.
   - In the **Primary** section, in the **Host Address** field, enter the IP address of the XPression Gateway.
   - In the **Server Port** field, enter or select the port number of the XPression Gateway.

   You can optionally configure a connection to a second XPression MOS Gateway using the **Secondary** section.

5. Select **OK**.

   The gateway is added to the **XPression MOS Gateways** list.



XPression MOS Gateways

6. In the **NRCS** section, in the **MOS ID** field, enter the **Primary MOS ID** that has been entered in the XPression MOS Gateway settings.

   If you have selected **Enforce the Gateway's MOS ID** in the **Client Plugins** section of the settings for the XPression Gateway, the MOS ID will automatically appear in the **MOS ID** field.

7. In the **Spell Check** section, from the **Dictionary** drop-down, select a language for the spell check.

   Words can be added to a local dictionary per user.

8. In the **XPression Local Preview Engine** section:

   - Select the **Active** checkbox if you are using a preview engine other than the one configured on the XPression Gateway.
   - In the **Host Address** field, enter the IP address of the preview engine.
   - In the **Server Port** field, enter or select the port number of the preview engine.

9. In the **Misc** section, configure the following:

   - **Floating Preview** — select to display the preview in a scalable window detached from the plugin.
   - **Show Timing Fields** — select to enable the **In Point** and **Duration** fields to be used by production automation for automatically inserting and removing graphics.
   - **Show Hours set in Gateway** — this setting is not editable in the plugin. If **Hide hours in timing fields** is selected in the XPression Gateway > Client Plugins settings, this checkbox will be cleared. If **Hide hours in timing fields** is not selected in the Client Plugins settings, this checkbox will be selected.
   - **Show Hours in Timing Fields** — select to enable hour counts in the **In Point** and **Duration** timing fields.
   - **Show template list on Edit Mode tab** — select to display the template list in the plugin while in edit mode.
   - **Use Windows Explorer instead of Texture Browser** — select to use Windows Internet Explorer to browse for images and videos instead of the built-in texture browser.

10. Select **OK**.

    The **XPression ActiveX Plugin Configuration** window closes.

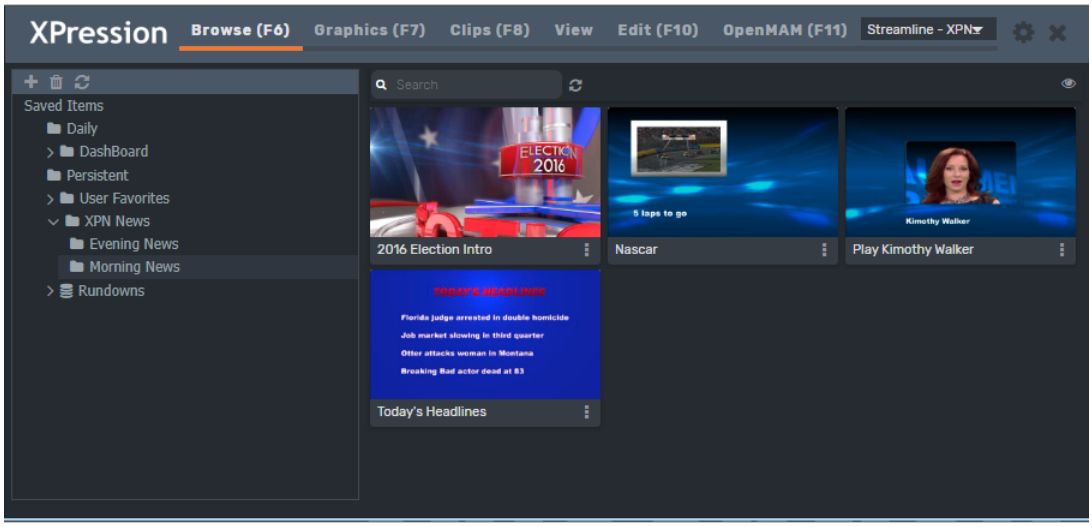
For More Information on...

- setting up multiple gateways, refer to Setting Up Multiple XPression Gateways.
- using **Spell Check**, refer to Using Spell Check.

Setting Up the XPression HTML5 MOS Plugin

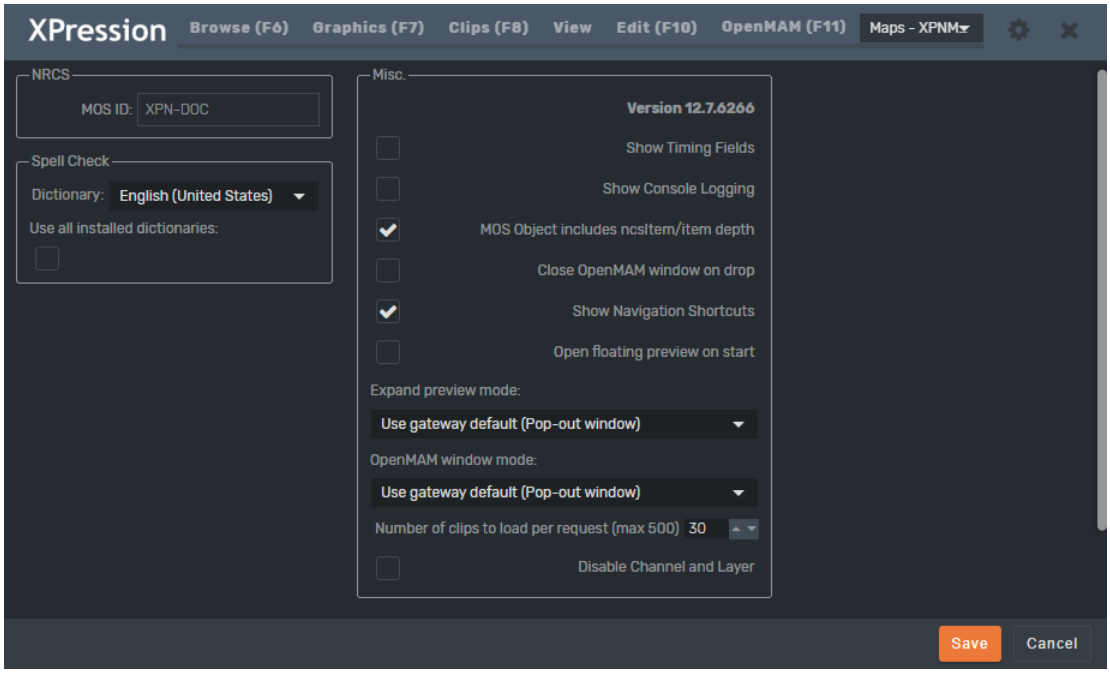
The XPression HTML5 Plugin is accessed from within the customer-supplied newsroom client system. The plugin allows users to edit the contents of templates by manipulating published fields defined during the template creation process. These edited templates can then be added to rundowns as MOS messages in the newsroom system.

1. Open the XPression HTML5 Plugin in the newsroom client.



XPression HTML5 Plugin

2. Select the **Configuration** button ( ) in the top-right corner of the plugin interface.
3. The **XPression HTML5 Plugin Configuration** window opens.



XPression HTML5 Plugin - Configuration

4. In the **NRCS** section, in the **MOS ID** field, enter the MOS ID that has been entered in the XPression Gateway.

   If **Enforce the Gateway's MOS ID** is selected in the **Client Plugins** section of the **XPression Gateway > Settings**, the MOS ID will automatically appear in the **MOS ID** field and editing is disabled.

5. In the **Spell Check** section, do the following:

   - From the **Dictionary** drop-down, select a language for the spell check.
   - Select the **Use all installed dictionaries** checkbox to check spelling in all supported languages.

   Words can be added to a custom dictionary that is saved on the XPression Gateway and shared by all users.

6. In the **Misc** section, configure the following:

   - **Show Timing Fields** — select this checkbox to add the **In Point**, **Duration** and **Manual Timing** fields to the graphics editor to allow automation of the graphic.
   - **Show Console Logging** — select this checkbox to enable viewing of the console logs within the HTML5 interface for NRCS troubleshooting that does not facilitate a Chrome browser.
   - **MOS Object includes ncsitem/item depth** — if using iNEWS, select this checkbox to enable MOS objects to include the NRCS item/item depth.

     It is selected by default.
   - **Close OpenMAM window on drop** — select to have the OpenMAM window close automatically after dragging and dropping an asset into the plugin.
   - **Show Navigation Shortcuts** — select to display the keyboard shortcuts in the UI.
   - **Open floating preview on start** — select to have the floating **Preview** window open when the plugin is launched.

     ★If you are running the HTML5 plugin in a Chrome browser, you'll need to enable popups in the Chrome settings. Go to **chrome://settings/content/popups**.
   - From the **Expand preview mode** drop-down, select one of the following options to configure the behavior of the preview window:
     - **Use gateway default (Pop-out window/Expanded in plugin)** — use the behavior configured in the XPression Gateway in the **HTTP Server** section. The behavior currently configured in the XPression Gateway is indicated in parenthesis, either **Pop-out window** or **Expanded in plugin**.
     - **Pop-out window** — over-ride the behavior configured in the XPression Gateway and use a pop-out window for the preview.
     - **Expanded in plugin** — over-ride the behavior configured in the XPression Gateway and expand the preview within the plugin.
   - From the **OpenMAM window mode** drop-down, select one of the following options to configure the behavior of the OpenMAM server:
     - **Use gateway default (Pop-out window/Embedded in plugin)** — use the behavior configured in the XPression Gateway in the **HTTP Server** section. The behavior currently configured in the XPression Gateway is indicated in parenthesis, either **Pop-out window** or **Embedded in plugin**.
     - **Pop-out window** — over-ride the behavior configured in the XPression Gateway and use a pop-out window for the OpenMAM server.
     - **Embedded in plugin** — over-ride the behavior configured in the XPression Gateway and use the embedded OpenMAM server in the OpenMAM tab.

- In the **Number of clips to load per request** field, enter or select the number of clips that will be allowed to be loaded per request (optional).
- **Disable Channel and Layer** — if the checkbox is selected, clearing it will allow the **Channel** and **Layer** options to be modified. This applies to the current session only and will reset when the plugin is closed and re-opened. This option will be selected if the corresponding option in the **XPression Gateway Settings > Client Plugins** is selected.

7. Select **Save**.

   The **XPression HTML5 Plugin Configuration** panel closes.

MOS Workflow Operation - XPression ActiveX MOS Plugin

This section describes how to use the templates and saved graphics in the XPression MOS Plugin.

The following topics are discussed in this section:

Using Graphics in the XPression ActiveX MOS Plugin

Using Clips in the XPression ActiveX MOS Plugin

Using Lucid Studio with the ActiveX MOS Plugin

Assigning Take IDs to MOS Objects

Using Spell Check

Copying MOS Content from other Projects

Adding Resources from an OpenMAM Server

Adding and Deleting Folders

For More Information on...

The XPression ActiveX MOS Plugin user interface, refer to:

XPression ActiveX MOS Plugin User Interface - Browse

XPression ActiveX MOS Plugin User Interface - Graphics

XPression ActiveX MOS Plugin User Interface - Clips

XPression ActiveX MOS Plugin User Interface - Edit Graphics

XPression ActiveX MOS Plugin User Interface - Edit Clips

XPression ActiveX MOS Plugin User Interface - Lucid

Using Graphics in the XPression ActiveX MOS Plugin

In the **Graphics** tab you can select a graphic to be edited, edit a graphic from the plugin or from the NRCS, and add graphics to a story in the NRCS. You can also browse the metadata of a graphic or template.

★When a scene is modified locally in XPression, the local modifications take precedence over changes made in the XPression ActiveX Plugin.



ActiveX MOS Plugin - Graphics Tab

Selecting and Deleting Graphics

Editing Graphics

Saving Graphics

Exporting Graphics to PNG

Adding and Editing Graphics in the NRCS

Browsing Graphic Metadata

Formatting Text

Selecting and Deleting Graphics

There are several ways to locate the graphic you want to edit:

Browsing Graphics from the Project Server

Browsing Graphics Without Project Server

Selecting Saved Graphics

Selecting Graphics from the NRCS

Selecting Graphics from an OpenMAM Server

See the following section for how to delete graphics:

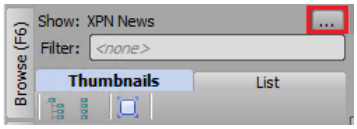
Deleting Graphics

Browsing Graphics From the Project Server

★If a revision of a project is published in XPression, the XPression ActiveX Plugin will receive a notification of the revision.

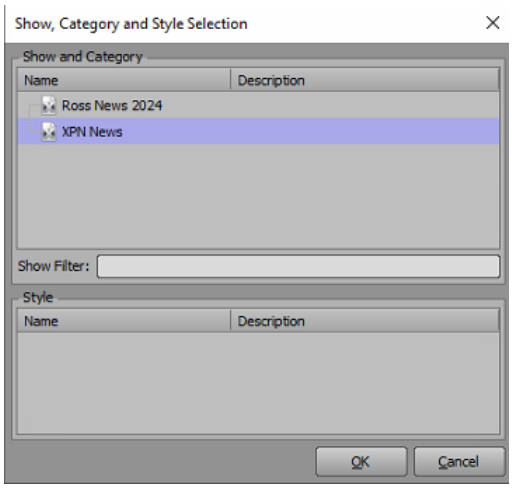
To browse graphics from the Project Server:

1. In the **XPression ActiveX MOS** plugin, select the **Graphics** tab.
2. In the top-left corner, select the **Story Browse (...)** button.



ActiveX MOS Plugin - Browse

The **Show, Category and Style Selection** window opens.



ActiveX MOS Plugin - Show, Category and Style Selection

3. From the **Show** and **Category** list, select a show and category.
4. From the **Style** list, select a style.
5. Select **OK**.

   The **Show, Category and Style Selection** window closes and the graphics associated with the selected style are available for selection in the **Thumbnails / List**.
6. Double-click a graphic from the **Thumbnails** or **List**.

   OR

   In the **Filter** field, enter a graphic name or keyword to search for specific graphics.

   The filter also searches the metadata of graphics when available.

Browsing Graphics Without a Project Server

The available graphics are dictated by what has been loaded on the preview engine. This must be done manually.

To browse graphics without a project server:

1. In the **XPression ActiveX MOS** plugin, select the **Graphics** tab.
2. Select a graphic from the **Thumbnails** or **List** tab.

   OR

   In the **Filter** field, enter the name of a graphic or a keyword to search for specific graphics.

   The filter also searches the metadata of graphics when available.

Selecting Saved Graphics

- In the **Browse** tab, select a graphic from the **Saved Items** folder structure.

  These graphics need to have been pre-populated with information and saved to a user specified folder.

Selecting Graphics from the NRCS

You can select graphics used in MOS rundowns that are being monitored by the XPression Gateway. The graphics can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown.

To select a graphic from the NRCS:

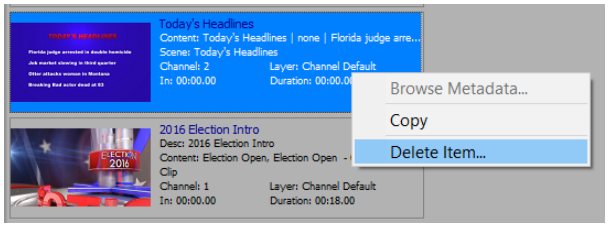
- In the NRCS, in the **Rundowns** area, double-click a graphic to open it in the ActiveX MOS editor.

Deleting Graphics

You can delete saved graphics in the **Browse** tab.

To delete a graphic:

1. In the XPression ActiveX MOS plugin, select the **Browse** tab.
2. In the **Browse** tab, in the folder structure, browse to the graphic to be deleted.
3. Right-click the graphic and from the context menu, select **Delete Item**.



ActiveX MOS Plugin - Delete Item

4. In the **Delete Item** confirmation dialog, select **Yes**.

Editing Graphics

The content of the graphic depends on settings chosen in XPression.

★Modifying the text template data fields of MOS items in XPression prevents the changes from being overwritten by new updates in the XPression ActiveX Plugin.

If **Enable User Input Controls** is selected in the **Data Source** tab of the **Object Inspector** in XPression, the **Content** cell will contain a list of available static text, global list, and DataLinq values.

If radio button user input controls have been configured, they can be selected using the **Up** and **Down** arrows on the keyboard.

★For information on creating user input controls for static text, global list, and DataLinq objects, refer to the *XPression Help File* in XPression.

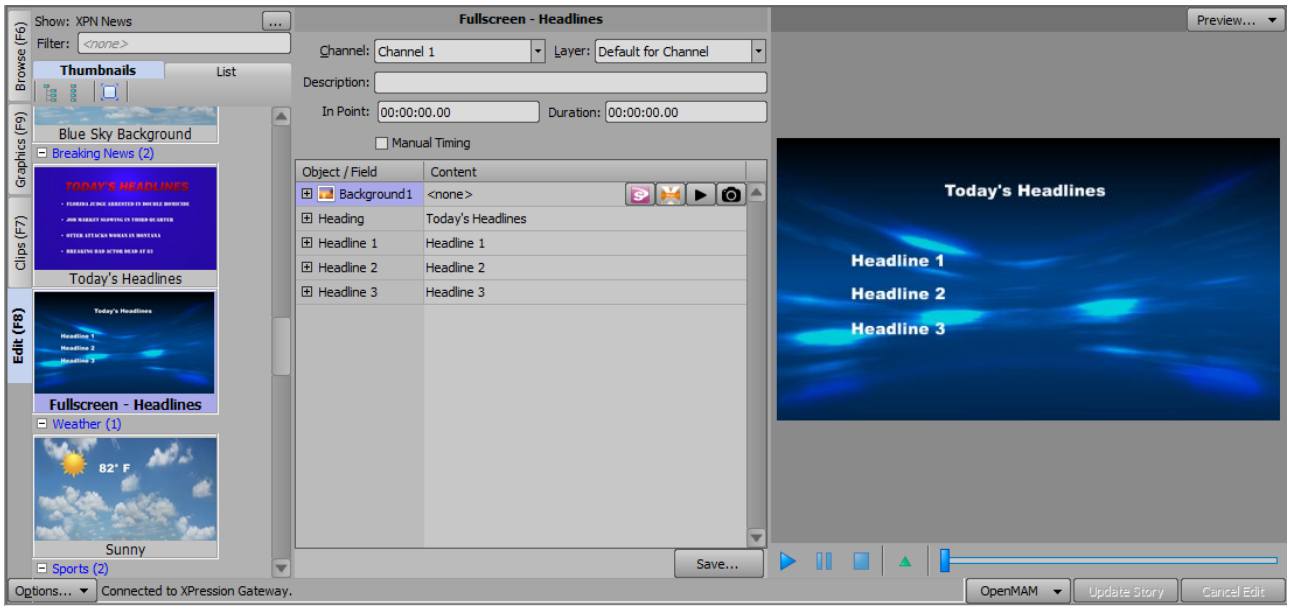
★Fixed **Take ID** numbers can be assigned to MOS objects. For more information, refer to Assigning Take IDs to MOS Objects.

To edit a graphic:

1. In the **XPression ActiveX MOS Plugin**, select a graphic to edit.

   Refer to Selecting Graphics for instructions.

   The graphic opens in **Edit** mode.



ActiveX MOS Plugin - Edit Mode

   The graphic is visible in the preview window and the published fields will be displayed in the **Object / Field** and **Content** lists.

2. Edit clip information such as **Channel**, **Layer**, **Description**, **In Point**, and **Duration** as necessary.

   ★If using XPression Tessera, from the **Channel** drop-down, select a source rather than a channel (for example, Source 1, Source 2, etc.).

   ★The **In Point**, **Duration**, and **Manual Timing** fields only appear if they have been enabled in the XPression Gateway Settings. See Client Plugins for more information.

3. Select the **Manual Timing** checkbox to use a manual time instead of the **In Point/Duration** timing fields of the graphic when under automation control.
4. Edit the **Object / Field** information in the **Content** column.

   You can also select a field by clicking on the object in the preview window.

   The changes appear in the preview.
5. Clear a field by right-clicking it and selecting **Clear Field** from the shortcut menu.

   OR

   Revert to the original template values by selecting **Revert all fields to template values**.
6. Select **Add to Story**.

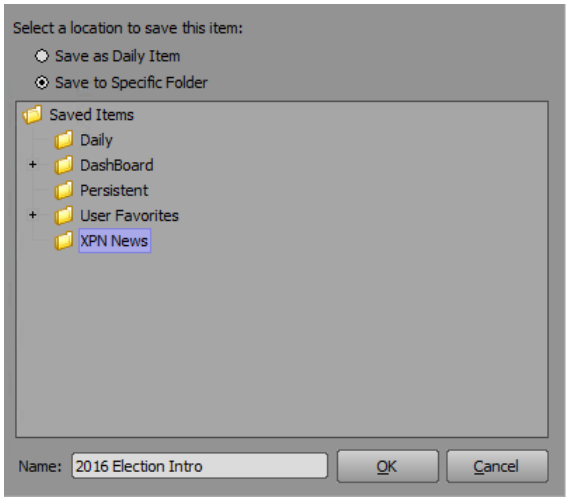
Saving Graphics

You can save your graphics to a daily folder or to a specific folder in the **Saved Items** folder structure.

To save a graphic:

1. When you have finished editing your graphic, select **Save**.

   The **Save Item to Folder** dialog box opens.



   Save Item to Folder

2. Select one of the following save options:

   Save as Daily Item — select this radio button to save the graphic to a daily items folder. This will create an items folder for the current date that is subject to the **Saved Items** settings in the XPression Gateway.

   Save to Specific Folder — select this radio button to save the graphic to a specific folder selected from the **Saved Items** folder structure.

   ★For information on adding or deleting a folder, refer to Adding and Deleting Folders.

3. Enter a **Name** for the graphic and select **OK**.

   The **Save Item to Folder** window closes and the graphic is saved.

Exporting Graphics to PNG

The preview image for a graphic can be saved as a **.png** file.

To export a graphic to a png file:

1. In the preview section, right-click on the preview image and select **Export Image** from the shortcut menu.

   A **Save As** file browser opens.

2. Navigate to the folder where you want to save the **.png** file.
3. Select **Save**.

Adding and Editing Graphics in the NRCS

This section describes the procedures for adding and editing graphics in the NRCS.

Adding a Graphic to the NRCS

Once you have a graphic ready to be put on air, you can add it to the NRCS from the ActiveX MOS Plugin.

To add a graphic to the NRCS:

- In the **XPression ActiveX MOS Editor**, from the **Graphics** browser or **Edit** tab, select a graphic and then select **Add To Story**.

  In the **Edit** tab, you can also select and drag a graphic from the **Preview** window to the newsroom client interface.

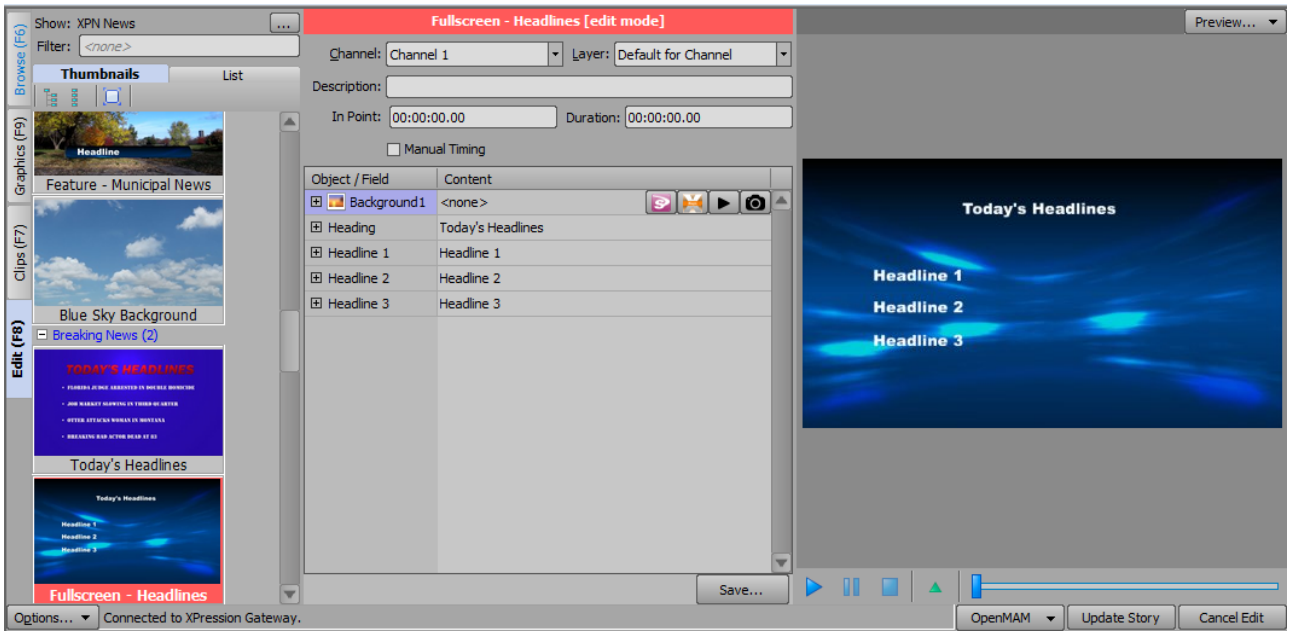
Editing a Graphic from the NRCS

You can open a graphic from the story in the NRCS to edit it in the XPression MOS Editor.

To edit a graphic from the NRCS:

1. Double-click the graphic you want to edit.

   The graphic will open in the **XPression ActiveX MOS Editor** and a colored bar at the top of the **Edit** tab indicates that the graphic was opened from the NRCS.



ActiveX MOS Plugin - Edit a Graphic from the NRCS

2. Edit the graphic as needed.
3. Then select **Update Story** to apply the changes.

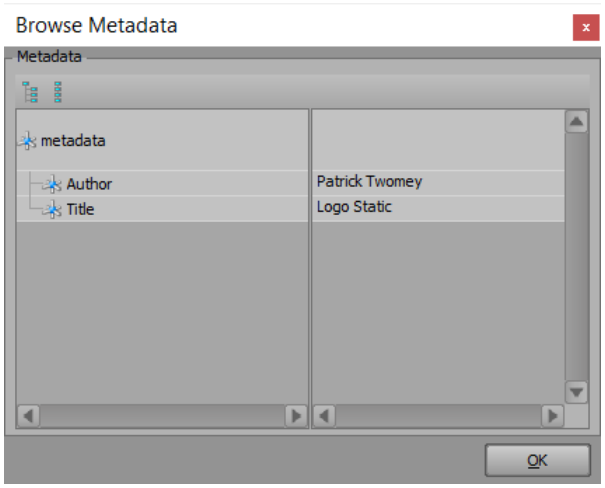
Browsing Graphic Metadata

Metadata is an option that can be designed into a scene. You can view the metadata of any graphic or template using the following procedure.

To browse metadata:

1. In the **Graphics** or **Edit** tab, right-click on a graphic or template from the **Thumbnails**, **List** or **Saved Graphics**.
2. Select **Browse Metadata**.

   The **Browse Metadata** window opens.



Browse Metadata

Formatting Text

Underline, superscript, and subscript font formats can be applied to the text of graphics opened for editing in the plugin.

The following commands are used to apply or end underlines, superscripts, and subscripts:

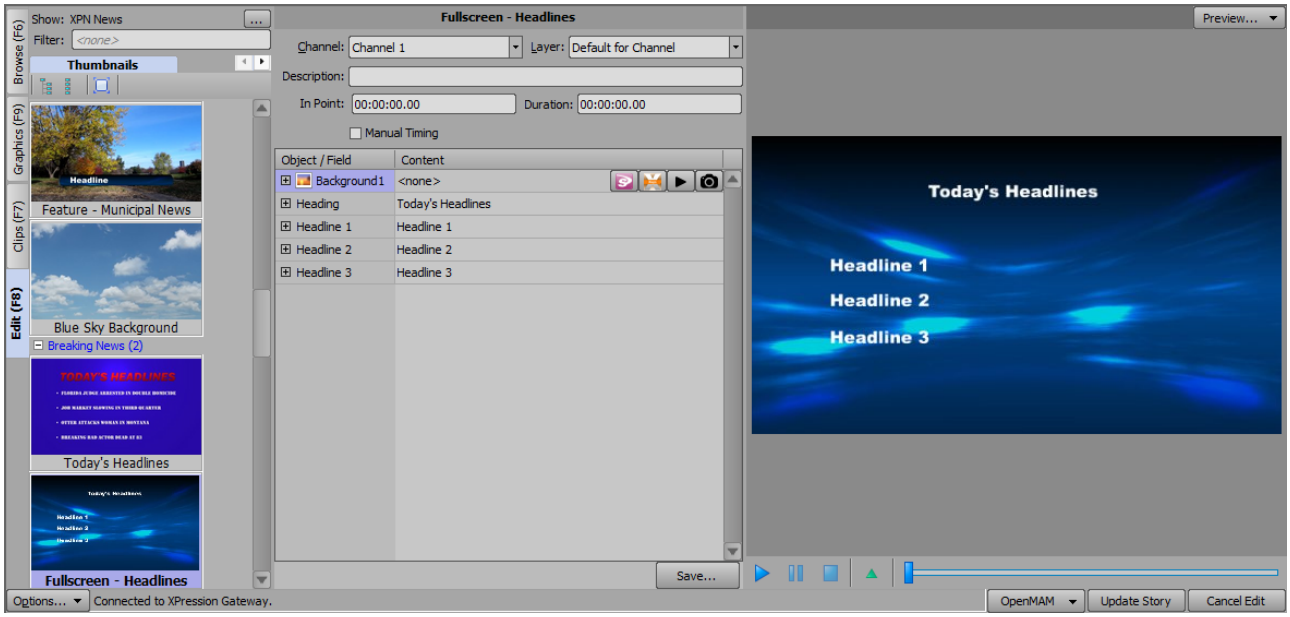
- {U} — apply underline attribute
- {/U} — end underline attribute
- {SUP} — apply superscript attribute
- {/SUP} — end superscript attribute
- {SUB} — apply subscript attribute
- {/SUB} — end subscript attribute
- { } — end all text attributes

★Font tags are not case-sensitive.

To apply underline, superscript, or subscript:

1. In the **Graphics** tab, double-click a graphic that contains text from the **Thumbnails**, **List**, or **Saved Graphics**.

   The template opens in the **Edit** tab.

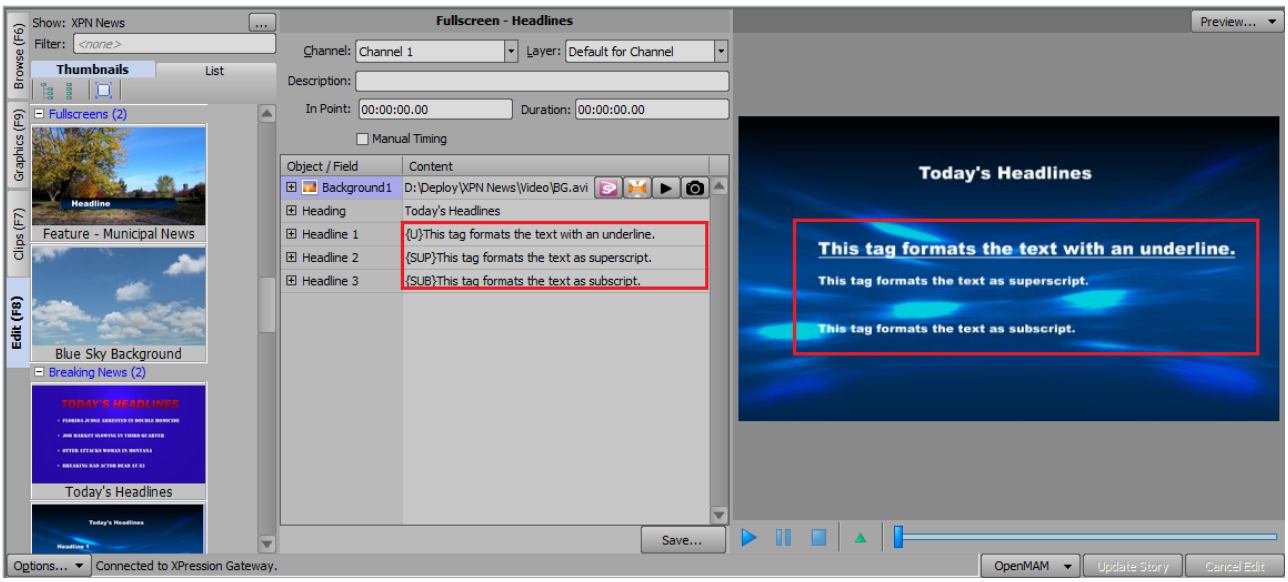


ActiveX MOS Plugin - Edit Graphic to Format Text

2. Select the **Content** field with the text you want to format and place the cursor in front of the text.

3. Type the appropriate tag for the formatting you want to apply.

   The formatting is applied to all text after the tag.



ActiveX MOS Plugin - Format Graphic Text

4. To end the formatting at a specific location within the text, place the cursor at the end of the text intended to be formatted and enter {/followed by the tag}, e.g., {/U}.

   The formatting is applied to the text within the tags.

5. To apply more than one type of formatting, insert the tags for each format type at the beginning of the text to be formatted.

   To end the underline after a certain point in the text but keep the superscript (or subscript) for the rest of the text, enter {/U} at the location to end the underline.

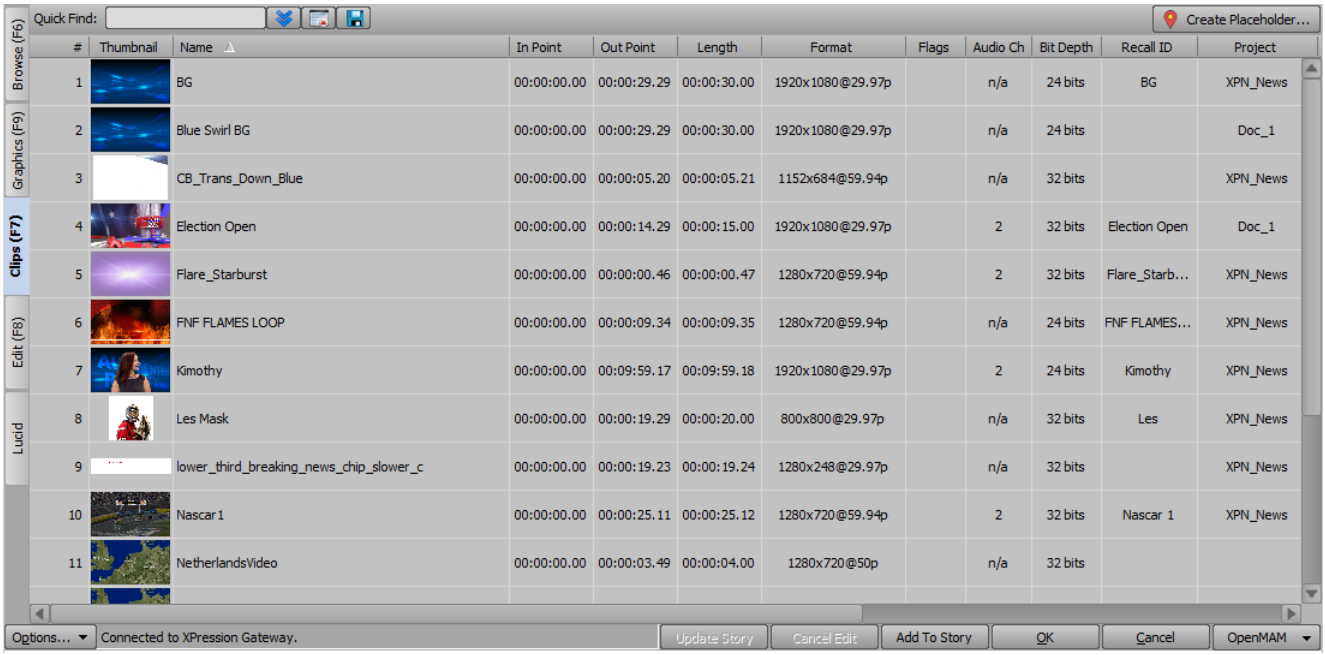
6. When you have finished formatting the text, select **Save**.

Using Clips in the XPression ActiveX MOS Plugin

XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips and are interested in adding it to your workflow, please contact your Ross Video sales representative.

If you are using a Project Server and a revision of a project is published in XPression, the XPression ActiveX Plugin will receive a notification of the revision.

The **Clips** tab in the XPression ActiveX Plugin is used for adding clips to the story in the NRCS.



ActiveX MOS Plugin - Clips

Refer to the following topics for using clips in the XPression ActiveX MOS Plugin:

Selecting Clips

Editing Clips

Saving Clips

Exporting Clips

Creating a Clip Placeholder

Adding a Clip to a MOS Graphic

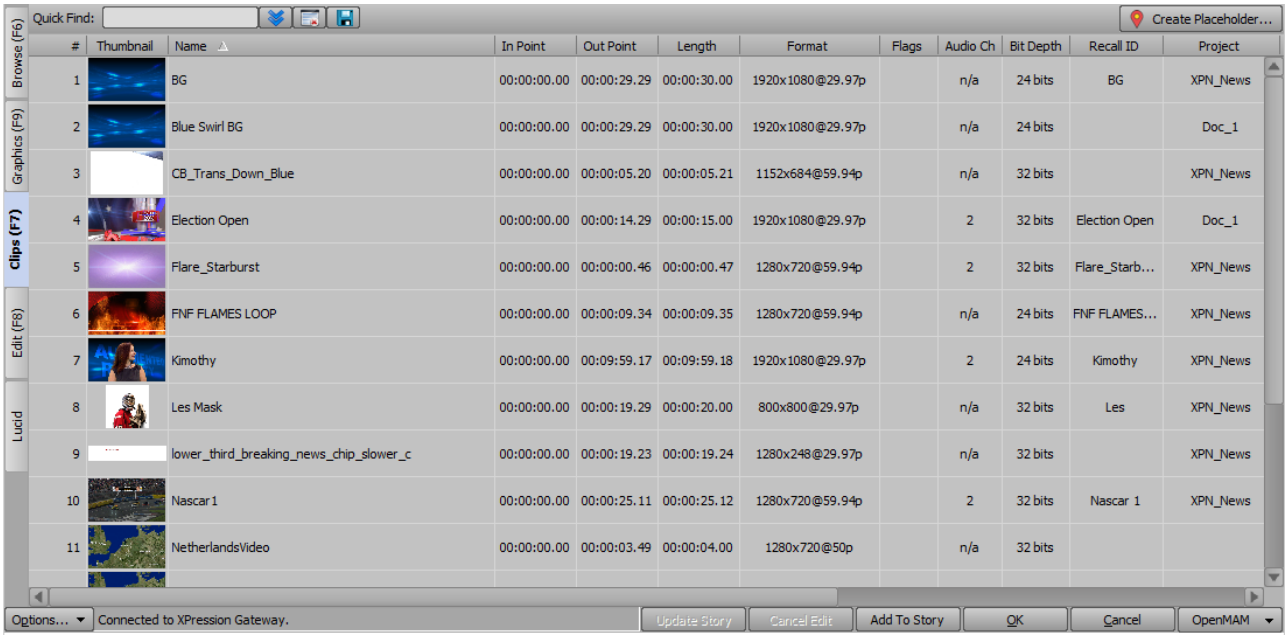
Selecting Clips

You can select clips from the Clips tab in the ActiveX MOS plugin or from an OpenMAM Server.

To select a clip from the Clips tab:

1. Open the XPression ActiveX MOS Plugin in the newsroom client.
2. In the plugin, select the **Clips** tab.

   The **Clips** tab opens.



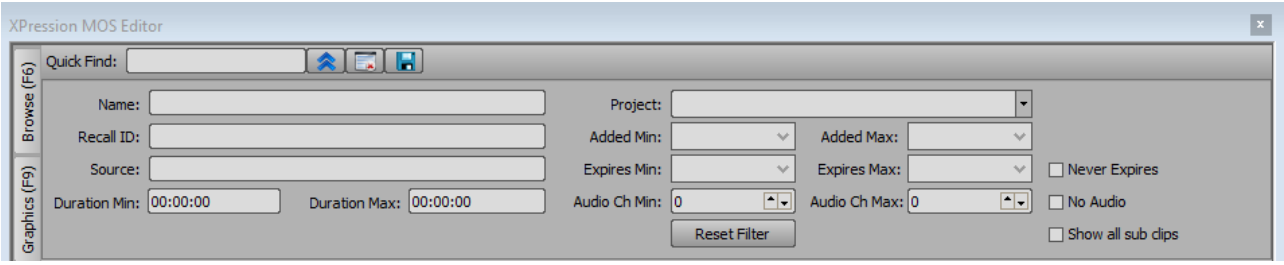
ActiveX MOS Plugin - Clips Tab

3. Select a clip.

   OR

   Select the **Advanced Search Options** icon ( ) to locate a specific clip.

The **Advanced Search Options** section opens.



ActiveX MOS Plugin - Advanced Search Options

4. Enter or select search criteria as follows:
   - **Name** — enter the name of a clip to search.
   - **Recall ID** — enter a recall ID to search.
   - **Source** — enter a location to search for a clip.
   - **Duration Min** — enter a minimum duration time to search for a clip that is at least as long as the value.
   - **Duration Max** — enter a maximum duration time to search for a clip that is no longer than the value.
   - **Project** — from the drop-down, select a project in which to search for a clip.
   - **Added Min** — use the calendar to select the date after which the clip was added.
   - **Added Max** — use the calendar to select the date before which the clip was added.
   - **Expires Min** — use the calendar to select the date after which the clip will expire.
   - **Expires Max** — use the calendar to select the date before which the clip will expire.
   - **Never Expires** — select this checkbox to search for a clip with no expiry date set.
   - **Audio Ch Min** — enter or select the minimum number of embedded audio channels in the clip to find.
   - **Audio Ch Max** — enter or select the maximum number of embedded audio channels in the clip to find.
   - **No Audio** — select this checkbox to search for a clip with no embedded audio.
5. Select **Reset Filter** to clear all the fields in the **Advanced Search Options**.
6. Select the **Show all sub clips** checkbox to display any sub clips of a clip in the **Clip Browser** list when performing an advanced search.
7. Click **Save default search criteria** ( ) to save the search criteria as a default if necessary.

Editing Clips

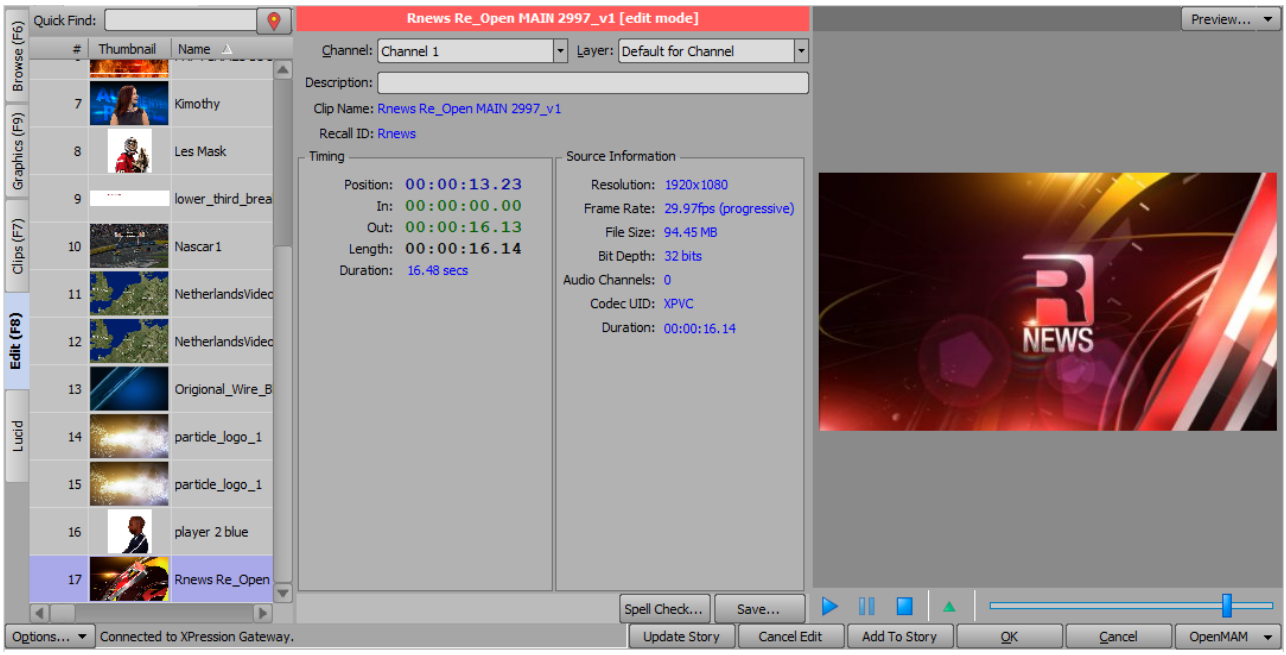
You can edit any clip that appears in the **Clips** tab and then add the edited clip to the NRCS.

To edit a clip:

1. In the **Clips** tab, double-click a clip to open it for editing.

   The clip opens in the **Edit** tab.

   The graphic is visible in the preview window and the clip info will be displayed in the **Timing** and **Source Information** sections.



ActiveX MOS Plugin - Edit Clip

   You can play the clip using the playback controls below the preview window.

   ★Fixed **Take ID** numbers can be assigned to MOS objects. For more information, refer to Assigning Take IDs to MOS Objects.

2. Edit clip information such as **Channel**, **Layer**, and **Description** as necessary.
3. Select **Update Story**.

   You can also click and drag from the thumbnail list to the newsroom client interface.

4. Save the edited clip.

   See Saving Clips for further information.

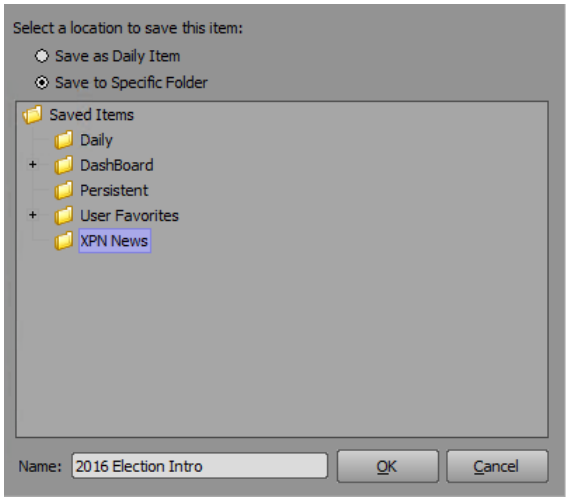
Saving Clips

You can save your clips to a daily folder or to a specific folder in the **Saved Items** folder structure or you can create a new folder.

Daily folders are auto-generated with the current date and can be set to purge after a specified period of time.

To save a clip:

1. When you have finished editing your clip, select **Save**.
2. The **Save Item to Folder** dialog opens.



3. Select one of the following save options:

   Save as Daily Item — select this radio button to save the clip to a daily items folder. This will create an items folder for the current date that is subject to the Saved Items settings in the XPression Gateway.

   Save to Specific Folder — select this radio button to save the clip to a specific folder selected from the **Saved Items** folder structure.

4. Select **OK**.

   The **Save Item to Folder** dialog closes and the clips is saved.

   ★For information on adding or deleting a folder, refer to Adding and Deleting Folders.

Exporting Clips

This section describes how to export a clip to a **.png** file format.

To export a clip to a .png file:

1. In the **Browse** tab, select a clip from the **Saved Items** folder structure.

   These clips need to have been pre-populated with information and saved to a user specified folder.

   OR

   Select a clip from the **Rundowns** area in the NRCS.

   This enables users to select clips used in MOS rundowns that are being monitored by the XPression Gateway.

2. Right-click on the preview image and select **Export Image** from the shortcut menu.

   A **Save As file** browser opens.

3. Use the file browser to locate a folder in which to save the **.png** file.

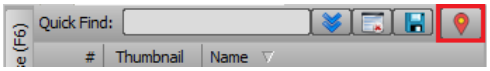
4. Select **Save**.

Creating a Clip Placeholder

A placeholder based on **Recall ID** can be created for a clip to be placed into a rundown. The **Recall ID** is what will link the new MOS object with a current or future clip from the Clip Store.

★Placeholder **Recall IDs** can only be created if the **Clips added to a running order should be recalled via their Recall ID** checkbox is enabled in the **Clip Store** settings in the XPression Gateway. Also, the **Create Placeholder** button will not appear unless all Clip Stores in the workflow have the **Recall ID** option **Allow same Recall ID to be used in different projects** disabled in their **Clip Store Managers**.

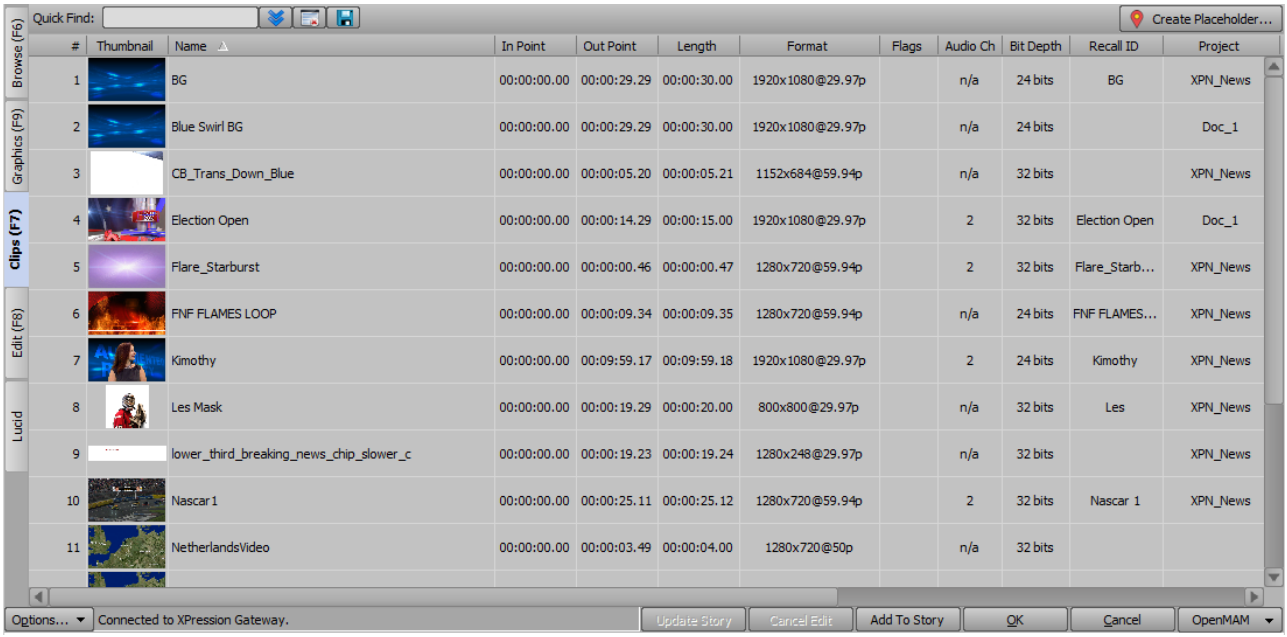
★Clip placeholders can also be created in the **Edit** tab by selecting the **Create Placeholder** button.



ActiveX MOS Plugin - Create Placeholder Button in Edit Tab

To create a Clip Placeholder:

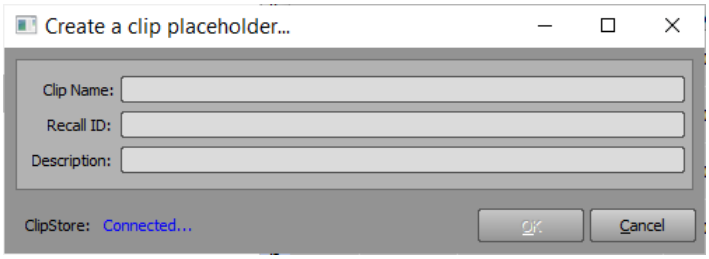
1. Open the XPression ActiveX MOS Plugin in the newsroom client.
2. Select the **Clips** tab.



ActiveX MOS Plugin - Clips Tab

3. In the top-right corner of the plugin, select **Create Placeholder**.

   The **Create a Clip Placeholder** dialog opens.



ActiveX MOS Plugin - Create Placeholder

4. In the **Clip Name** field, enter a name for the clip placeholder.

   The name does not have to match the clip name in the Clip Store. It will populate the field in the MOS object so that the object in the running order displays a meaningful name.

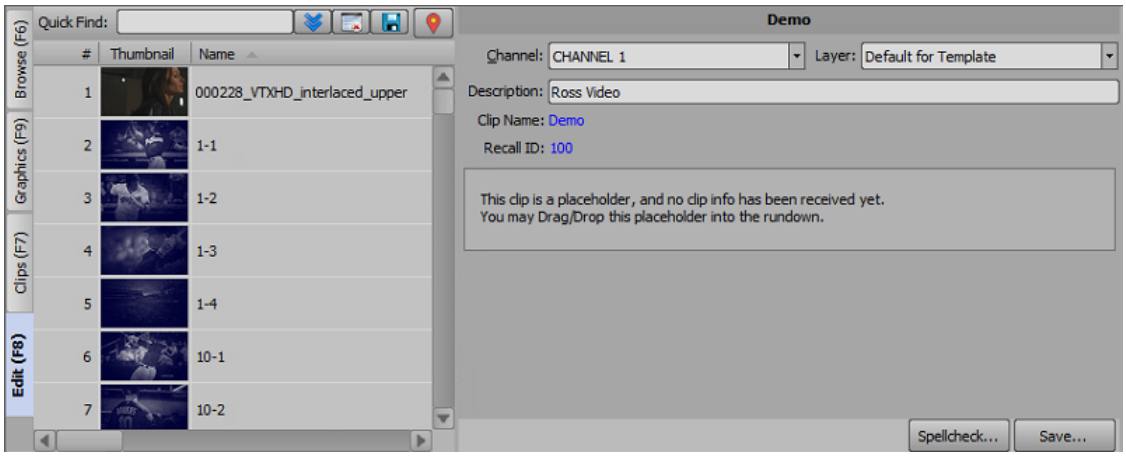
5. In the **Recall ID** field, enter a placeholder recall ID for the MOS object.

6. In the **Description** field, enter a brief description for the clip placeholder.

   This is not applied to the clip in the Clip Store. It will populate the field in the MOS object so that the object in the running order displays a meaningful description.

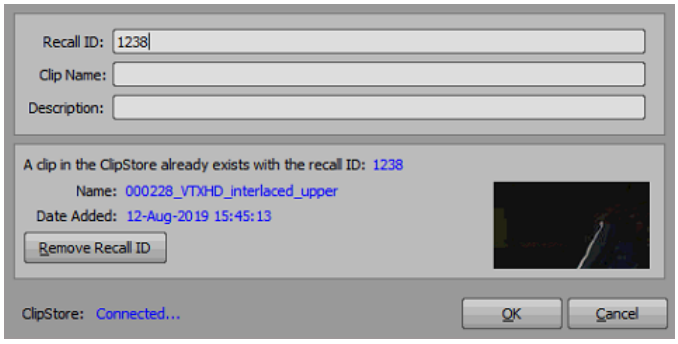
7. Select **OK**.

   A clip placeholder recall ID is created that can be dragged and dropped into the rundown. However, a clip with the newly created recall ID will need to be ingested for it to function properly.



ActiveX MOS Plugin - Clip Placeholder

8. If a clip exists in the rundown that already uses the **Recall ID** entered, a notice is displayed in the **Create a clip placeholder** dialog.



ActiveX MOS Plugin - Recall ID Already Exists

9. If necessary, the existing **Recall ID** can be removed from the original clip by selecting **Remove Recall ID**.

Adding a Clip to a MOS Graphic

Clips can be added to a MOS graphic by copying and pasting the clip into a graphic or by dragging and dropping a clip into a graphic.

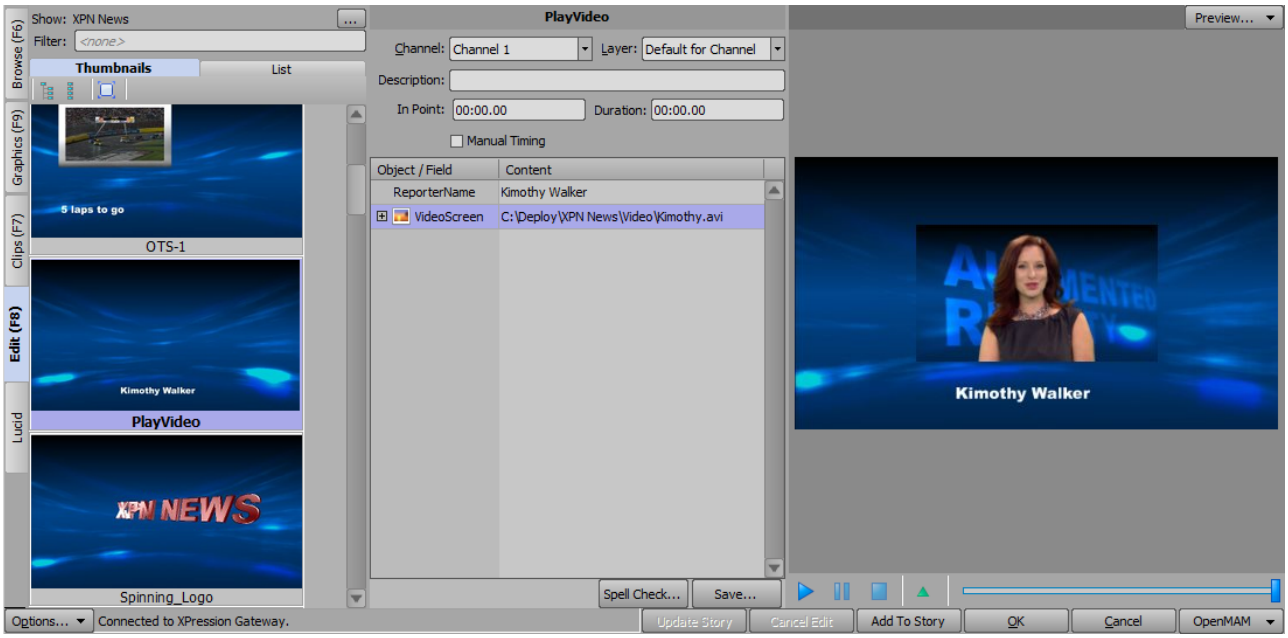
To copy and paste a clip into a MOS graphic:

1. In the **Clips** tab, select the clip you want to add to the MOS graphic.
2. Press **Ctrl+C** to copy the clip.
3. In the **Graphics** tab, double-click the graphic to which you want to add a clip, to open it in the **Edit** tab.
4. Select the **Content** field of an **Image** or **Video** object.
5. Press **Ctrl+V** to paste the clip into the field.

To drag and drop a clip into a MOS graphic:

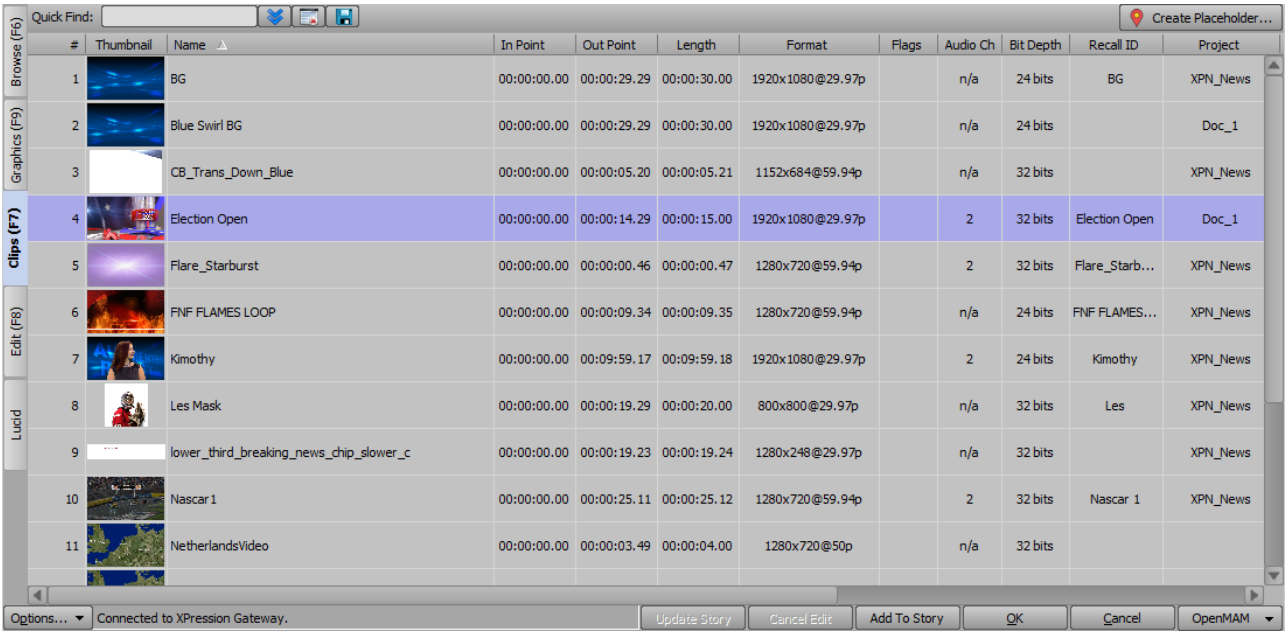
1. In the **Graphics** tab, double-click a graphic that contains a video object.

   The graphic opens in the **Edit** tab.



ActiveX MOS Plugin - Edit Graphic

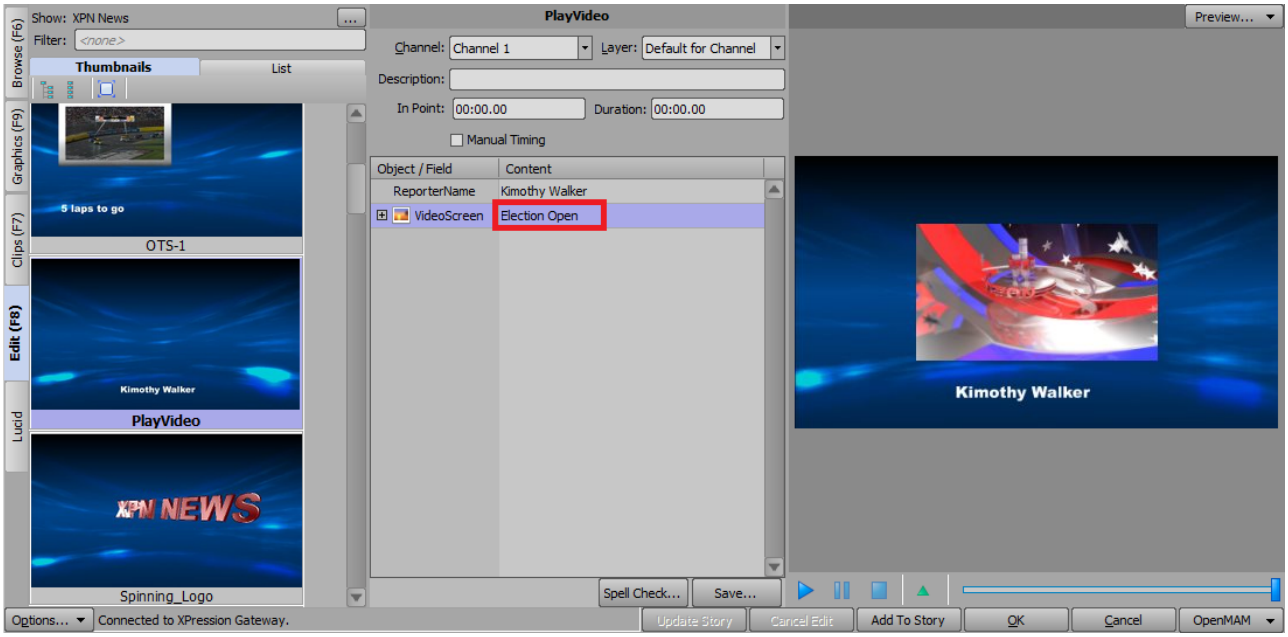
2. Select the **Clips** tab.



ActiveX MOS Plugin - Clips Tab

3. Select a clip and drag it over the **Edit** tab.
4. Drop the clip into the content field of the video object.

   The clip is added to the video object selected in the graphic and the clip is displayed in the preview for the graphic.



ActiveX MOS Plugin - Clip Added to MOS Graphic

For More Information on...

- XPression Clips, refer to the *XPression Clips User Guide*.

Using Lucid Studio with the ActiveX MOS Plugin

When Lucid Studio has been configured to communicate with a Newsroom Control System (NRCS) and the ActiveX MOS plugin through the XPression Gateway, you can play out a MOS story sequence from the **Sequencer** panel in Lucid Studio or through the **XPression Remote Sequencer**.

MOS story sequences are generated by the NRCS and appear in the **MOS** tab of the **Sequencer** panel in Lucid Studio when the rundown is activated in the Remote Sequencer or the Rundown Controller.

The following topics are described in this section:

Required Components

Setting up Lucid Integration with the ActiveX Plugin

Selecting Lucid MOS Events

Adding and Editing Lucid MOS Events

Required Components

The following is a list of the required components for the Lucid Studio workflow:

- Lucid Studio — the user interface used to provide operational control and create MOS events.
- Lucid Driver for XPression — allows Lucid Studio to remotely operate the project and select the camera to be tracked.
- Lucid MOS Service — makes Lucid MOS events visible to the HTML5 plugin and NRCS.
- XPression Gateway — manages the communication between Lucid Studio and the NRCS.
- XPression ActiveX MOS plugin — allows users to edit the contents of templates by manipulating published fields defined during the template creation process and then add them to rundowns as MOS messages.
- XPression Remote Sequencer — controls the remote Lucid Studio engine and plays out graphics and clips from a MOS rundown in the Lucid Studio Sequencer.

  OR

  XPression Rundown Controller — used to activate rundowns from the XPression Gateway for playout in the Lucid Studio Sequencer.

Optional Components

- Lucid Track — takes the camera and robotic tracking data and binds it to the virtual camera in XPression through Lucid Driver for XPression.

Setting up Lucid Integration with the ActiveX Plugin

Start Lucid Studio, Lucid MOS Service, the XPression Gateway, Lucid Driver for XPression, and a Newsroom Control System that is compatible with the ActiveX Plugin.

★Lucid Driver for XPression will open the last previously opened XPression project.

To select a different XPression project:

- In Lucid Driver for XPression, in the **XPression** drop-down, use the **Browse** button to navigate to and select the XPression project you want to use.

Next Steps

You'll need to configure the XPression Gateway Settings and Lucid MOS Service to communicate with the ActiveX plugin. You'll also need to make sure that MOS is enabled in the Lucid Studio events.

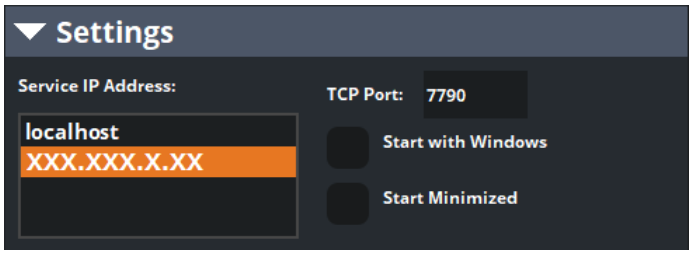
To configure the XPression Gateway settings for Lucid integration:

1. Open the **XPression Gateway** application.
2. Select **Gateway > Settings**.
3. Select **Lucid Studio Integration** and configure the settings as described in Lucid Studio Integration.
4. Select **HTTP Server** and configure the **Server Settings** as described in HTTP Server.

   ★It is important to have all the assets used in the ActiveX plugin located on a shared network (such as the X: drive), which is configured in the Plugin Asset Root Folder field.
5. Select **Channel Groups** and add the Lucid Studio Engine to a channel group.
6. Select **OK** to close the **Channel Group Settings** dialog.
7. Select **OK** again to close the **XPression Gateway - Settings** dialog.

To configure Lucid MOS Service:

1. In Lucid MOS Service, in the **Settings** drop-down, from the **Service IP Address** box, select the IP address of the machine running Lucid MOS Service.

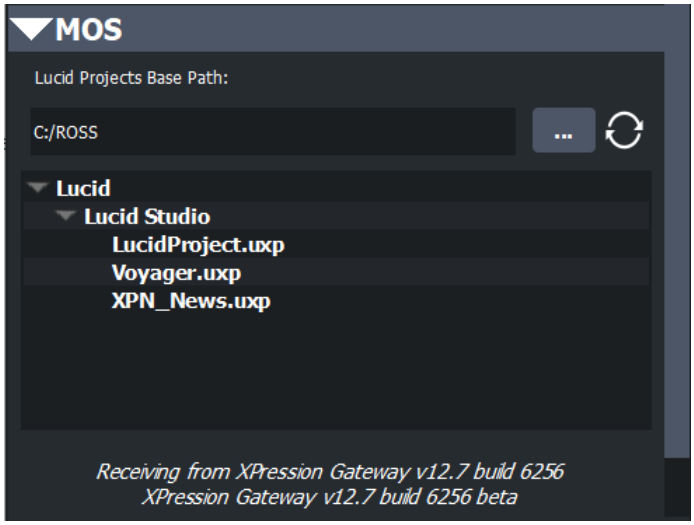


Lucid MOS Service - Settings

2. In the **TCP Port** field, accept the default port, or if necessary change the port number.

   ★The same port number needs to be configured in the XPression Gateway in the Lucid Studio Integration configuration settings.
3. Select **Start with Windows** to automatically start Lucid MOS Service when Windows is launched (optional).

4. Select **Start Minimized** to minimize Lucid MOS Service to the taskbar (optional).
5. In the **MOS** drop-down, in the **Lucid Projects Base Path** section, select the **Browse** button to the right of the **Path** field to navigate to the folder where your Lucid Studio project file (.uxp) is located.



Lucid MOS Service - MOS

A list of the Lucid Studio projects in that folder that contain MOS objects is displayed.

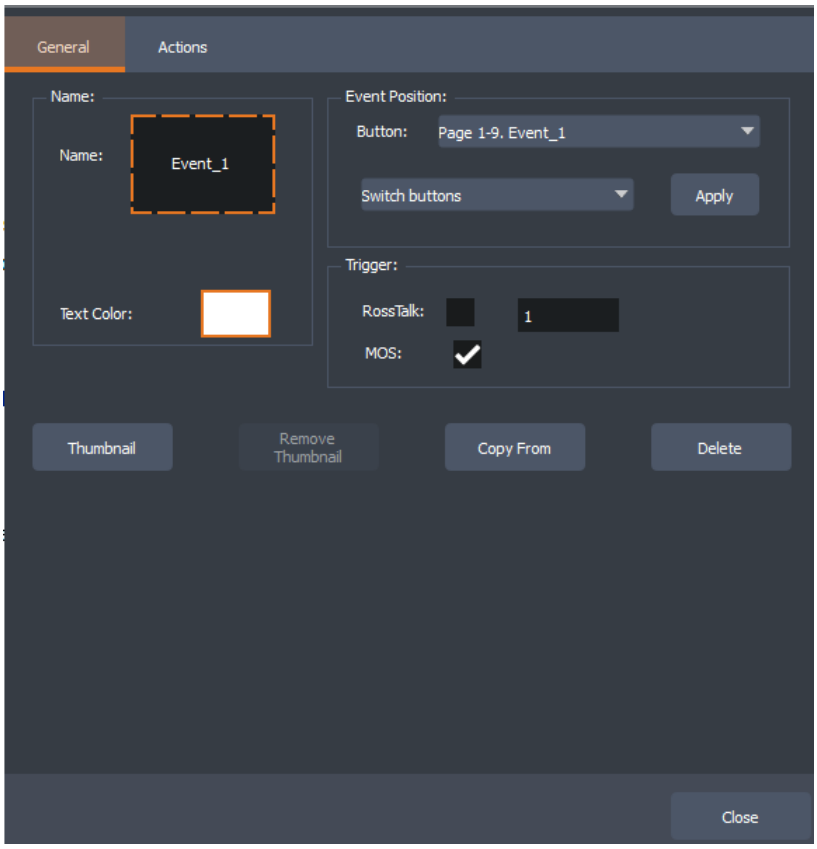
At the bottom of this panel, a message is displayed indicating whether or not Lucid MOS is receiving data from the **XPression Gateway**.

Enabling MOS for Lucid Studio Events

In order for Lucid Studio events to be available for use in the NRCS, you'll need to enable MOS in the events.

To enable MOS in Lucid events:

1. In Lucid Studio, in the **Events** panel, select an event or create a new event.
2. In the **General** tab, in the **Trigger** section, select the **MOS** checkbox.



Lucid Event - Enable MOS

In the **Actions** tab, at the bottom of the tab, you will see the indicator that the event can be triggered by MOS.



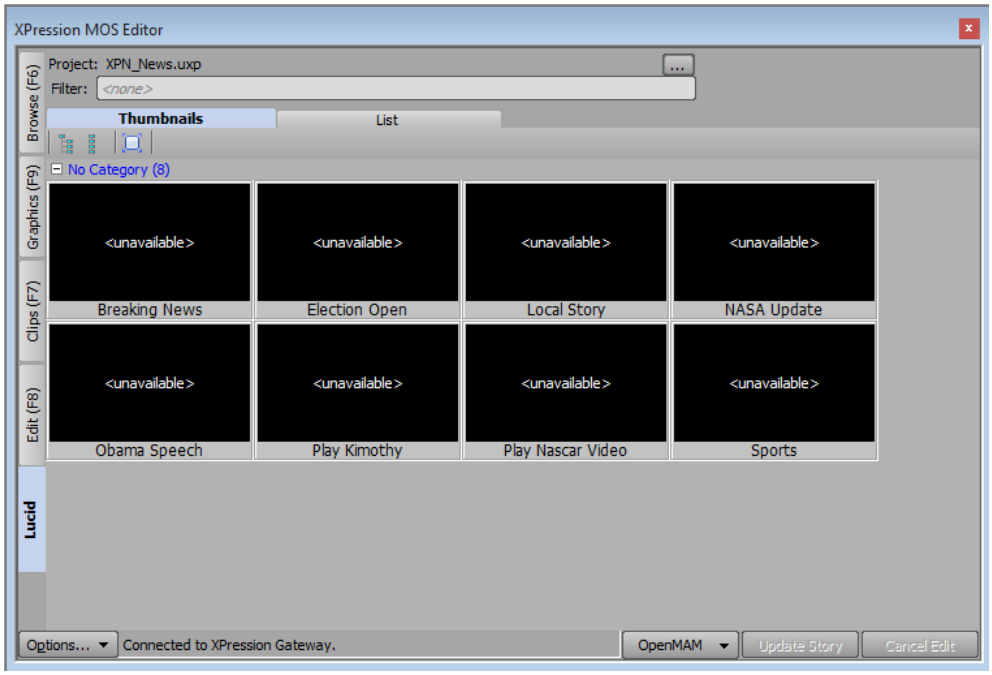
Selecting Lucid MOS Events

You can select a Lucid MOS event from the Lucid tab or from a story in the NRCS.

To select a Lucid MOS event from the Lucid tab:

1. Open the XPression ActiveX MOS Plugin in the newsroom client.
2. Select the **Lucid** tab.
3. From the **Project** drop-down, select the project containing the events you want to use.

   The MOS-enabled Lucid events that have been created in Lucid Studio will appear in the **Lucid** tab.



ActiveX Plugin - Lucid Tab

★For information about enabling MOS in Lucid Studio, see Enabling MOS for Lucid Studio Events.

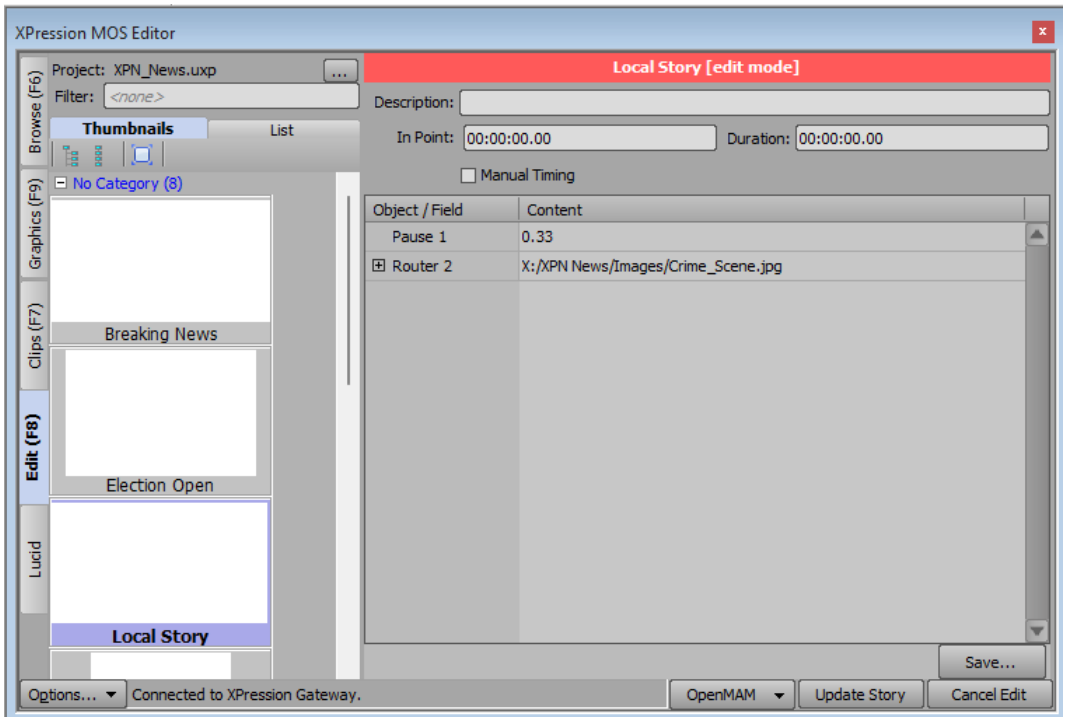
4. Double-click the event you want.

   The event opens in the **Edit** tab.

To select a Lucid MOS event from the NRCS:

1. Open the XPression ActiveX Plugin in the newsroom client.
2. In the NRCS, select the story containing the Lucid MOS event you want.
3. In the story, double-click the Lucid MOS event you want.

The event opens in the **Edit** tab and **Edit Mode** is displayed beside the name of the event.



ActiveX Plugin - Select Graphic from NRCS

Adding and Editing Lucid MOS Events

This section describes the procedures for adding Lucid MOS events to the NRCS and editing Lucid MOS events in the ActiveX plugin.

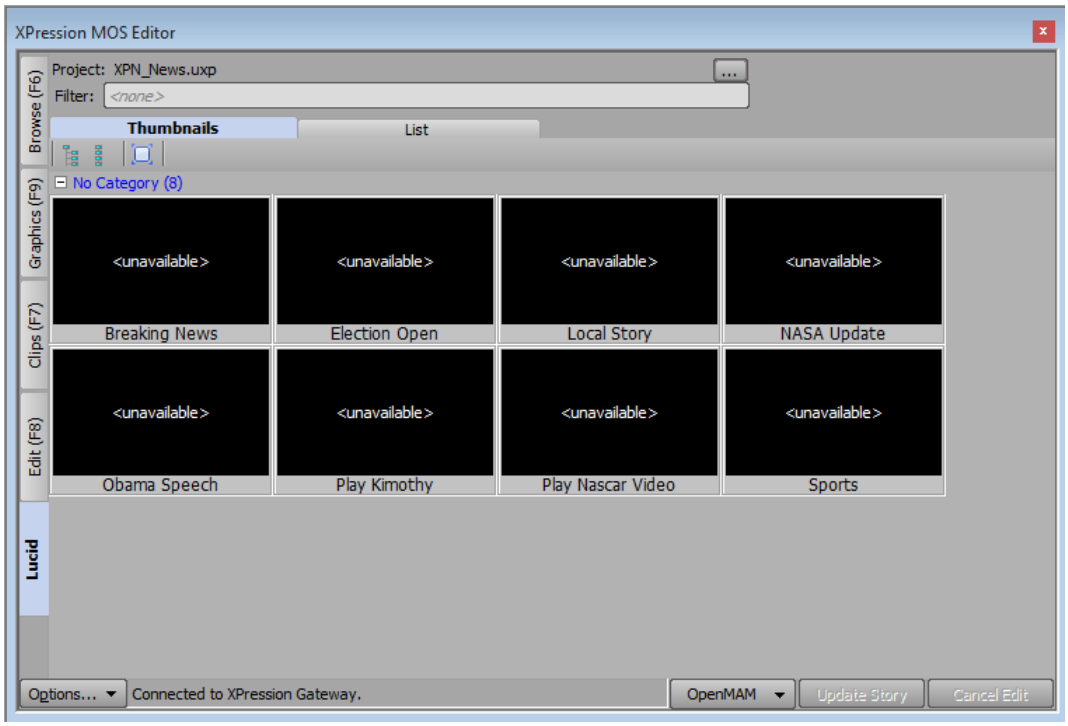
Adding a Lucid MOS Event to the NRCS

Once you have a Lucid event ready to be put on air, you can add it to the NRCS from the ActiveX Plugin in two ways.

To add a Lucid event to the NRCS:

1. Open the XPression ActiveX Plugin in the newsroom client.
2. In the plugin, select the **Lucid** tab.
3. From the **Project** drop-down, select the project containing the event you want to add.

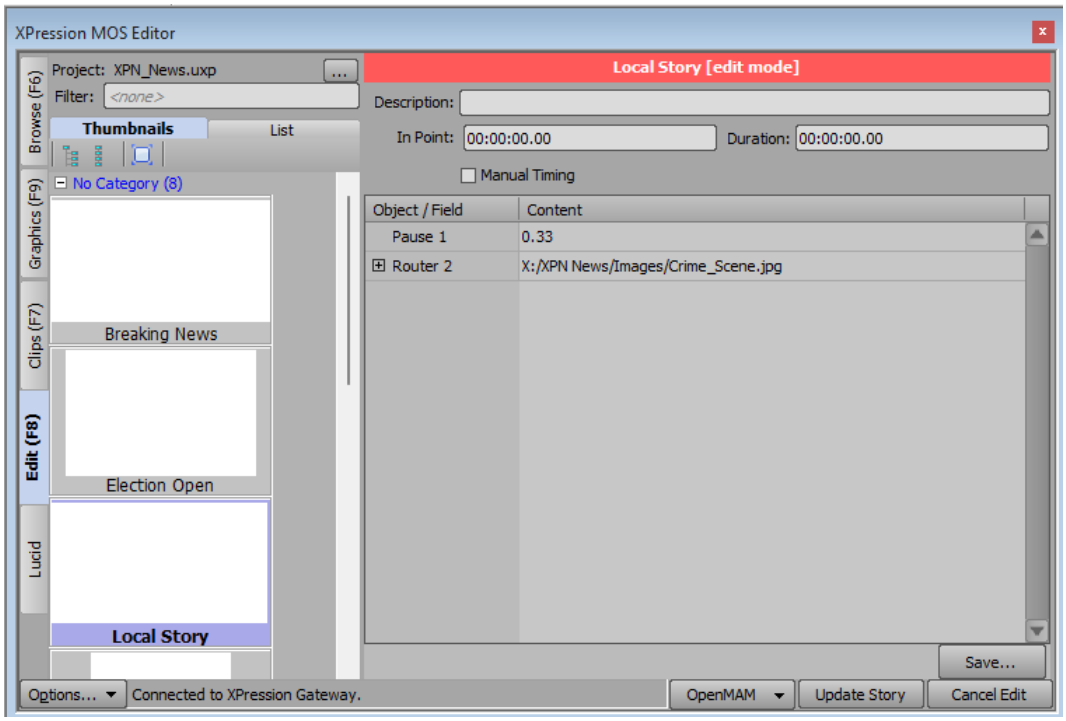
   The Lucid MOS events from the selected project appear in the Lucid tab.



ActiveX Plugin - Lucid Tab

4. In the **Lucid** tab, double-click an event.

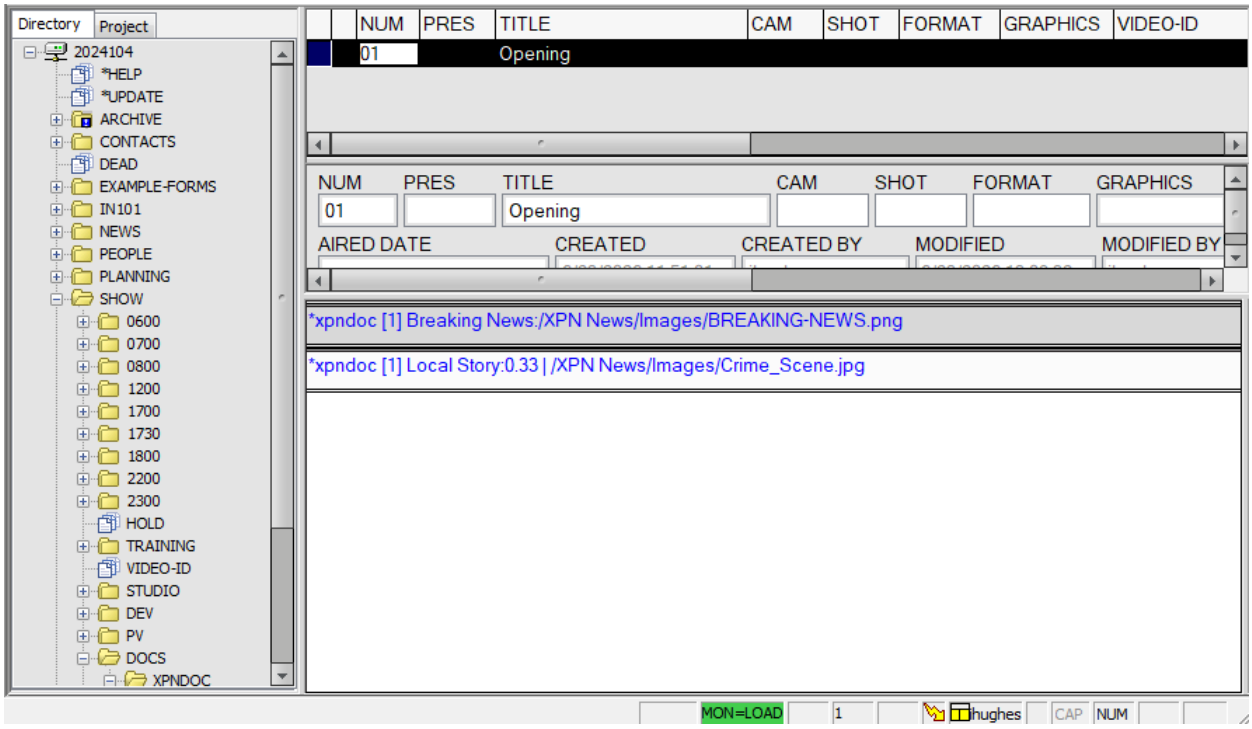
The event opens in the **Edit** tab.



ActiveX Plugin - Edit Tab

5. In the **Object/Field** column, select the graphic and drag it into the story.

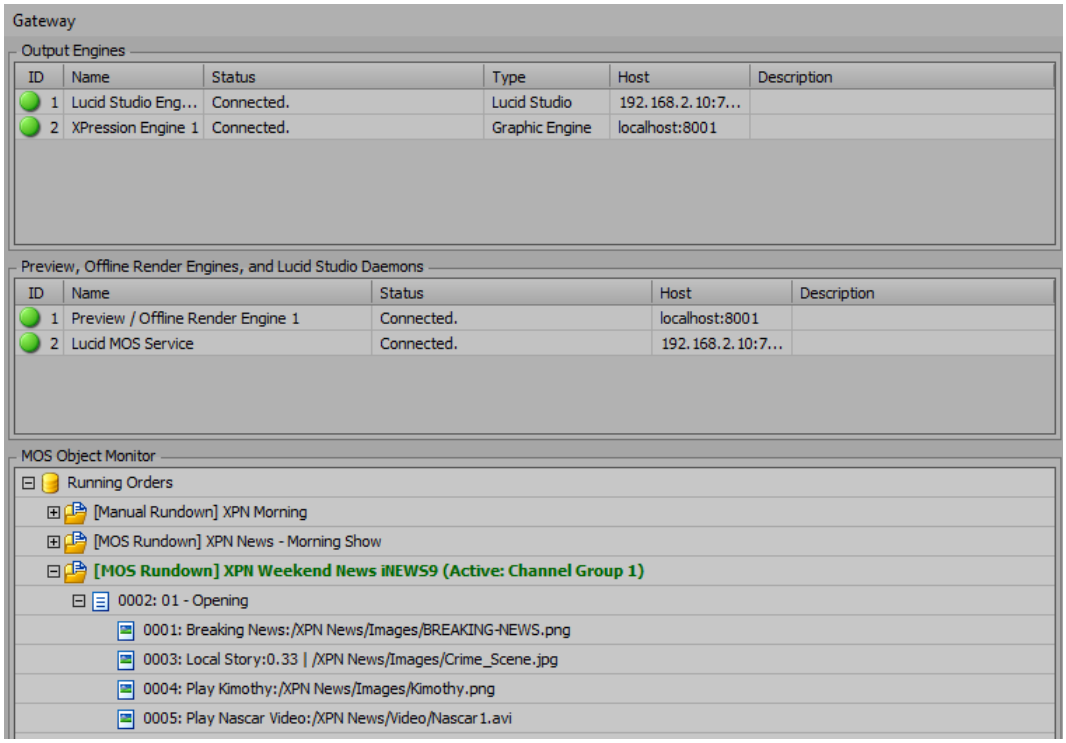
   The event is added to the story in the NRCS.



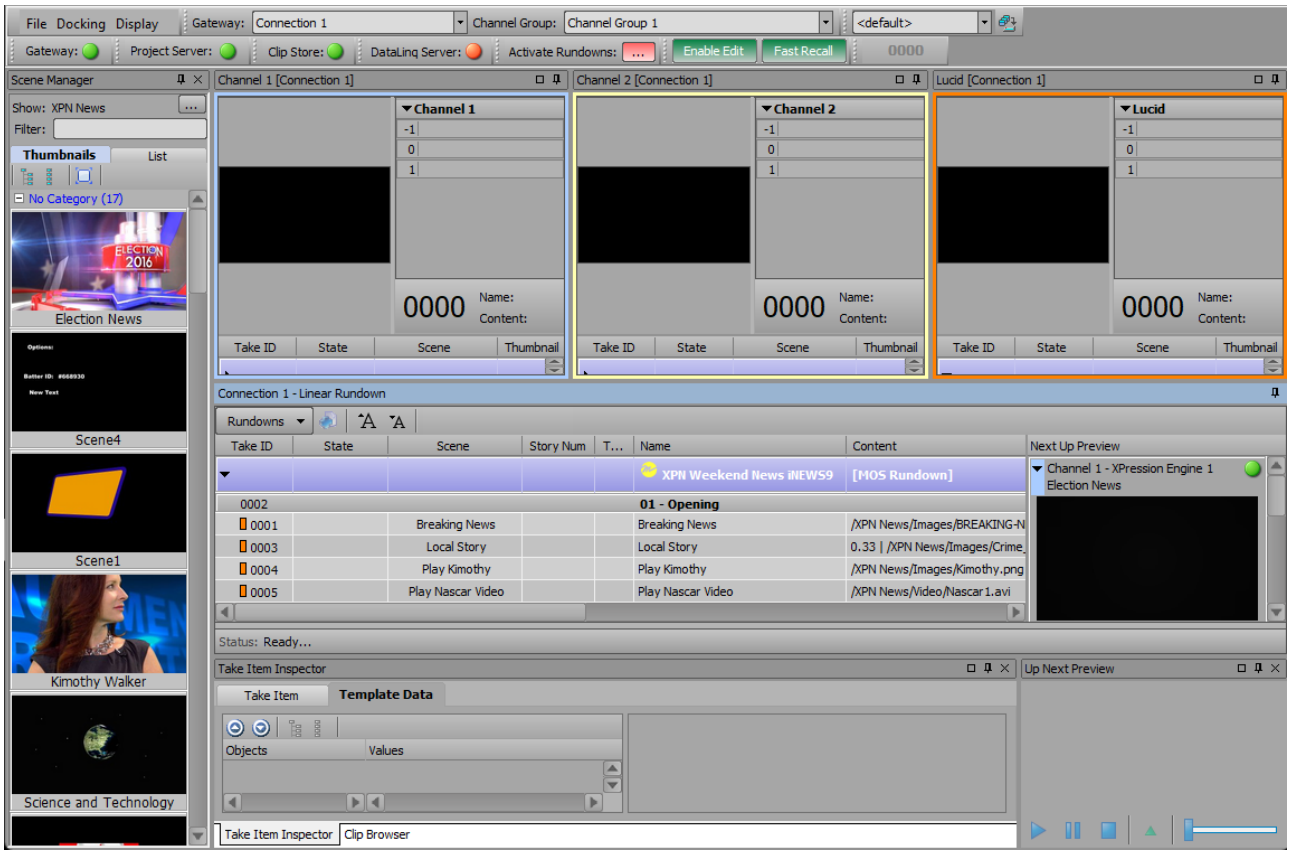
NRCS - MOS Events Added

6. Continue adding events to your story, then save and monitor the story.

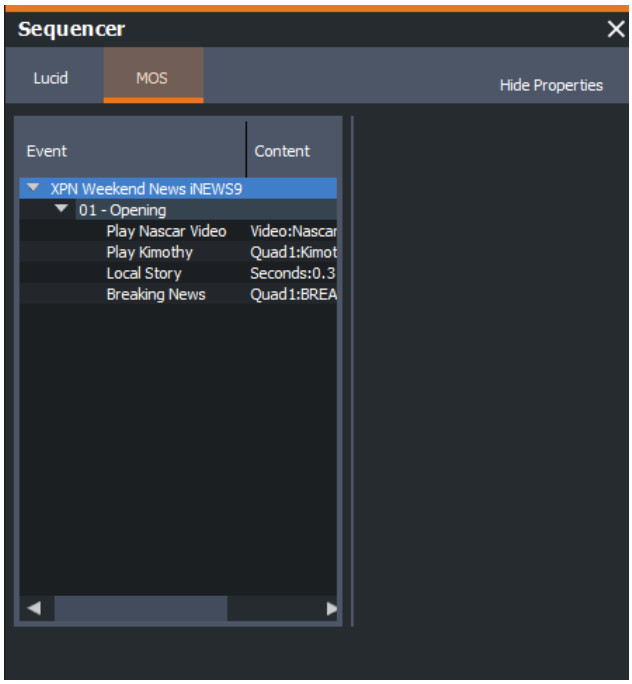
The rundown will now appear in the XPression Gateway, in the Remote Sequencer or Rundown Controller, and then in the Lucid Studio Sequencer in the MOS tab,.



XPression Gateway - MOS Running Order



XPression Remote Sequencer - Lucid Rundown



Lucid Studio Sequencer - MOS Tab

Editing a Lucid MOS Event

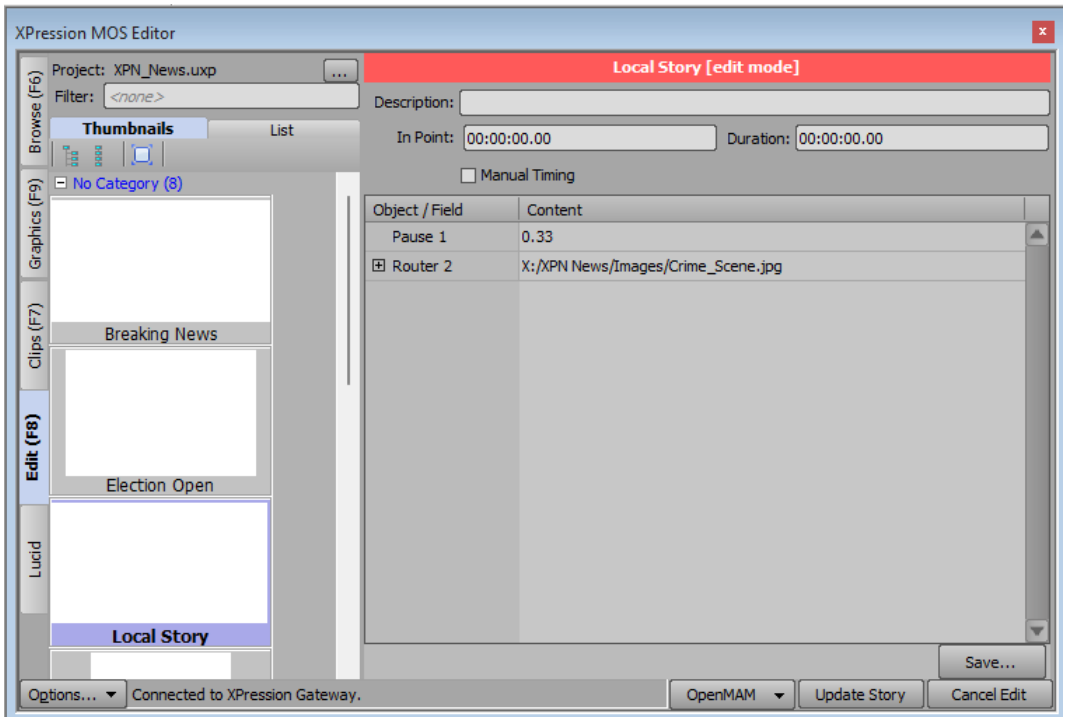
Fields such as **Source** and **Duration**, as well as fields added to Lucid events can be edited in the ActiveX plugin. No preview or thumbnail image is available, so changing the **Source** won't change the image, but will change the actual source in the event.

To edit a Lucid MOS event:

1. In the **XPression ActiveX MOS Editor**, from the **Lucid** tab, double-click an event to open it in the **Edit** tab.

   Alternatively, you can double-click a Lucid MOS event in an NRCS story to open it for editing.

   The selected event opens in the **Edit** tab.



2. Edit the event details as required.
3. Then select **Update Story**.

Assigning Take IDs to MOS Objects

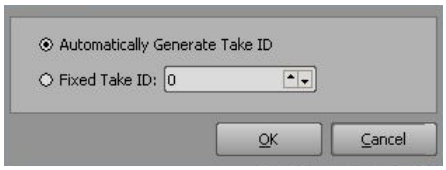
Take ID numbers can be assigned to graphics and clips in the XPression ActiveX MOS Plugin.

★**Take IDs** on the Remote Sequencer will not match the **Take IDs** assigned to the XPression Sequencer items.

To assign a Take ID to a MOS object:

1. In the **Graphics** or **Clips** tab, double-click a graphic or clip to open it in **Edit** mode.
2. In **Edit** mode, right-click inside the top section of the XPression ActiveX MOS Plugin editor (between the **Channel** and **Description** fields, for example) and select **Assigned Fixed ID**.

   The **Set Take ID** window opens.

   ActiveX MOS Plugin - Set Take ID
3. Select one of the following:

   Automatically Generate Take ID — select this radio button to automatically assign a **Take ID** based on the next available **Take ID** number. This is the default setting.

   Fixed Take ID — select this radio button to manually assign a static **Take ID**. Enter or select a **Take ID** number in the **Take ID** field..

   ★When a fixed **Take ID** is assigned, no checks or safeguards are performed to prevent duplicate IDs from being used in the rundown. When two rundowns are loaded in the XPression Sequencer with duplicates, one of the **Take IDs** will automatically be renumbered. It is recommended that when two rundowns use duplicate **Take ID** numbers that only one rundown be activated at a time.

   It is also recommended that all static **Take IDs** be assigned numbers over **2000** to avoid conflicts between automatically generated **Take ID** numbers and the static **Take ID** numbers.
4. Select **OK**.

   The **Set Take ID** window closes.

   ★When the **Take ID** is set, you recall and edit the graphic or clip from the rundown and the fixed ID is retained in the rundown only.

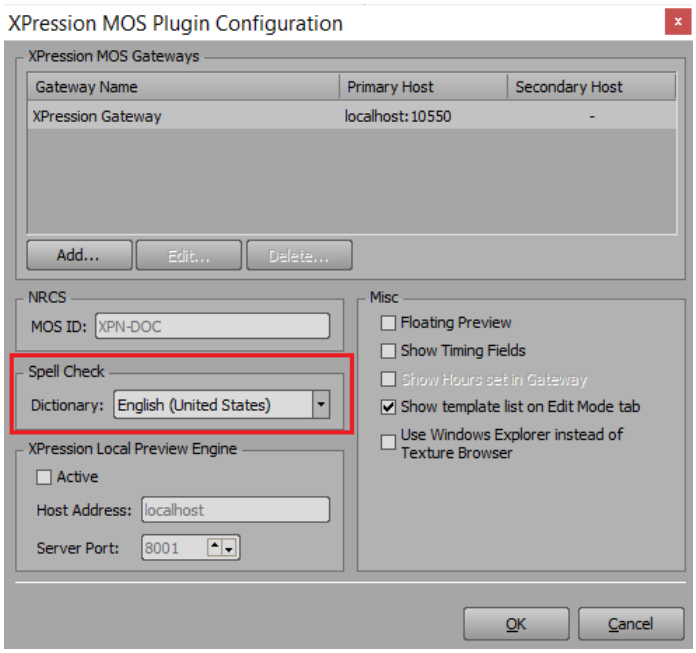
Using Spell Check

The XPression ActiveX Plugin offers spell check with a local dictionary to which words can be added on a per user basis.

To use Spell Check:

1. In the XPression ActiveX Plugin, select **Options > Configuration**.

   The **XPression ActiveX MOS Plugin Configuration** window opens.

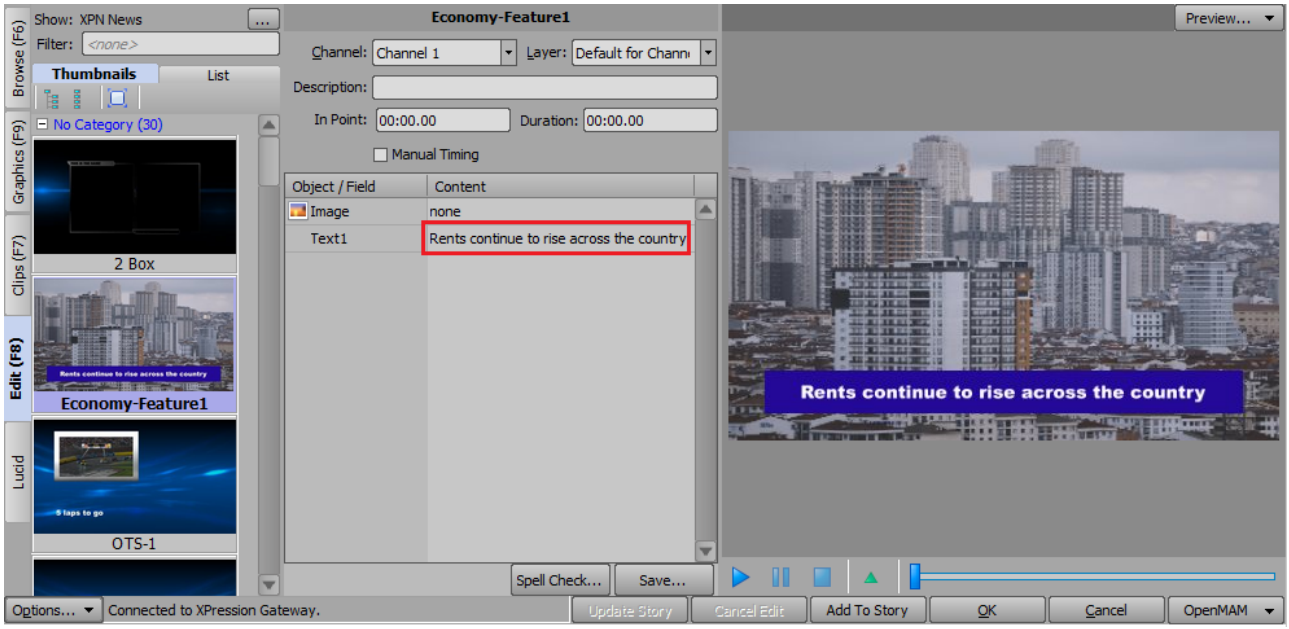


ActiveX MOS Plugin - Select Spell Check Dictionary

2. In the **Spell Check** section, use the **Dictionary** drop-down to select a language for the spell check.
3. Select **OK**.

   The **XPression ActiveX MOS Plugin Configuration** window closes.

4. Open a graphic in the **Edit** tab of the XPression ActiveX MOS Plugin.



ActiveX MOS Plugin - Spell Check Graphic Text

5. Click inside the **Content** cell of a text object.

   Any existing text content is highlighted.

6. Highlight a specific word or enter and highlight a new word to use for the spell check.

7. Select **Spell Check**.

   If the word is spelled correctly, or it has already been added to the dictionary, a message appears saying "Spell Check Complete".

   If the word is spelled incorrectly, or has not been added to the dictionary, the **Spell Check** dialog opens.



ActiveX MOS Plugin - Spell Check

8. Do one of the following:

   - Click **Ignore** to return to the graphic without making any changes.
   - Select a word from the **Suggestions** list and click **Change** to correct the spelling.
   - Click **Add** to add the word to the dictionary.

   An information window opens indicating the spell check is complete.

9. Click **OK** to return to the graphic.

   Depending on the action taken in Step 8, the text content is either the same or corrected/changed.

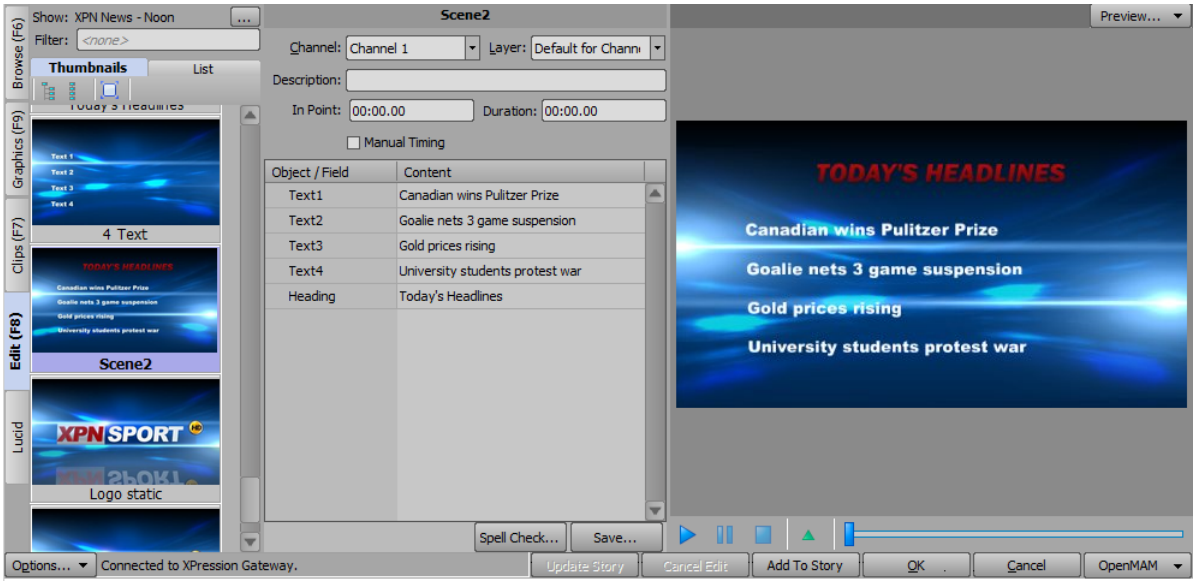
Copying MOS Content from other Projects

If you are using a project server, the content of MOS objects and fields can be copied from a template in one project to a template in a different project, providing the **Object / Field** names are the same in both templates. This enables quick and easy transfer of MOS content between multiple projects.

To transfer a MOS object to another project:

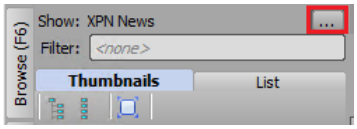
1. Open a project in the ActiveX MOS Plugin.
2. In the **Graphics** tab, double-click the template containing the content you want to copy to a template in another project.

   The selected template opens in the **Edit** tab.



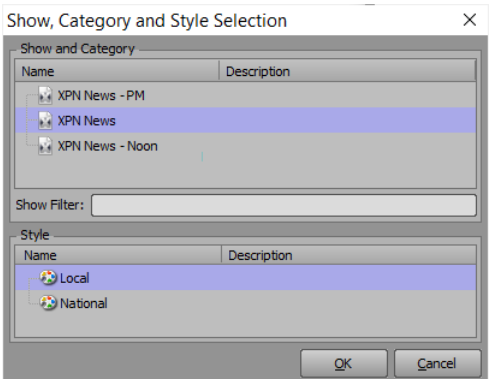
ActiveX MOS Plugin - Edit Graphic

3. In the top-left corner, select the **Show** selector **Browse** button.



ActiveX MOS Plugin - Browse

The **Show, Category and Style Selection** window opens.



ActiveX MOS Plugin - Show, Category and Style Selection

4. From the **Style** list, select a style.

   The new style can come from the show and category already selected, or from a different show and category in the **Show and Category** list.

   OR

   Select a show to access all the graphics for that show.

5. Then select **OK**.

   The **Show, Category and Style Selection** window closes and the graphics associated with the selected style or show are available for selection in the **Thumbnails / List**.

   The **Object / Field** and **Content** lists in the graphic are grayed out, indicating that the previous project's MOS items have been copied to the clipboard.

6. From the **Graphics** tab, select the template to which you want to copy the content from the initial project.

7. Press and hold the **Shift** key and double-click the graphic.

   The item opens in the editor and any corresponding **Object / Field** items and their **Content** are populated from the initial project.

Adding Resources from an OpenMAM Server

An integrated OpenMAM browser can be used in the XPression ActiveX MOS plugin to add images and video to templates in the plugin. For information about configuring OpenMAM servers, see Adding and Configuring an OpenMAM Server.

The following topics are covered in this section:

Adding an Integrated OpenMAM Browser

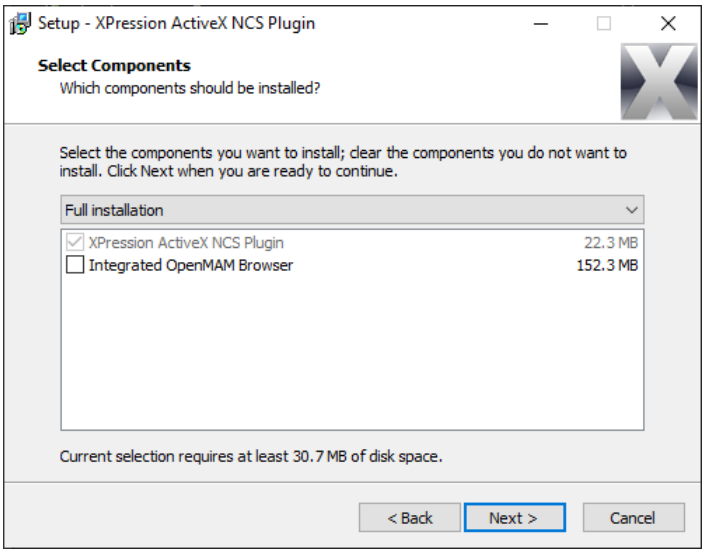
Adding Assets from an OpenMAM Server

Adding an Integrated OpenMAM Browser

If you want to use an OpenMAM server to add media assets into the XPression ActiveX MOS Plugin, you will need to select this option when installing the plugin.

To add an integrated OpenMAM browser to the XPression ActiveX MOS Plugin:

- When installing the plugin, select the **Integrated OpenMAM Browser** checkbox.



ActiveX MOS Plugin - Installation - Select Components

OpenMAM servers can then be accessed within the plugin.

Adding Assets from an OpenMAM Server

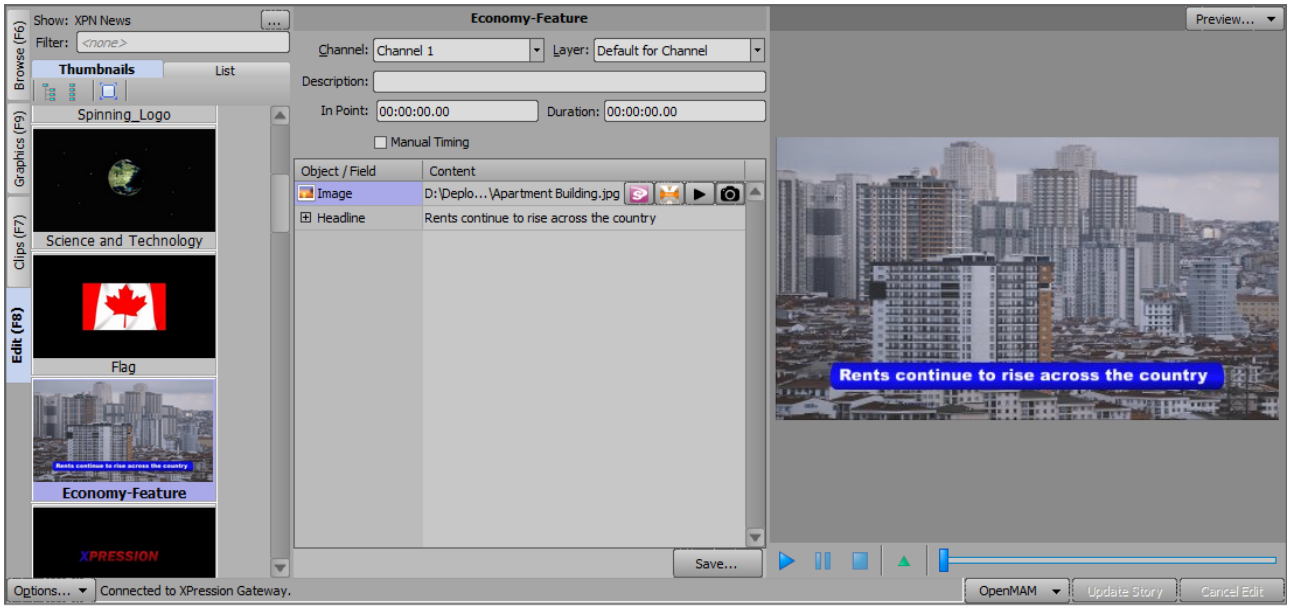
Images and video can be dragged and dropped directly from an OpenMAM server into the XPression ActiveX MOS plugin.

To add an asset from an OpenMAM server to a template:

1. Open the XPression ActiveX MOS plugin in the newsroom client.
2. In the **Graphics** tab, double-click a template to open it in the **Edit** tab.

   OR

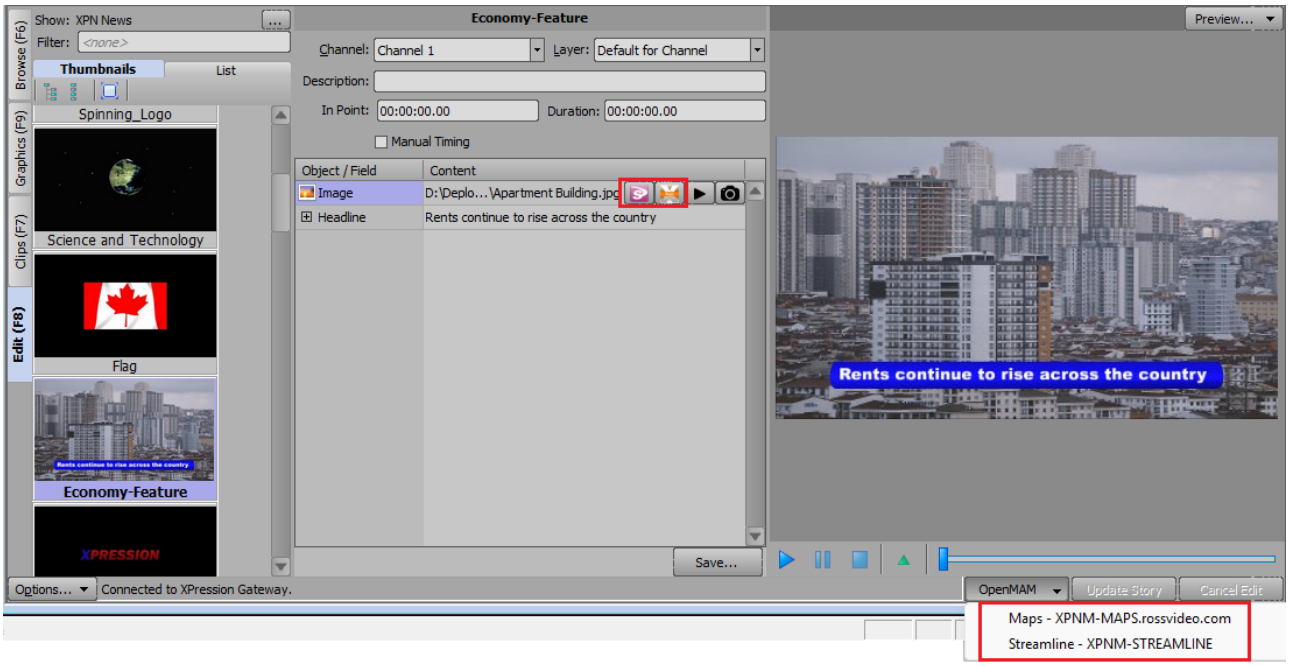
   In the **Running Order** of the NRCS, double-click a template to open it in the **Edit** tab.



ActiveX MOS Plugin - Select Template

3. From the **OpenMAM** drop-down in the bottom-right corner of the plugin, select an OpenMAM server.

   Alternatively, you can click in the **Content** field of the image or video object in the template and select the icon for the OpenMAM server you want to access.



ActiveX MOS Plugin - Select OpenMAM Server

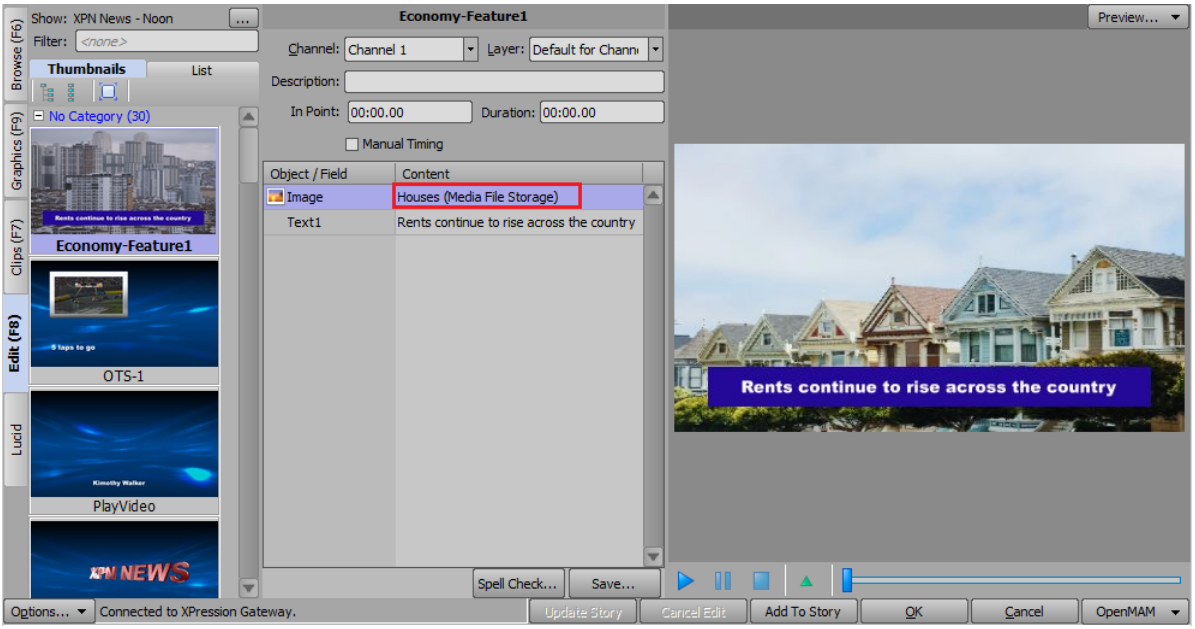
The selected OpenMAM server login window opens in the **XPression Asset Browser**.

4. Log in to the OpenMAM server.

   The OpenMAM browser opens.

5. Select a media asset and then drag and drop the asset onto the **Content** field of an image or video in the selected template.

   The media asset is added to the template.



ActiveX MOS Plugin - Add Asset from OpenMAM Server

For more information on the Streamline MAM system, refer to the *Streamline Online Help* file, available on the Ross website.

Adding and Deleting Folders

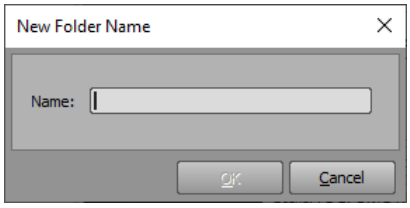
You can add folders in which to save your graphics and clips and delete folders that are no longer needed.

To add a folder:

1. In the XPression ActiveX MOS Plugin, select the **Browse** tab.
2. Select a folder in the folder structure.

   Folders can be added to the **Daily** and **Persistent** folders and to the sub-folders of the **User Favorites** folder, but not to the top-level **User Favorites** or **Rundowns** folders.
3. Right-click and select **New Folder**.

   The **New Folder** dialog opens.



ActiveX MOS Plugin - Add New Folder

4. In the **Name** field, enter a name for the folder.
5. Select **OK**.

   The new folder appears as a sub-folder in the folder structure.

To delete a folder:

1. In the ActiveX MOS Plugin, select the **Browse** tab.
2. Select a folder in the folder structure.

   Folders can be deleted from the **Daily** and **Persistent** folders and from the sub-folders of the **User Favorites** folder, but not from the top-level **User Favorites** or **Rundowns** folders.
3. Right-click and select **Delete Folder**.

   The **Delete Folder** confirmation dialog opens.
4. Select **Yes**.

   The folder and its contents are deleted from the folder structure.

MOS Workflow Operation - HTML5 Plugin

This section describes how to use the templates and saved graphics in the XPression MOS Plugin.

The following topics are discussed in this section:

Using Graphics in the XPression HTML5 MOS Plugin

Using Clips in the XPression HTML5 MOS Plugin

Assigning Take IDs to MOS Objects

Using Spell Check

Copying MOS Content from other Projects

Adding Assets from an OpenMAM Server

Adding and Deleting Folders

Using Lucid Studio with the HTML5 MOS Plugin

For More Information on...

The XPression HTML5 MOS Plugin user interfaces, refer to:

XPression HTML5 MOS Plugin User Interface Overview - Browse

XPression HTML5 MOS Plugin User Interface Overview - Graphics

XPression HTML5 MOS Plugin User Interface Overview - Lucid

XPression HTML5 MOS Plugin User Interface Overview - Edit

Using Graphics in the XPression HTML5 MOS Plugin

The **Graphics** tab in the XPression HTML5 Plugin is used for adding graphics to the story in the Newsroom Computer System (NRCS).

The **Add to Story**, **Update Story**, **OK**, and **Cancel** buttons in the XPression HTML5 Plugin can be conditionally rendered using the **HTTP Server** settings in the **XPression Gateway > Settings** window.

If you are using a **Project Server** and a revision of a project is published in XPression, the XPression HTML5 Plugin will receive a notification of the revision.

The following topics are covered in this section:

Viewing Graphics

Selecting and Deleting Graphics

Editing Graphics

Saving Graphics

Exporting Graphics to PNG

Replacing and Converting Graphics

Adding and Editing Graphics in the NRCS

Browsing Graphic Metadata

Formatting Text

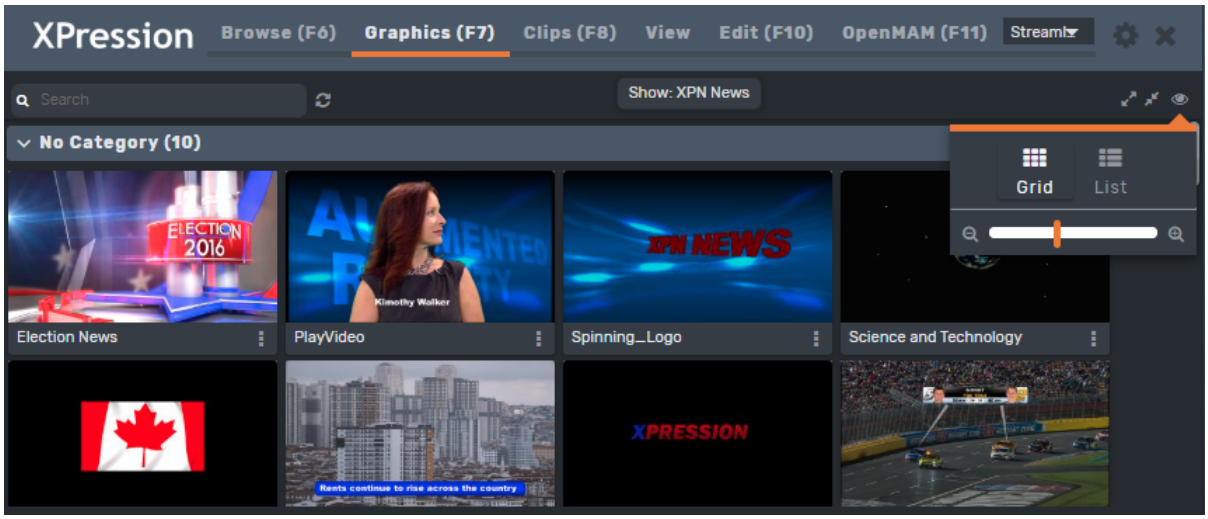
Viewing Graphics

You can view graphics in a **Grid** format, which loads thumbnails of the graphics, or in **List** format. In both formats, you can see all the graphics categories and sub-categories.

You can also change the scale of the thumbnails or graphics names.

To change the view of the Graphics tab:

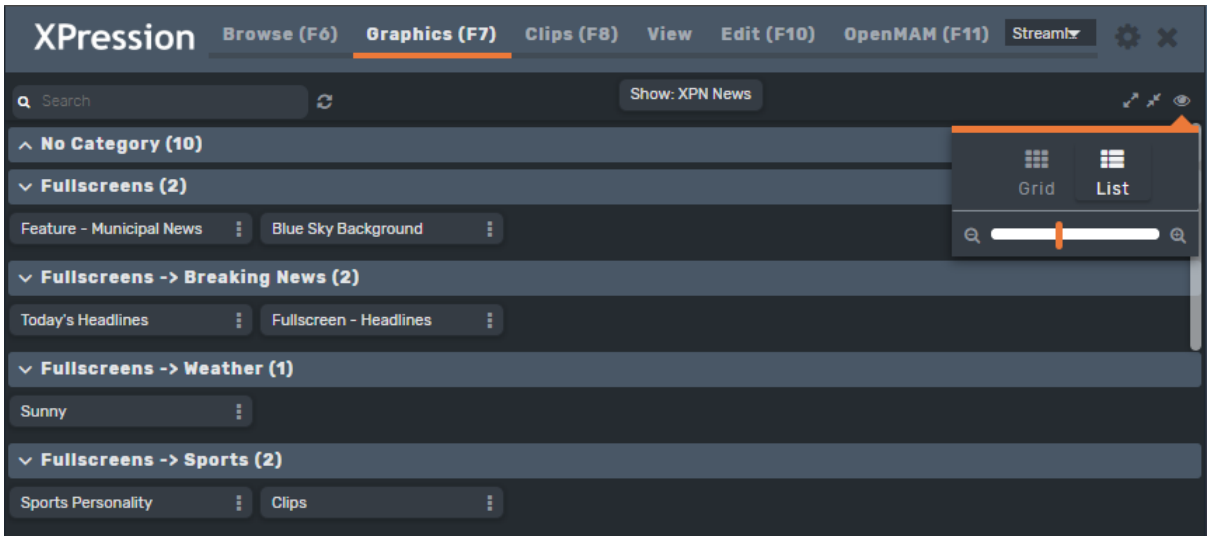
1. Select the **Change view type and scale** button in the top-right corner of the **Graphics** tab.
2. Select **Grid** to view the graphics with thumbnails in a grid layout.



HTML5 Plugin - Graphics - View Grid

OR

- **List** — select this method to view the graphics in a name list.



HTML5 Plugin - Graphics - View List

The graphics are sorted alphabetically by category/sub-category.

To change the scale of the thumbnails or scene names:

1. Select the **Change view type and scale** button in the top-right corner of the **Graphics** tab.
2. Select the desired view type, either **Grid** or **List**.
3. Select the vertical orange handle on the **Size** bar and drag it to the left to reduce the size of the thumbnails (**Grid**) or scene names (**List**) or to the right to increase them.

Selecting and Deleting Graphics

There are several ways to locate the graphic you want:

Browsing Graphics from the Project Server (recommended)

Selecting Saved Graphics

Selecting Graphics from the NRCS

See the following section for how to delete graphics:

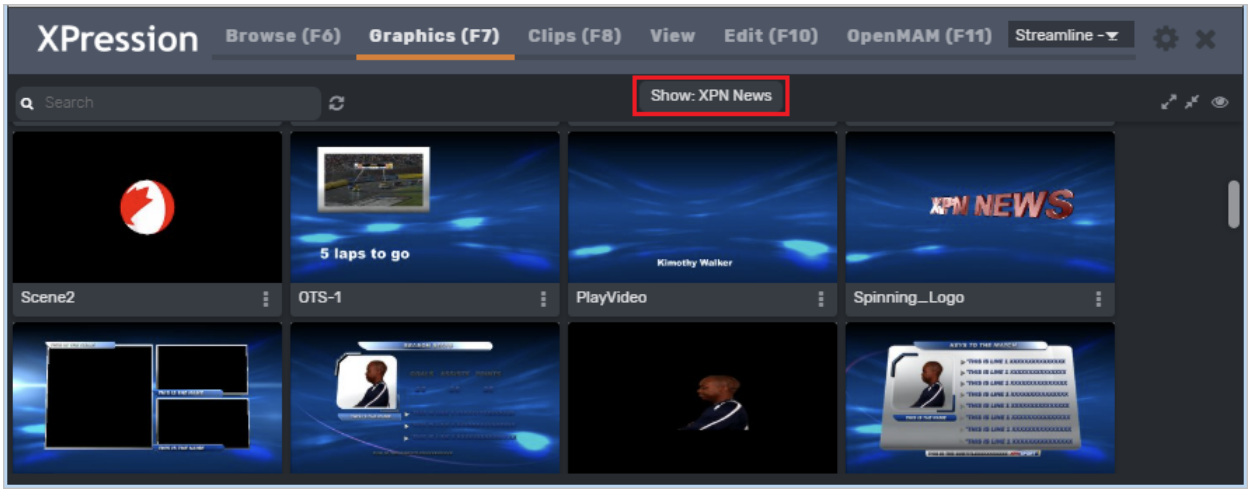
Deleting Graphics

Browsing Graphics from the Project Server

To select a graphic :

1. Open the XPression HTML5 Plugin in the newsroom client.
2. In the XPression HTML5 Plugin, select the **Graphics** tab.

   The **Graphics** tab opens. By default, it will show graphics from the last show that was opened.

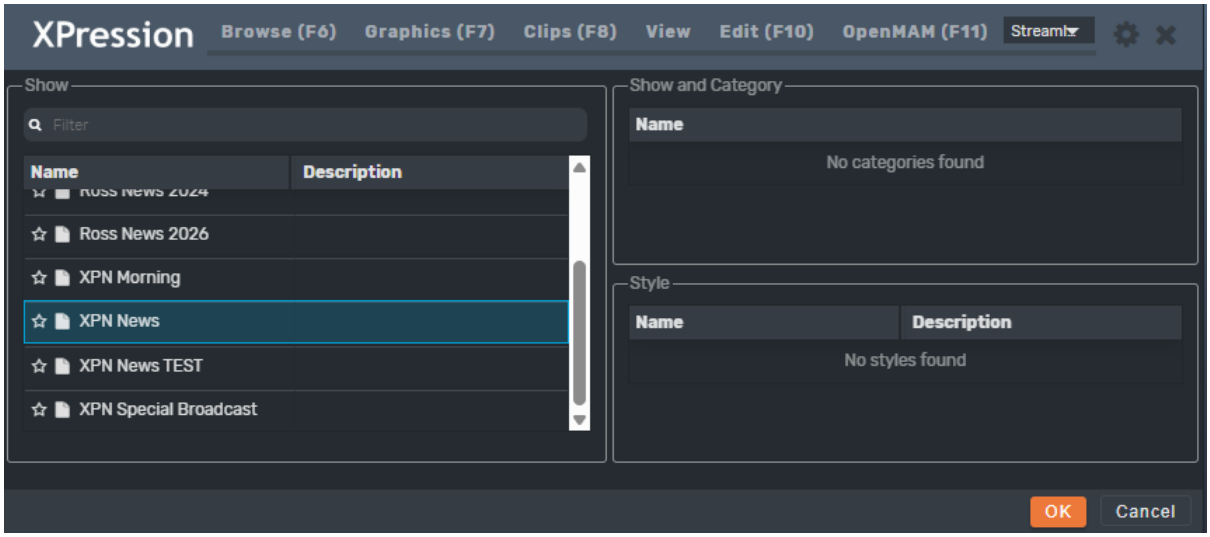


HTML5 Plugin - Graphics Tab

3. To select graphics from a different show, select **Show**.

   The **Show** button is not available if you are not using the **Project Server**.

   The **Show**, **Category**, and **Style** window opens.



HTML5 Plugin - Show, Category and Style Window

4. In the **Search** field, enter a show name to quickly retrieve a show.

   OR

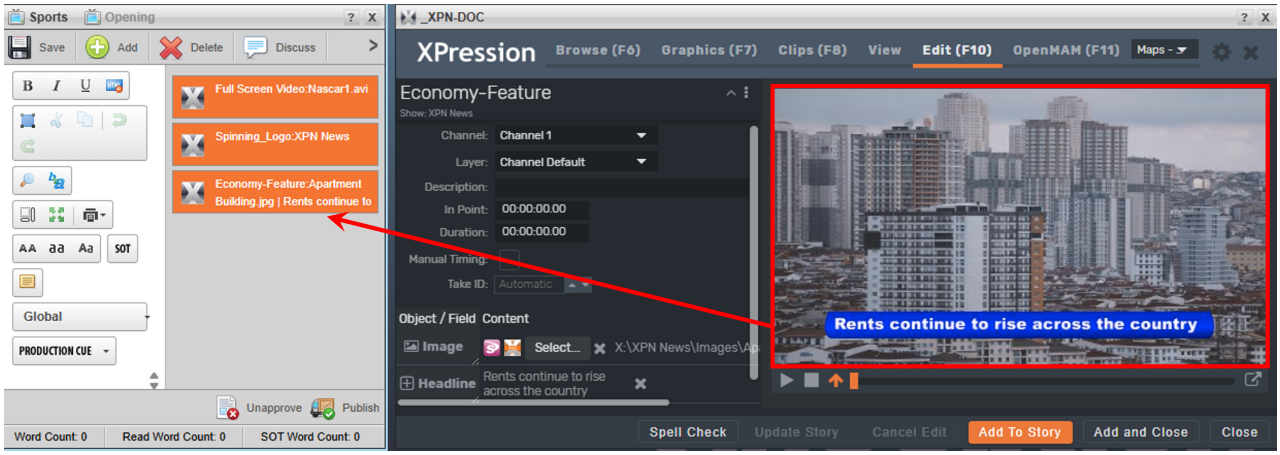
   Scroll through the list of shows and double-click to select the show you want (or select the show you want and then select **OK**).

5. In the **Graphics** tab, select the **Collapse** all button ( ) in the top-right corner to view the category headings of the graphics and then select a heading to expand the category containing the graphic to add to the story.

6. Select the **Expand** all button ( ) to expand all the category headings of the graphics.

7. Double-click a graphic to select it and in the **Edit** tab, select **Add To Story**.

   Alternatively, you can drag the graphic from the plugin into the story.



HTML5 Plugin - Add Graphic to Story

The graphic is added to the story that is currently open in the **Story Editor Panel** of the NRCS. It appears as a MOS object placeholder in the NRCS and reflects the MOS abstract as configured in the Gateway. It displays the channel, layer, graphic name, etc.

8. Select **Save** in the **Story Editor Panel** to save the graphic in the story.

Selecting Saved Graphics

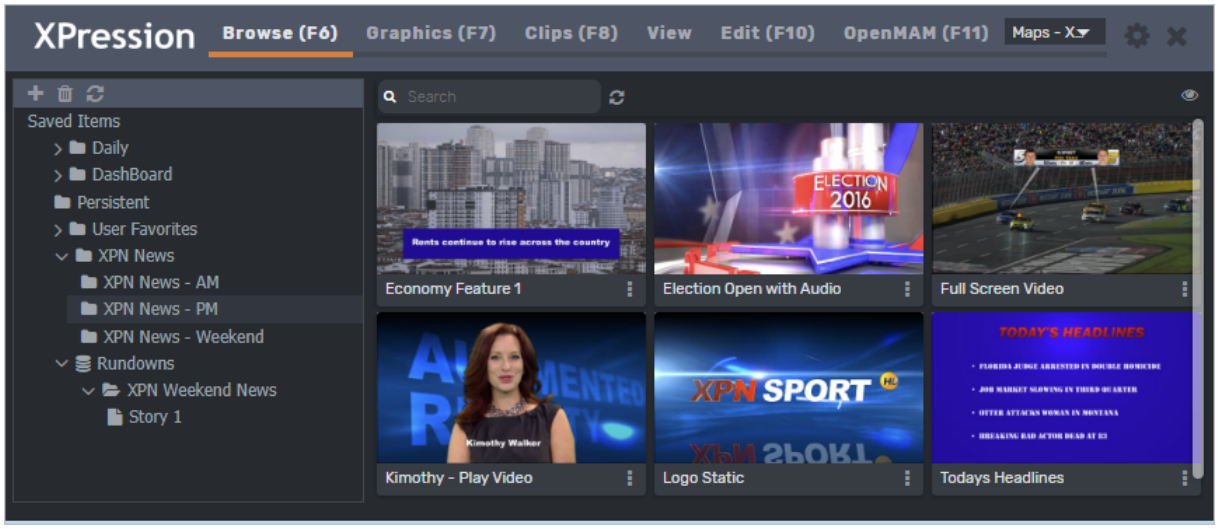
The **Browse** tab in the XPression HTML5 Plugin is used for selecting graphics that have been pre-populated with information and saved to a user-specified folder. You can also delete graphics, add or delete folders, browse the metadata of a graphic and copy a MOS object to a text editor, for troubleshooting purposes.

Graphics can also be browsed from the **Rundowns** area. This enables users to select graphics used in MOS rundowns that are being monitored by the XPression Gateway. The graphics can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown. When browsing graphics from a rundown, you can filter the results by channel.

To select a graphic:

1. In the XPression HTML5 Plugin, select the **Browse** tab.

   The **Browse** tab opens.

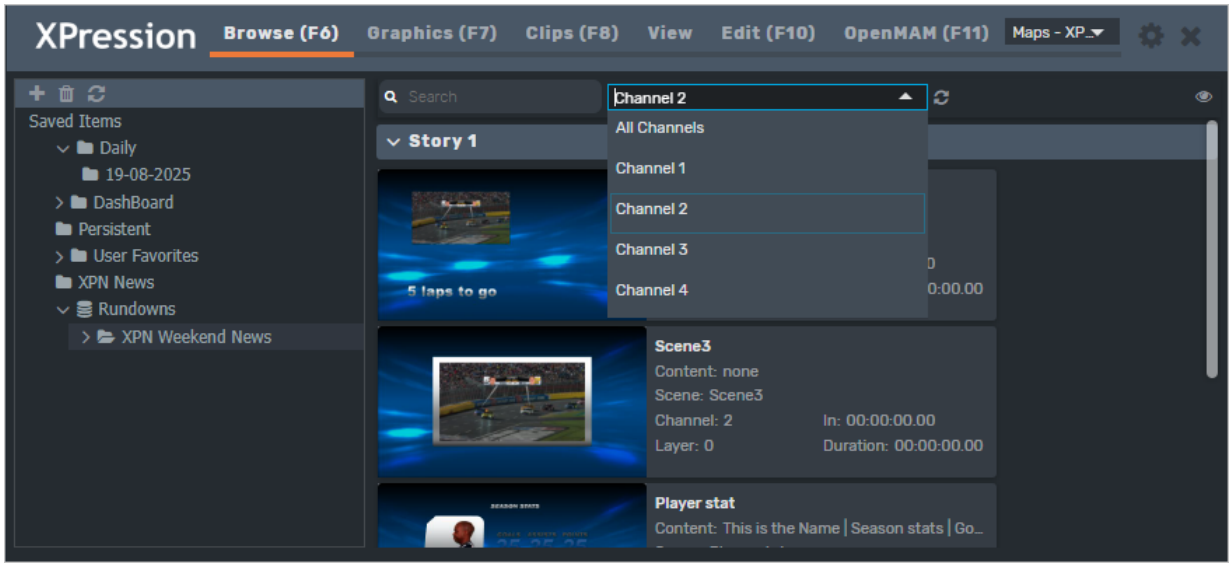


   HTML5 Plugin - Browse Tab

2. In the **Browse** tab, select a folder in the **Saved Items** folder structure or in the **Rundowns**.

   The graphics contained in the selected folder are shown in the **Preview** area.

3. If you select a folder from the **Rundowns**, select the **Channel** drop-down to filter the results by channel.



HTML5 Plugin - Filter by Channel

4. Double-click on a graphic in the **Preview** area to select it.

   The graphic opens in the **Edit** tab.

Selecting Graphics from an NRCS

You can select graphics used in MOS rundowns that are being monitored by the XPression Gateway. The graphics can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown.

To select a graphic from the NRCS:

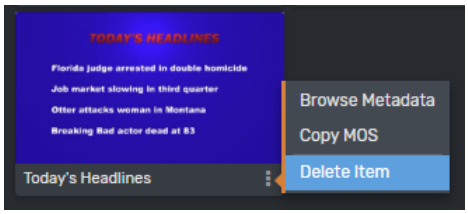
- In the NRCS, in the **Rundowns** area, double-click a graphic to open it in the XPression HTML5 MOS editor.

Deleting Graphics

You can delete graphics in the **Browse** tab.

To delete a graphic:

1. In the XPression HTML5 plugin, select the **Browse** tab.
2. In the **Browse** tab, in the folder structure, browse to the graphic to be deleted.
3. Select the graphic and select the options button in the bottom-right corner of the graphic.



HTML5 Plugin - Delete Item

4. From the **Options** menu, select **Delete Item**.

   The **Delete Item** confirmation dialog opens.
5. Select **Delete**.

Editing Graphics

The **Edit** tab in the XPression HTML5 Plugin is used for editing and saving graphics. A preview image of the graphic can also be exported to a file.

The graphic is visible in the preview window and the published fields will be displayed in the **Object / Field Content** section.

When using static text, if **Enable User Input Controls** is selected in the **Data Source** tab of the **Object Inspector** in XPression, the **Content** cell will contain a list of available static text values. The text fields will reflect the design of the scene. This could be a simple text field or drop down lists, radio buttons, combo boxes, or check boxes supplied by static lists, global lists, or DataLinq lists.

Channel, **Layer**, **Description**, **In Point**, and **Duration** settings are only available if they have been set up in the **Configuration** panel. See Setting Up the XPression HTML5 MOS Plugin.

If using XPression Tessera and a **Net ID** has been assigned to a channel for a destination region in the **Region Mapper**, selecting that channel in the HTML5 plugin will include the assigned **Net ID**.

To edit a graphic:

1. In the **Browse** or **Graphics** tab, double-click a graphic to open it for editing.

   The graphic opens in the **Edit** tab.



HTML5 Plugin - Edit Graphic

2. Edit graphic information such as **Channel**, **Layer**, **Description**, **In Point**, and **Duration** as necessary.

   If the **Channel** and **Layer** drop-downs are unavailable, see to change the channel or layer below.

3. Expand the content in the **Object / Field** column to edit the text, position, pivot point, and visibility of an object.

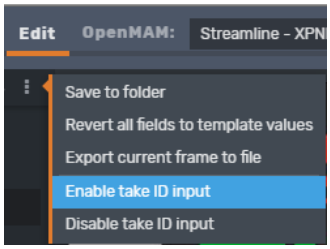
   Alternatively, you can select the object in the preview window to move focus to that object in the **Object / Content** field.

4. Select the **Manual Timing** checkbox to use a manual time instead of the **In Point /Duration** timing fields of the graphic when under automation control.

   The **Manual Timing** checkbox is only available if it has been set up in the **Configuration** panel. See Setting Up the XPression HTML5 MOS Plugin.

   If using an XPression Tessera project, use the **Channel** list to select a source rather than a channel (e.g., Source 1, Source 2, etc.).

5. To assign a **Take ID** to the graphic, select the **Options** button ( ) in the top-right corner of the **Graphic Editor** and select **Enable take ID input** from the sub-menu.



HTML5 Plugin - Enable Take ID Input

Take ID input can be disabled after enabling by selecting **Disable take ID input**.

By default, **Automatic** is selected in the **Take ID** field, which assigns a **Take ID** based on the next available **Take ID** number. For more information, refer to Assigning Take IDs to MOS Objects.

5. Select a field in the **Content** column to edit it.

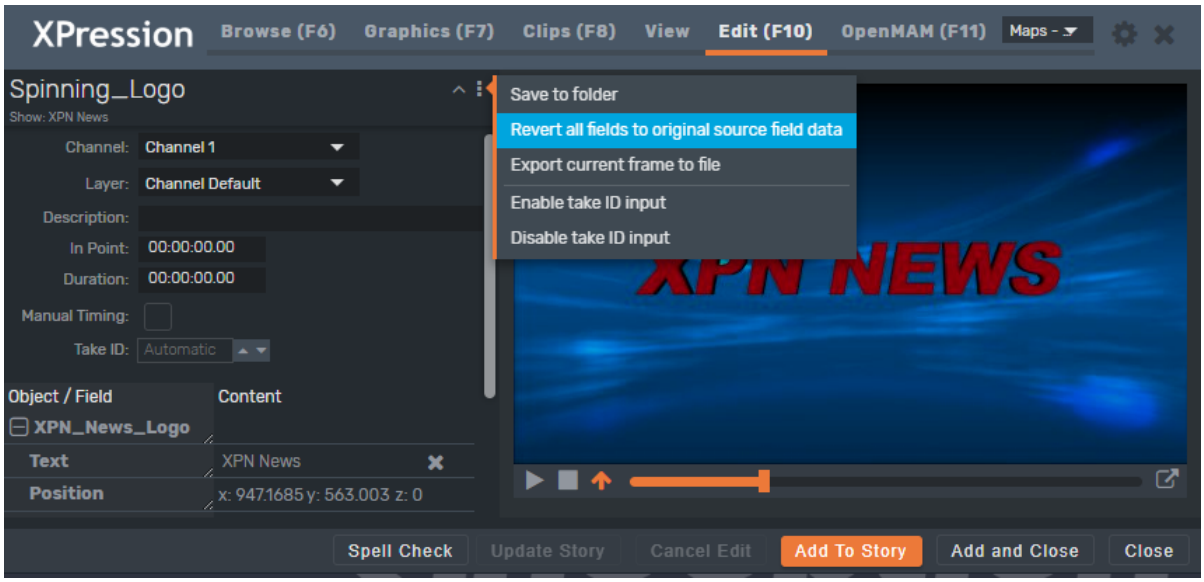
   Alternatively, the object can be selected by clicking it in the preview window.

   The changes appear in the preview window.

6. Use the playback controls below the preview window to play animations from the graphic.

   The preview window can be opened in a floating window by clicking the icon in the bottom-right corner. It can also be re-sized and moved to another screen.

7. To revert to the default values for each field, select the options button ( ) in the top-right corner of the **Graphics Editor** and select **Revert all fields to template values**.



HTML5 Plugin - Revert all Fields

8. Select **Add To Story**.

To change the channel or layer:

1. In the **Browse** or **Graphics** tab, double-click a graphic to open it for editing.

   The graphic opens in the **Edit** tab.



HTML5 Plugin - Edit Graphic

2. Select the **Configuration** icon in the top-right corner of the plugin.



HTML5 Plugin - Configuration

3. Clear the **Disable Channel and Layer** checkbox and select **Save**.

   This is a temporary action allowing you to change the channel and layer in the current session. Once the plugin is closed and re-opened, the **Disable Channel and Layer** checkbox will again be enabled.

   The settings dialog closes and the selected graphic is opened again in the **Edit** tab.

4. Change the channel or layer as needed.

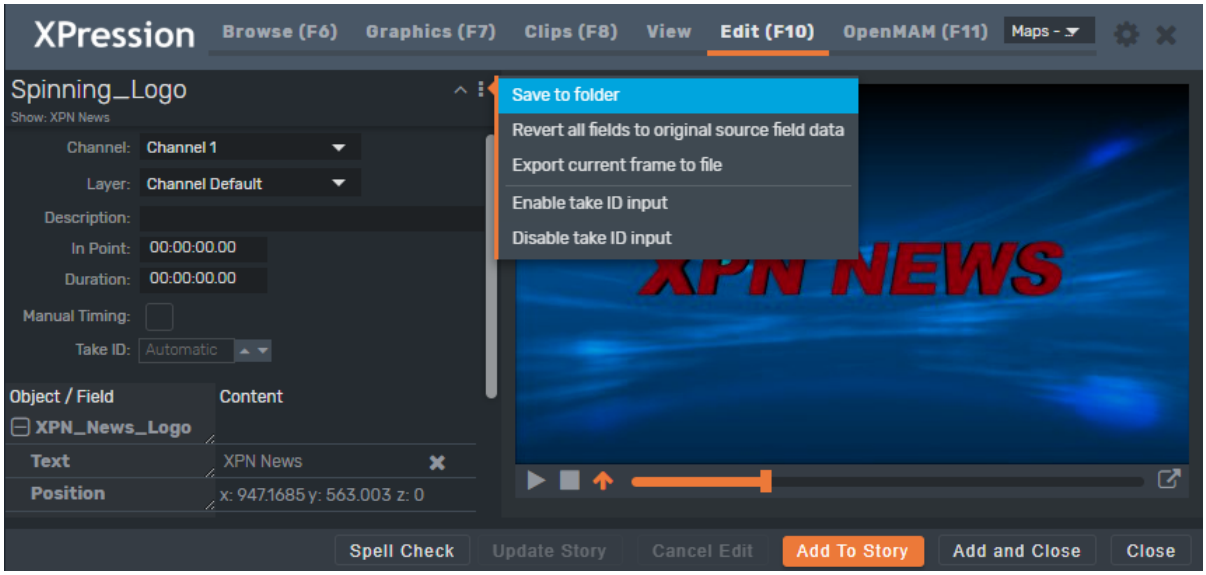
5. Select **Add to Story**.

Saving Graphics

You can save your graphics to a daily folder or to a specific folder in the **Saved Items** folder structure.

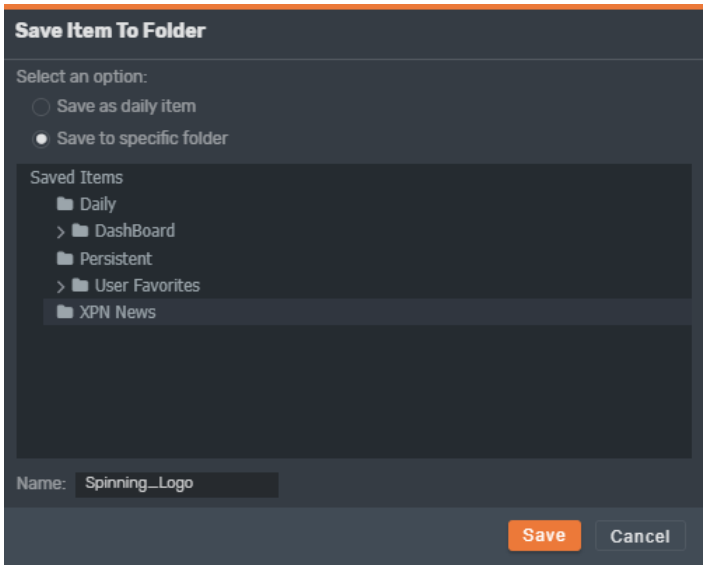
To save a graphic to a folder:

1. Select the options button ( ) in the top-right corner of the graphics details and select **Save to folder**.



HTML5 Plugin - Save to Folder

The **Save Item to Folder** dialog opens.



HTML5 Plugin - Save Item to Folder

2. Select one of the following save options:
   - **Save as daily item** — select this radio button to save the graphic to a daily items folder. This will create a folder for the current date. The path, date format, and purge frequency are set in the **XPression Gateway > Saved Items** settings.
   - **Save to specific folder** — select this radio button to save the graphic to a specific folder selected from the **Saved Items** folder structure.
3. In the **Name** field, enter a name for the graphic.
4. Select **Save**.

   The **Save Item to Folder** dialog closes and the graphic is saved.

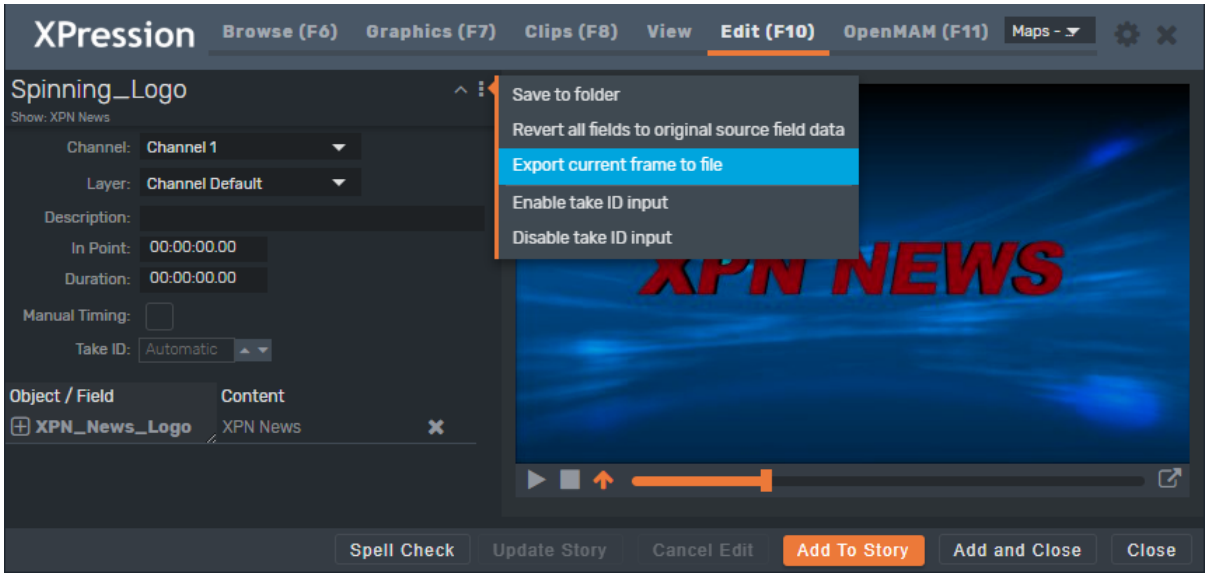
   The folder might have to be refreshed to see the added graphic.

Exporting Graphics to PNG

The preview image for a graphic can be saved as a **.png** file.

To export the current frame of the graphic:

1. With the graphic open in the **Graphic Editor**, click the options button ( ) in the top-right corner of the editor and from the sub-menu, select **Export current frame to file**.



HTML5 Plugin - Export Current Frame to File

2. In the **Save As** window, navigate to a folder to store the image and click **Save**.

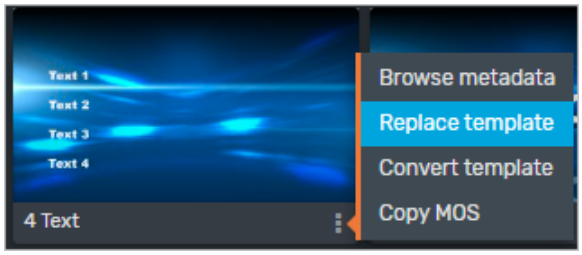
   If the **Save As** window does not open, it is because this option has not been selected in the web browser settings. To enable the **Save As** window, edit the web browser settings to allow the file browser to open to select a specific folder. Otherwise, the image will be saved in **Downloads**.

Replacing and Converting Graphics

You can replace the graphics and field content of a template selected from the NRCS rundown. You can also convert a template selected from the **Graphics** tab, while maintaining any field content that corresponds to the new template.

To replace graphic templates:

1. Double-click a graphic in the NRCS to open it for editing.
2. From the **Graphics** tab, select the graphic template to use instead.
3. Select the options button in the bottom-right corner of the graphic and select **Replace Template** from the sub-menu.



HTML5 Plugin - Replace Template

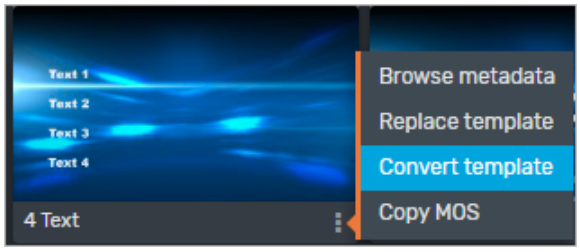
4. In the **Replace Template** confirmation dialog, select **OK**.

   The original graphic is replaced with the new graphic and all field content is reset.

5. Select **Add to Story** to save the new graphic.

To convert graphic templates:

1. From the **Graphics** tab, double-click a graphic to open it.
2. Edit the graphic.
3. To change the template of the graphic, before adding it to the story, click the **Graphics** tab again and select the graphic to use instead.
4. Click the options button in the bottom-right corner of the graphic and select **Convert Template** from the sub-menu.



HTML5 Plugin - Convert Template

5. In the **Convert Template** confirmation dialog, click **OK**.

   The template is replaced, but field content in the original template that corresponds with the new template is maintained.

Adding and Editing Graphics in the NRCS

This section describes the procedures for adding and editing graphics in the NRCS.

Adding a Graphic to the NRCS

Once you have a graphic ready to be put on air, you can add it to the NRCS from the HTML5 Plugin in a number of ways.

To add a graphic to the NRCS using Add to Story:

- In the **XPression HTML5 MOS Editor**, from the **Browse**, **Graphics**, or **Edit** tab, select a graphic and then select **Add To Story**.

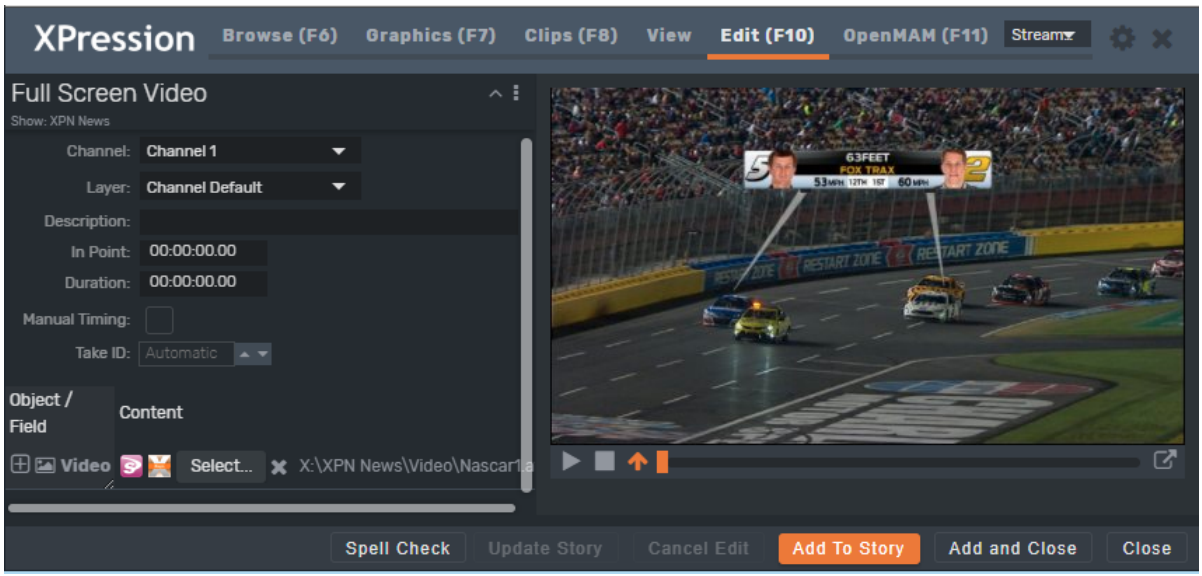
To add a graphic to the NRCS using drag and drop:

- In the **Edit** tab, you can also select and drag a graphic from the **Preview** window to the newsroom client interface.

To add a graphic to the NRCS using Copy/Paste:

1. In the **Browse** or **Graphics** tab, double-click a graphic to open it in the **Edit** tab.
2. Tab to or select the preview image.

   The preview window shows a blue outline.



HTML5 Plugin - Copy and Paste a MOS Object

3. Press **Ctrl+C** to copy the graphic.

   Right-clicking in the preview window will copy the image but not the MOS object.

4. Move the focus to the NRCS window and press **Ctrl+V** to paste the graphic into the NRCS.

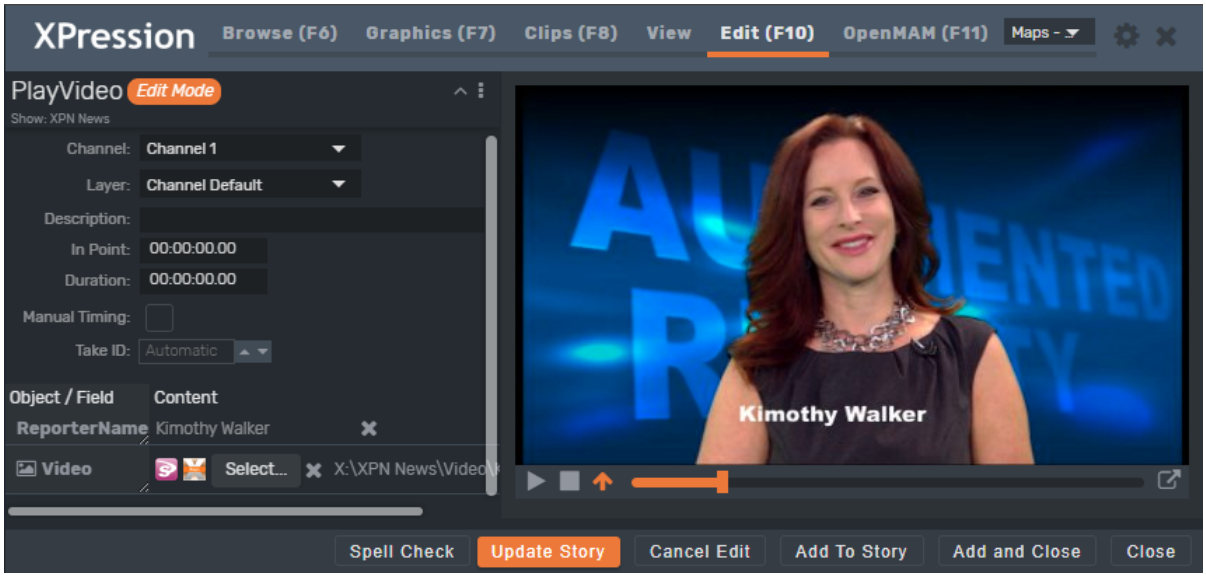
Editing Graphics from the NRCS

You can open a graphic from the story in the NRCS to edit it in the XPression HTML5 MOS Editor.

To edit a graphic from the NRCS:

1. Double-click a graphic in the NRCS story.

   The graphic opens in the **Edit** tab and you will see **Edit Mode** displayed beside the graphic name.



   HTML5 Plugin - Edit a Graphic from the NRCS

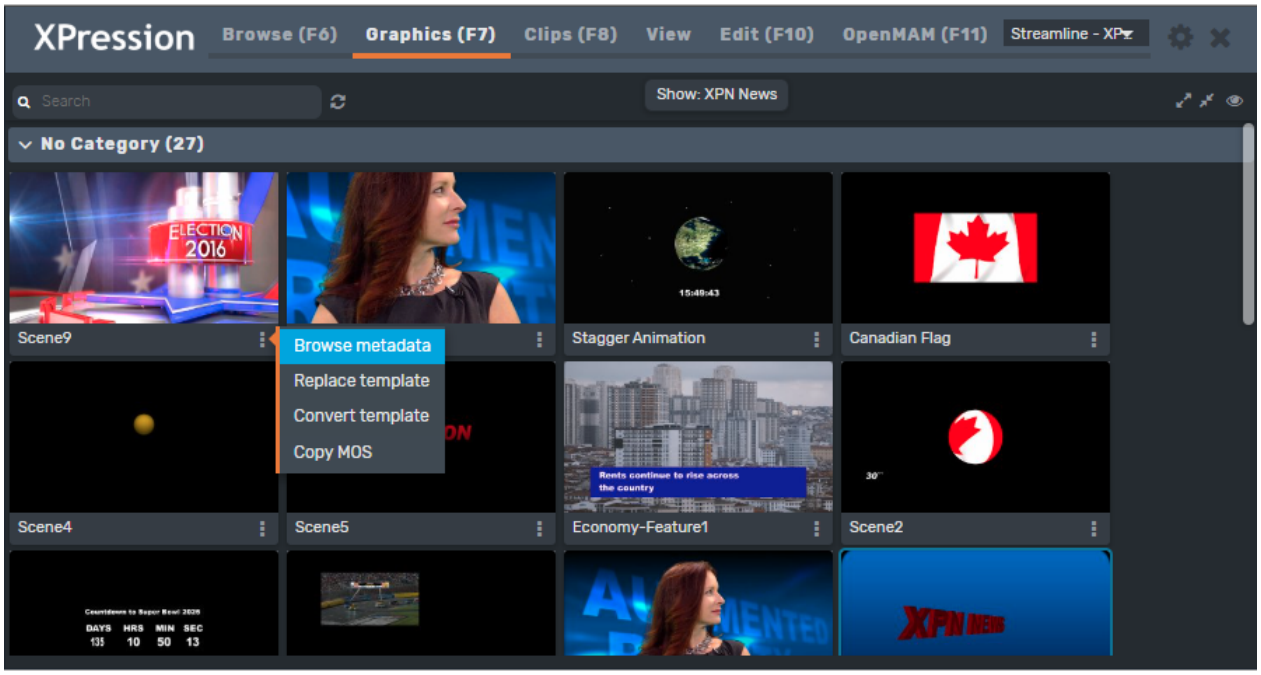
2. Edit the graphic as needed.
3. Then select **Update Story** to apply the changes.

Browsing Graphic Metadata

Metadata is an option that can be designed into a scene. You can view the metadata of any graphic or template using the following procedure.

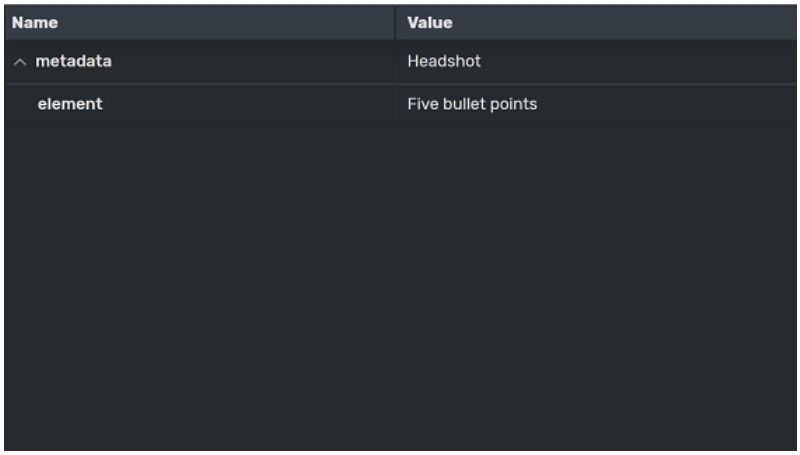
To browse the metadata of a graphic:

1. In the **Graphics** or **Browse** tab, select a graphic and click on the options button ( ) in the bottom-right corner of the graphic.
2. Select **Browse Metadata**.



HTML5 Plugin - Browse Metadata

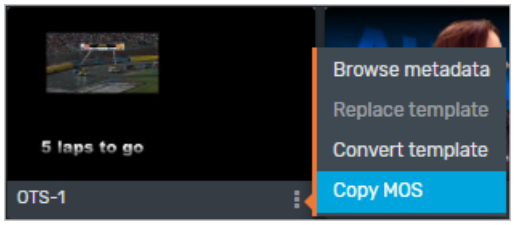
3. The **Metadata** window opens.



HTML5 Plugin - Metadata Window

To copy MOS metadata:

1. In the **Graphics** or **Browse** tab, select a graphic.
2. Select the **Options** button (the 3 vertical dots) in the bottom-right corner of the graphic.



3. Select **Copy MOS**.
4. Open a text editor.
5. Right-click and select **Paste**.

   The MOS data for the graphic is copied into the text editor.

Formatting Text

Underline, superscript, and subscript font formats can be applied to the text of graphics opened for editing in the plugin.

The following font tag commands are used to apply or end underlines, superscripts, and subscripts:

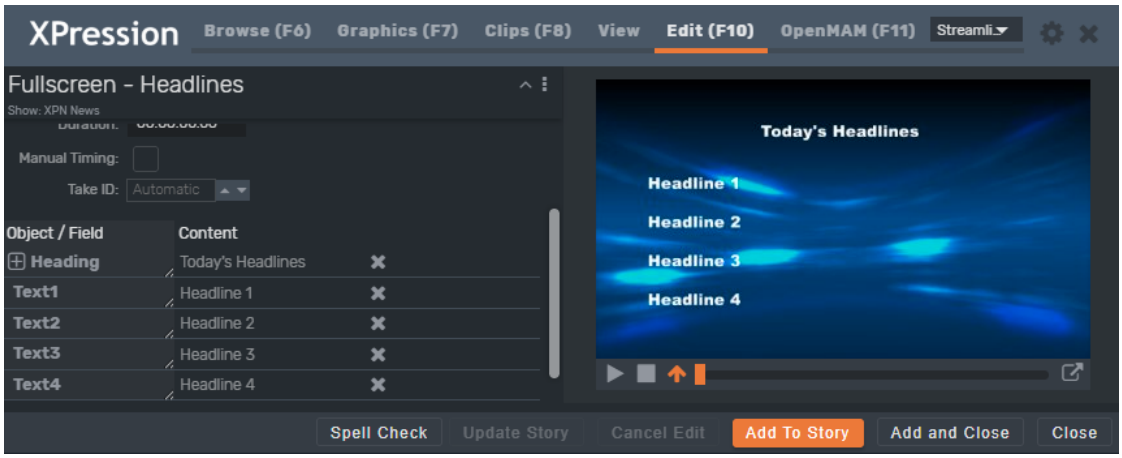
- {U} — apply underline attribute
- {/U} — end underline attribute
- {SUP} — apply superscript attribute
- {/SUP} — end superscript attribute
- {SUB} — apply subscript attribute
- {/SUB} — end subscript attribute
- { } — end all text attributes

★Font tags are not case-sensitive.

To apply underline, superscript, or subscript:

1. In the **Graphics** tab, double-click a graphic from the **Thumbnails**, **List**, or **Saved Graphics**.

   The template opens in the **Edit** tab.

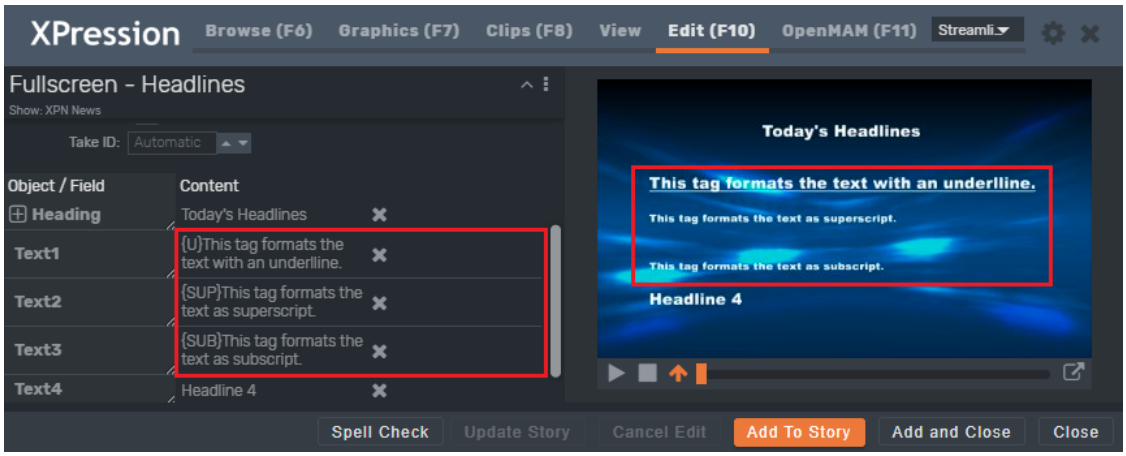


HTML5 Plugin - Edit Graphic

2. Select the **Content** field with the text you want to format and place the cursor in front of the text.

3. Type the appropriate tag for the formatting you want to apply.

   The formatting is applied to all text after the tag.



HTML5 Plugin - Format Graphic Text

4. To end the formatting at a specific location within the text, place the cursor at the end of the text intended to be formatted and enter {/followed by the tag}, e.g., {/U}.

   The formatting is applied to the text within the tags.

5. To apply more than one type of formatting, insert the tags for each format type at the beginning of the text to be formatted.

   To end the underline after a certain point in the text but keep the superscript (or subscript) for the rest of the text, enter {/U} at the location to end the underline.

6. When you have finished formatting the text, select **Save**.

Using Clips in the XPression HTML5 MOS Plugin

The **Clips** tab in the XPression HTML5 Plugin is used for adding clips to the story in the Newsroom Computer System (NRCS) or for adding a clip to a material in a graphic.

XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips and are interested in adding it to your workflow, please contact your Ross Video sales representative.

Selecting Clips

Editing Clips

Saving Clips

Adding a Clip to a MOS Graphic

Previewing Clips

Creating a Clip Placeholder

Running the Proxy Generation Tool

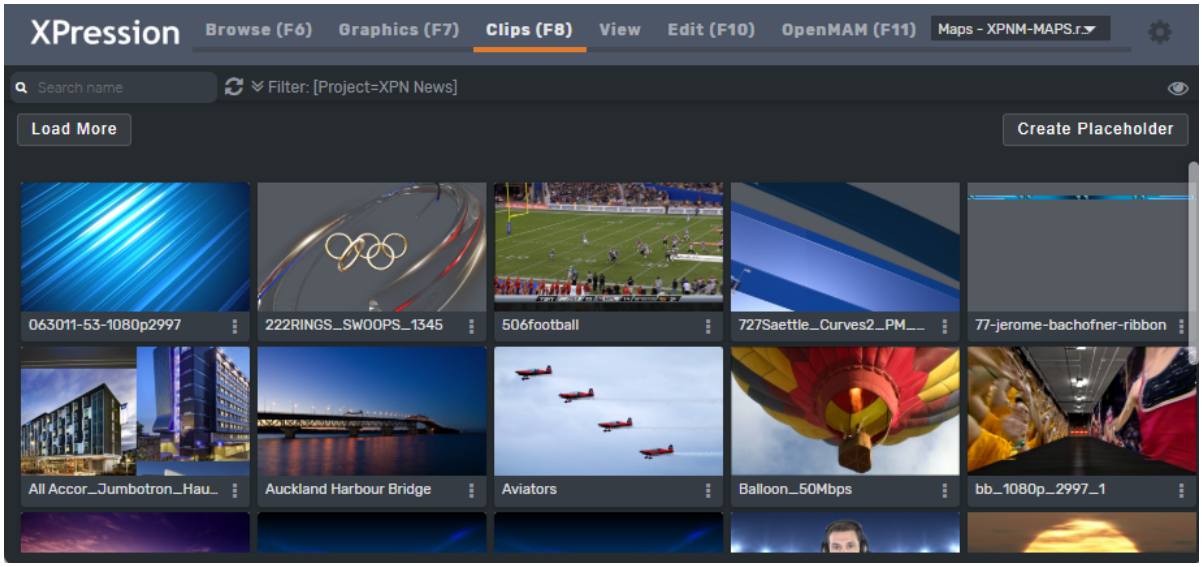
Selecting Clips

Use the **Clips** tab to locate a clip to add to a story.

To select a clip:

1. Open the XPression HTML5 Plugin in the newsroom client.
2. In the XPression HTML5 Plugin, select the **Clips** tab.

   The **Clips** tab opens.



HTML5 Plugin - Clips Tab

3. Select the **Reload List** (**)** button to make sure you have all current clips available to you are displayed.
4. Select a clip using one of the following methods:

   In the **Search** field, enter the name of a specific clip to find it quickly.

   OR

   Hover your mouse over a clip thumbnail to see a preview of the clip.

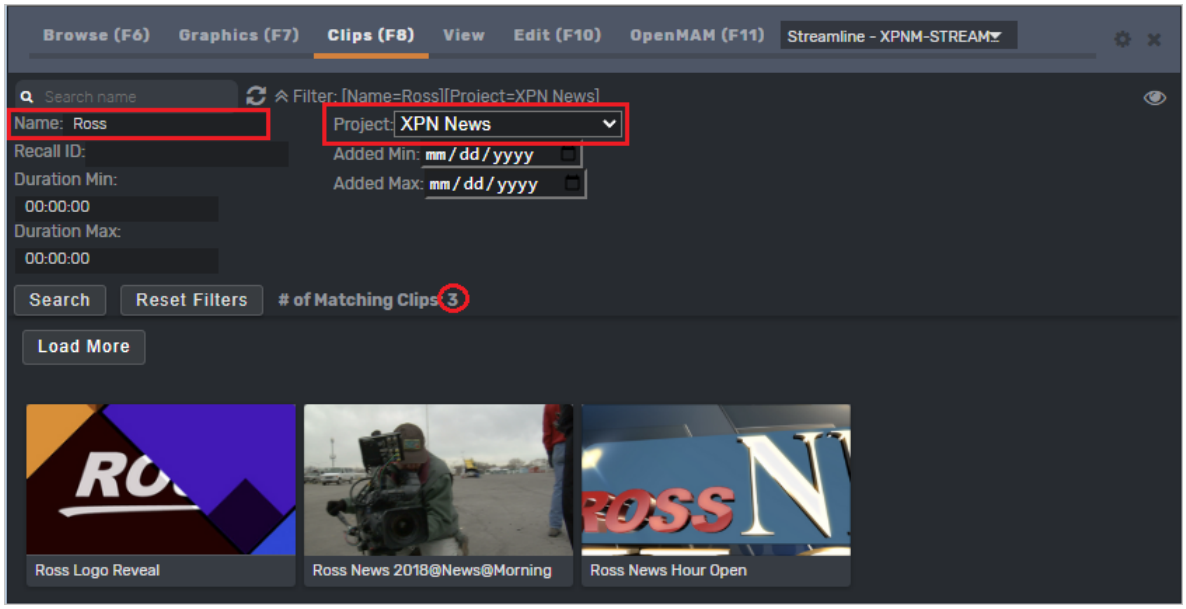
   OR

   Select the **Show/Hide advanced search options** (**)** button to use the advanced search options.

Name	enter the name of a clip to search.
Recall ID	enter a recall ID to search.
Duration Min	enter the minimum clip duration to search for a clip that is at least as long as the value.
Duration Max	enter a maximum clip duration to search for a clip that is no longer than the value.
Project	select a project in which to search for a clip.
Added Min	select the date on or after which the clip was added.
Added Max	select the date on or before which the clip was added.

After setting your search options, select **Search**.

The clips matching your search options appear and the number of matching clips found are indicated.



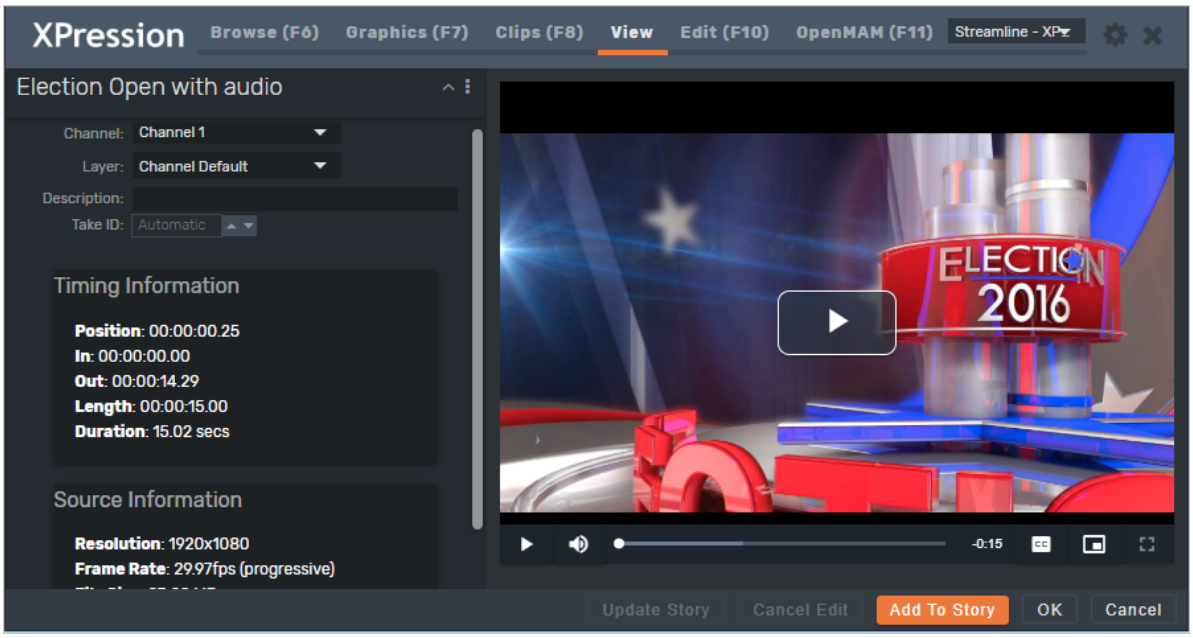
HTML5 Plugin - Advanced Search Options

5. Select **Load More** to see more clips.
6. When you have found the clips you want, select **Reset Filters** to reset the **Advanced Search** options and return to the default **Clips** view.

To view clip information:

- In the **Clips** tab, double-click a clip to view it.

  The clip opens in the **View** tab.



HTML5 Plugin - View Tab

The clip is visible in the preview window and the clip info will be displayed in the **Timing** and **Source Information** sections.

Editing Clips

You can edit any clip that appears in the **Clips** tab and then add the edited clip to the NRCS.

To edit a clip:

1. In the **Clips** tab, select a clip to edit.

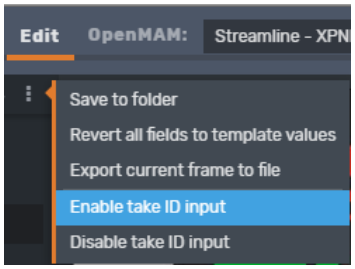
   The clip opens in the **View** tab.

2. Edit clip information such as **Channel**, **Layer**, and **Description** as necessary.

   If using XPression Tessera and a **Net ID** has been assigned to a channel for a destination region in the **Region Mapper**, selecting that channel in the HTML5 plugin will include the assigned **Net ID**.

3. Change the **Take ID** if necessary:

   In the clip details, right-click the vertical ellipsis and select **Enable take ID input**.

   HTML5 - Enable Take ID Input

   In the **Take ID** field, type or use the arrows to enter a take ID for the clip.

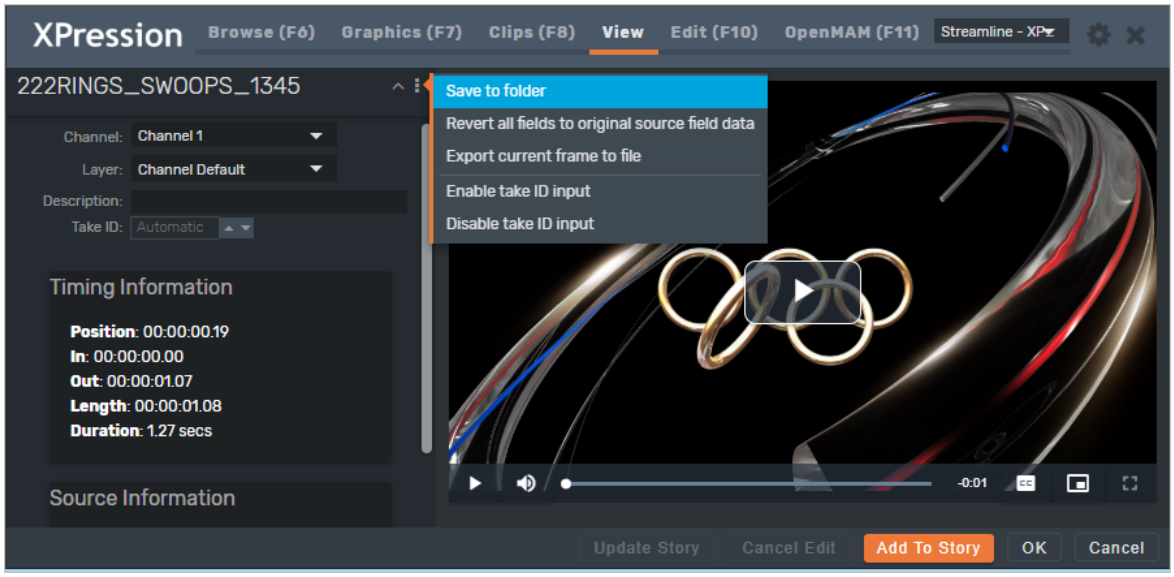
4. Select **Add To Story**.

Saving Clips

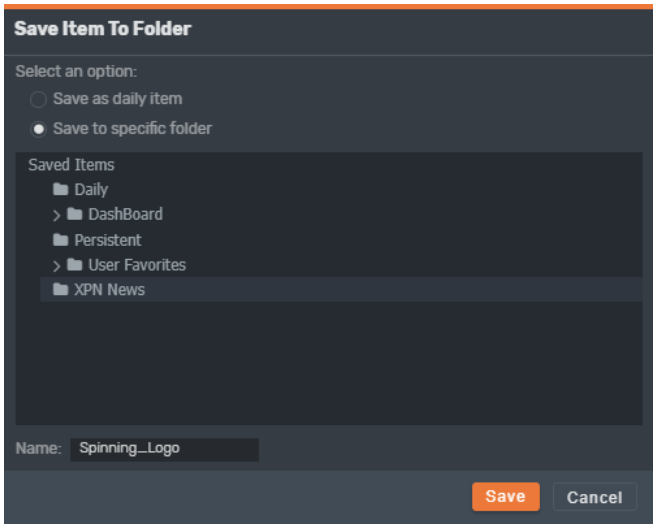
You can save your clips to a daily folder or to a specific folder in the **Saved Items** folder structure.

To save a clip:

1. When you have finished editing your clip, select the options button ( ) in the top-right corner of the clip details and select **Save to folder**.



The **Save Item to Folder** dialog opens.



2. Select one of the following save options:

   Save as Daily Item — select this radio button to save the clip to a daily items folder. This will create a folder for the current date that is subject to the Saved Items settings in the XPression Gateway.

   Save to Specific Folder — select this radio button to save the clip to a specific items folder selected from the **Saved Items** folder structure.

3. In the **Name** field, enter a name for the saved clip.
4. Select **OK**.

   The **Save Item to Folder** dialog closes and the clip is saved.

Adding a Clip to a MOS Graphic

You can add a clip to any graphic that contains a video object using either of the following methods:

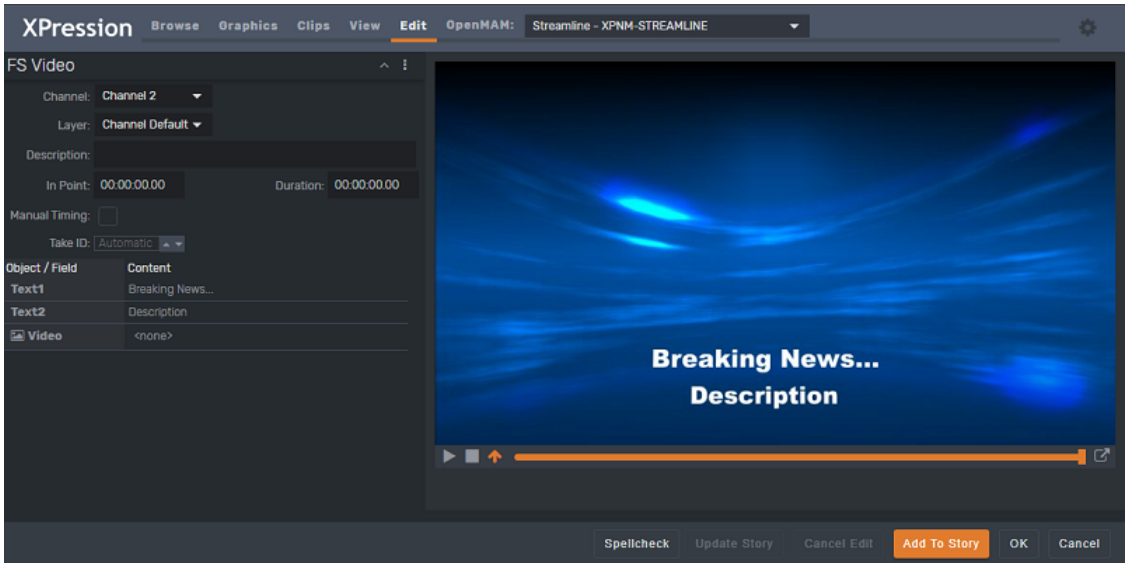
Select and Drop

Copy and Paste

To select and drop a clip into a graphic:

1. In the **Graphics** tab, double-click a graphic that contains a video object.

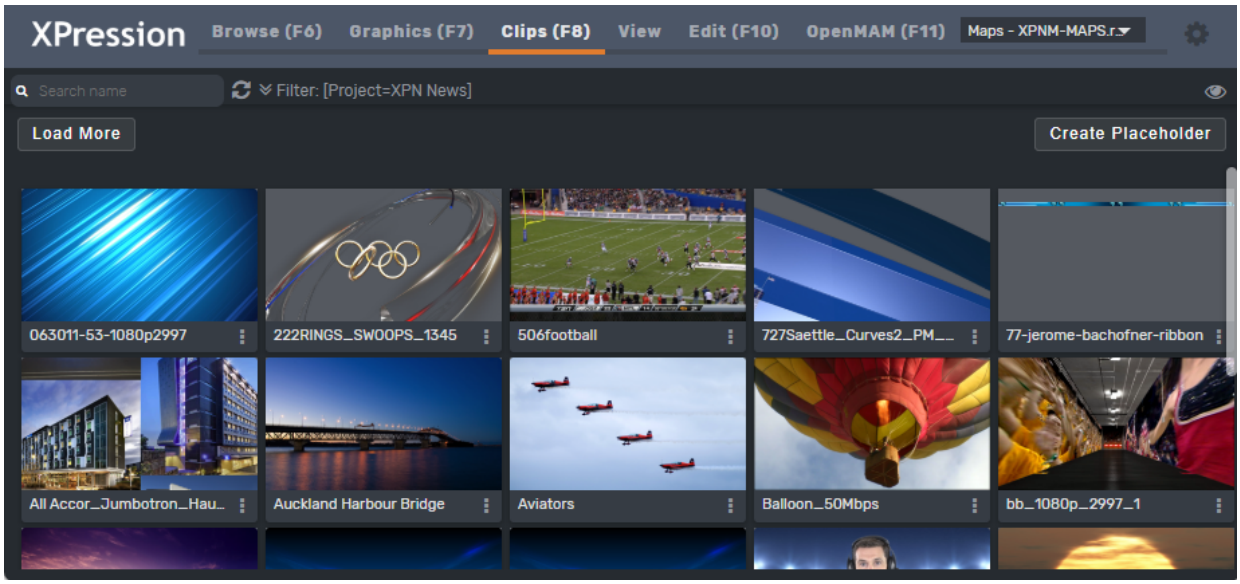
   The graphic opens in the **Edit** tab.



HTML5 Plugin - Edit Tab

2. Select the **Clips** tab.

   The **Clips** tab opens.



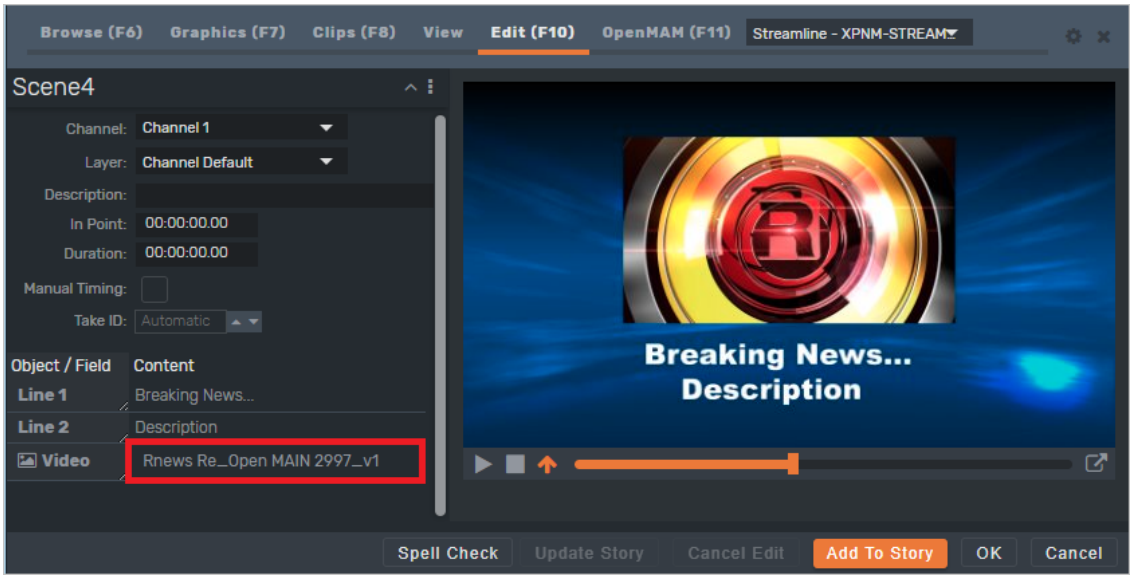
HTML5 Plugin - Clips Tab

3. Select a clip and drag it over the **Edit** tab.

   The **Edit** tab opens.

4. Drop the clip onto the video object field.

   The new clip is added to the video object field selected in the graphic and the clip is displayed in the preview for the graphic.



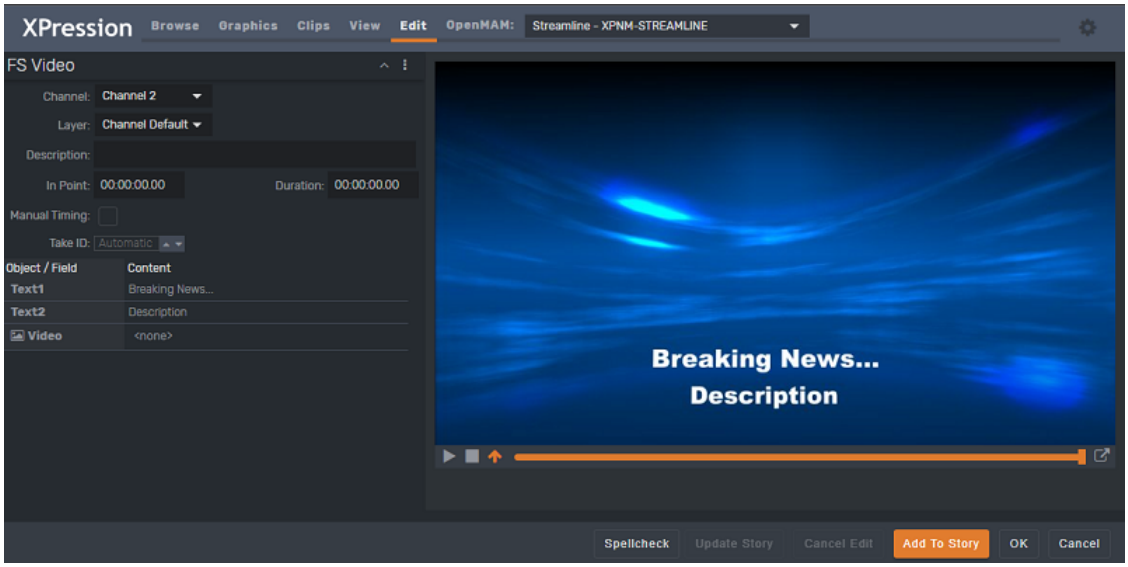
HTML5 Plugin - Add Clip

For more information on XPression Clips, refer to the *XPression Clips User Guide*.

To copy and paste a clip into a graphic:

1. In the **Graphics** tab, double-click a graphic that contains a video object.

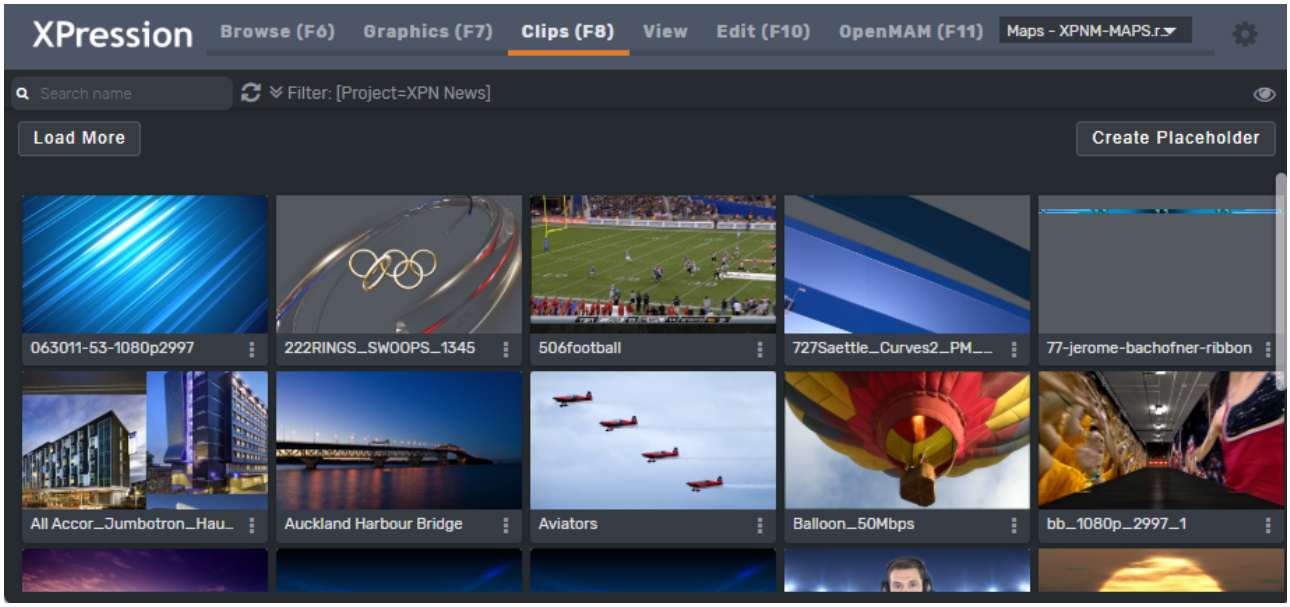
   The graphic opens in the **Edit** tab.



HTML5 Plugin - Add Clip

2. Select the **Clips** tab.

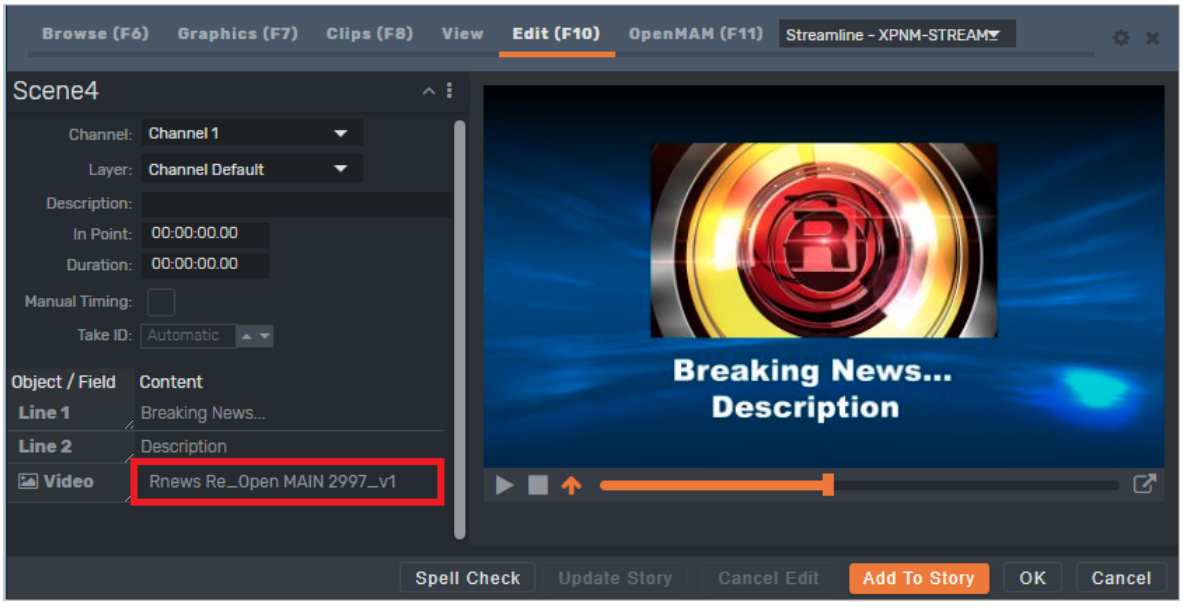
   The **Clips** tab opens.



HTML5 Plugin - Clips Tab

3. Select a clip and press **Ctrl + C**.
4. Then go to the **Edit** tab and in the open graphic, select the video object field.
5. Press **Ctrl + V**.

   The new clip is added to the video object field selected in the graphic and the clip is displayed in the preview for the graphic.



HTML5 Plugin - Add Clip

Previewing Clips

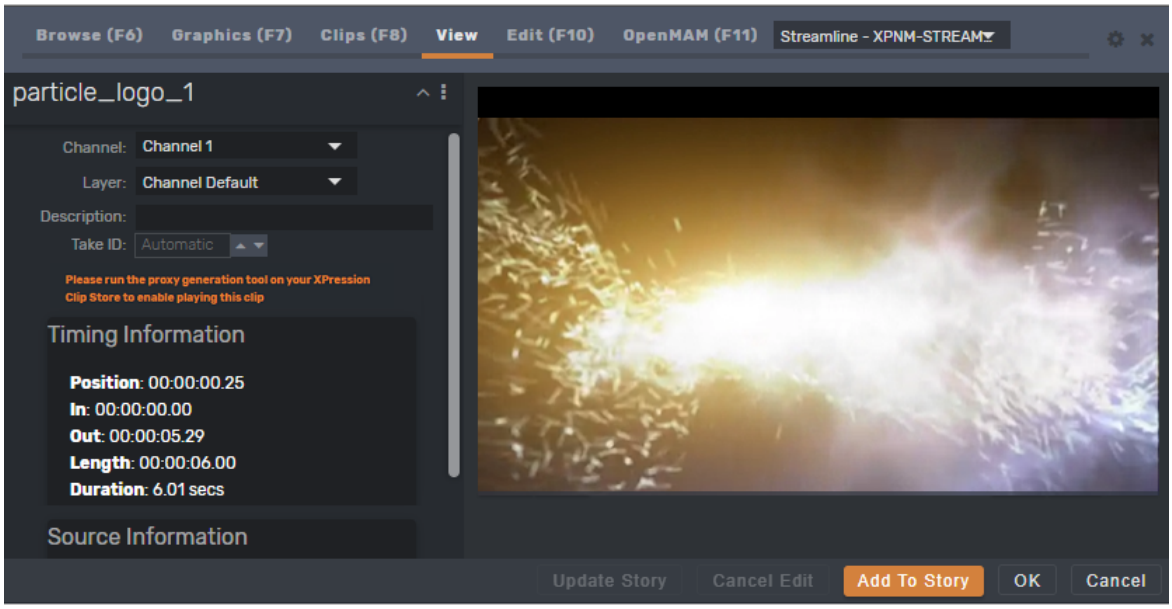
Use the **Preview** window to preview the clip that is open in the **Edit** tab.

To preview the clip:

1. Click in the preview window.

   The clip begins playing immediately and the **Speaker**, **Full-screen** and **Settings** buttons appear.

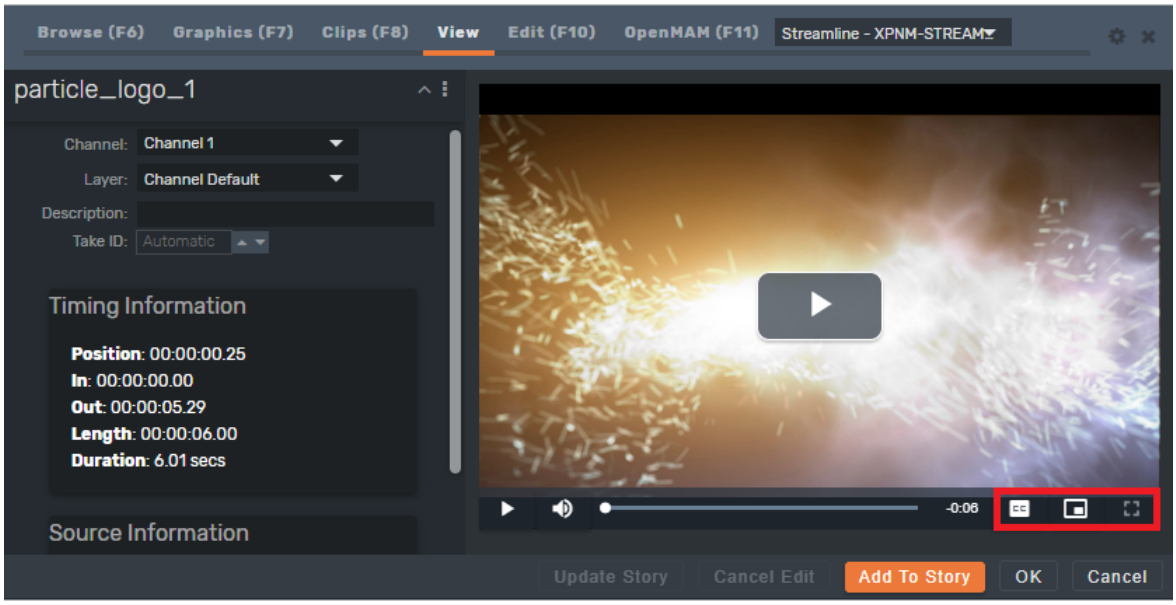
   If instead you see a message saying "Please run the proxy generation tool on your XPression Clip Store to enable playing this clip", as shown in the image below, it means that the clip cannot currently be played or even previewed, because it is lacking the required proxies. See Running the Proxy Generation Tool for instructions on fixing this issue.



HTML5 Plugin - Run Proxy Generation Tool Message

2. Select the **Speaker** button to hear the audio.
3. Select the **Full-screen** button to play the clip in full-screen.

4. In the bottom-right corner of the preview window, use the icons to add captions, view picture-in-picture or view full-screen.



HTML5 Plugin - Preview Clips

Creating a Clip Placeholder

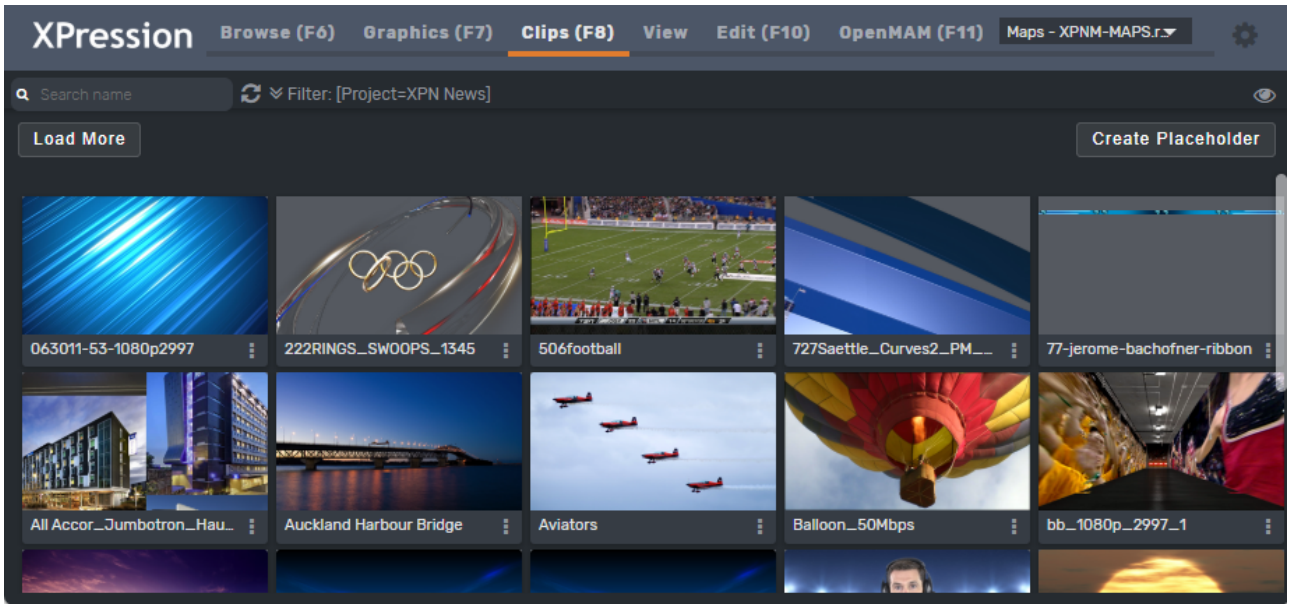
A placeholder based on **Recall ID** can be created for a clip to be placed into a rundown. The **Recall ID** is what will link the new MOS object with a current or future clip from the Clip Store.

★Placeholder **Recall IDs** can only be created if the **Clips added to a running order should be recalled via their Recall ID** checkbox is enabled in the **Clip Store** settings in the XPression Gateway. Also, the **Create Placeholder** button will not appear unless all Clip Stores in the workflow have the **Recall ID** option **Allow same Recall ID to be used in different projects** disabled in their **Clip Store Managers**.

★Clip placeholders can also be created in the **Edit** tab by selecting the **Create Placeholder** button.

To create a Clip Placeholder:

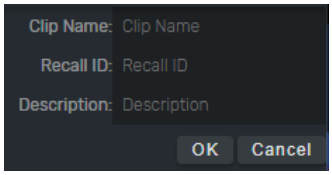
1. Open the HTML5 MOS Plugin in the newsroom client.
2. Select the **Clips** tab.



HTML5 Plugin - Clips Tab

3. In the top-right corner of the plugin, select **Create Placeholder**.

   The **Create a Clip Placeholder** dialog opens in the top-right corner of the tab.



HTML5 Plugin - Clip Placeholder Dialog

4. In the **Clip Name** field, enter a name for the clip placeholder.

   The name does not have to match the clip name in the Clip Store. It will populate the field in the MOS object so that the object in the running order displays a meaningful name.

5. In the **Recall ID** field, enter a placeholder recall ID for the MOS object.
6. In the **Description** field, enter a brief description for the clip placeholder.

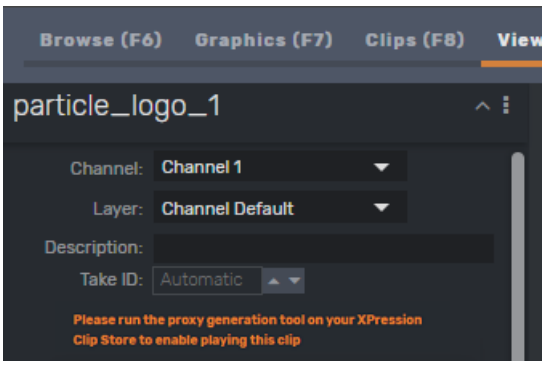
This is not applied to the clip in the Clip Store. It will populate the field in the MOS object so that the object in the running order displays a meaningful description.

7. Select **OK**.

   A clip placeholder recall ID is created that can be dragged and dropped into the rundown. However, a clip with the newly created recall ID will need to be ingested for it to function properly.

Running the Proxy Generation Tool

When you select a clip to be previewed, you might see a message saying "Please run the proxy generation tool on your XPression Clip Store to enable playing this clip". This means that the clip cannot currently be played or even previewed, because it is lacking the required proxies. In order to use this clip in the HTML5 Plugin, you need to generate proxies for the clip using the XPression ClipStore Proxy Generator tool.

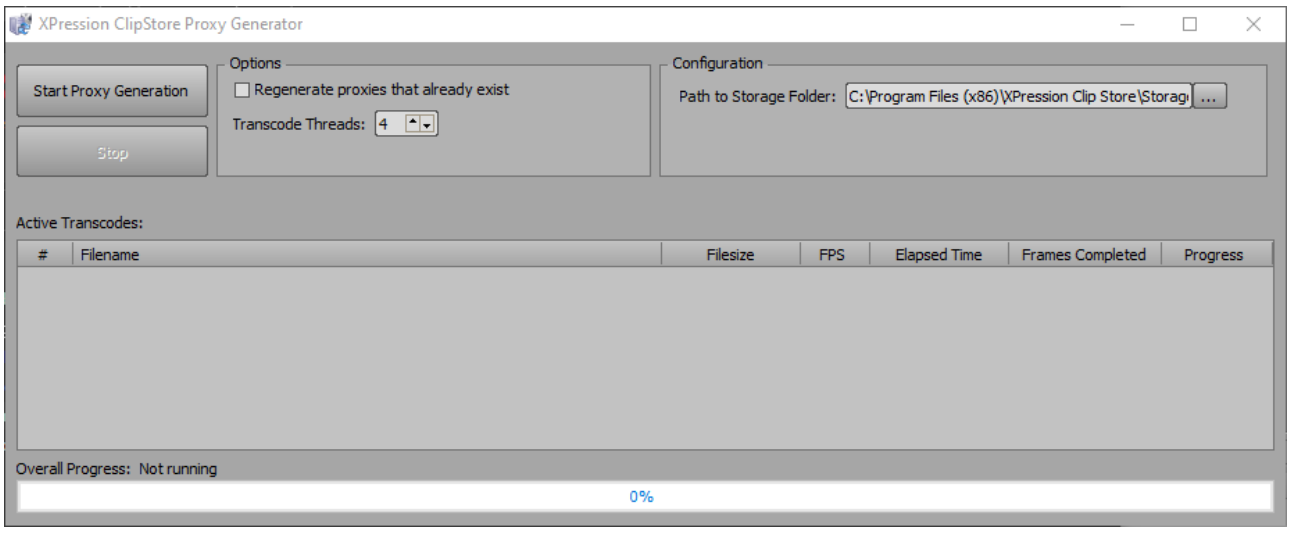


HTML5 Plugin - Proxy Warning

To generate proxies for clips:

1. Go to **C:\Program Files (x86)\XPression Clip Store\bin** and double-click the **xpCSProxyTool.exe** file.

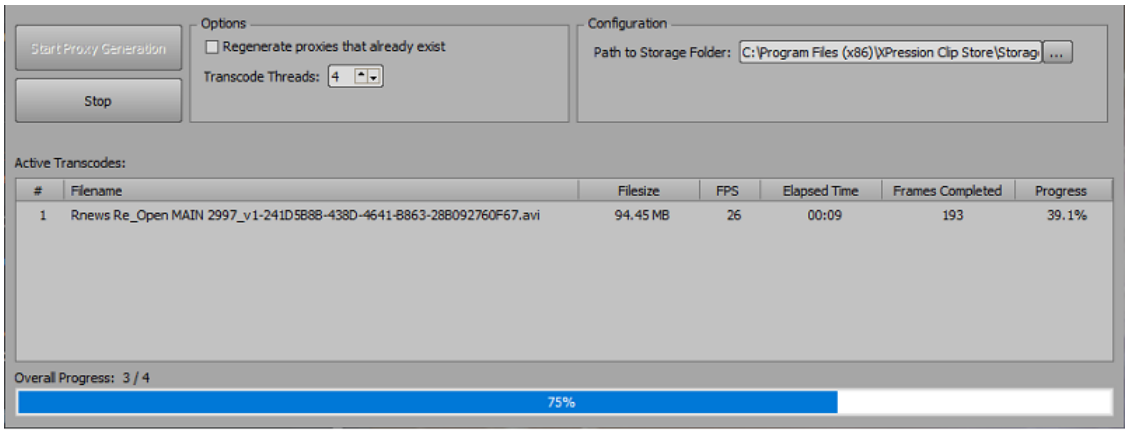
   The **XPression ClipStore Proxy Generator** tool opens.



Clipstore Proxy Tool

2. Select **Start Proxy Generation** to generate proxies for any clips in the clip store that do not already have proxies.

   In the **Active Transcodes** section, you will see the clip(s) being transcoded and the progress is indicated in the **Overall Progress** bar. If there is more than one clip in the clip store that doesn't have proxies, they will all be transcoded in this step.



Clipstore Proxy Tool - Generating Proxies

3. When the **Overall Progress** bar indicates 100%, select the **X** in the top-right corner to close the **Proxy Generator**.

   The clip(s) is now ready to be used in the HTML5 plugin.

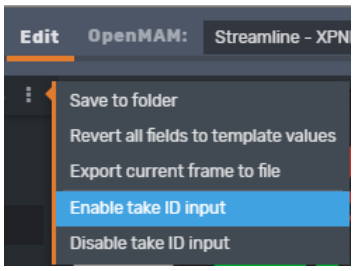
Assigning Take IDs to MOS Objects

Take ID numbers can be assigned to graphics and clips in the HTML5 Plugin.

★**Take IDs** on the Remote Sequencer will not match the **Take IDs** assigned to the XPression Sequencer items.

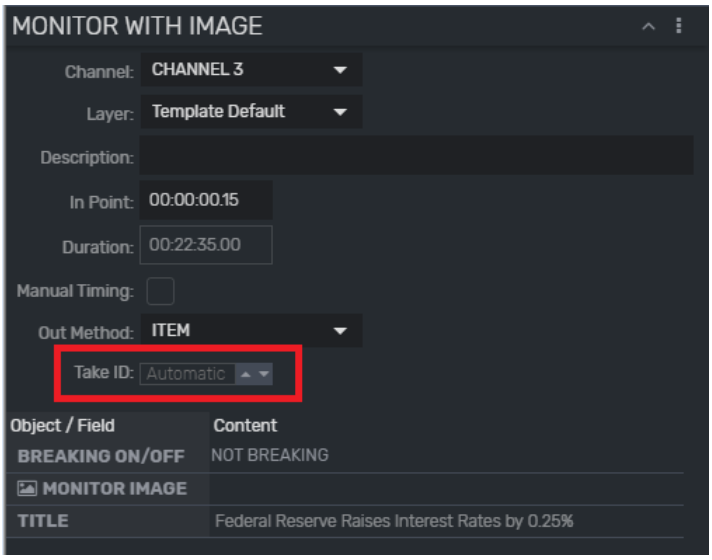
To assign a Take ID to a MOS object:

1. In the **Graphics** or **Clips** tab, double-click a graphic or clip to open it in **Edit** mode.
2. In **Edit** mode, in the graphic details, right-click the vertical ellipsis and select **Enable take ID input**.



HTML5 Plugin - Enable Take ID Input

3. In the **Take ID** field, type or use the up and down arrows to enter a **Take ID** number.



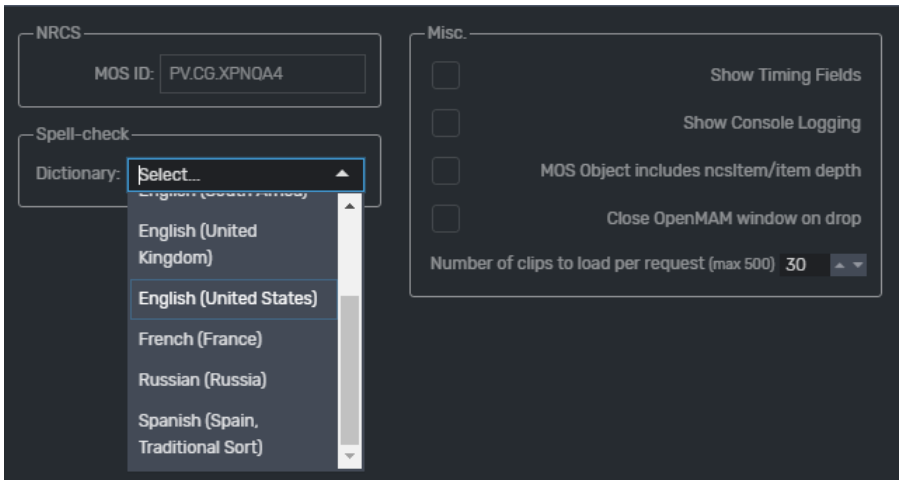
HTML5 Plugin - Set Take ID

Using Spell Check

The HTML5 Plugin offers spell check with a local dictionary to which words can be added on a per user basis.

To use Spell Check:

1. In the HTML5 Plugin, select the gear icon in the top-right corner to open the **Configuration** panel.
2. In the **Spell Check** section, use the **Dictionary** drop-down to select a language for the spell check.

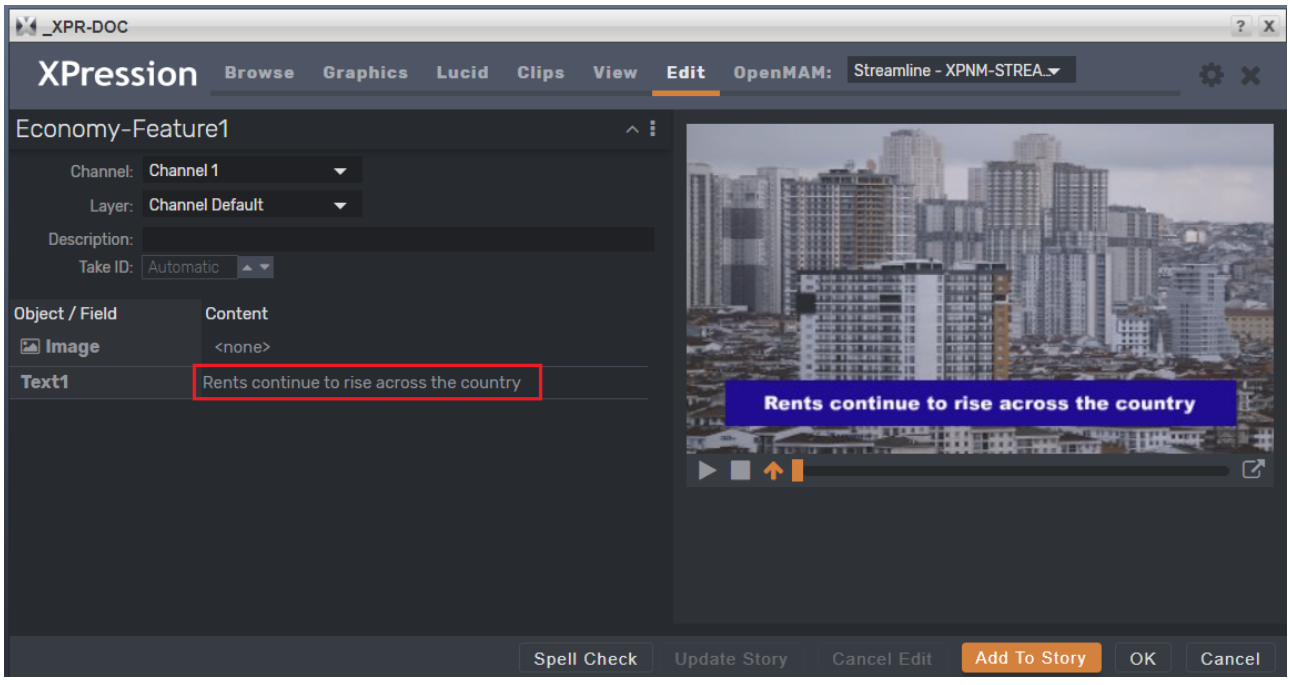


HTML5 Plugin - Select Spell Check Dictionary

3. Then select **Save**.

   The **Configuration** panel closes.

4. Open a graphic that contains text in the **Edit** tab of the HTML5 Plugin.



HTML5 Plugin - Spell Check Graphic Text

5. Click inside the **Content** cell of a text **Object / Field**.

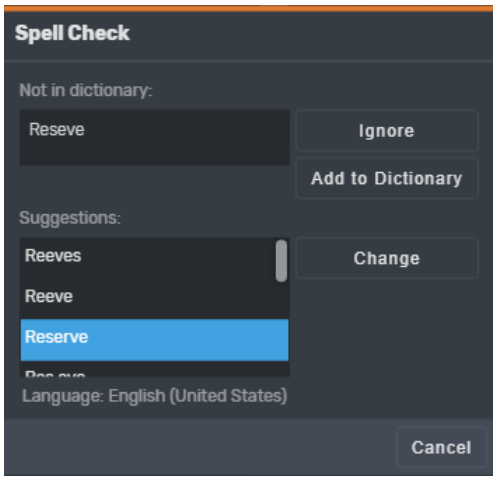
   Any existing text content is highlighted.

6. Highlight a specific word or enter and highlight a new word to use for the spell check.

7. Select **Spell Check**.

   If the word is spelled correctly, or it has already been added to the dictionary, a message appears saying "Complete".

   If the word is spelled incorrectly, or has not been added to the dictionary, the **Spell Check** window opens.



HTML5 Plugin - Spell Check Window

8. Do one of the following:

   - Click **Ignore** to return to the graphic without making any changes.
   - Select a word from the **Suggestions** list and click **Change** to correct the spelling.
   - Click **Add to Dictionary** to add the word to the dictionary.

   An information window opens indicating the spell check is complete.

9. Click **OK** to return to the graphic.

   Depending on the action taken in Step 8, the text content is either the same or corrected/changed.

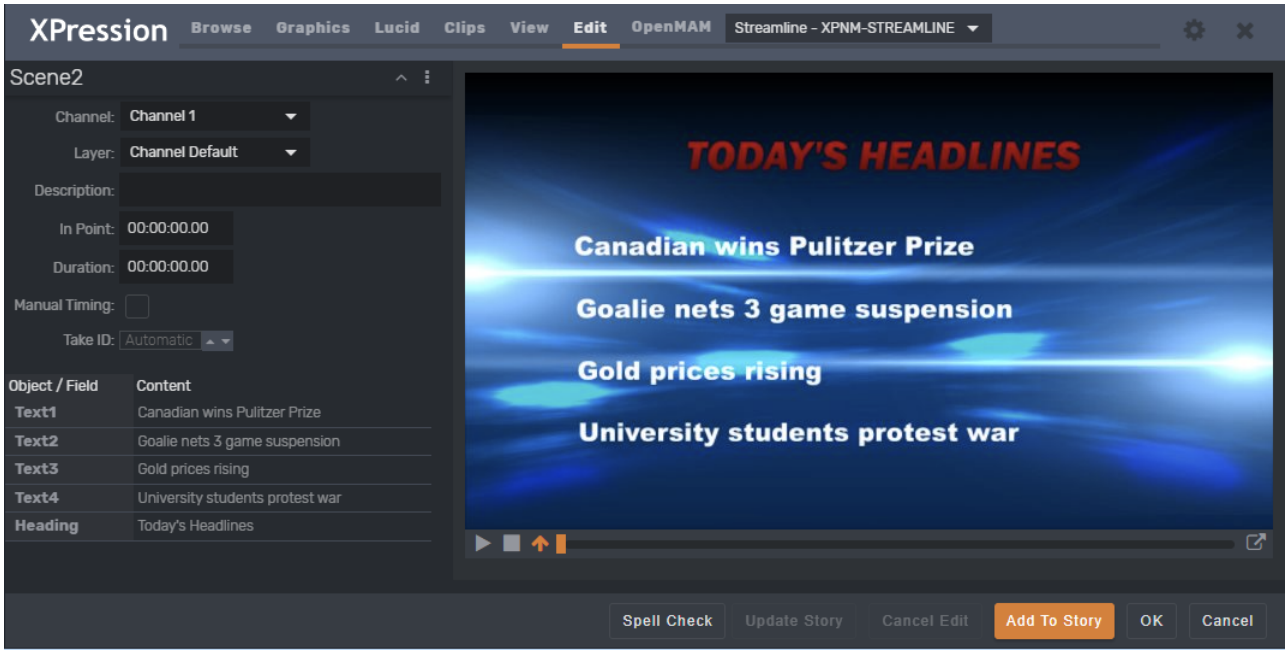
Copying MOS Content from other Projects

If you are using a project server, the content of MOS objects and fields can be copied from a template in one project to a template in a different project, providing the **Object / Field** names are the same in both templates. This enables quick and easy transfer of MOS content between multiple projects.

To transfer a MOS object to another project:

1. Open a project in the HTML5 Plugin.
2. In the **Graphics** tab, double-click the template containing the content you want to copy to a template in another project.

   The selected template opens in the **Edit** tab.



HTML5 Plugin - Select Template to Copy

3. Select the **Graphics** tab.
4. In the **Graphics** tab, select the **Show** drop-down and then select the show that contains the template you want to edit and select **OK**.

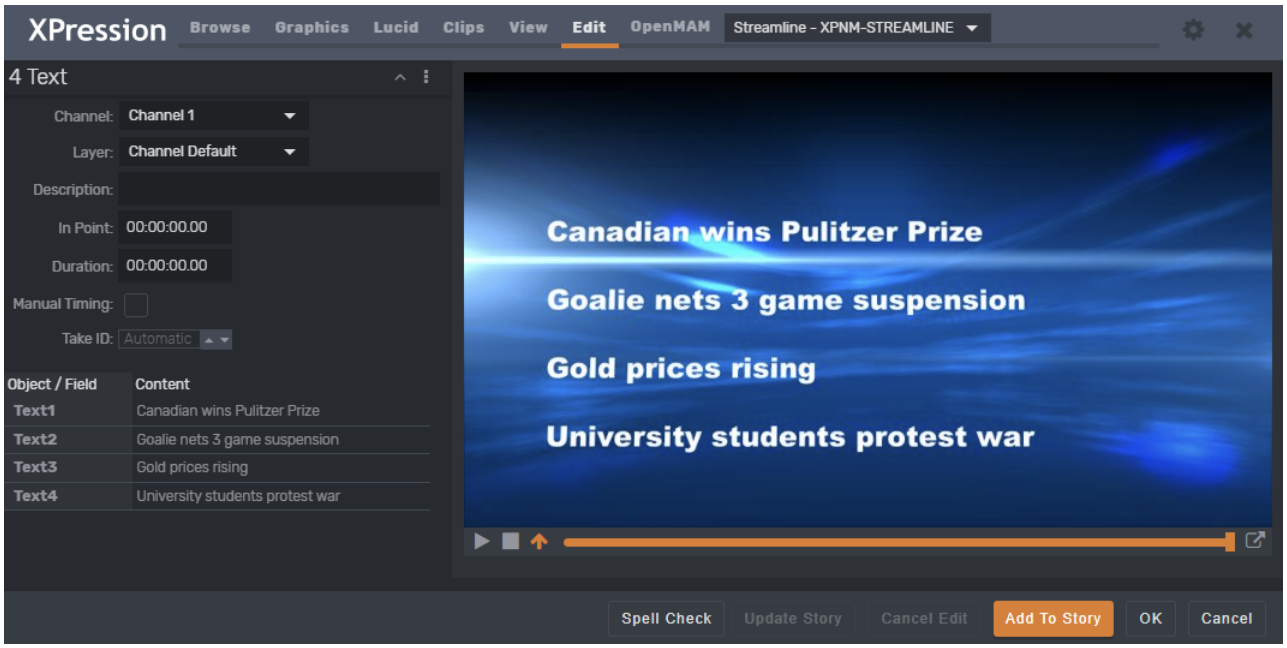
5. In the **Graphics** tab of the selected show, select the template you want to edit.



HTML5 Plugin - Select Template to Edit

6. In the bottom-right corner of the template, select the vertical ellipsis and select **Convert template**.
7. In the **Confirmation** dialog, select **OK**.

   In the edited template, the objects that are common to both templates (in this case Text1, Text2, Text3 and Text4) will be updated with the copied content. The heading object was not copied, as the selected template to edit did not contain a heading object.



HTML5 Plugin - Content Copied from another Project

Adding Assets from an OpenMAM Server

An integrated openMAM browser can be used in the XPression HTML5 Plugin for adding images and video to graphics in the XPression HTML5 plugin. For information about configuring OpenMAM servers, see Adding and Configuring an OpenMAM Server.

★The Streamline server must be on the same domain as the HTML5 plugin.

★Launching an OpenMAM server while in iNews opens the iNews web browser as it supports drag-and-drop functionality.

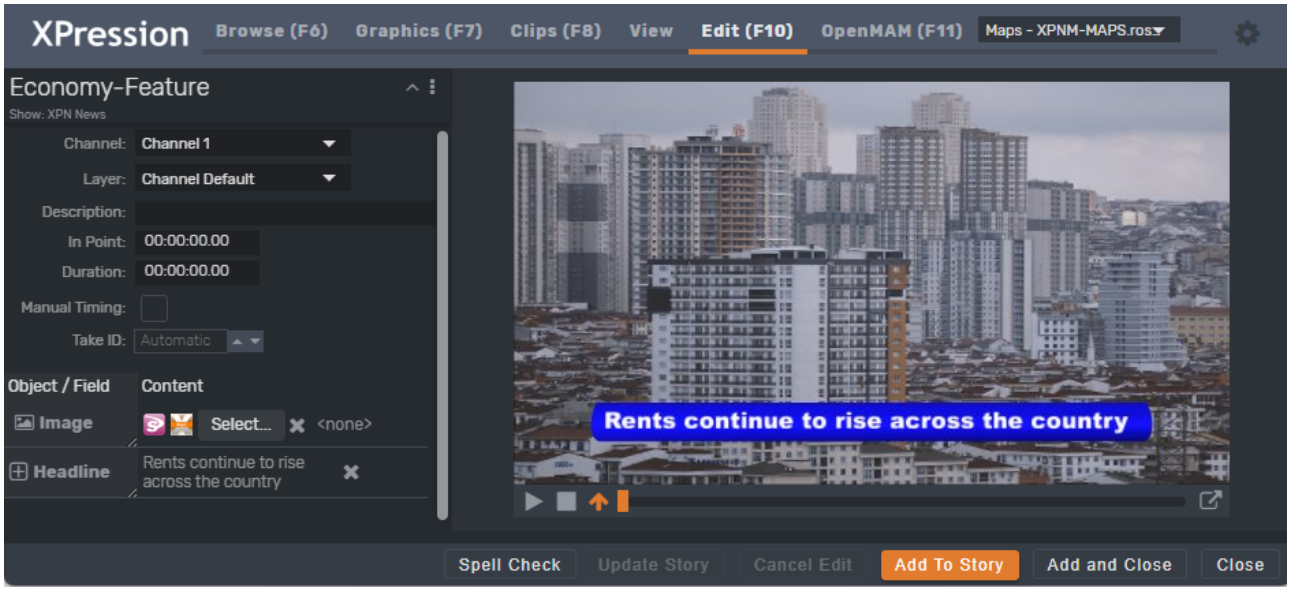
Depending on the settings in the HTML5 plugin and in the HTTP Server section of the XPression Gateway, the OpenMAM browser will open either in a pop-out window or in the **OpenMAM** tab.

To add an asset from an OpenMAM server:

1. Open the XPression HTML5 Plugin in the newsroom client.
2. In the **Graphics** tab, double-click a template to open it in the **Edit** tab.

   OR

   In the **Running Order** of the NRCS, double-click a template to open it in the **Edit** tab.

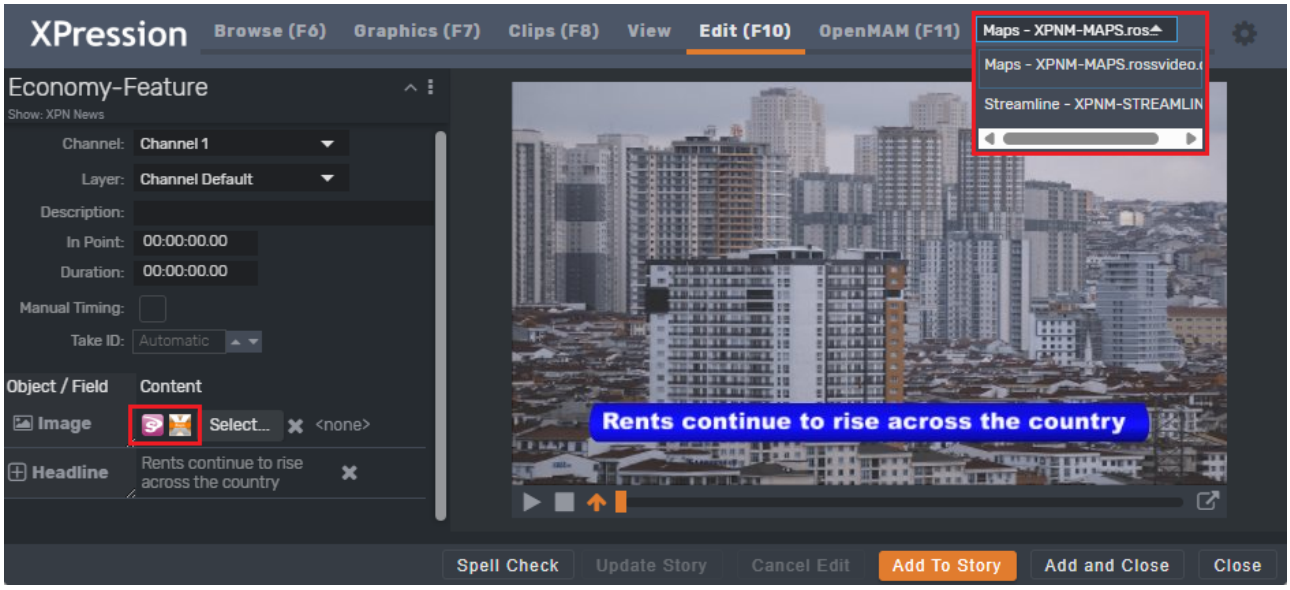


HTML5 Plugin - Select Template

3. From the **OpenMAM** drop-down at the top of plugin, select an OpenMAM server.

   OR

   Click in the **Content** field of an image or video to display the OpenMAM buttons, and then select the button for the OpenMAM server you want to use.



HTML5 Plugin - Select OpenMAM Server

★If using iNEWS, open the server manually.

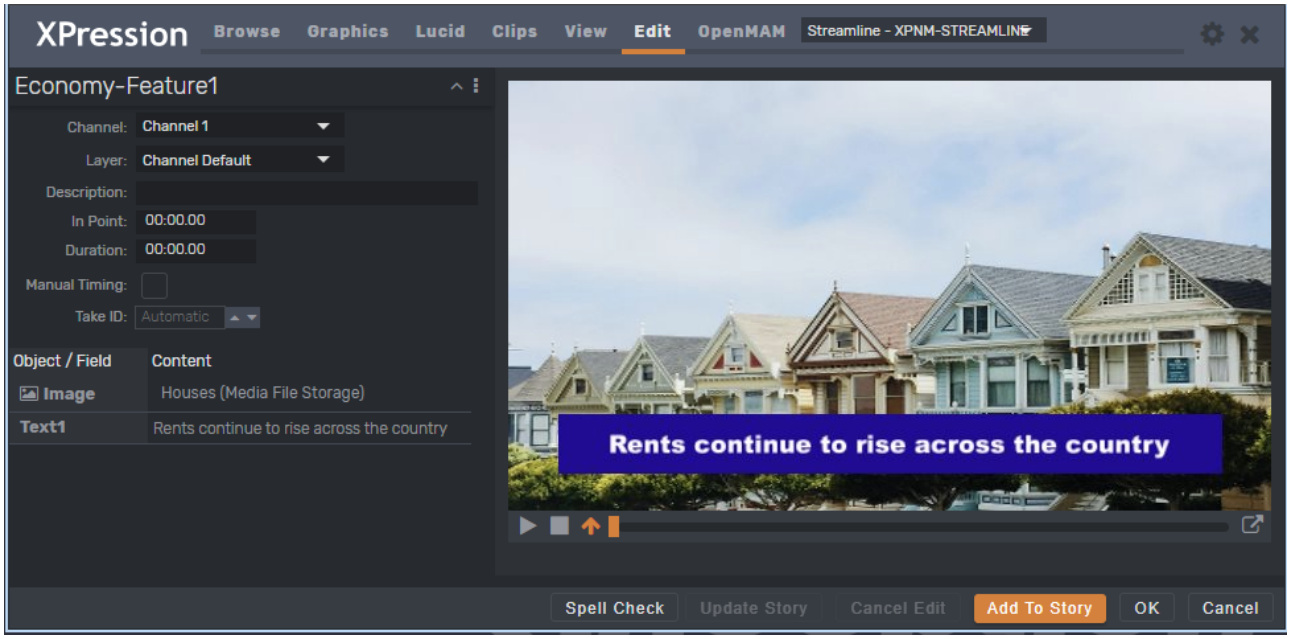
4. Log in to the OpenMAM server.
5. If the OpenMAM server opens in the **OpenMAM** tab, select a media asset and then drag the asset to the **Edit** tab to open the template chosen for editing and drop the asset into the **Content** field of the image or video.

   Alternatively, you can select the asset, press **Ctrl-C**, select the **Edit** tab, position the cursor in the **Content** field of the image or video, and press **Ctrl-P** to paste the asset into the **Content** field.

   OR

   If the OpenMAM server opens in a pop-out window, select a media asset and drag and drop it into the **Content** field of the image or video.

The media asset is added to the template.



HTML5 Plugin - Add Asset from OpenMAM Server Drop-down

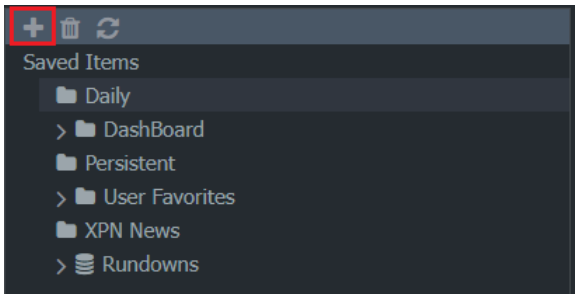
Adding and Deleting Folders

You can add folders in which to save your graphics and clips and delete folders that are no longer needed.

Folders can be added to and deleted from the **Daily** and **Persistent** folders and to the sub-folders of the **User Favorites** folder, but not to the top-level **User Favorites** or **Rundowns** folders.

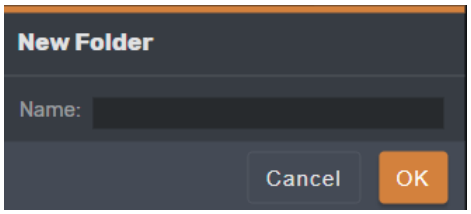
To add a folder:

1. In the HTML5 Plugin, select the **Browse** tab.
2. Select a folder in the folder structure.
3. Select the **New Folder** icon.



HTML5 Plugin - Add Folder Icon

The **New Folder** dialog opens.



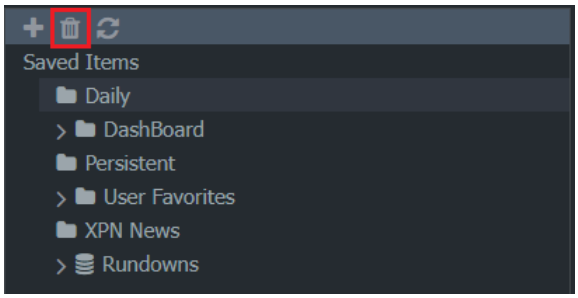
HTML5 Plugin - Add New Folder

4. In the **Name** field, enter a name for the folder.
5. Select **OK**.

   The new folder appears as a sub-folder in the folder structure.

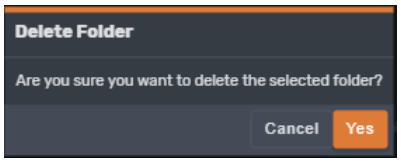
To delete a folder:

1. In the HTML5 Plugin, select the **Browse** tab.
2. Select a folder in the folder structure.
3. Select the **Delete Folder** icon.



HTML5 Plugin - Delete Folder Icon

The **Delete Folder** confirmation dialog opens.



HTML5 Plugin - Delete Folder Confirmation

4. Select **Yes**.

   The folder and its contents are removed from the folder structure.

In the **Graphics** tab, you can select how to view graphics and scale the size of the thumbnails or scene names.

Using Lucid Studio with the HTML5 MOS Plugin

When Lucid Studio has been configured to communicate with a Newsroom Control System (NRCS) and the HTML5 MOS plugin through the XPression Gateway, you can play out a MOS story sequence from the **Sequencer** panel in Lucid Studio or through the **XPression Remote Sequencer**.

MOS story sequences are generated by the NRCS and appear in the **MOS** tab of the **Sequencer** panel in Lucid Studio when the rundown is activated in the Remote Sequencer or the Rundown Controller.

Lucid integration only works with a specific version of XPression.

For example:

- Lucid Studio v8.0 only works with XPression Studio v12.5.6127.
- Lucid Studio v7.3 only works with XPression Studio v11.5.5821.

The following topics are described in this section:

Required Components

Setting up Lucid Integration with the HTML5 Plugin

Selecting Lucid MOS Events

Adding and Editing Lucid MOS Events

Required Components

The following is a list of the required components for the Lucid Studio workflow:

- Lucid Studio — the user interface used to provide operational control and create MOS events.
- Lucid Driver for XPression — allows Lucid Studio to remotely operate the project and select the camera to be tracked.
- Lucid MOS Service — makes Lucid MOS events visible to the HTML5 plugin and NRCS.
- XPression Gateway — manages the communication between Lucid Studio and the NRCS. This should be the same version as XPression Studio.
- XPression HTML5 MOS Plugin — allows users to edit the contents of templates by manipulating published fields defined during the template creation process and then add them to rundowns as MOS messages.
- XPression Remote Sequencer — controls the remote Lucid Studio engine and plays out graphics and clips from a MOS rundown in the Lucid Studio Sequencer. This should be the same version as XPression Studio.

  OR

  XPression Rundown Controller — used to activate rundowns from the XPression Gateway for playout in the Lucid Studio Sequencer. This should be the same version as XPression Studio.

Optional Components

- Lucid Track — takes the camera and robotic tracking data and binds it to the virtual camera in XPression through Lucid Driver for XPression.

Setting up Lucid Integration with the HTML5 Plugin

Start Lucid Studio, Lucid MOS Service, the XPression Gateway, Lucid Driver for XPression, and a Newsroom Control System that is compatible with the HTML5 plugin.

★Lucid Driver for XPression will open the last previously opened XPression project.

To select a different XPression project:

- In Lucid Driver for XPression, in the **XPression** drop-down, use the **Browse** button to navigate to and select the XPression project you want to use.

Next Steps

You'll need to configure the XPression Gateway Settings and Lucid MOS Service to communicate with the HTML5 plugin. You'll also need to make sure that MOS is enabled in the Lucid Studio events.

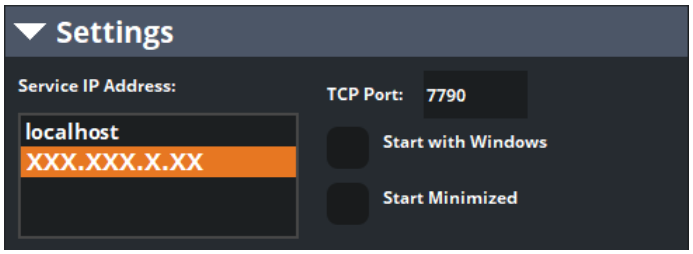
To configure the XPression Gateway settings for Lucid integration:

1. Open the **XPression Gateway** application.
2. Select **Gateway > Settings**.
3. Select **Lucid Studio Integration** and configure the settings as described in Lucid Studio Integration.
4. Select **HTTP Server** and configure the **Server Settings** as described in HTTP Server.

   ★It is important to have all the assets used in the HTML5 plugin located on a shared network (such as the X: drive), which is configured in the Plugin Asset Root Folder field.
5. Select **Channel Groups** and add the Lucid Studio Engine to a channel group.
6. Select **OK** to close the **Channel Group Settings** dialog.
7. Select **OK** again to close the **XPression Gateway - Settings** dialog.

To configure Lucid MOS Service:

1. In Lucid MOS Service, in the **Settings** drop-down, from the **Service IP Address** box, select the IP address of the machine running Lucid MOS Service.

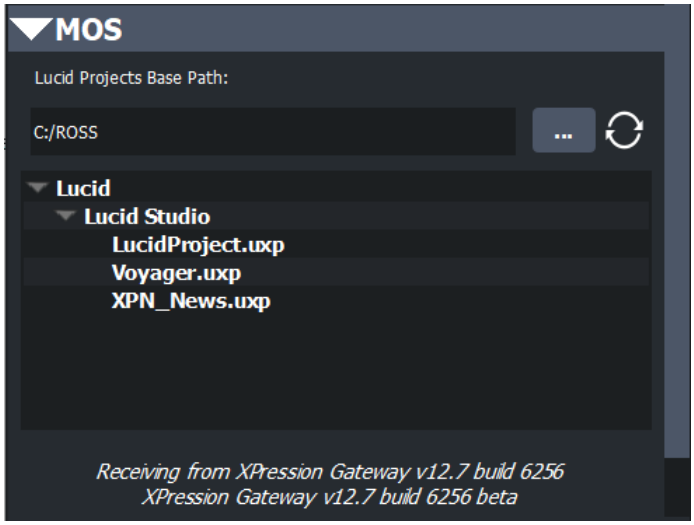


Lucid MOS Service - Settings

2. In the **TCP Port** field, accept the default port, or if necessary change the port number.

   ★The same port number needs to be configured in the XPression Gateway in the Lucid Studio Integration configuration settings.
3. Select **Start with Windows** to automatically start Lucid MOS Service when Windows is launched (optional).

4. Select **Start Minimized** to minimize Lucid MOS Service to the taskbar (optional).
5. In the **MOS** drop-down, in the **Lucid Projects Base Path** section, select the **Browse** button to the right of the **Path** field to navigate to the folder where your Lucid Studio project file (.uxp) is located.



Lucid MOS Service - MOS

A list of the Lucid Studio projects in that folder that contain MOS objects is displayed.

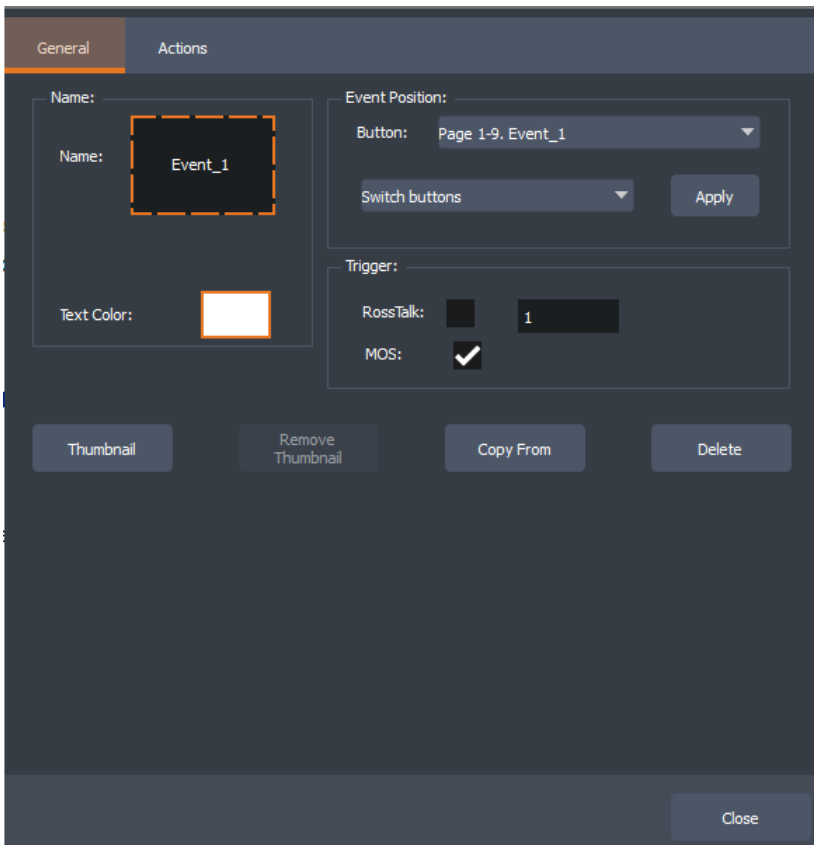
At the bottom of this panel, a message is displayed indicating whether or not Lucid MOS is receiving data from the **XPression Gateway**.

Enabling MOS for Lucid Studio Events

In order for Lucid Studio events to be available for use in the NRCS, you'll need to enable MOS in the events.

To enable MOS in Lucid events:

1. In Lucid Studio, in the **Events** panel, select an event or create a new event.
2. In the **General** tab, in the **Trigger** section, select the **MOS** checkbox.



Lucid Event - Enable MOS

In the **Actions** tab, at the bottom of the tab, you will see the indicator that the event can be triggered by MOS.



Selecting Lucid MOS Events

You can select a Lucid MOS event from the Lucid tab or from a story in the NRCS.

To select a Lucid MOS event from the Lucid tab:

1. Open the XPression HTML5 MOS Plugin in the newsroom client.
2. Select the **Lucid** tab.
3. From the **Project** drop-down, select the project containing the events you want to use.

   The MOS-enabled Lucid events that have been created in Lucid Studio will appear in the **Lucid** tab.



HTML5 Plugin - Lucid Tab

★For information about enabling MOS in Lucid Studio, see the Enabling MOS in Lucid Studio Events.

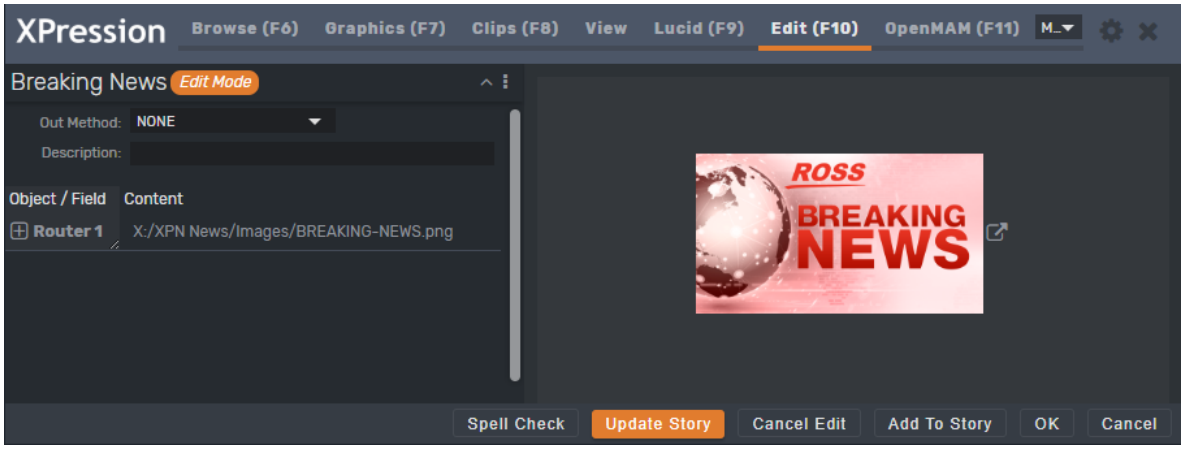
4. Double-click the event you want.

   The event opens in the **Edit** tab.

To select a Lucid MOS event from the NRCS:

1. Open the XPression HTML5 MOS Plugin in the newsroom client.
2. In the NRCS story, double-click a Lucid MOS event to open it in the **Edit** tab.

The event opens in the **Edit** tab and **Edit Mode** is displayed beside the name of the event.



HTML5 Plugin - Select Graphic from NRCS

Adding and Editing Lucid MOS Events

This section describes the procedures for adding Lucid MOS events to the NRCS and editing Lucid MOS events in the HTML5 plugin.

Adding a Lucid MOS Event to the NRCS

Once you have a Lucid event ready to be put on air, you can add it to the NRCS from the HTML5 Plugin.

To add a Lucid event to the NRCS:

1. Open the XPression HTML5 Plugin in the newsroom client.
2. In the plugin, select the **Lucid** tab.
3. From the **Project** drop-down, select the project containing the event you want to add.

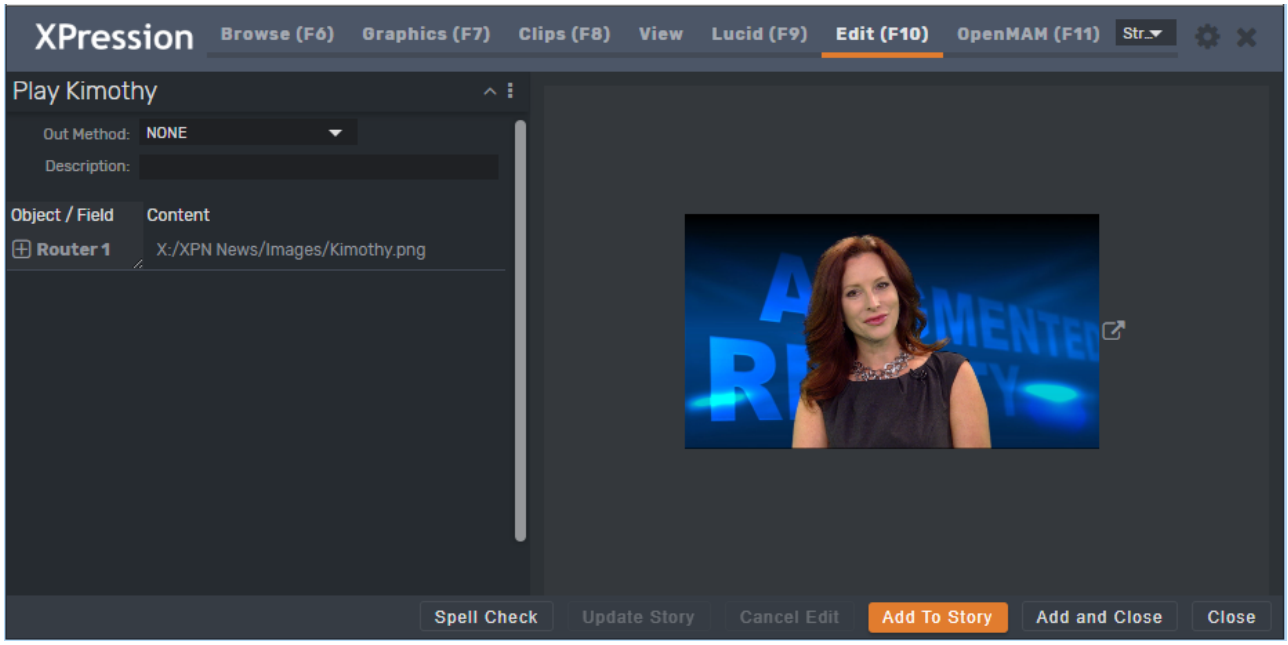
   The Lucid MOS events from the selected project appear in the Lucid tab.



HTML5 Plugin - Lucid Tab

4. In the **Lucid** tab, double-click an event.

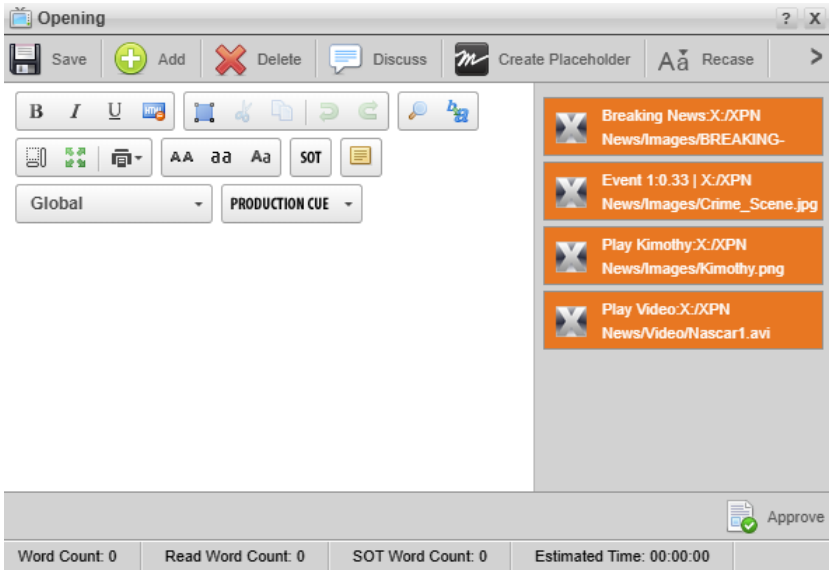
The event opens in the **Edit** tab.



HTML5 Plugin - Edit Tab

5. Then select **Add To Story**.

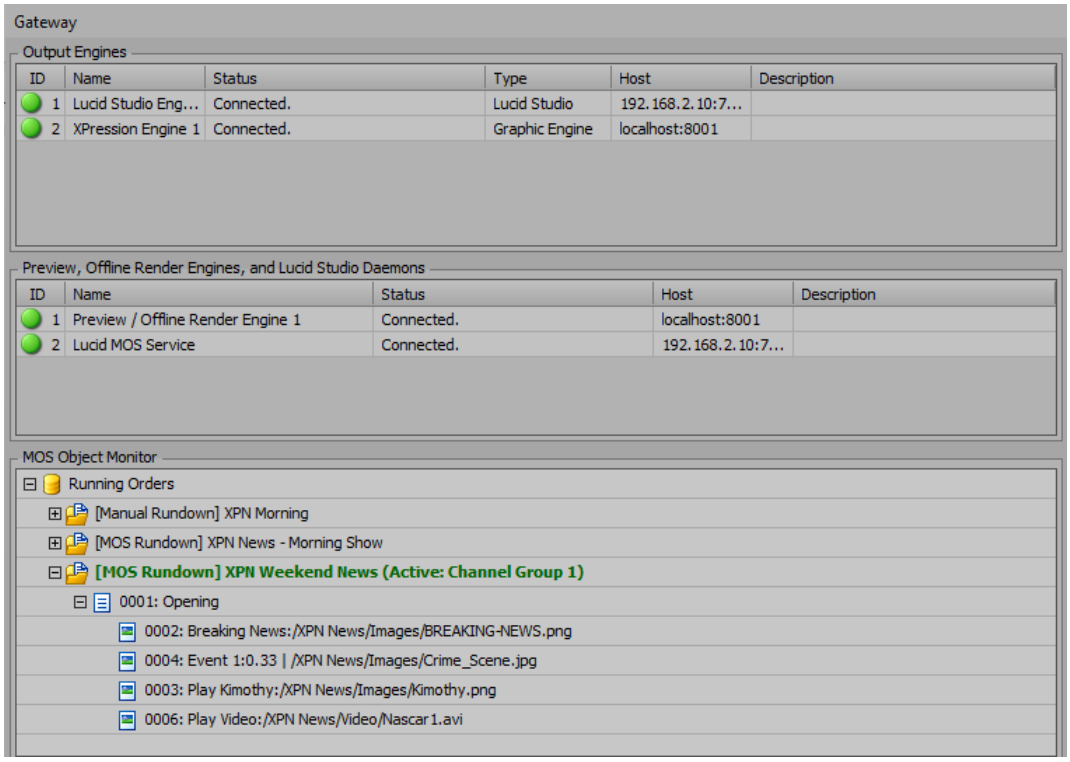
   The event is added to the story in the NRCS.



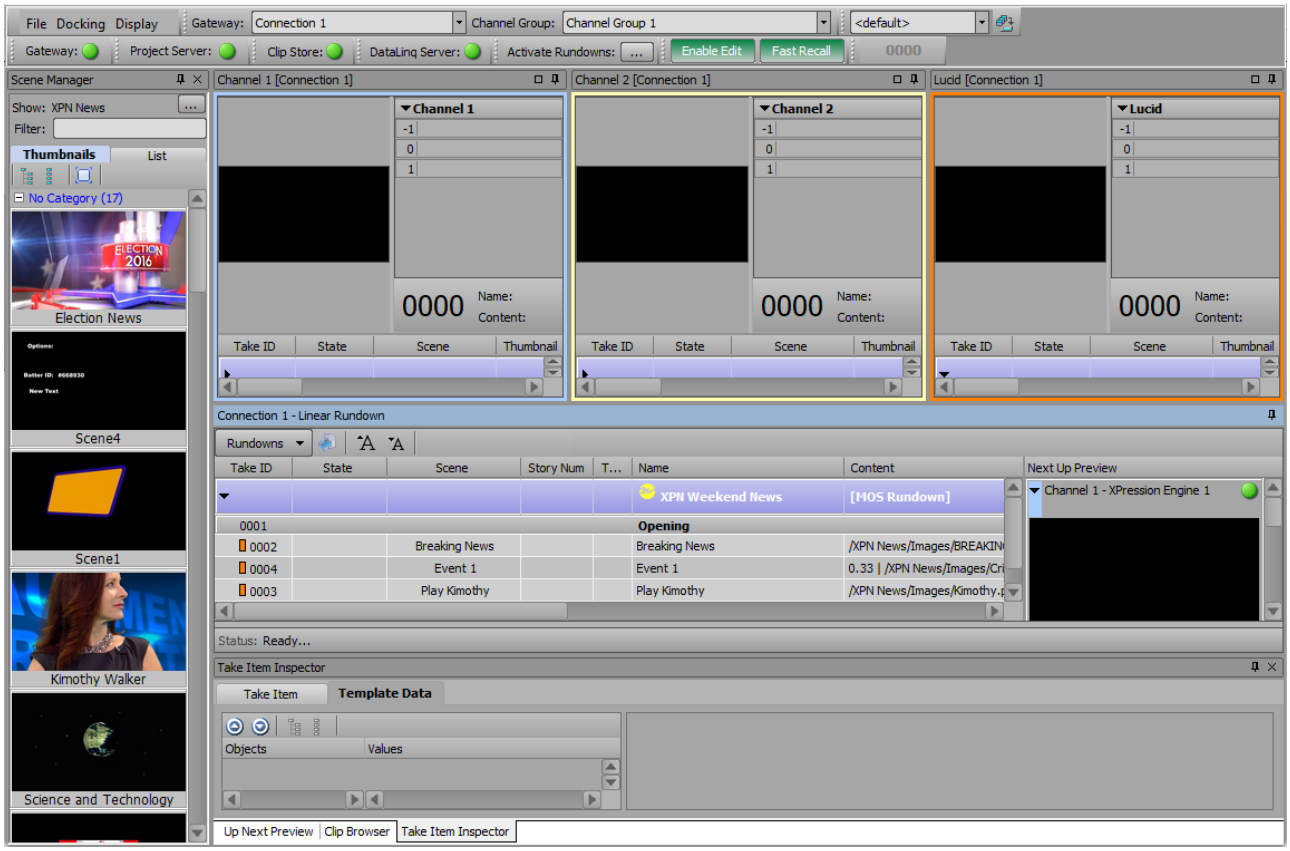
NRCS - MOS Events Added

6. Continue adding events to your story, then save and monitor the story.

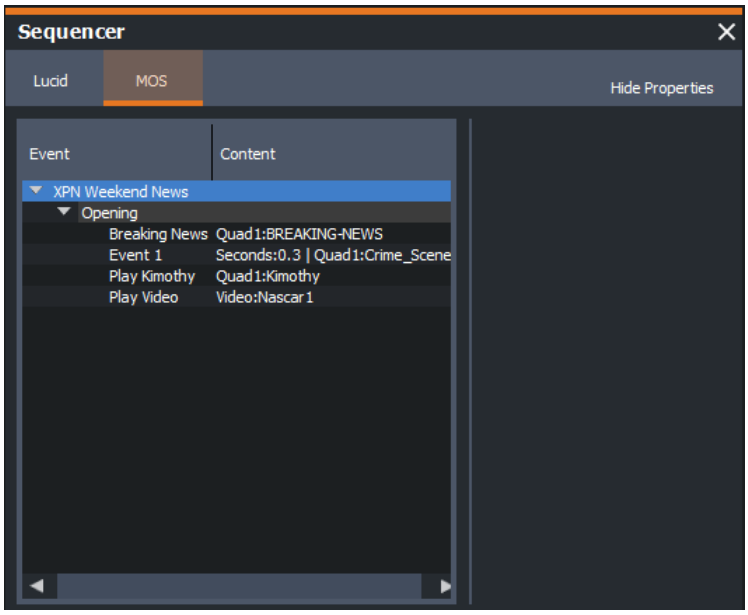
The rundown will now appear in the XPression Gateway, in the Remote Sequencer or Rundown Controller, and then in the Lucid Studio Sequencer in the MOS tab.



XPression Gateway - MOS Running Order



XPression Remote Sequencer - Lucid Rundown



Lucid Studio Sequencer - MOS Tab

Editing a Lucid MOS Event

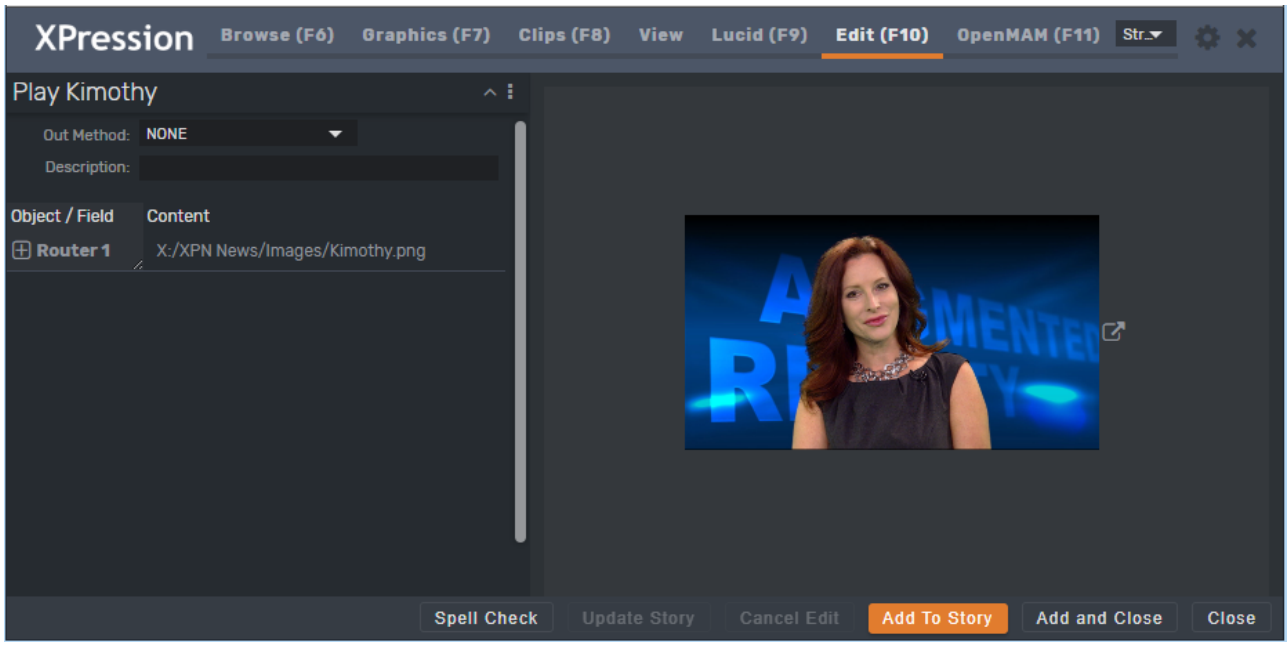
Fields such as **Source** and **Duration**, as well as fields added to Lucid events can be edited in the HTML5 plugin. The event image is just a thumbnail image not a preview, so changing the **Source** won't change the image, but will change the actual source in the event.

To edit a Lucid MOS event:

1. In the **XPression HTML5 MOS Editor**, from the **Lucid** tab, double-click an event to open it in the **Edit** tab.

   Alternatively, you can double-click a Lucid MOS event in an NRCS story to open it for editing.

   The selected event opens in the **Edit** tab.



2. Edit the event details as required.
3. Then select **Add To Story**.

   If the event was opened from the NRCS, select **Update Story** instead.

NLE Workflow Setup

The XPression Gateway serves as a communication hub between the XPression NLE plugins, XPression Template Builder, or Edius plugins installed on NLE workstations running supported NLE software and the Bluebox Offline Engines rendering XPression templates. These renderings are transported over TCP/IP to be applied to the users editing timeline.

Before you start using the XPression NLE workflow, the various components and settings need to be configured for operability.

The XPression NLE Plugin is supported in Adobe Premier Pro 2019.

The following topics are discussed in this section:

Required Components

Optional Components

Setting Up the XPression Gateway for the NLE and Edius Plugins

Setting Up the XPression Gateway for the Template Builder

Required Components

The following is a list of the required components for the XPression NLE workflow:

- XPression Gateway
- Studio, Prime, or BlueBox OFL (preview engine)
- XPression NLE Plugin, XPression Template Builder, or Edius Plugin

★The XPression Edius Plugin requires the Microsoft Visual Studio 2013 redistributable in order to install. This is automatically done during installation, however, an internet connection is required to connect to the Microsoft website during the install.

Optional Components

The following items are optional for the XPression NLE workflow:

- XPression Project Server
- Supported MAM system

For more information on...

The XPression Gateway user interface, refer to the section The XPression Gateway User Interface.

The XPression NLE Plugi and XPression Edius Plugin user interface, refer to the section The XPression NLE Plugin and Edius Plugin User Interface - Templates and The XPression NLE Plugin and Edius Plugin User Interface - Edit Mode.

The XPression Template Builder user interface, refer to the section The XPression Template Builder User Interface - Templates and The XPression Template Builder User Interface - Edit Mode.

Setting Up the XPression Gateway for the NLE and Edius Plugins

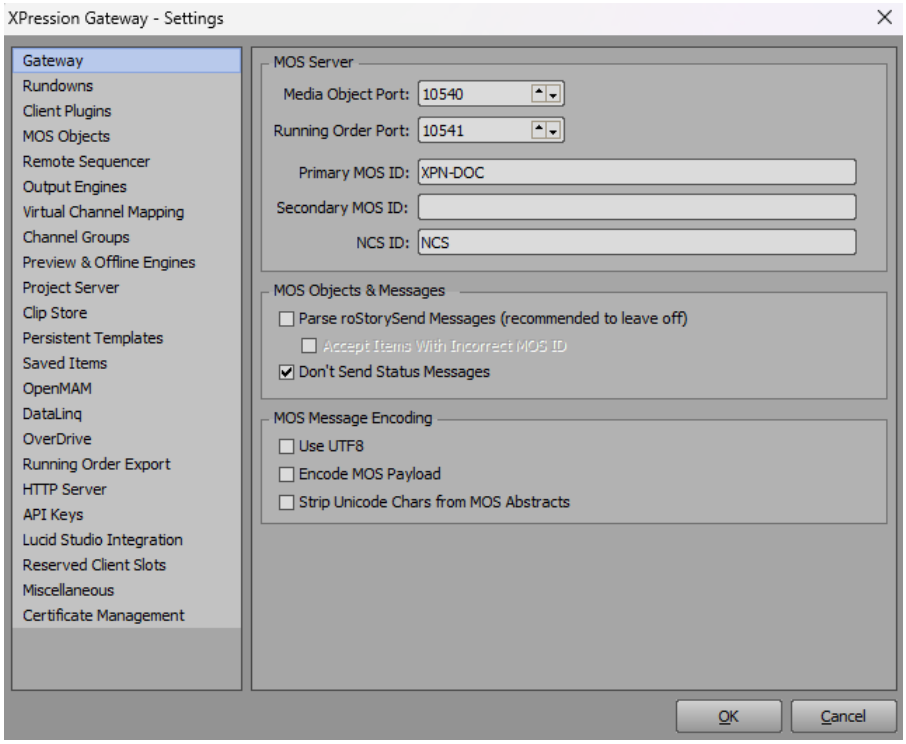
The following steps explain the XPression Gateway configuration for the NLE workflow when using the NLE Plugin or Edius Plugin.

★If you have any Citrix programs installed, such as **GoToMeeting**, ensure that the **DNE LightWeight Filter** is disabled in the **Local Area Connection Properties** window of any machine that is connected to the XPression Gateway, including the XPression Gateway itself.

To set up the XPression Gateway for the NLE and Edius plugins:

1. Open the XPression Gateway.
2. Select **Gateway > Settings**.

   The **XPression Gateway - Settings** window opens.



3. Configure the following sections:

   Client Plugins

   Preview & Offline Engines

   Project Server

   Saved Items

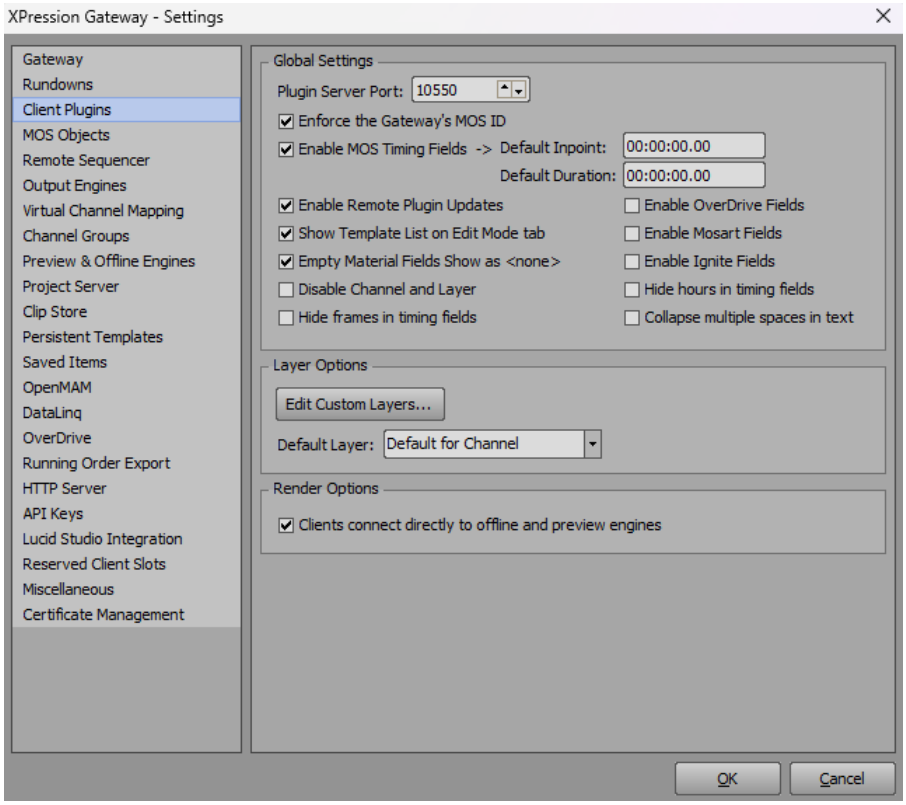
   OpenMAM

   Reserved Client Slots

Client Plugins

1. Select **Client Plugins** to configure the client plugin settings.

   The **Client Plugins** configuration section opens.

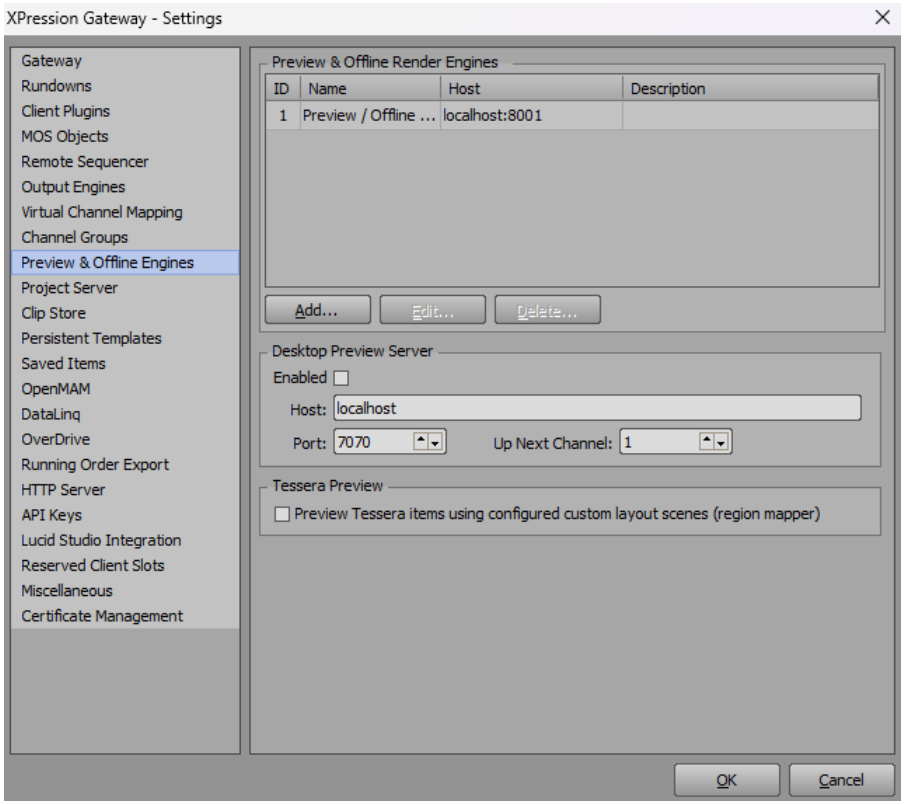


2. In the **Global Settings** section, select the **Enable Remote Plugin Updates** checkbox to prompt users of the XPression NLE Plugin or Edius Plugin to update the plugin if the version does not match the version of the XPression Gateway.
3. Select the **Show Template List on Edit Mode tab** checkbox to allow users of the XPression NLE Plugin or Edius Plugin to browse templates while the plugin is in edit mode.
4. Continue with configuring Preview & Offline Engines.

Preview & Offline Engines

1. Select **Preview & Offline Engines** to configure the preview engines.

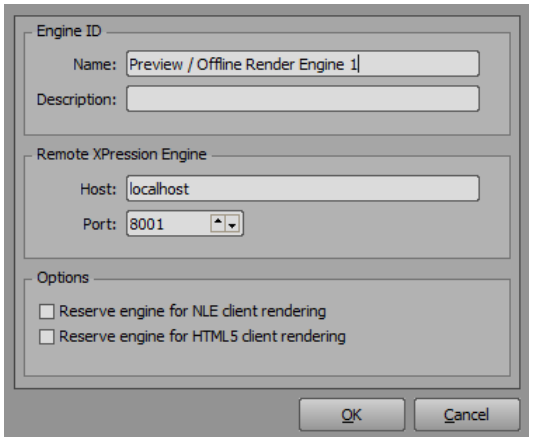
   The **Preview & Offline Engines** configuration section opens.



   ★A preview engine needs to be added for every XPression Bluebox OFL system being used for motion and still preview in the XPression NLE Plugin and Edius Plugin.

2. In the **Preview & Offline Render Engines** section, select **Add**.

   The **XPression Preview Engine** dialog opens.



3. In the **Engine ID** section, in the **Name** field, enter an ID for the engine.
4. In the **Description** field, enter a brief description for the engine.
5. In the **Remote XPression Engine** section, in the **Host** field, enter the IP address of the XPression system for the preview engine.

6. In the **Port** field, enter or select the port number for the XPression system.

7. In the **Options** section, select the **Reserve engine for NLE client rendering** checkbox to send preview requests from the NLE to any OFL engine(s) reserved for NLE use.

   Any MOS plugin requests will be sent to the non-reserved OFL engine(s). If all OFL engines in the Gateway have this check box enabled, MOS plugin requests will go to any of the OFL engines. If none of the OFL engines have this check box enabled, previews from NLE clients will be assigned to any one of the OFL engines.

8. Select **OK**.

   The **XPression Preview Engine** dialog closes and the preview engine is added to the **Preview & Offline Render Engines** list.

9. Continue with configuring the Project Server or if you do not have a project server, proceed to Saved Items.

Project Server

If you do not have the Project Server, proceed to Saved Items. If you are interested in adding the XPression Project Server to your workflow, please contact your Ross Video sales representative.

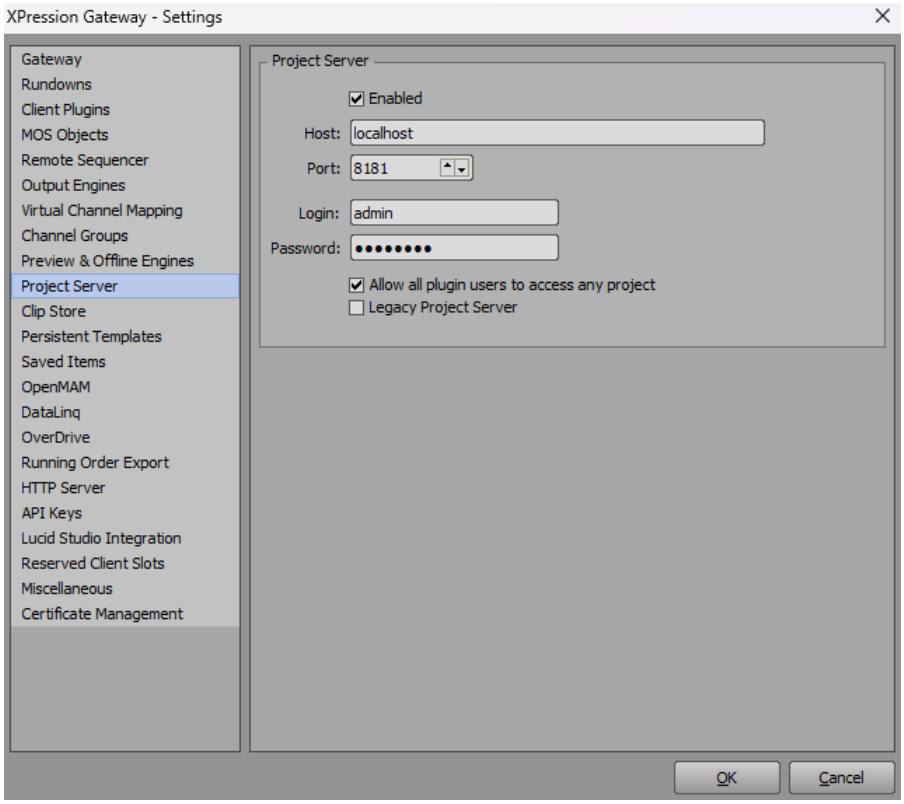
The XPression Project Server offers centralized storage and creative collaboration within a facility or across an enterprise. Designers and operators can access any XPression project from any XPression workstation, share projects while working locally, then re-publish to the server.

The login username and password must be configured in the Project Server before you can connect to the XPression Gateway.

★The XPression Project Server is optional for XPression NLE workflow.

1. Select **Project Server** to configure the XPression Project Server settings.

   The **Project Server** configuration section opens.



2. In the **Project Server** section, select the **Enabled** checkbox to use the Project Server.
3. In the **Host** field, enter the IP address of the Project Server.
4. In the **Port** field, enter or select the port number for the Project Server.
5. In the **Login** field, enter your username for the Project Server.
6. In the **Password** field, enter the password for your Project Server login.
7. Continue with configuring Saved Items.

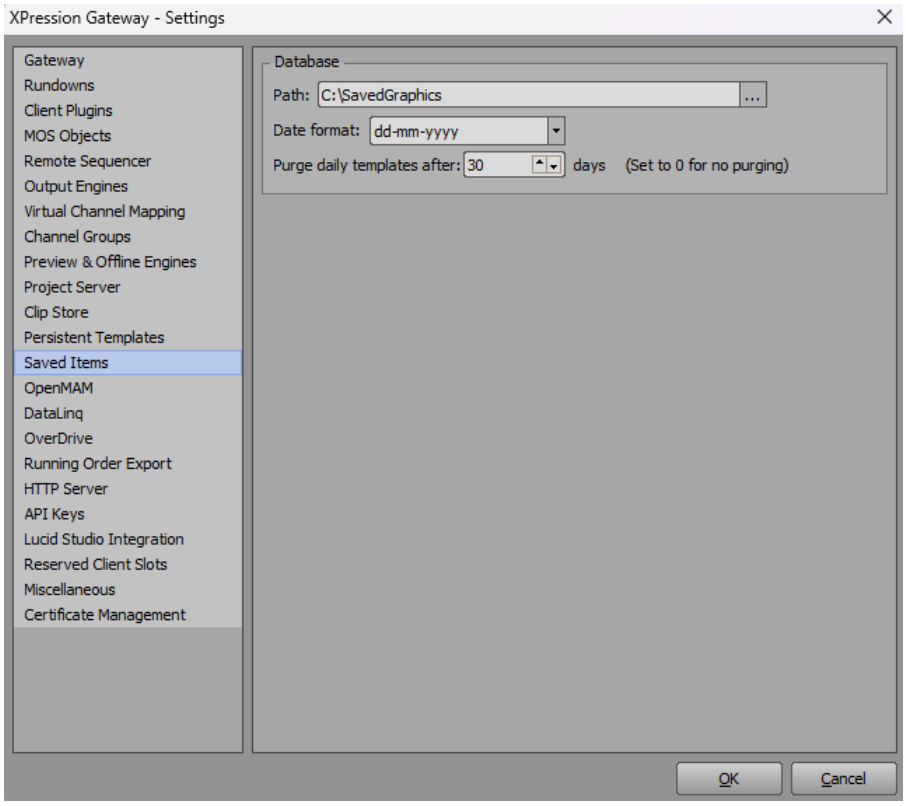
   For more information on the XPression Project Server, refer to the *XPression Project Server User Guide*.

Saved Items

Saved Items are templates that are saved to the gateway and edited via the XPression NLE Plugin and Edius Plugin. These pre-populated templates can be saved in user configured folders that can be stored permanently, or in the daily graphics folder that can be automatically purged after a user defined duration.

1. Select **Saved Items** to select and configure a graphics folder for the XPression Gateway.

   The **Saved Items** configuration section opens.



2. In the **Database** section, in the **Path** field, enter a file path or select the **Browse (...)** button to open a file browser to select a permanent or daily graphics folder.
3. From the **Date format** drop-down, select an order for the date that the graphic was saved. The options are:
   - **dd-mm-yyyy** — Day-Month-Year (for example, 15-07-2015)
   - **mm-dd-yyyy** — Month-Day-Year (for example, 07-15-2015)
   - **yyyy-mm-dd** — Year-Month-Day (for example, 2015-07-15)
4. In the **Purge daily templates after X days** field, enter or select the number of days after which the daily graphics folder will be automatically purged. Set to **0** for no purging.
5. Continue with configuring OpenMAM servers and Reserved Client Slots, both optional.

OpenMAM

★OpenMAM is optional for XPression NLE workflow. If you are not using MediaBeacon 3.0, MediaBeacon 5.0, Streamline, or XPression Maps asset management systems, proceed to Reserved Client Slots.

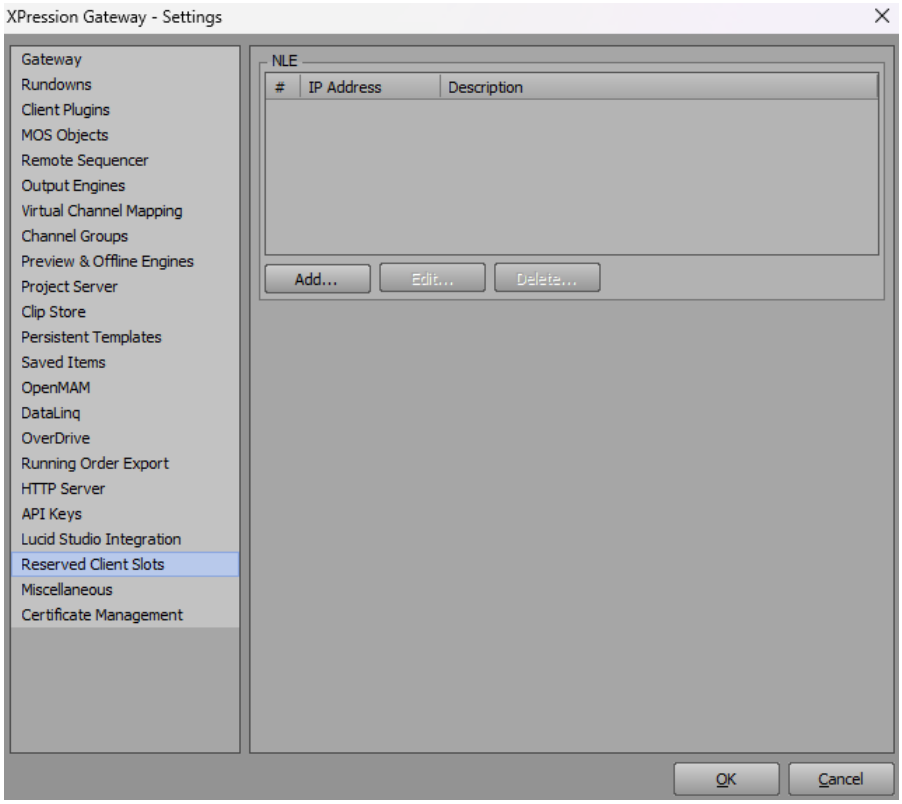
If you are configuring an OpenMAM driver, refer to the section Adding and Configuring an OpenMAM Server for information on configuring the MediaBeacon 3.0, MediaBeacon 5.0, Streamline, or XPression Maps connections.

Reserved Client Slots

Reserved Client Slots are a list of NLE client IP addresses that can always connect. If the reserved client list is less than the maximum number of allowed clients, then the extra slots can be connected by anyone but only as many as are remaining, even if no reserved IPs are being used. Reserved IPs will always connect.

1. Select **Reserved Client Slots** to reserve IP slots for NLE clients.

   The **Reserved Client Slots** configuration section opens.



2. In the **NLE** section, select **Add**.

   The **Reserved Slot** dialog opens.



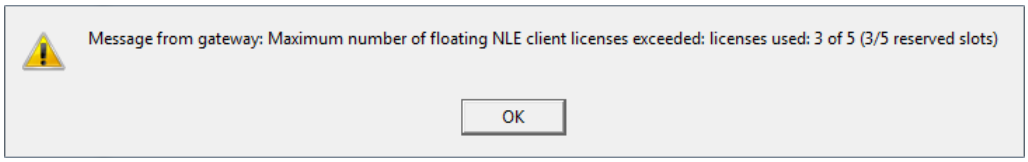
3. In the **Slot** section, in the **IP Address** field, enter an IP address to reserve for the floating NLE client.
4. In the **Description** field, enter a brief description for the IP address reservation.
5. Select **OK**.

   The **Reserved Slot** dialog closes and the IP address is added to the NLE reserved client list.

6. Select **OK**.

   The **XPression Gateway - Settings** dialog closes and the settings are applied to the XPression Gateway.

If access to a reserved IP address is attempted, or if the maximum amount of licenses are in use, the following warning message is sent by the XPression Gateway:



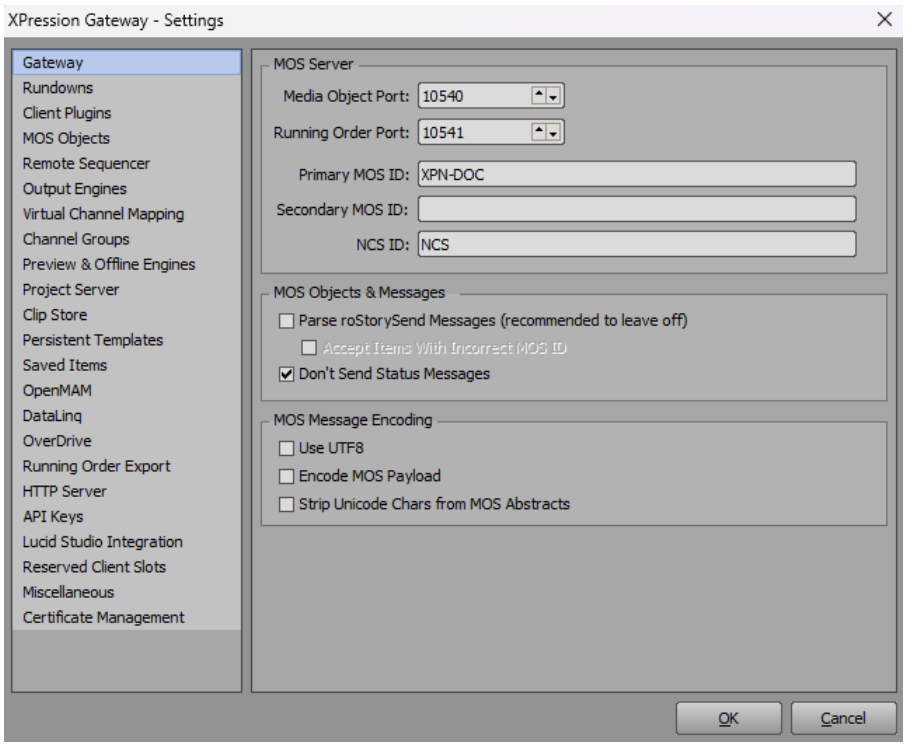
Setting Up the XPression Gateway for the Template Builder

The following steps explain the XPression Gateway configuration for the XPression Template Builder in an NLE workflow.

To set up the XPression Gateway for the Template Builder:

1. Open the XPression Gateway.
2. Select **Gateway > Settings**.

   The **XPression Gateway - Settings** window opens.



3. Configure the following sections:

   Preview & Offline Engines

   Project Server

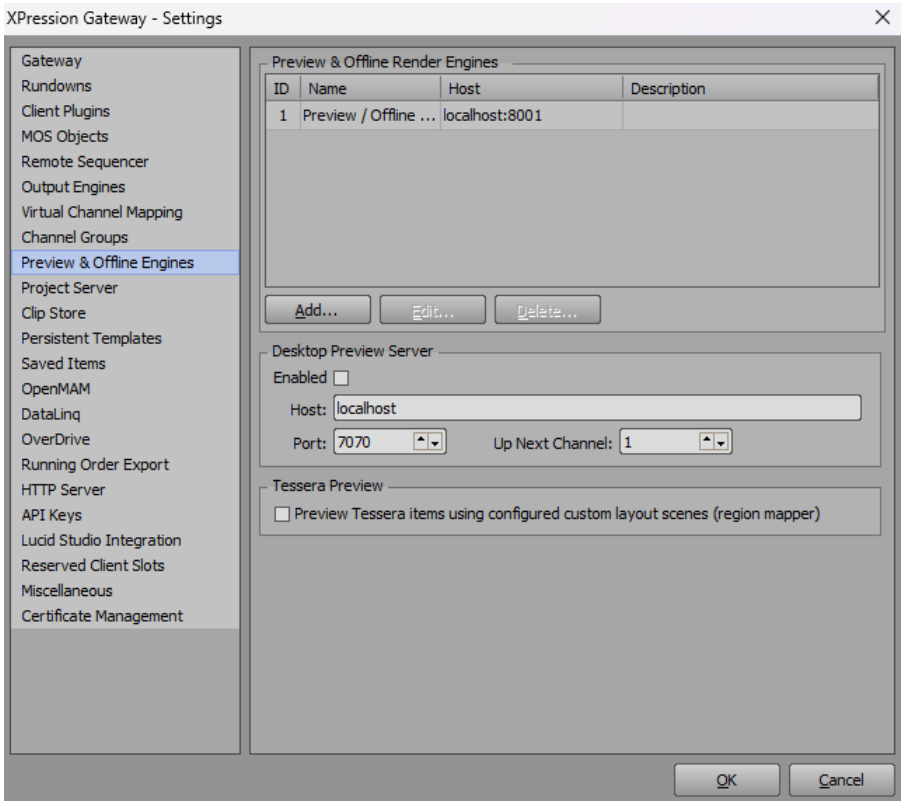
   Saved Items

   OpenMAM

Preview & Offline Engines

1. Select **Preview & Offline Engines** to configure the preview engines.

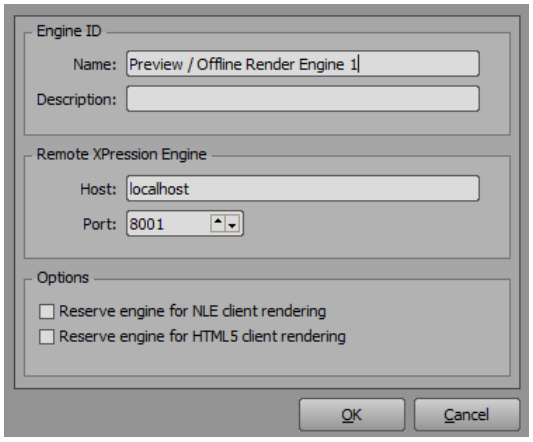
   The **Preview & Offline Engines** configuration section opens.



   ★A preview engine needs to be added for every XPression Bluebox OFL system being used for motion and still preview in the XPression NLE Plugin and Edius Plugin.

2. In the **Preview & Offline Render Engines** section, select **Add**.

   The **XPression Preview Engine** dialog opens.



3. In the **Engine ID** section, in the **Name** field, enter an ID for the engine.
4. In the **Description** field, enter a brief description for the engine.
5. In the **Remote XPression Engine** section, in the **Host** field, enter the IP address of the XPression system for the preview engine.

6. In the **Port** field, enter or select the port number for the XPression system.
7. In the **Options** section, select the **Reserve engine for NLE client rendering** checkbox to send preview requests from the NLE to any OFL engine(s) reserved for NLE use.

   Any MOS plugin requests will be sent to the non-reserved OFL engine(s). If all OFL engines in the Gateway have this check box enabled, MOS plugin requests will go to any of the OFL engines. If none of the OFL engines have this check box enabled, previews from NLE clients will be assigned to any one of the OFL engines.
8. Select **OK**.

   The **XPression Preview Engine** dialog closes and the preview engine is added to the **Preview & Offline Render Engines** list.
9. Continue with configuring the Project Server or if you do not have a project server, proceed to Saved Items.

Project Server

If you do not have the Project Server, proceed to Saved Items. If you are interested in adding the XPression Project Server to your workflow, please contact your Ross Video sales representative.

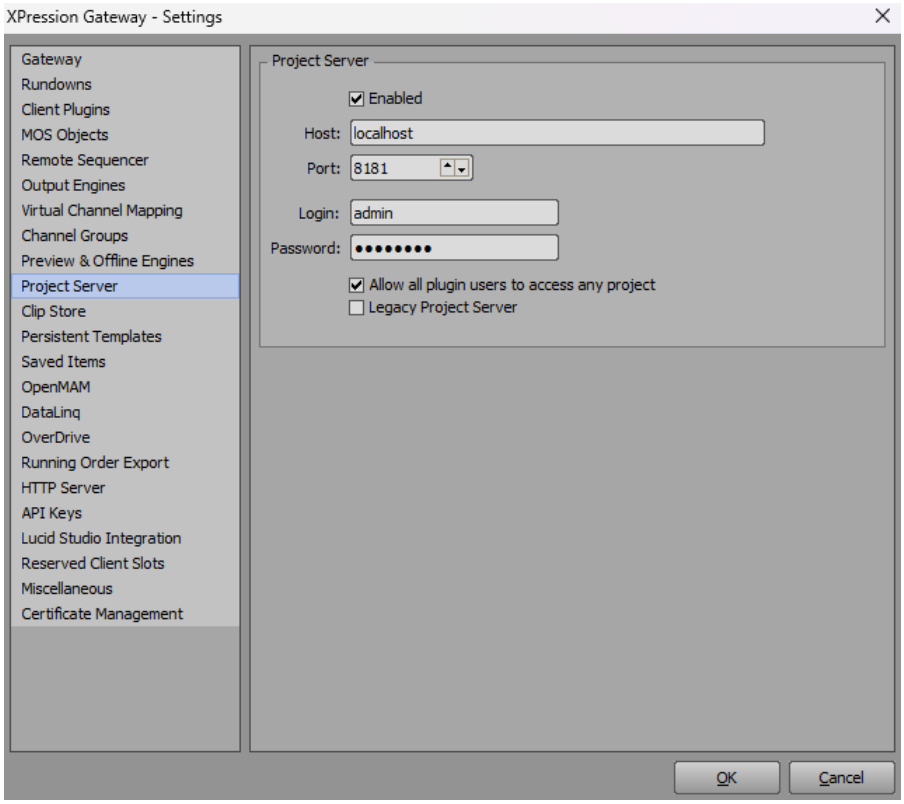
The XPression Project Server offers centralized storage and creative collaboration within a facility or across an enterprise. Designers and operators can access any XPression project from any XPression workstation, share projects while working locally, then re-publish to the server.

The login username and password must be configured in the Project Server before you can connect to the XPression Gateway.

★The XPression Project Server is optional for XPression NLE workflow.

1. Select **Project Server** to configure the XPression Project Server settings.

   The **Project Server** configuration section opens.



2. In the **Project Server** section, select the **Enabled** checkbox to use the Project Server.
3. In the **Host** field, enter the IP address of the Project Server.
4. In the **Port** field, enter or select the port number for the Project Server.
5. In the **Login** field, enter your username for the Project Server.
6. In the **Password** field, enter the password for your Project Server login.
7. Continue with configuring Saved Items.

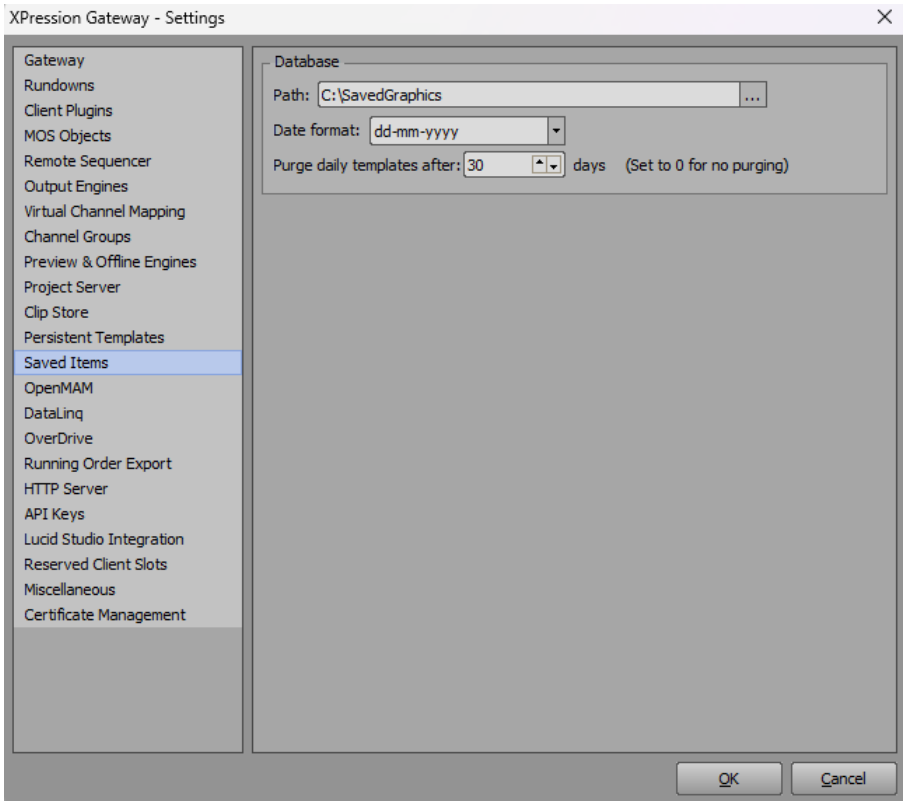
   For more information on the XPression Project Server, refer to the *XPression Project Server User Guide*.

Saved Items

Saved Items are templates that are saved to the gateway and edited via the XPression NLE Plugin and Edius Plugin. These pre-populated templates can be saved in user configured folders that can be stored permanently, or in the daily graphics folder that can be automatically purged after a user defined duration.

1. Select **Saved Items** to select and configure a graphics folder for the XPression Gateway.

   The **Saved Items** configuration section opens.



2. In the **Database** section, in the **Path** field, enter a file path or select the **Browse (...)** button to open a file browser to select a permanent or daily graphics folder.
3. From the **Date format** drop-down, select an order for the date that the graphic was saved. The options are:
   - **dd-mm-yyyy** — Day-Month-Year (for example, 15-07-2015)
   - **mm-dd-yyyy** — Month-Day-Year (for example, 07-15-2015)
   - **yyyy-mm-dd** — Year-Month-Day (for example, 2015-07-15)
4. In the **Purge daily templates after X days** field, enter or select the number of days after which the daily graphics folder will be automatically purged. Set to **0** for no purging.
5. Continue with configuring OpenMAM servers (optional).

OpenMAM

★OpenMAM is optional for XPression NLE workflow. If you are not using MediaBeacon 3.0, MediaBeacon 5.0, Streamline, or XPression Maps asset management systems, select **OK** to close the **XPression Gateway - Settings** window.

The XPression Gateway - Settings window closes and the settings are applied to the XPression Gateway.

If you are configuring an OpenMAM driver, refer to the section Adding and Configuring an OpenMAM Server for information on configuring the MediaBeacon 3.0, MediaBeacon 5.0, Streamline, or XPression Maps connections.

NLE Workflow Operation

This section describes how to use the templates and saved graphics in the XPression NLE Plugin and Edius Plugin.

The following topics are discussed in this section:

Using Graphics in an NLE Workflow

Assigning Take IDs to Objects

Using Spell Check

Adding and Deleting Folders

For more information on...

The XPression NLE Plugin and Edius Plugin user interface, refer The XPression NLE Plugin and Edius Plugin User Interface - Templates and The XPression NLE Plugin and Edius Plugin User Interface - Edit Mode.

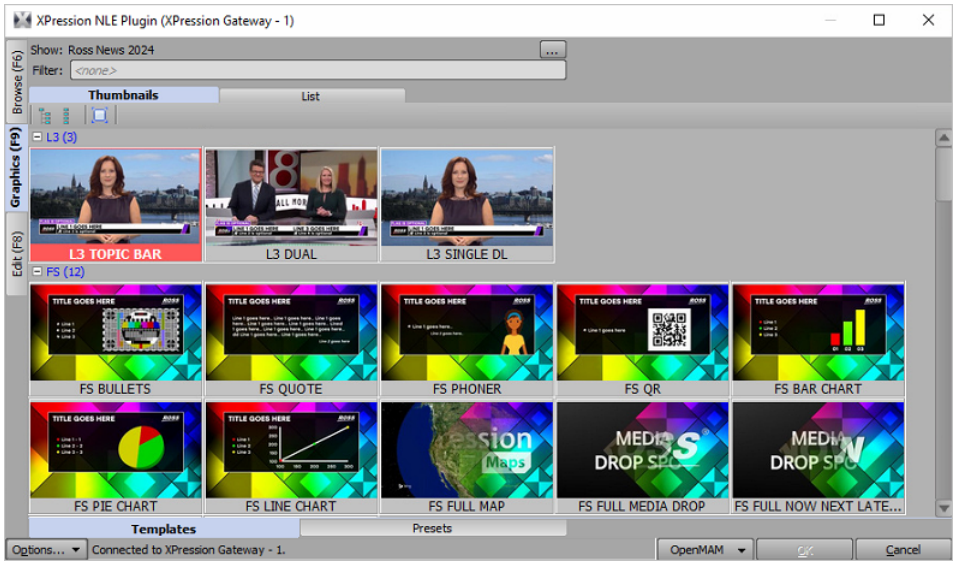
The XPression Template Builder user interface, refer to the section The XPression Template Builder User Interface - Templates and The XPression Template Builder User Interface - Edit Mode.

Using Graphics in an NLE Workflow

The **Graphics** tab is used for selecting graphics that have been pre-populated with information and saved to a user-specified folder and for adding graphics to a story in the NRCS. You can also delete graphics, add or delete folders, and browse the metadata of a graphic.

1. Open the XPression NLE Plugin, XPression Template Builder, or Edius Plugin.
2. Select **Graphics**.

   The **Graphics** tab opens. The connected Gateway is shown in the title bar and in the bottom status bar.



NLE Workflow - Graphics Tab

3. Select one of the following viewing methods for the graphics browser:

   Thumbnails — select this tab to view the graphics in a thumbnail layout.

   List — select this tab to view the graphics in a name list.
4. Select and edit your graphics.
5. Save your graphics.

For detailed instructions see the following topics:

Selecting Graphics

Editing Graphics

Saving Graphics

Exporting Graphics to PNG

Using Saved Graphics in Template Builder for Playout

Browsing Graphic Metadata

Selecting Graphics

There are several ways to locate the graphic you want to edit. You can browse graphics in the Project Server or from the Preview Engine or select from graphics you've saved. You can also browse the metadata of a graphic or template.

Browsing Graphics from a Project Server

Browsing Graphics without a Project Server

Selecting Saved Graphics

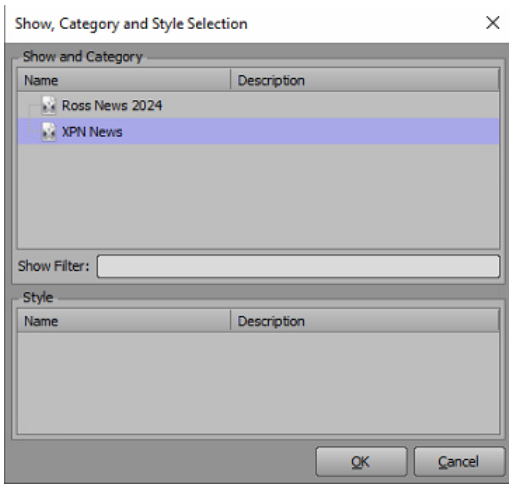
Browsing Graphics From a Project Server

If a revision of a project is published in the NLE Plugin, the Template Builder, and Edius Plugin will receive a notification of the revision.

To browse graphics from a Project Server:

1. In the **Graphics** tab, beside **Show**, select **Browse** (...).

   The **Show, Category and Style Selection** dialog opens.



2. Select a show and category from the **Show and Category** tree.
3. In the **Style** list, select a style.
4. Select **OK**.

   The **Show, Category and Style Selection** dialog closes and the graphics associated with the selected style are available for selection in the **Thumbnails / List**.

5. In the **Filter** field, enter a graphic name or keyword to search for specific graphics.

   The filter also searches the metadata of graphics when available.

6. Double-click a graphic from the **Thumbnails** or **List**.

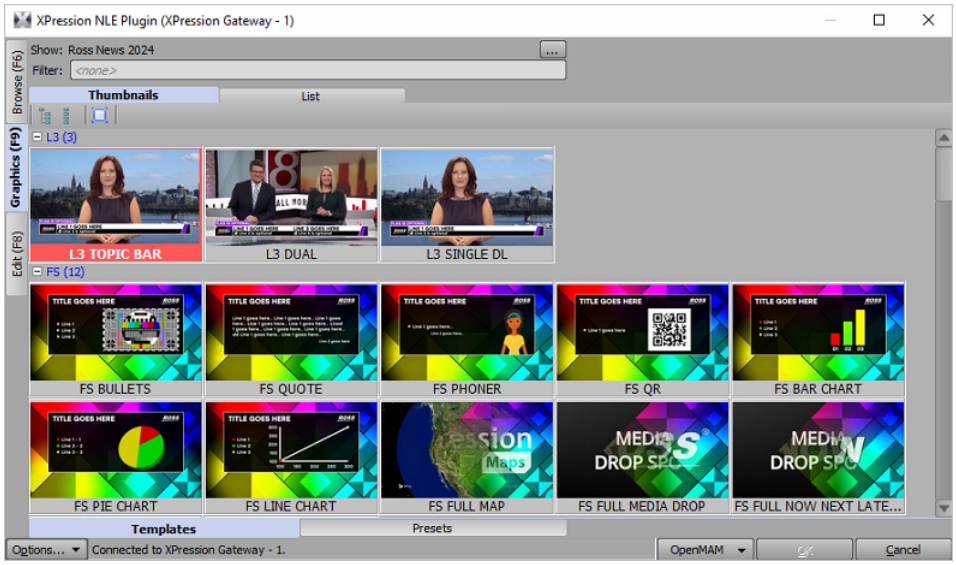
★For information about XPression Project Server, refer to the *XPression Project Server User Guide*.

Browsing Graphics Without Project Server

The available graphics are dictated by what has been loaded on the preview engine. This must be done manually.

1. Open the NLE Plugin in the newsroom client.
2. In the NLE Plugin, select the **Graphics** tab.

   The **Graphics** tab opens. By default, it will show graphics from the last show that was opened.



NLE Workflow - Graphics Tab

   Alternatively, you can enter the name of a graphic in the **Filter** field to search for a specific graphic.

   The filter also searches the metadata of graphics when available.

Selecting Saved Graphics

You can select graphics from any of the folders in the **Browse** tab.

To select a saved graphic:

- In the **Browse** tab, select a graphic from the **Saved Items** folder structure.

  These graphics need to have been pre-populated with information and saved to a user-specified folder.

  OR

  Select a graphic from the **Rundowns** area.

  This enables users to select graphics used in rundowns that are being monitored by the XPression Gateway. The graphics can be copied to other rundowns or modified from their current state using the **Edit** tab and then added to a rundown.

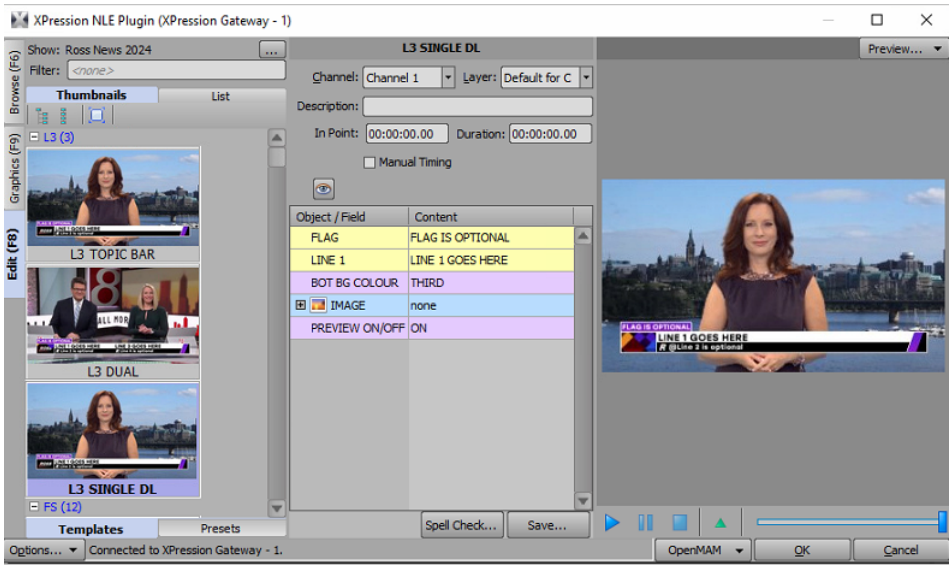
Editing Graphics

★Modifying the text template data fields of MOS items in XPression prevents the changes from being overwritten by new updates in the MOS Plugin.

To edit graphics:

1. In the **Graphics** tab, double-click a graphic from the **Thumbnails**, **List**, or **Saved Graphics**.

   The template opens in the **Edit** tab.



NLE Workflow - Edit Tab

   The graphic is visible in the preview window and the published fields will be displayed in the **Object / Field** and **Content** lists. When using static text, if **Enable User Input Controls** is selected in the **Data Source** tab of the **Object Inspector** in XPression, the **Content** cell will contain a list of available static text values.

   Users can play animations from the graphic using the playback controls below the preview window.

2. Assign **Fixed Take ID** numbers if desired.

   For more information, refer to Assigning Take IDs to Objects.

3. Edit the **Object / Field** information in the **Content** column.

   The changes appear in the preview.

   The specific object or field can also be selected by clicking on it in the preview window.

   Clear a field by right-clicking it and selecting **Clear Field** from the shortcut menu; or revert to the template values by selecting **Revert all fields to template values**.

4. Select **Save**.

   You can also drag and drop a graphic from the preview window to the newsroom client interface.

★When using the NLE Plugin or Edius Plugin, you can open a graphic from the story in the NRCS to edit or update by double-clicking it. The graphic will open in the **Edit** tab. Once edited/updated, select **Save** to apply the changes.

★For more information about creating user input controls for static text objects, refer to the *XPression Help File* in XPression.

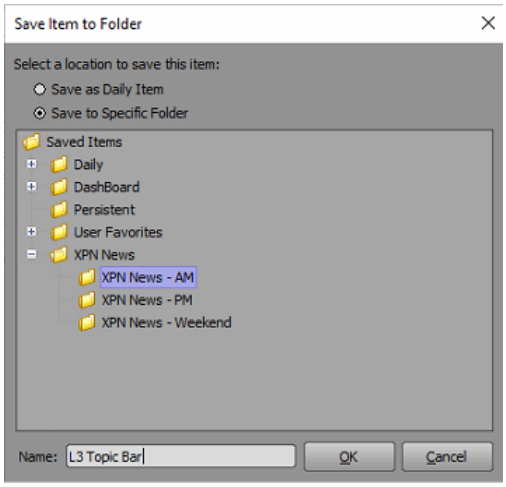
Saving Graphics

You can save your graphics to a daily folder or to a specific folder in the **Saved Items** folder structure or you can create a new folder.

Daily folders are auto-generated with the current date and can be set to purge after a specified period of time.

To save a graphic:

1. When you have finished editing your graphic, select **Save**.
2. The **Save Item to Folder** dialog opens.



NLE Workflow - Save Item to Folder

3. Select one of the following save options:

   Save as Daily Item — select this radio button to save the graphic to a daily items folder. This will create an items folder for the current date that is subject to the Saved Items settings in the XPression Gateway.

   Save to Specific Folder — select this radio button to save the graphic to a specific folder selected from the **Saved Items** folder structure.

4. Click **OK**.

   The **Save Item to Folder** dialog closes and the graphic is saved.

Exporting Graphics to PNG

The preview image for a graphic can be saved as a PNG file.

To export a graphic to a PNG file:

1. In the **Preview** section, right-click on the preview image and select **Export Image** from the shortcut menu.

   A **Save As** file browser opens.

2. Use the file browser to locate a folder in which to save the .png file.
3. Select **Save**.

Using Saved Graphics in Template Builder for Playout

Saved graphics and clips can be dragged and dropped into the **Sequencer** in XPression to generate take items for playback.

If you are using a Project Server, this drag and drop will initiate deployment of the required project to the playout engine. If you are not using a Project Server, take items created by drag and drop must be manually synchronized with the correct project.

Copying and pasting graphics only works from Template Builder to a newsroom system. It does not function like the Template Builder drag and drop feature.

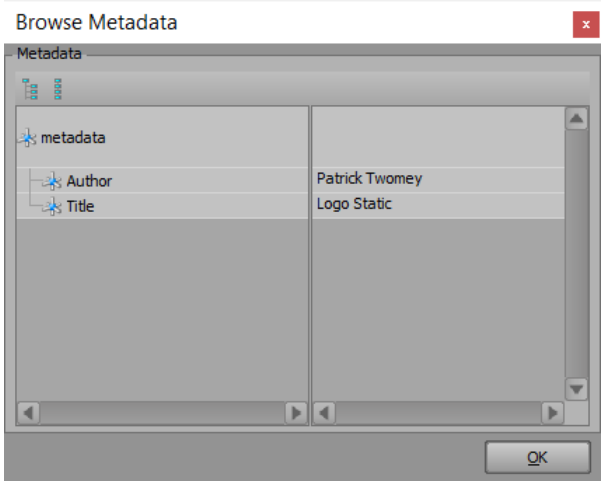
Browsing Graphic Metadata

Metadata is an option that can be designed into a scene. You can view the metadata of any graphic or template using the following procedure.

To browse the metadata of a graphic:

1. In the **Graphics** or **Edit** tab, right-click on a graphic or template from the **Thumbnails**, **List**, or **Saved Graphics**.
2. Select **Browse Metadata**.

   The **Browse Metadata** window opens.



Browse Metadata

Assigning Take IDs to Objects

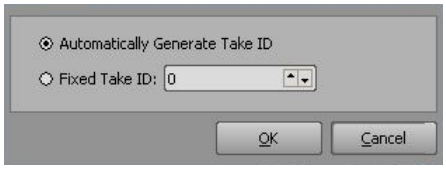
Take ID numbers can be assigned to graphics and clips in the XPression NLE Plugin, XPression Template Builder, and Edius Plugin.

★Take IDs on the Remote Sequencer will not match the Take IDs assigned to the XPression Sequencer items.

To assign a Take ID to an object:

1. In **Edit**, right-click inside the top section of the editor and select **Assigned Fixed ID**.

   The **Set Take ID** dialog opens.

   NLE Workflow - Set Take ID

2. Select one of the following:

   - **Automatically Generate Take ID** — select this radio button to automatically assign a **Take ID** based on the next available **Take ID** number. This is the default setting.
   - **Fixed Take ID** — select this radio button to manually assign a static **Take ID**.

     In the **Fixed Take ID** field, enter or select a **Take ID** number.

   ★When a fixed **Take ID** is assigned, no checks or safeguards are performed to prevent duplicate IDs from being used in the rundown. When two rundowns are loaded in the XPression Sequencer with duplicates, one of the **Take IDs** will automatically be renumbered. It is recommended that when two rundowns use duplicate **Take ID** numbers that only one rundown be activated at a time.

   ★It is also recommended that all static **Take IDs** be assigned numbers over 2000 to avoid conflicts between automatically generated **Take ID** numbers and the static **Take ID** numbers.

3. Select **OK**.

   The **Set Take ID** dialog closes.

   ★When the **Take ID** is set, you recall and edit the graphic or clip from the rundown and the fixed ID is retained in the rundown only.

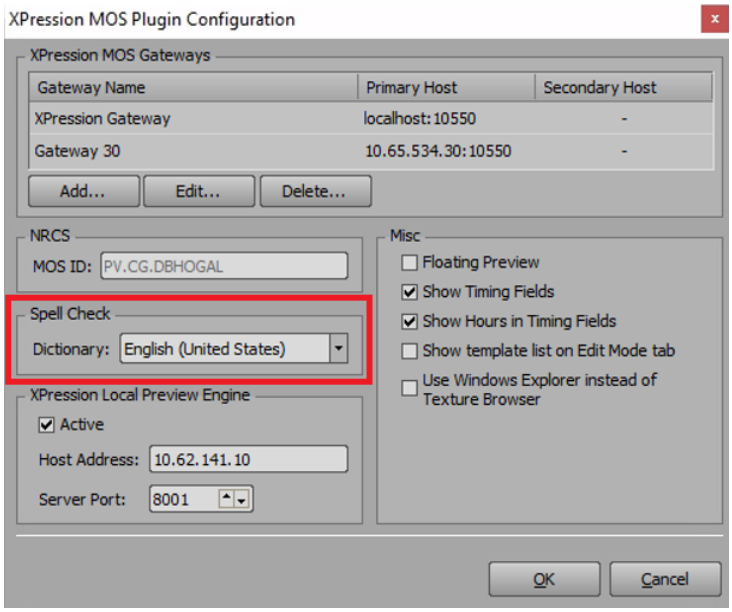
Using Spell Check

The NLE Plugin, Template Builder, and Edius Plugin offer spell check with a local dictionary to which words can be added on a per user basis.

To use Spell Check:

1. Select **Options > Configuration**.

   The respective **Configuration** dialog opens for the NLE Plugin, Template Builder, or Edius Plugin.

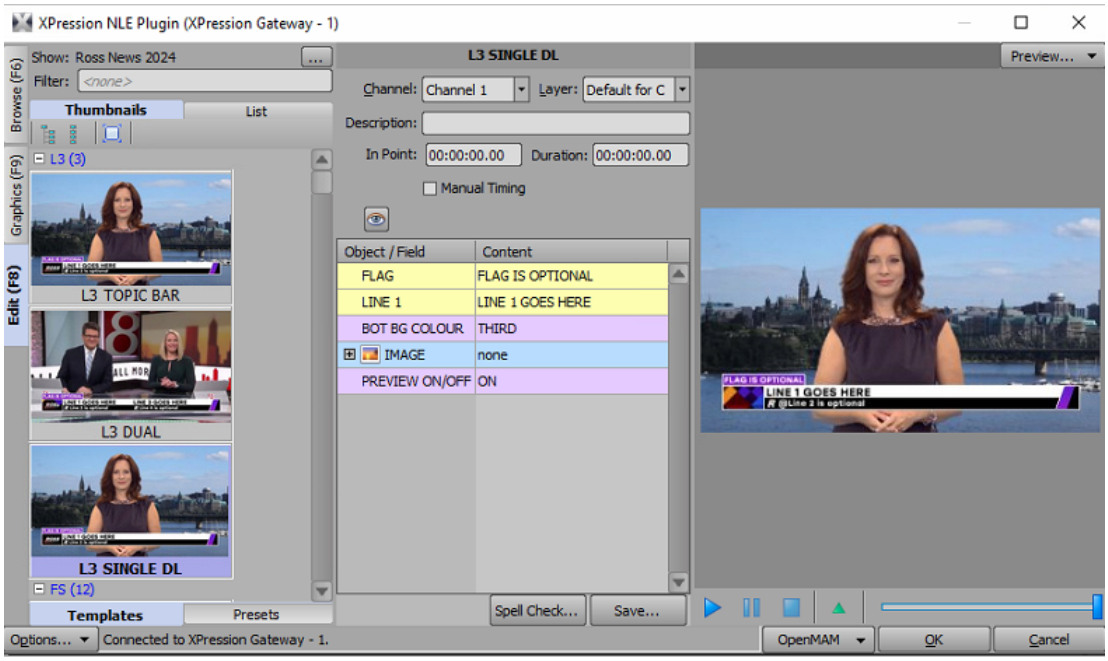


NLE Workflow - Spell Check Configuration

2. In the **Spell Check** section, from the **Dictionary** drop-down, select a language for the spell check.
3. Select **OK**.

   The **Configuration** dialog closes.

4. Open a graphic in the **Edit** tab of the plugin.



NLE Workflow - Edit Tab

5. Left-click inside the **Content** cell of a text **Object / Field**.

   Any existing text content is highlighted.

6. Highlight a specific word or enter and highlight a new word to use for the spell check.

7. Select **Spell Check**.

   - If the word is spelled correctly, or it has already been added to the dictionary, an information window opens that indicates that the spell check is complete.
   - If the word is spelled incorrectly, or has not been added to the dictionary, the **Spell Check** dialog opens.



8. Do one of the following:

   - Select **Ignore** to return to the **Edit** tab without making any changes.
   - Select a word from the **Suggestions** list and then select **Change** to correct the spelling.
   - Select **Add** to add the word to the dictionary.

   An information window opens indicating that the spell check is complete.

9. Select **OK** to exit the information window.

   Depending on the action taken in Step 8, the text content is either the same or corrected/changed.

Adding and Deleting Folders

You can save your graphics to a daily folder or to a specific folder in the **Saved Items** folder structure or you can create a new folder.

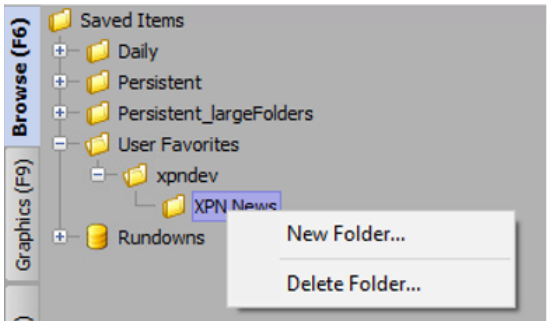
You can add folders in which to save your graphics and clips and delete folders that are no longer needed.

To add a folder:

1. In the NLE Plugin, select the **Browse** tab.

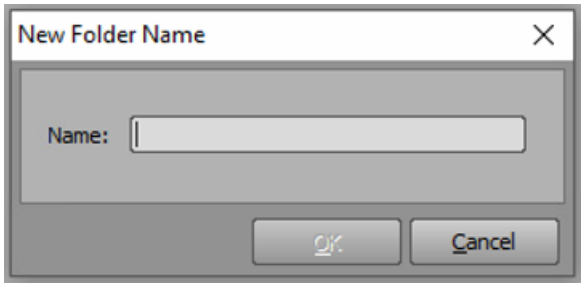
   Folders can be added to the **Daily** and **Persistent** folders and to the sub-folders of the **User Favorites** folder, but not to the top-level **User Favorites** or **Rundowns** folders.

2. Right-click on a folder and select **New Folder**.



NLE Workflow - Add New Folder

   The **New Folder Name** dialog opens.



HTML5 Plugin - Add New Folder

3. In the **Name** field, enter a name for the folder.
4. Select **OK**.

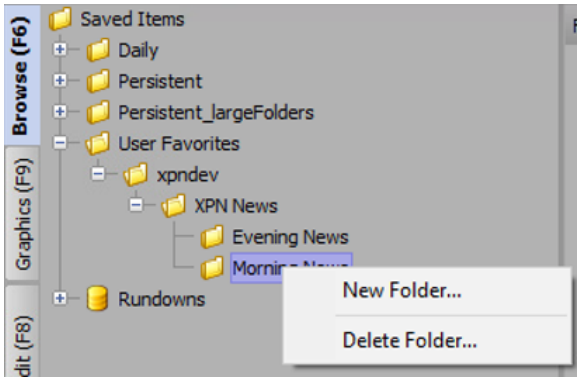
   The new folder appears as a sub-folder in the folder structure.

To delete a folder:

1. In the NLE Plugin, select the **Browse** tab.

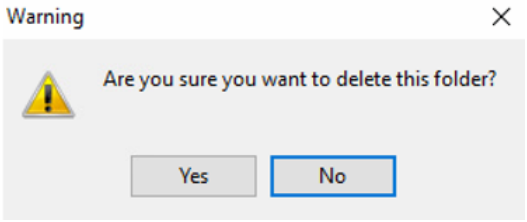
   Folders can be deleted from the **Daily** and **Persistent** folders and from the sub-folders of the **User Favorites** folder, but not from the top-level **User Favorites** or **Rundowns** folders.

2. Right-click on the folder you want to delete and select **Delete Folder**.



NLE Workflow - Delete Folder

   The **Delete Folder** confirmation dialog opens.



NLE Workflow - Delete Folder Confirmation

3. Select **Yes**.

   The folder and its contents are deleted from the folder structure.

OpenMAM

★OpenMAM is optional for XPression MOS and NLE workflows.

This section describes how to set up an OpenMAM server for the XPression MOS and NLE workflows.

The following topics are discussed in this section:

Adding and Configuring an OpenMAM Server

Using OpenMAM Filter Strings with Streamline

Adding and Configuring an OpenMAM Server

OpenMAM is optional for XPression MOS and NLE workflows.

This section explains the procedure for adding an OpenMAM server for the XPression MOS and NLE workflows and provides instructions for configuring each driver.

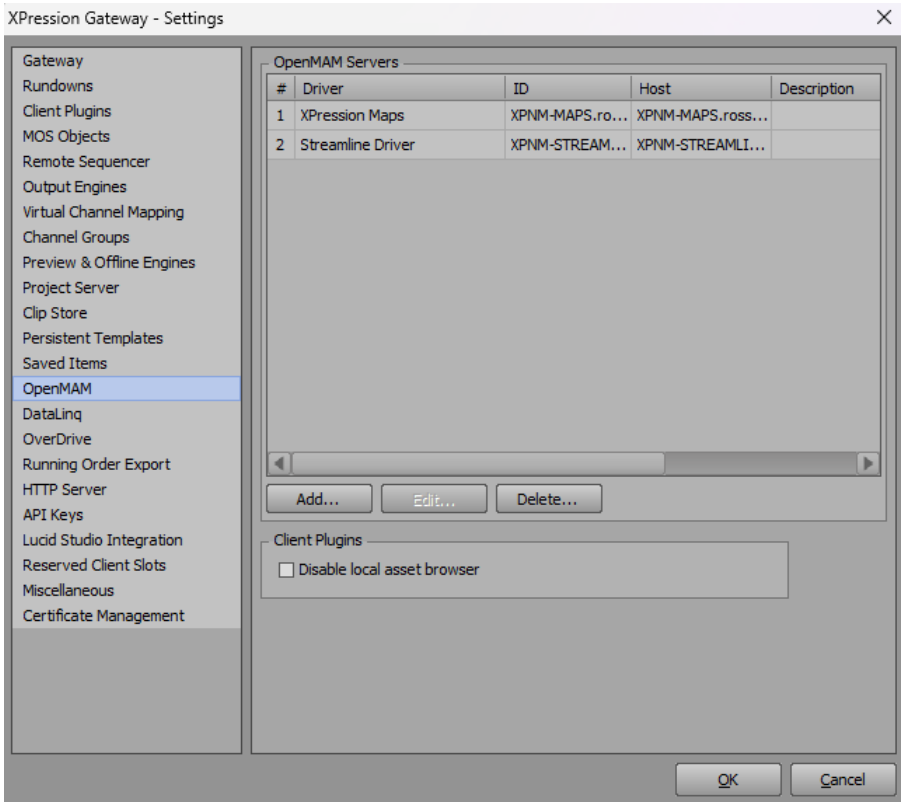
To add an OpenMAM server:

1. In the **XPression Gateway**, select **Gateway > Settings**.

   The **XPression Gateway - Settings** window opens.

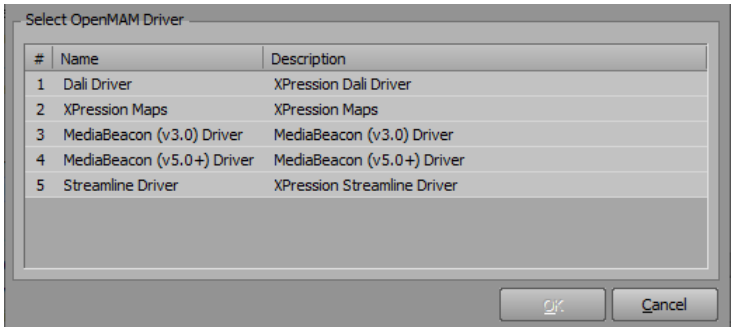
2. Select **OpenMAM**.

   The **OpenMAM** panel opens.



3. In the **OpenMAM Servers** section, select **Add**.

The **Add OpenMAM Server** window opens.



4. In the **Select OpenMAM Driver** section, select an OpenMAM driver.
5. Select **OK**.

   The driver configuration window of the selected asset management system opens.
6. Continue with the instructions for the selected driver as described in the following links:

   Dali Driver

   XPression Maps

   MediaBeacon (v3.0) Driver

   MediaBeacon (v5.0+) Driver

   Streamline Driver
7. When you have finished configuring the selected driver, select **OK** to close the **XPression Gateway Settings** window.

Dali Driver

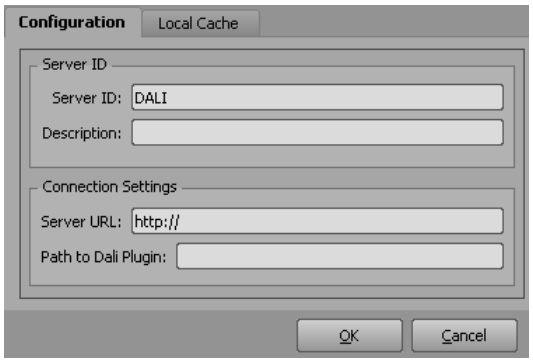
Use the instructions below to configure a Dali Driver.

To configure a Dali Driver:

1. In the **Server ID** section, in the **Server ID** field, enter a user-friendly name for the Dali server.

   This ID will appear in the **OpenMAM** drop-down in the plugin and in the **OpenMAM Server** list in the server.

   Make a note of this ID because it will be the same for any other XPression device connecting to the Dali server.



2. In the **Description** field, enter a brief description for the server (optional).

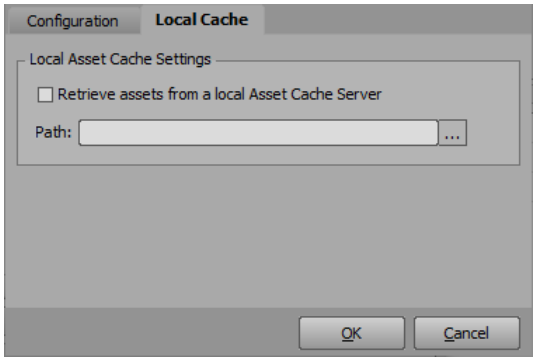
   The description will override the entry in the **Server ID** field and will appear in the OpenMAM drop-down in the plugin and in the OpenMAM Server list in the server.

3. In the **Connection Settings** section, in the **Server URL** field, enter the URL of the Dali Driver server.

4. In the **Path to Dali Plugin** field, enter the file path for the Dali Driver Web Client executable.

5. Select the **Local Cache** tab.

   The **Local Cache** tab opens.



6. In the **Local Asset Cache Settings** section, select the **Retrieve assets from a local Asset Cache Server** checkbox to retrieve assets from a cache server.

7. In the **Path** field, enter the location of the local server or select **Browse** (...) to select a location.

8. Select **OK**.

   The **Dali Server Configuration** window closes and the server is added to the **OpenMAM Servers** list.

XPression Maps

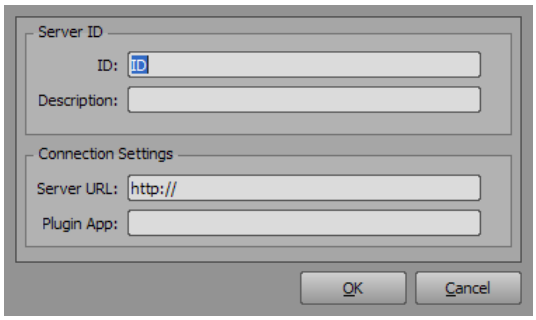
Use the instructions below to configure an XPression Maps server.

To configure the XPression Maps server:

1. In the **Server ID** section, in the **ID** field, enter a user-friendly name for the XPression Maps server.

   This ID will appear in the **OpenMAM** drop-down in the plugin and in the **OpenMAM Server** list in the server.

   Make a note of this ID because it will be the same for any other XPression device connecting to the XPression Maps server.

2. In the **Description** field, enter a brief description for the server (optional).

   The description will override the entry in the **ID** field and will appear in the OpenMAM drop-down in the plugin and in the OpenMAM Server list in the server.

3. In the **Connection Settings** section, in the **Server URL** field, enter the URL of the XPression Maps server.

4. In the **Plugin App** field, enter the file path for the XPression Maps Web Client executable.

5. Select **OK**.

   The **XPression Maps Server Configuration** window closes and the server is added to the **OpenMAM Servers** list.

MediaBeacon (v3.0) Driver

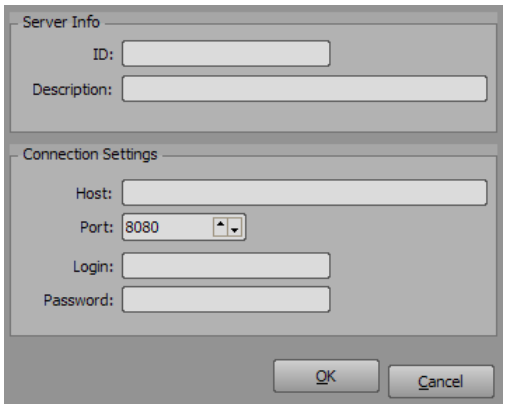
Use the instructions below to configure a MediaBeacon (v3.0) driver.

To configure the MediaBeacon (v3.0) Driver:

1. In the **Server ID** section, in the **ID** field, enter a user-friendly name for the MediaBeacon server.

   This ID will appear in the **OpenMAM** drop-down in the plugin and in the **OpenMAM Server** list in the server.

   Make a note of this ID because it will be the same for any other XPression device connecting to the MediaBeacon server.



2. In the **Description** field, enter a brief description for the server (optional).

   The description will override the entry in the **ID** field and will appear in the OpenMAM drop-down in the plugin and in the OpenMAM Server list in the server.

3. In the **Connection Settings** section, in the **Host** field, enter the IP address of the MediaBeacon server.
4. In the **Port** field, enter or select the port number for the MediaBeacon server.
5. In the **Login** field, enter the username configured on the MediaBeacon server.
6. In the **Password** field, enter the password for the MediaBeacon username.
7. Select **OK**.

   The **MediaBeacon Driver Configuration** window closes and the server is added to the **OpenMAM Servers** list.

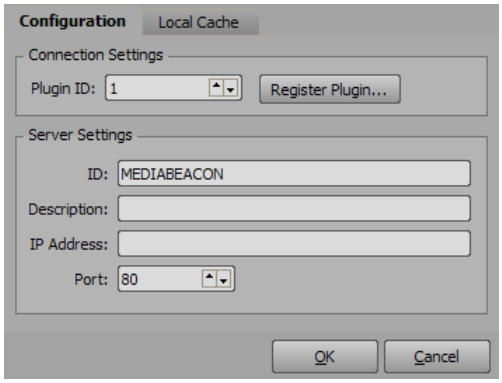
MediaBeacon (v5.0+) Driver

★To connect the XPression Gateway to a MediaBeacon 5.0+ server, you must first register the MediaBeacon plugin on the MediaBeacon server.

Use the instructions below to configure a MediaBeacon (v5.0+) driver.

To configure the MediaBeacon (v5.0+) Driver:

1. In the **Connection Settings** section of the **Configuration** tab, in the **Plugin ID** field, enter or select the plugin identification number.



2. In the **Server ID** section, in the **ID** field, enter a user-friendly name for the MediaBeacon server.

   This ID will appear in the **OpenMAM** drop-down in the plugin and in the **OpenMAM Server** list in the server.

   Make a note of this ID because it will be the same for any other XPression device connecting to the MediaBeacon server.

3. If this is the first device you are connecting to the server, select **Register Plugin** to be redirected to the MediaBeacon login screen in Google Chrome and enter the login information.

   Once the login information has been entered, you should see a message indicating the plugin has been successfully registered.

   The plugin only has to be registered once. When configuring other engines, use the same plugin ID.

4. In the **Description** field, enter a brief description for the server (optional).

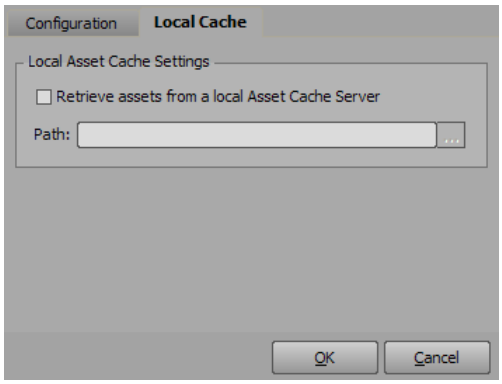
   The description will override the entry in the **ID** field and will appear in the OpenMAM drop-down in the plugin and in the OpenMAM Server list in the server.

5. In the **IP Address** field, enter the IP address of the MediaBeacon server.

   ★The **Port** field is set to 80 by default and must remain set to 80.

6. Select the **Local Cache** tab.

   The **Local Cache** tab opens.



7. In the **Local Asset Cache Settings** section, select the **Retrieve assets from a local Asset Cache Server** to retrieve assets from a cache server.
8. In the **Path** field, enter the location of the local server or select **Browse** (...) to select a location.
9. Select **OK**.

   The **MediaBeacon Driver Configuration** window closes and the server is added to the **OpenMAM Servers** list.

Streamline Driver

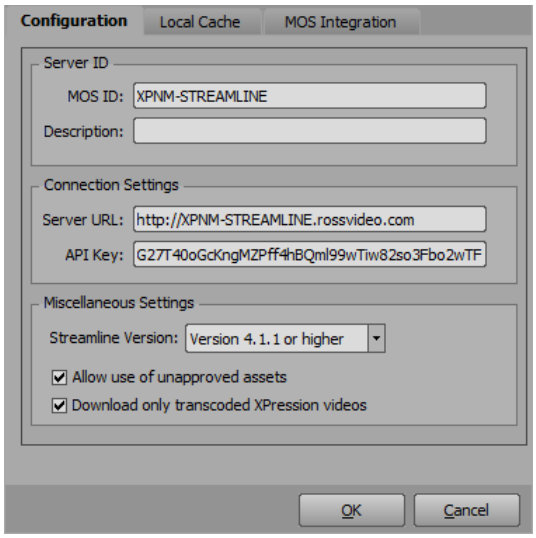
Use the instructions below to configure a Streamline driver.

To configure a Streamline Driver:

1. In the **Server ID** section, in the **MOS ID** field, enter a user-friendly name for the Streamline server.

   This ID will appear in the **OpenMAM** drop-down in the plugin and in the **OpenMAM Server** list in the server.

   Make a note of this ID because it will be the same for any other XPression device connecting to the Streamline server.



2. In the **Description** field, enter a brief description for the server (optional).

   The description will override the entry in the **MOS ID** field and will appear in the OpenMAM drop-down in the plugin and in the OpenMAM Server list in the server.

3. In the **Connection Settings** section, in the **Server URL** field, enter the URL of the Streamline server.

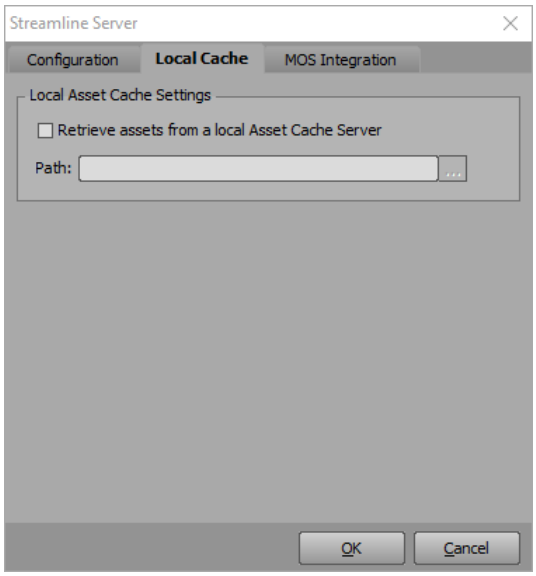
   ★The Streamline server must be on the same domain as the HTML5 plugin.

4. In the **API Key** field, enter the API key of the Streamline user.
5. In the **Miscellaneous Settings** section, from the **Streamline Version** drop-down, select the version of Streamline software being used in the workflow.
6. Select the **Allow use of unapproved assets** checkbox if allowing the use of unapproved assets.
7. Select the **Download only transcoded XPression videos**, if allowing only transcoded videos to be used.
8. Continue with configuring the **Local Cache**.

To configure the Local Cache:

1. Select the **Local Cache** tab.

   The **Local Cache tab** opens.

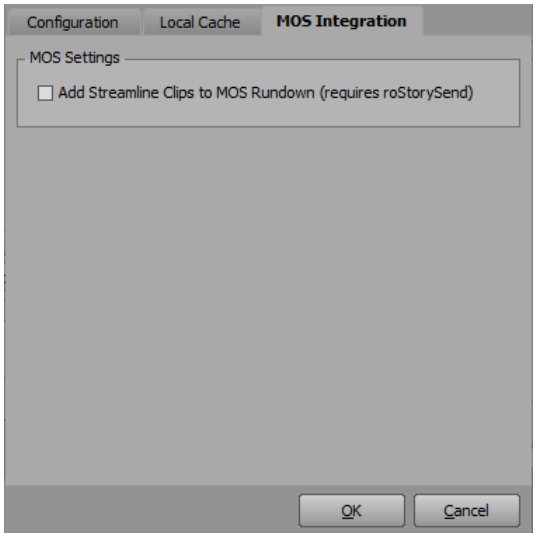


2. In the **Local Asset Cache Settings** section, select the **Retrieve assets from a local Asset Cache Server** to retrieve assets from a cache server.
3. In the **Path** field, enter the location of the local server or select **Browse** (...) to select a location.
4. Continue with configuring MOS Integration.

To configure MOS Integration:

1. Select the **MOS Integration** tab.

   The **MOS Integration** tab opens.



2. In the **MOS Settings** section, select the **Add Streamline Clips to MOS Rundown** checkbox, if you intend to use a MOS workflow.

3. Select **OK**.

   The **Streamline Server** window closes and the server is added to the **OpenMAM Servers** list.

4. In the **Gateway** panel, in the **MOS Objects & Messages** section, select the **Parse roStorySendMessage** checkbox, which is required when adding Streamline clips to a MOS rundown.

Using OpenMAM Filter Strings with Streamline

★OpenMAM is optional for XPression MOS and NLE workflows.

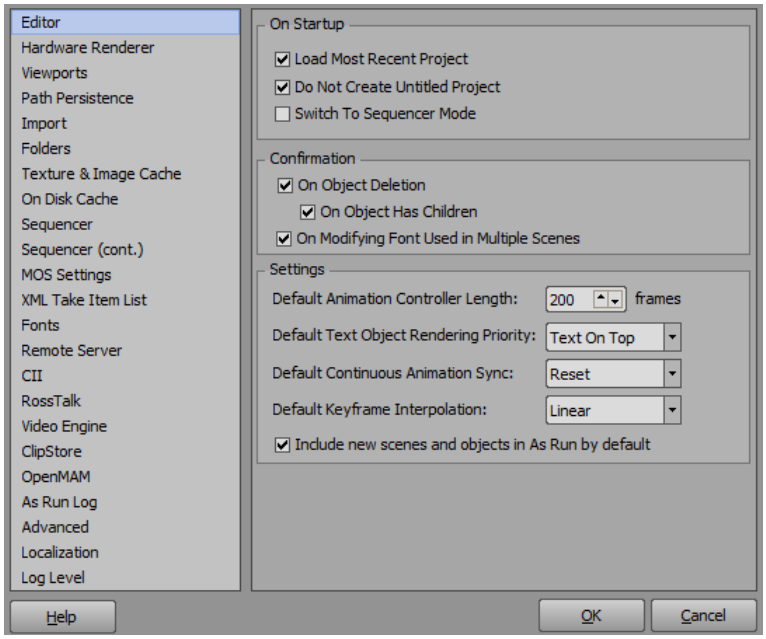
★The steps below apply to Streamline 4.1 or higher.

The following steps explain how to use user input controls to dynamically adjust OpenMAM filters for the faces of background, quad, sphere, cube, cylinder, torus, and slab objects in XPression when using Streamline.

To enable the OpenMAM properties tab in the Object Inspector:

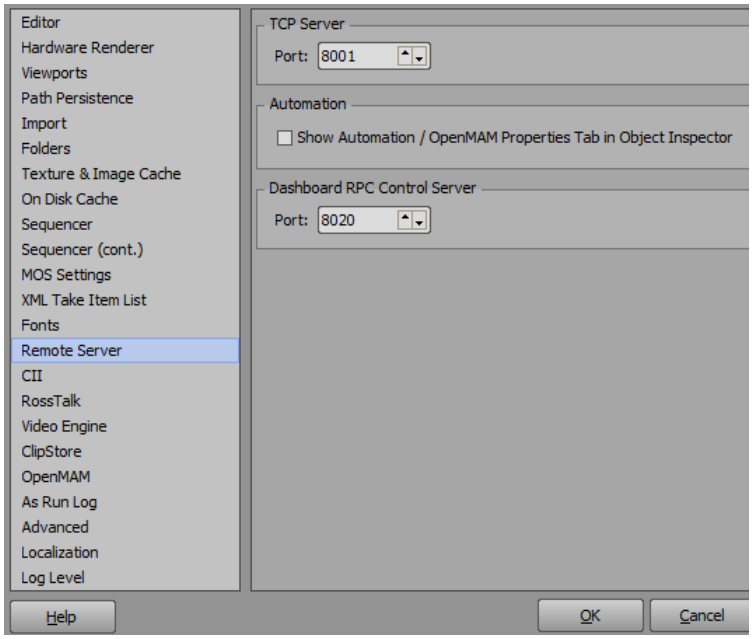
1. In XPression select **Edit > Preferences**.

   The **Preferences** window opens.



2. Select **Remote Server**.

   The **Remote Server** panel opens.

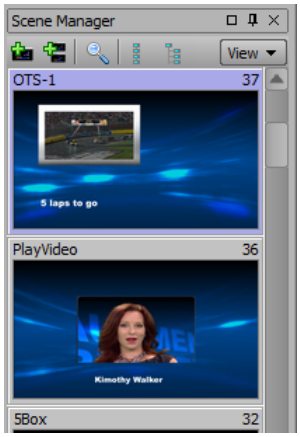


3. In the **Automation** section, select the **Show Automation / OpenMAM Properties Tab in Object Inspector** checkbox to enable the **OpenMAM** tab in the **Object Inspector** of an object.
4. Select **OK**.

   The **Preferences** window closes.

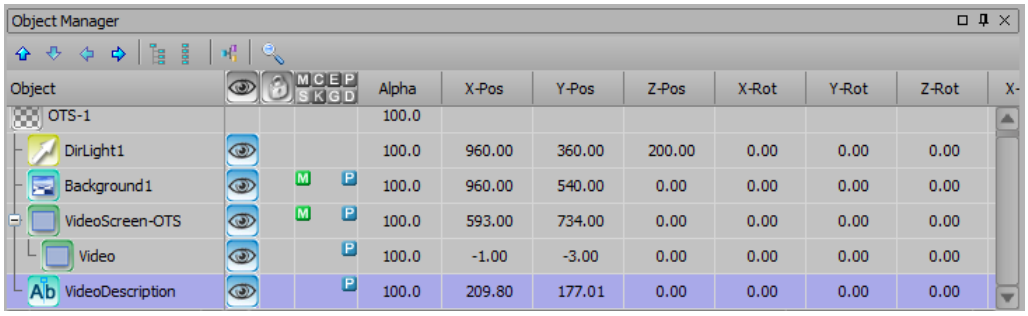
To select a user control type:

1. In the **Scene Manager**, select a scene that contains an object and text to use for the **OpenMAM** filter.



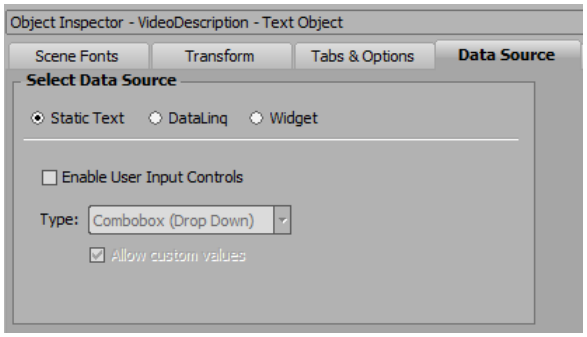
Scene Manager

2. In the **Object Manager**, select the text object and enter a meaningful name in relation to the filter to be created (e.g., **VideoDescription**).



Object Manager - Text

3. In the **Object Inspector**, click the **Data Source** tab.



Object Inspector - Data Source

4. In the **Select Data Source** section:
   - Select the **Static Text** radio button.
   - Select the **Enable User Input Controls** checkbox.

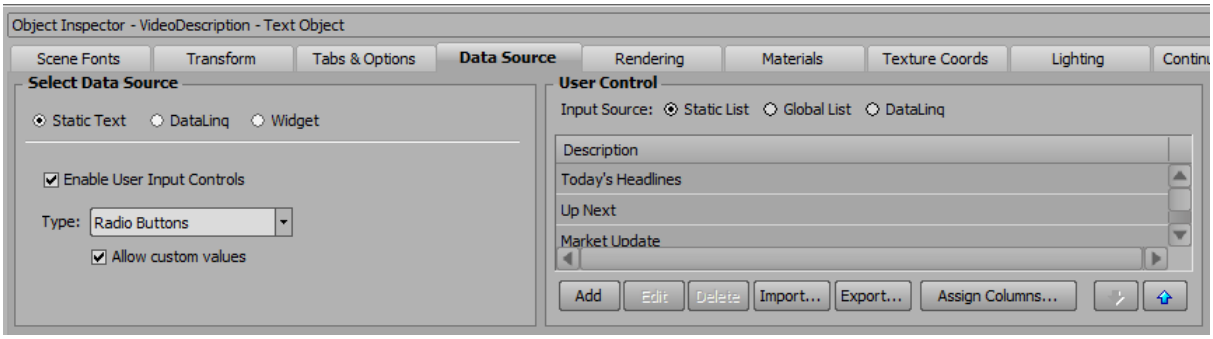
     The **User Control** panel opens.
   - From the **Type** dropdown, select the user input control you want to use for the filter.

     The options are:

     - **List Box**
     - **Combo Box (Drop Down)**
     - **Radio Buttons**
     - **Checkboxes**
5. Clear the **Allow custom values** checkbox.

To configure a filter for the text:

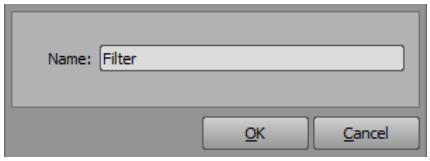
1. In the **User Control** section, select **Static List** as the input source.
2. Select **Add** to add the user input control you selected to the list and enter a description.
3. Repeat this step to add the text options for the selected user control (e.g., Today's Headlines, Up Next, Market Update).



Object Inspector - User Control

4. Right-click inside the list and select **Add Column** from the shortcut menu.

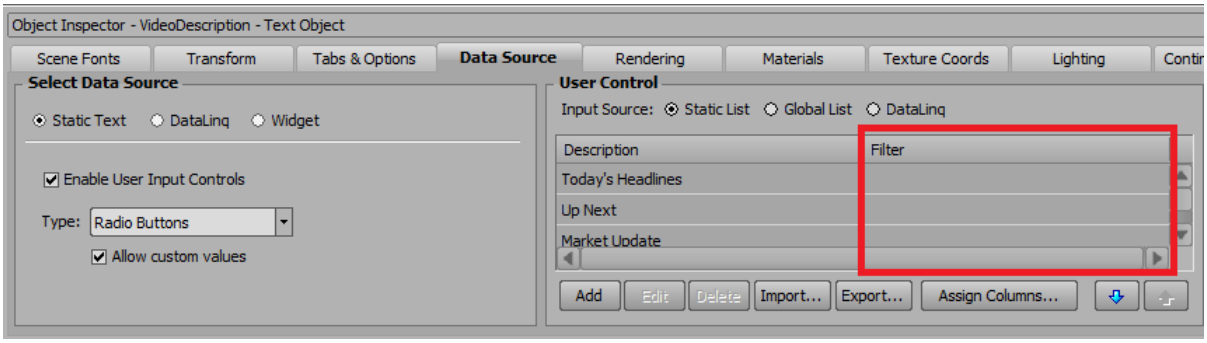
   The **Add New Column** dialog opens.



Object Inspector - Add New Column

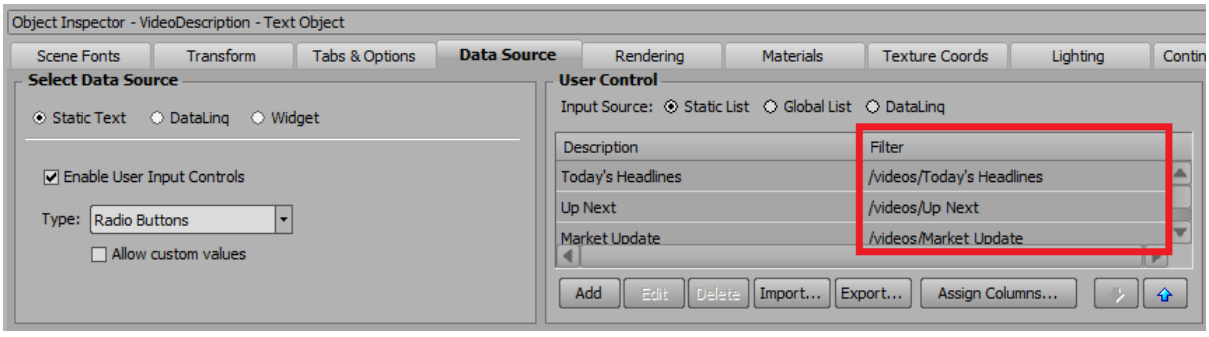
5. In the **Add New Column** dialog, enter the column name `Filter` and select **OK**.

   The new column is added to the list.



Object Inspector - User Control - Add Column

6. For each user control, click in the **Filter** column of a user control and enter the file path to the Streamline folder containing the content that will be used with the selected text, (e.g., /videos/Today's Headlines) on the Streamline server.

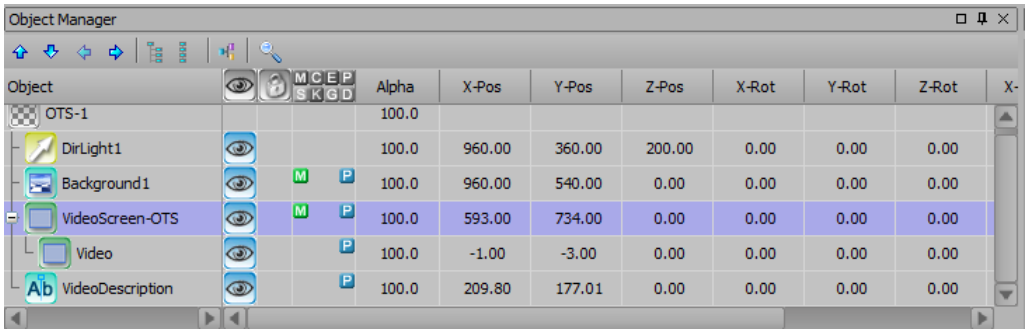


Object Inspector - Streamline Paths

★Entering a '*' variable for a generic filter will create a file path to the root folder in Streamline.

To configure a filter for an object:

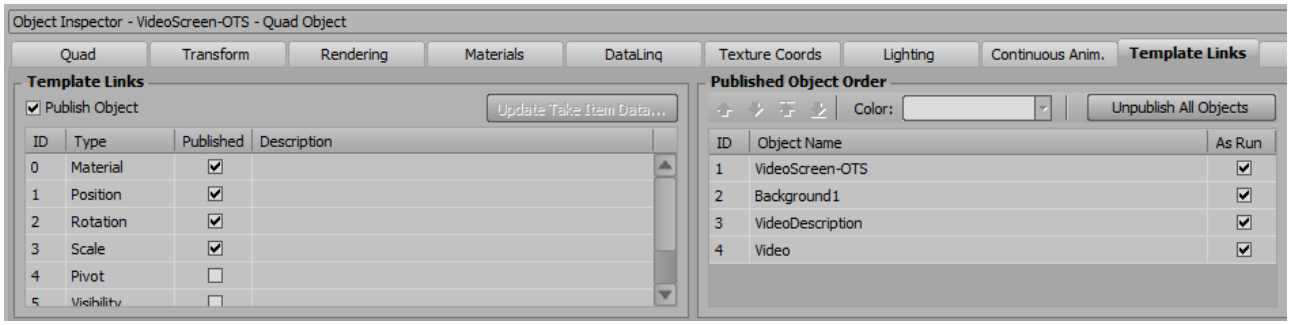
1. In the **Object Manager**, select an object to use for the **OpenMAM** filter (e.g., a quad).



Object Manager - Object

2. In the **Object Inspector**, select the **Template Links** tab.

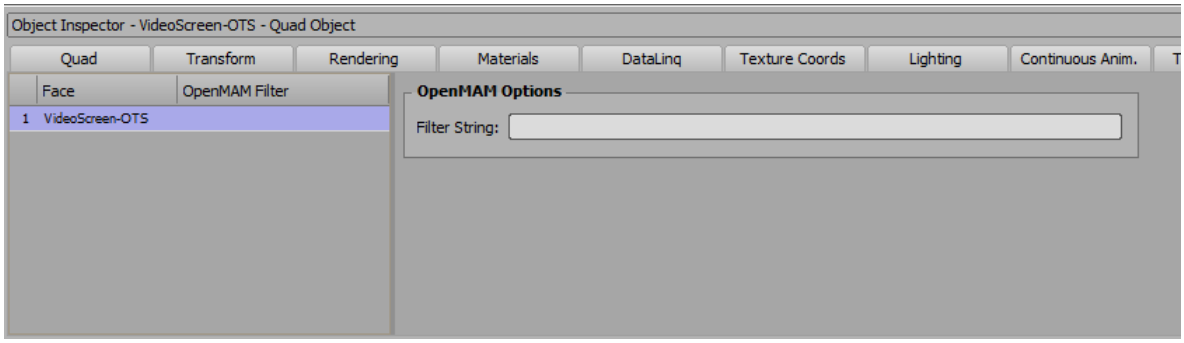
   The **Template Links** tab opens.



Object Inspector - Template Links

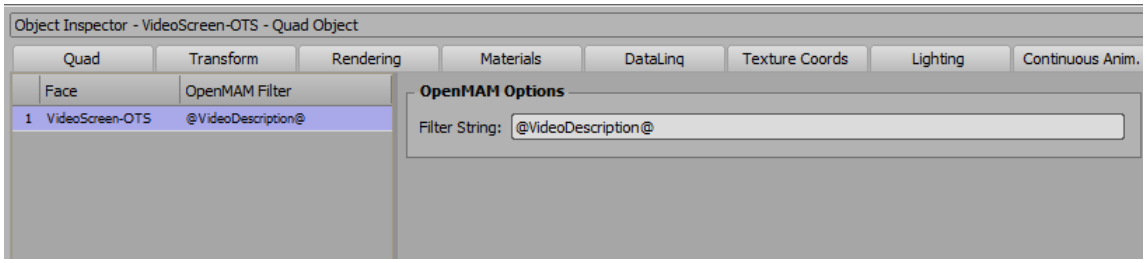
3. In the **Template Links** section, select the **Publish Object** checkbox to publish the selected object.
4. In the **Object Inspector**, select the **OpenMAM** tab.

   The **OpenMAM** tab is displayed.



Object Inspector - OpenMAM

5. In the list of object faces in the **OpenMAM** tab, select the face of the object to which a filter string is to be applied.
6. In the **OpenMAM Options** section, in the **Filter String** field, enter a filter string to link the object face and the text, in Streamline (e.g., @VideoDescription@).

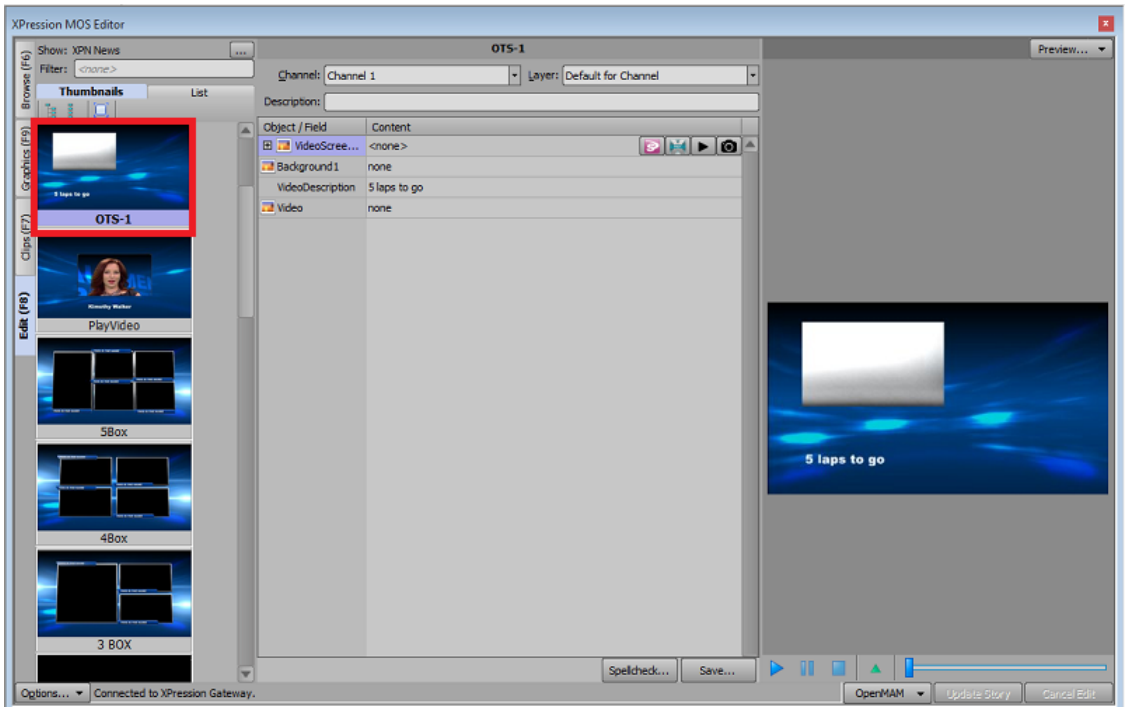


Object Inspector - OpenMAM Options

7. Select **Save Project and Publish To Project Server** ( ).

To use the filters in the XPression plugin:

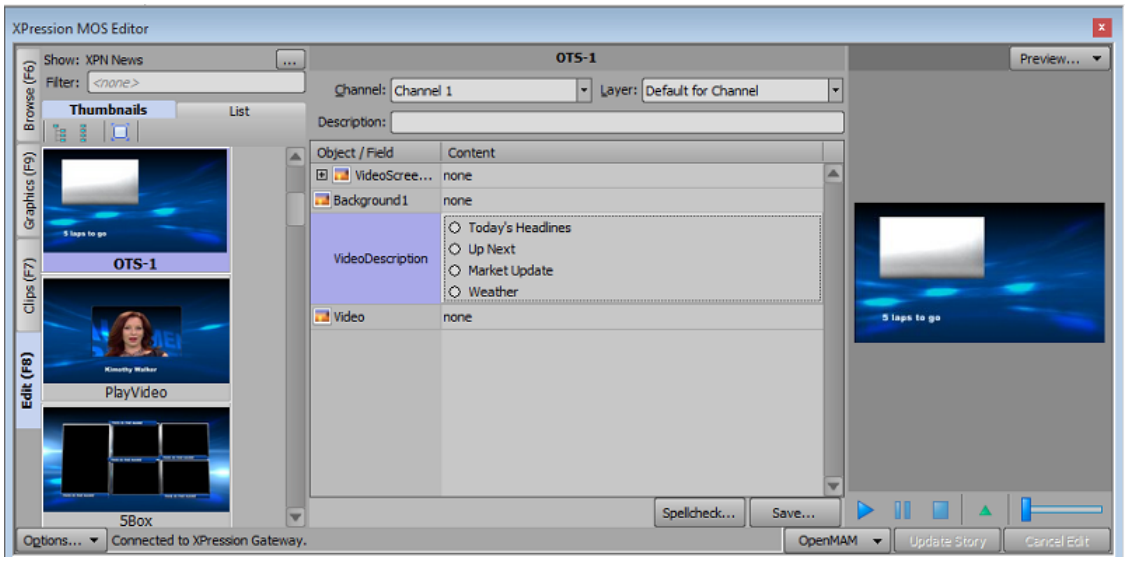
1. Open the project in the XPression Plugin.
2. Open the scene with the **OpenMAM** filters in the **Edit** tab of the plugin.



OpenMAM - Edit Graphic

3. In the **Object / Field** list, click on the **Content** row for the text object (e.g., VideoDescription).

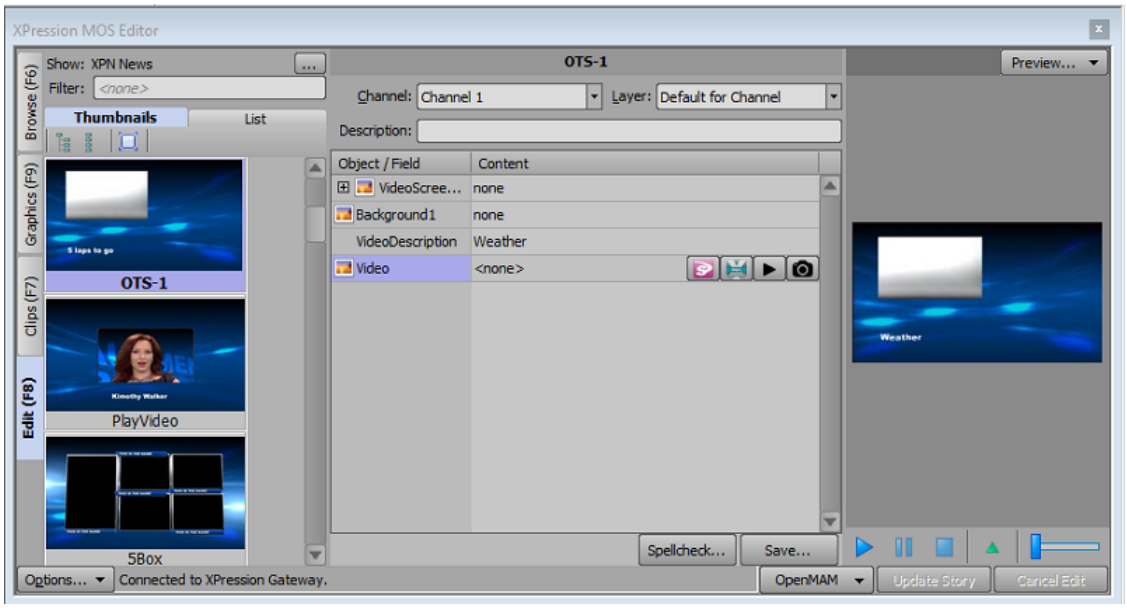
   The user input controls created in XPression for the scene are displayed. In this example, radio buttons for Today's Headlines, Up Next, Market Update and Weather.



OpenMAM - User Input Controls in Plugin

4. Select one of the radio buttons, e.g., Weather.

   The text in the graphic is replaced by the text assigned to that radio button.

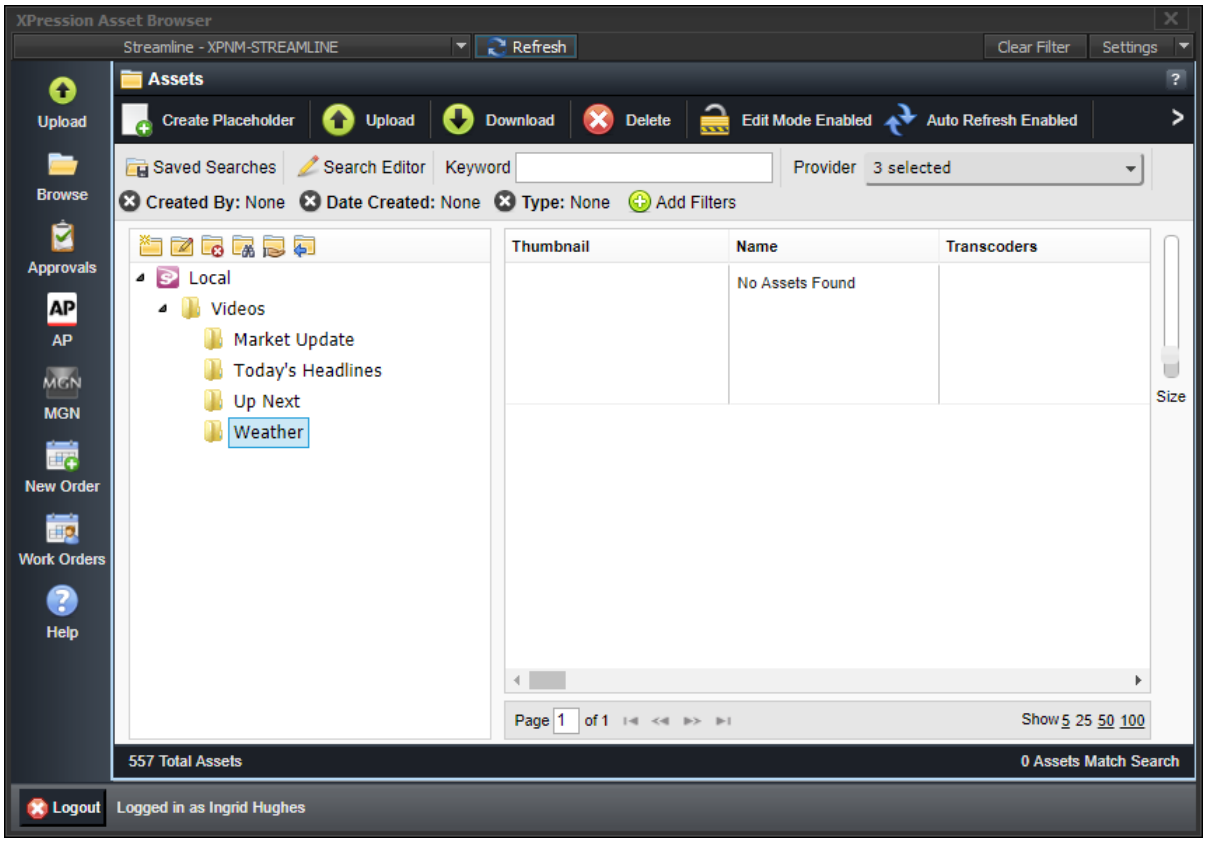


OpenMAM - Select Radio Button

5. From the **Object / Field** list, select the object face to which the text refers and then select the Streamline button ( ).

6. Log in to Streamline, if prompted.

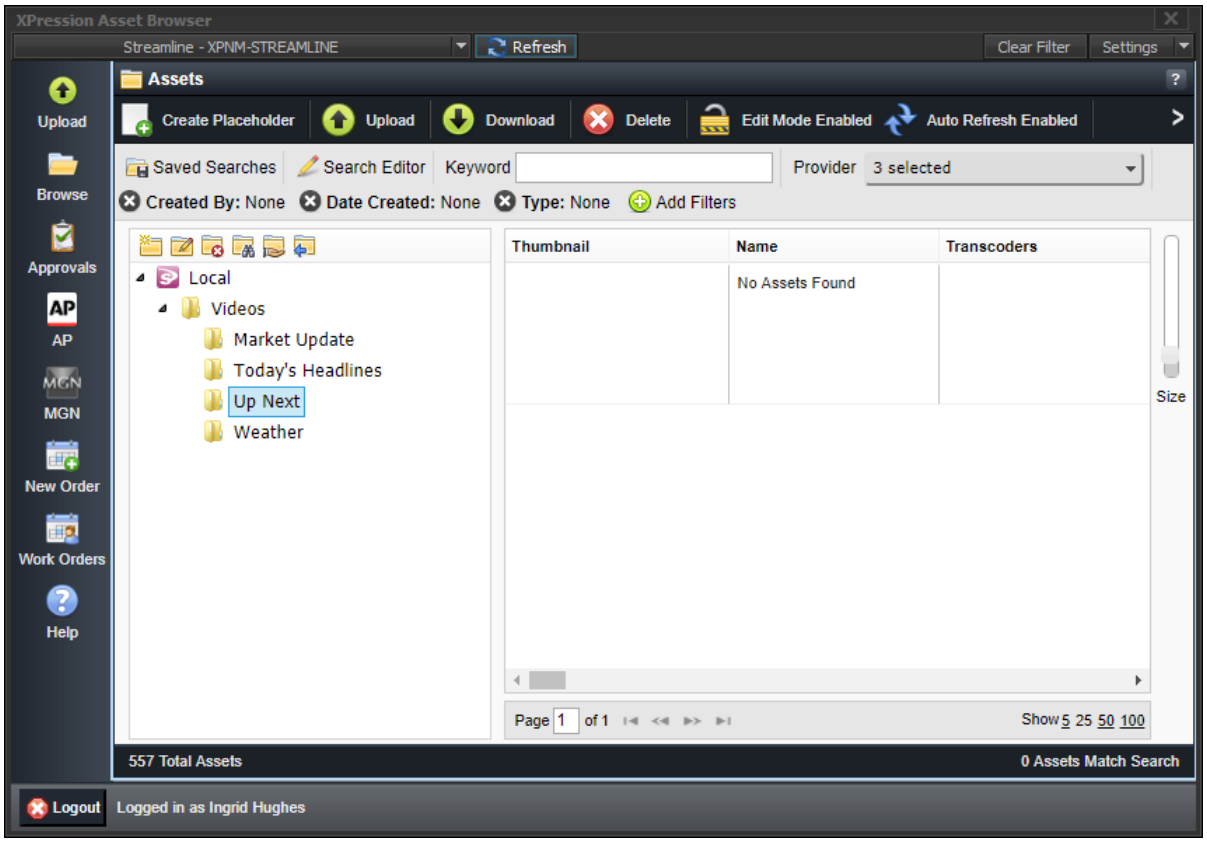
   The **Streamline XPression Asset Browser** opens on the folder of the selected user input control, in this example, **Weather**.



OpenMAM - Streamline Filter

7. To access a different folder in the **Streamline XPression Asset Browser**, in the plugin, select a different user input control for the object face (e.g., Up Next) and click the Streamline button ( ).

   The **Streamline XPression Asset Browser** opens on the folder of the newly selected user input control.



OpenMAM - Different Streamline Filter

XPression Rundown Controller

★The XPression Rundown Controller is optional when using an XPression workflow and must be installed separately. If you are interested in this free component, you can find the installer on the USB media stick shipped with XPression.

The XPression Rundown Controller is used to activate rundowns from the XPression Gateway for playout in the XPression Sequencer or Lucid Studio Sequencer.

Before you start using the XPression Rundown Controller, the remote connection points need to be configured. A connection point is a link between the XPression Rundown Controller and an XPression Gateway.

The following topics are discussed in this section:

Adding a Remote Connection Point

Editing a Remote Connection Point

Deleting a Remote Connection Point

Selecting Rundowns

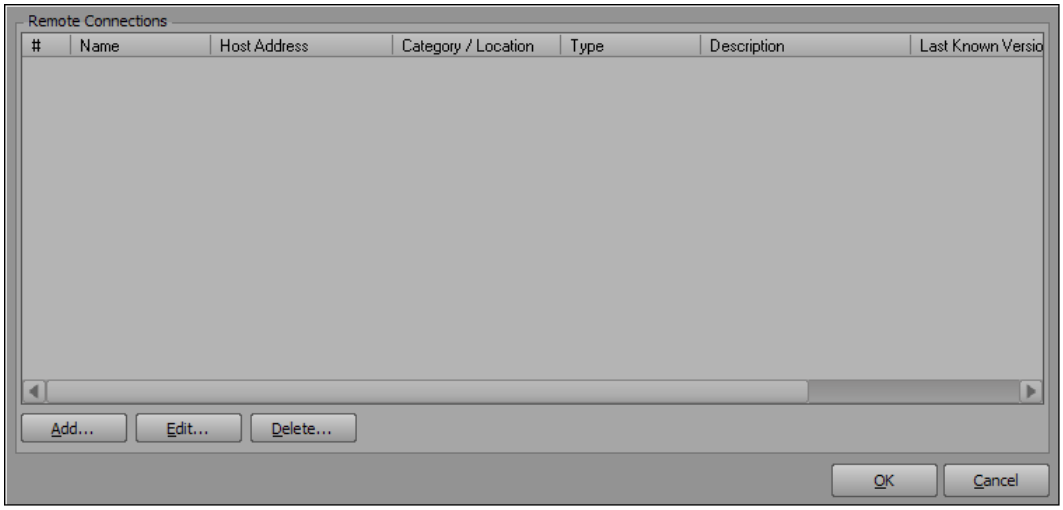
Adding a Remote Connection Point

A connection point is a link between the XPression Rundown Controller and the XPression Gateway. Use the following procedure to add a connection point between the XPression Rundown Controller and an XPression Gateway.

To add a remote connection point:

1. In the Windows **Search** field, enter `xpression rundown controller` and double-click the application or select **Open** to launch the **Rundown Controller**.
2. In the **XPression Rundown Controller**, select **File > Connection Points**.

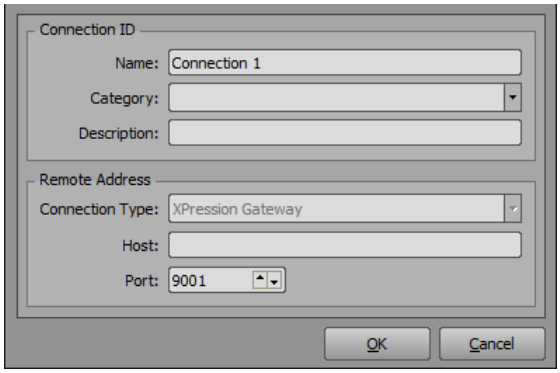
   The **Remote Connection Points** window opens.



Rundown Controller - Remote Connection Points

3. Select the **Add** button.

   The **Remote Connection Point** window opens.



Rundown Controller - Add Connection Point

4. In the **Connection ID** section, in the **Name** field, enter a name for the connection.
5. From the **Category** drop-down, select a category to identify the connection point.
6. In the **Description** field, enter a description for the connection.

7. In the **Remote Address** section, from the **Connection Type** drop-down, select a connection type for the remote address.
8. In the **Host** field, **enter** the remote host IP address.
9. In the **Port** field, enter or select the host port number of the remote address and then select **OK**.

   The **Remote Connection Point** window closes and the new connection point appears in the **Remote Connections** list in the **Remote Connection Points** window.
10. Select **OK** to close the **Remote Connection Points** window.

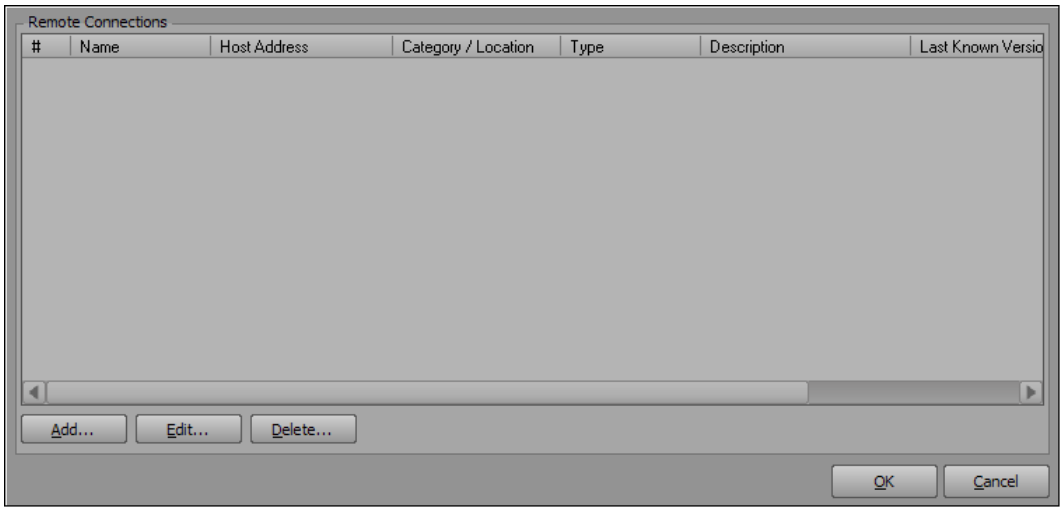
Editing a Remote Connection Point

Use the following procedure to edit a connection point between the XPression Rundown Controller and an XPression Gateway.

To edit a connection point:

1. In the XPression Rundown Controller, select **File > Connection Points**.

   The **Remote Connections** window opens.

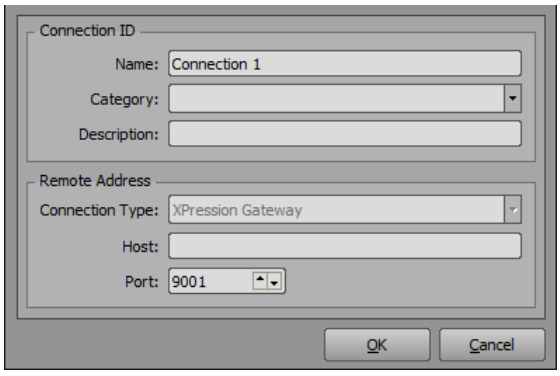


   Rundown Controller - Remote Connection Points

2. In the **Remote Connections** window, select a remote connection point from the **Remote Connections** list.

3. Select the **Edit** button.

   The **Remote Connection Point** window opens.



   Rundown Controller - Edit Connection Point

4. In the **Remote Connection Point** window, edit the details as necessary and then select **OK**.

   The **Remote Connection Point** window closes and the edited connection point appears in the **Remote Connections** list in the **Remote Connections** window.

5. Select **OK** to close the **Remote Connections** window.

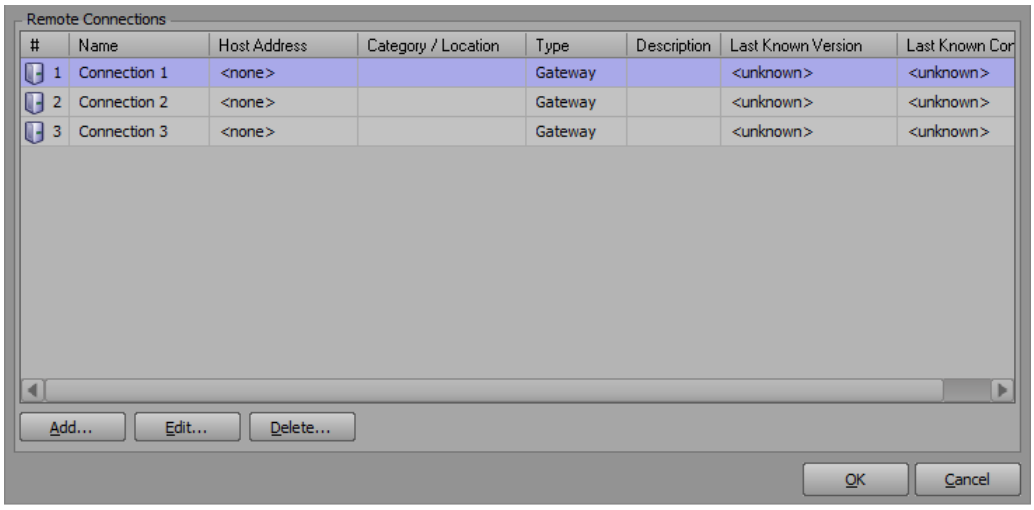
Deleting a Remote Connection Point

Use the following procedure to delete a connection point between the XPression Rundown Controller and an XPression Gateway.

To delete a remote connection point:

1. In the **XPression Rundown Controller**, select **File > Connection Points**.

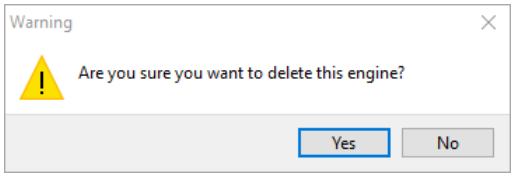
   The **Remote Connections** window opens.



Rundown Controller - Remote Connections

2. From the **Remote Connections** list, select a remote connection point.
3. Then select the **Delete** button.

   A **Confirmation** dialog opens.



Rundown Controller - Delete Remote Connection Confirmation

4. Select **Yes**.

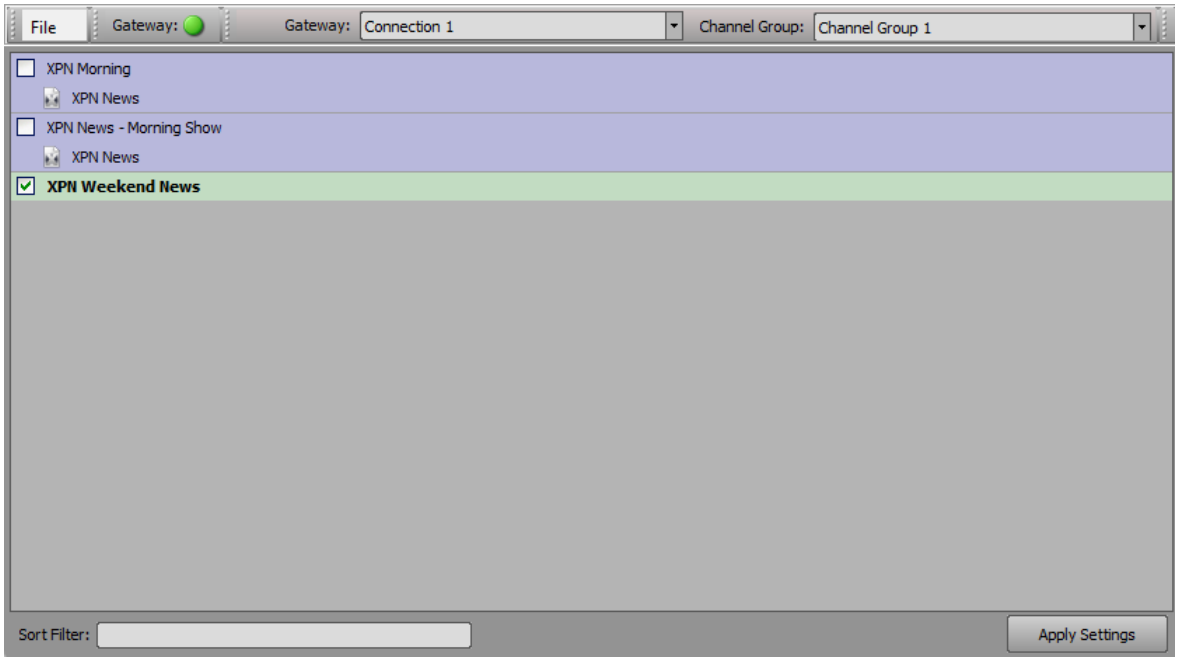
   The **Confirmation** dialog closes and the connection point is deleted from the **Remote Connections** list in the **Remote Connections** window.

5. Select **OK** to close the **Remote Connections** window.

Selecting Rundowns

Select rundowns to update the XPression Gateway for the playout engine.

1. In the **Rundown** list, select the checkbox of the rundown(s) to use in the playout engine.
2. Use the **Sort Filter** field to enter a rundown or keyword to move the rundown to the top of the rundown list.



Rundown Controller - Select Rundown

3. If applicable, select the radio button of the style(s) template to use.
4. Select **Apply Settings**.

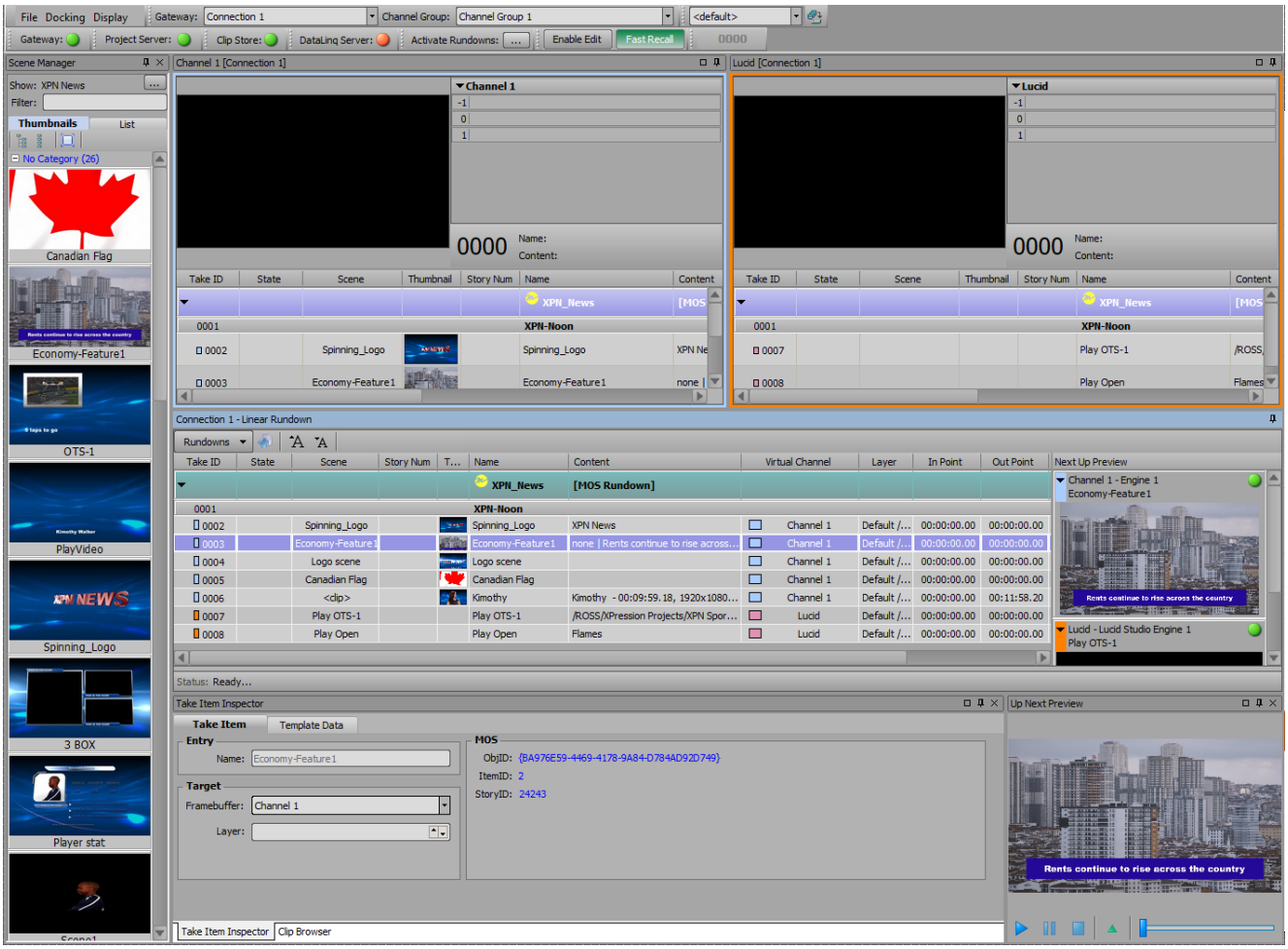
   The rundown selections are sent to the XPression Gateway and are available for playout in the playout engine.

XPression Remote Sequencer

The XPression Remote Sequencer is used to control remote XPression engines and playout graphics and clips from a MOS rundown.

The Remote Sequencer supports secure (TLS) DataLinq connections, taking its security settings from the Gateway. When **Secure Connection (TLS)** is selected in the XPression Gateway's DataLinq Connection settings, the Remote Sequencer connects to the DataLinq Server over TLS.

This section describes how to configure the remote sequencer preferences, reset the layout, configure connection points and groups, select rundowns, and control sequence playout.



Remote Sequencer

The following topics are discussed in this section:

Configuring Smart GPI / RossTalk

Setting Preferences

Changing and Saving the Layout

Adding a Remote Connection Point

Editing a Remote Connection Point

Deleting a Remote Connection Point

Selecting a Channel Group

Selecting Active Rundowns

Creating a Manual Rundown

Channels

Keyboard / GPI Mapping

Scene Manager

Previews

Linear Rundown

Take Item Inspector

Clip Browser

Controlling Sequence Playout

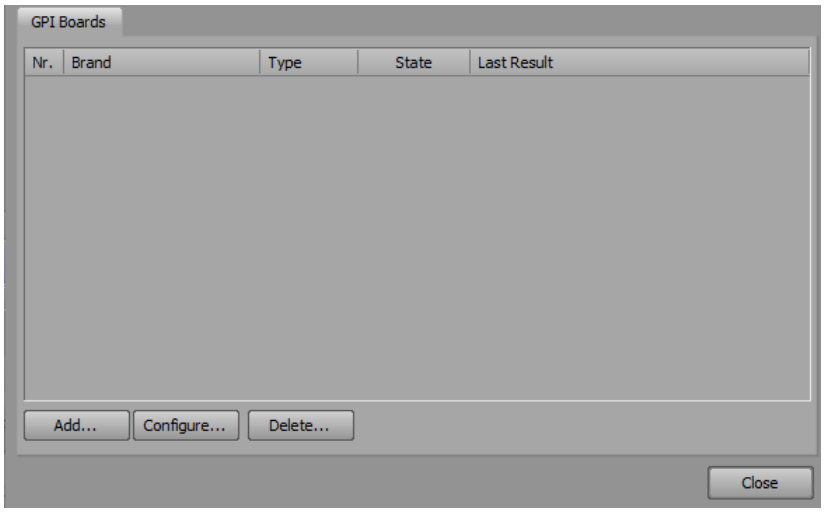
Configuring Smart GPI / RossTalk

Use the following procedure to configure the **Smart GPI / RossTalk Settings** for the XPression Remote Sequencer.

To configure Smart GPI / Rosstalk:

1. In the XPression Remote Sequencer, select **File > Hardware Setup**.

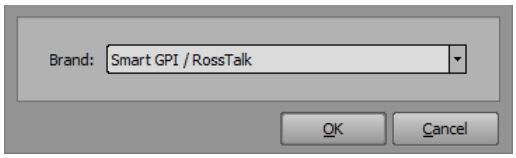
   The **Hardware Setup** window opens.



Remote Sequencer - Hardware Setup

2. In the **GPI Boards** tab, select **Add**.

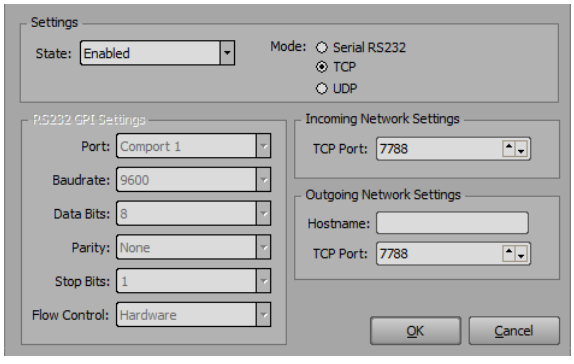
   The **Add New GPI Board** dialog opens.



Remote Sequencer - Add New GPI Board

3. From the **Brand** drop-down, select the **Smart GPI / RossTalk** board.
4. Select **OK**.

   The **Smart GPI / RossTalk Setup** window opens.



Remote Sequencer - Smart GPI / Ross Talk Settings

5. In the **Settings** section, from the **State** drop-down, select **Enabled**.

   Select **Disabled** to turn off Smart GPI/RossTalk.

6. Select a **Mode** for Smart GPI/RossTalk:

   Serial RS232 — select to use RS232 to send Smart GPI/RossTalk signals to XPression Remote Sequencer.

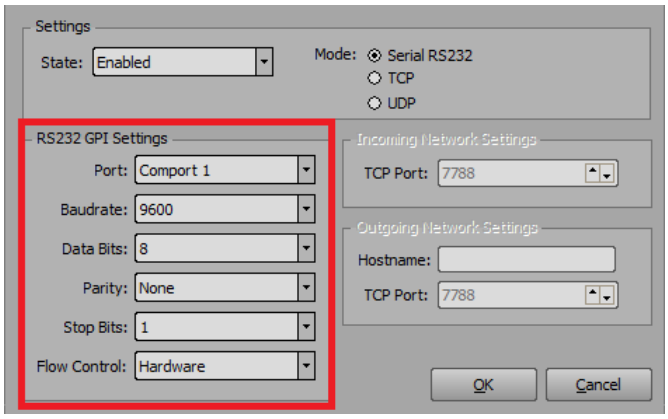
   TCP — select to use TCP/IP to send Smart GPI/RossTalk signals to XPression Remote Sequencer.

   UDP — select to use UDP sockets to send Smart GPI/RossTalk signals to XPression Remote Sequencer.

7. Configure the selected GPI mode.
8. Select **OK**.
9. Select **Close**.

Serial RS232

1. In the **RS232 GPI Settings** panel, from the **Port** drop-down, select the **Communication** port that receives GPI signals.



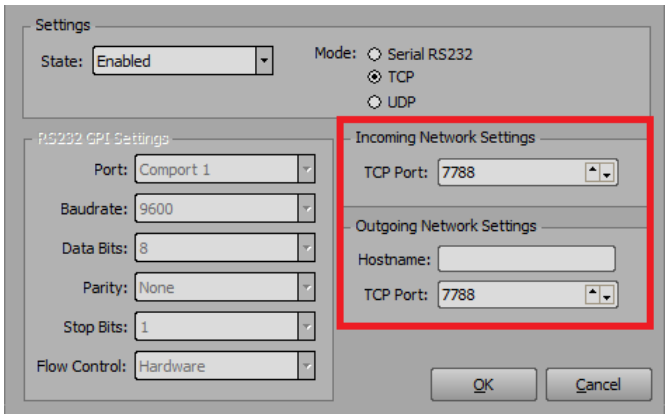
Remote Sequencer - RS232 GPI Settings

2. From the **Baudrate** drop-down, select the communication speed for GPI signals.
3. From the **Data Bits** drop-down, select the number of bits used to represent one character of data for GPI signals.
4. From the **Parity** drop-down, select the method used to check for lost data in a GPI signal.
5. From the **Stop Bits** drop-down, select the number of bits used to indicate the end of a byte in a GPI signal.
6. From the **Flow Control** drop-down, select the data transmission rate controller for a GPI signal.

   ★When using Smart GPI/RossTalk, the flow control can be set to Hardware or None, but it must be set the same in both XPression and the transmitting device.

TCP

1. In the **Incoming Network Settings** section, in the **TCP Port** field, enter or select the communication port that receives GPI signals from an external source.

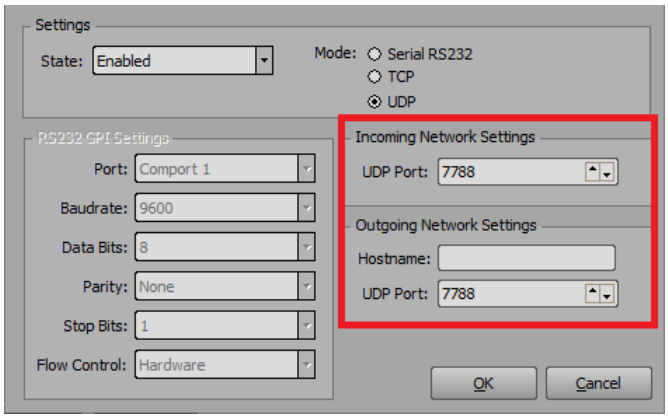


Remote Sequencer - TCP Settings

2. In the **Outgoing Network Settings** section, in the **Hostname** field, enter the host name of a remote device that is to receive RossTalk messages from the local XPression engine.
3. In the **TCP Port** field, enter or select the communication port that receives the signals.

UDP

1. In the **Incoming Network Settings** box, in the **UDP Port** field, enter or select the communication port that receives GPI signals from an external source.



Remote Sequencer - UDP Settings

2. In the **Outgoing Network Settings** section, in the **Hostname** field, enter the host name of a remote device that is to receive RossTalk messages from the local XPression engine.
3. In the **TCP Port** field, enter or select the communication port that receives the signals.

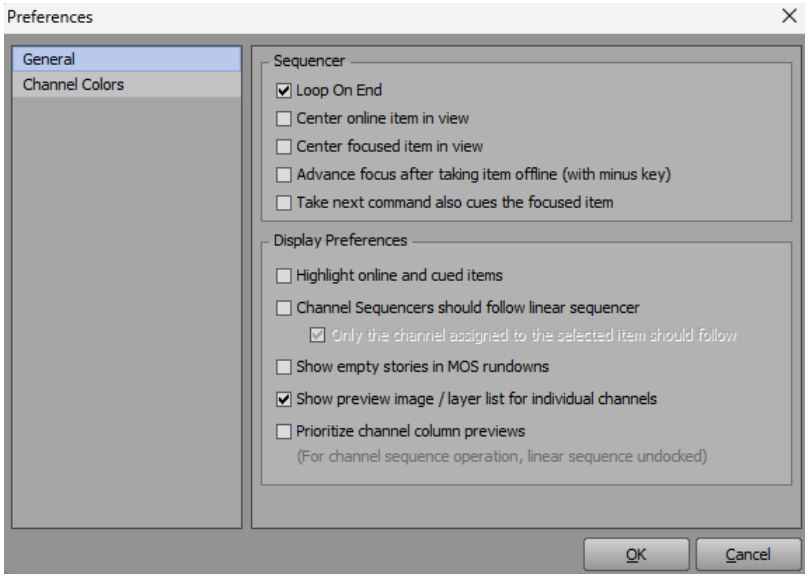
Setting Preferences

Use the following procedure to configure the **General** settings and **Channel Colors** for the XPression Remote Sequencer.

To access the Preference settings:

- In the **XPression Remote Sequencer**, select **File > Preferences**.

  The **Preferences** window opens on the **General** panel.



Remote Sequencer - Preferences - General Panel

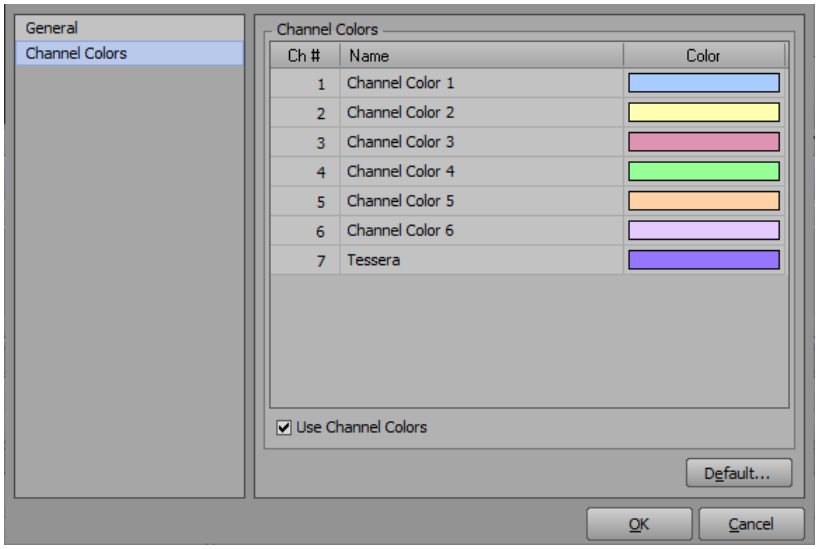
To configure the General settings for the XPression Remote Sequencer:

1. In the **Sequencer** section, make the following selections as needed:
   - Select the **Loop On End** checkbox to loop the cursor to the start of a rundown when it has reached the end.
   - Select the **Center online item in view** checkbox to center the online take item in the view of the rundown.
   - Select the **Center focused item in view** checkbox to position a focused scene in a sequence list in the middle of the view, provided the sequence list extends the size of the view.
   - Select the **Advance focus after taking item offline (with minus key)** checkbox to advance to the focus to the next take item after taking a take item offline using the minus (-) key.
   - Select the **Take next command also cues the focused item** checkbox to cue the focused item when selecting **Take Next**.
2. In the **Display Preferences** section, make the following selections as needed:
   - Select the **Highlight online and cued items** checkbox to distinguish online and cued items in the **Linear Rundown** and **Channel** lists by highlighting them.
   - Select the **Channel Sequencers should follow linear sequencer** checkbox to have the channel sequencers items follow the up next items in the linear sequencer (all channel items highlight/focus to the next/upcoming item in the list).

- Select the **Only the channel assigned to the selected item should follow** checkbox to have only the item focused in the Linear Rundown follow in the channel list.
- Select the **Show empty stories in MOS rundowns** checkbox to display stories in the rundown that don't contain items.
- Select the **Show preview image / layer list for individual channels** checkbox to display the preview image and layers for a selected item in individual channels.
- Select the **Prioritize channel column previews** checkbox to only send individual channel previews to the **Desktop Preview Server** when the **Linear Sequence** is undocked.

To configure the Channel Colors for the XPression Remote Sequencer:

1. Select the **Channel Colors** panel to configure channel colors for the XPression Remote Sequencer.



Remote Sequencer - Preferences - Channel Colors

2. In the **Channel Colors** section, select the **Use Channel Colors** checkbox to colorize **Next Up Preview** thumbnails, **Linear Rundown Take IDs**, **Virtual Channel** columns, and **Channel Take Item** lists.

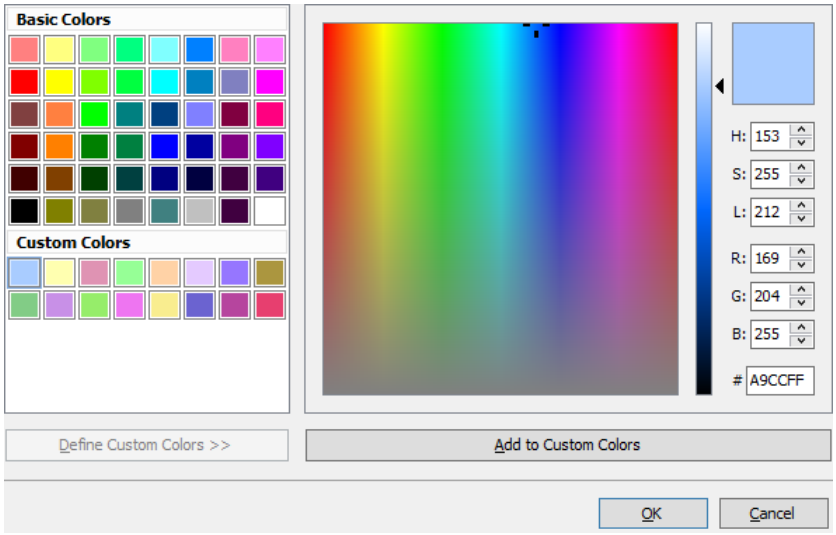
   OR

   Click inside the **Color** column of a **Ch #** to open the **Color Editor** to configure a color for the channel:



Remote Sequencer - Preferences - Color Editor

- Use the **Basic Colors** section to select a preexisting color from the list and select **OK**.
- Use the **Custom Colors** section to select a color from the list of custom-created colors.
- Select **Define Custom Colors** to open a color spectrum to configure a specific color:



Remote Sequencer - Preferences - Custom Colors

- Configure the color mode for the custom color as **HSL**, **RGB**, or using the **Hex Color** field.
- Once a custom color has been created, select **Add to Custom Colors** to add the color to the **Custom Colors** list and select **OK**.

3. Select **Default** to use the default channel colors.
4. Select **OK**.

   The **Preferences** window closes.

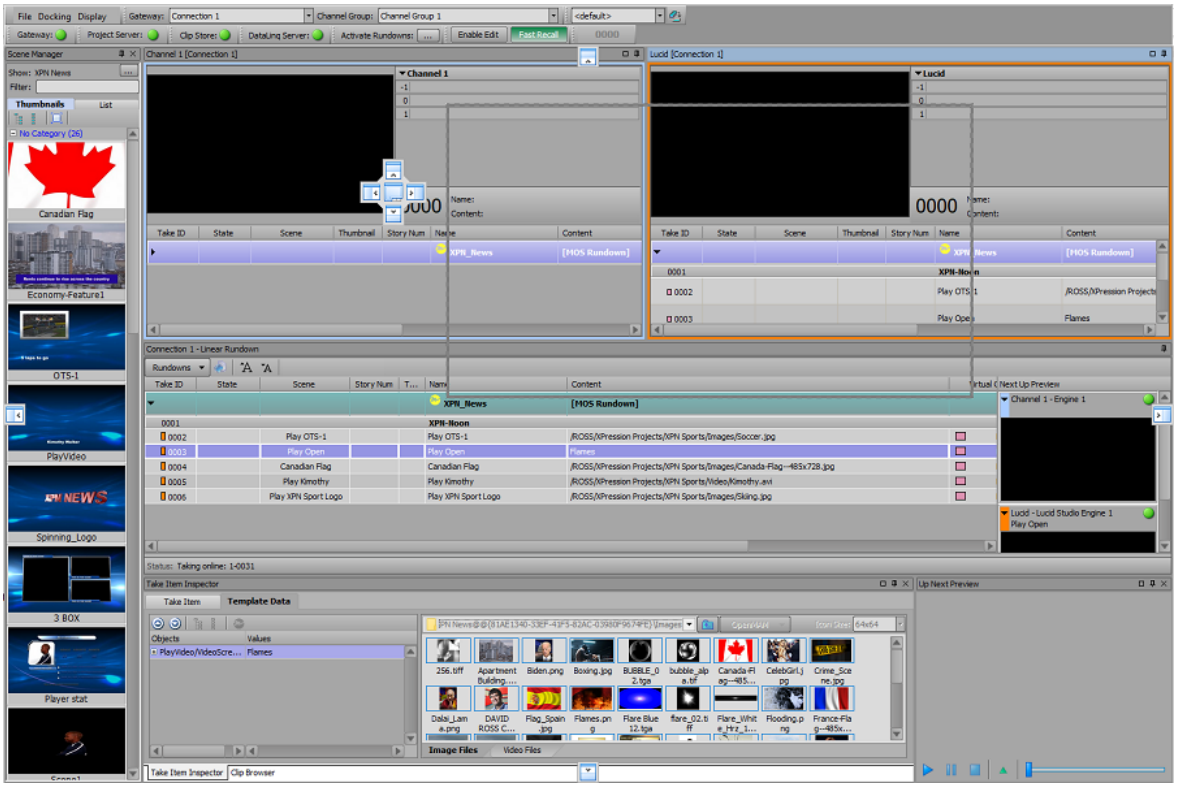
Changing and Saving the Layout

You can rearrange the various sections of the **XPression Remote Sequencer** to suit how you work and then save it, so it always looks the same.

To change the layout:

1. Select the header of the section you want to move.
2. Left-click and move the section.

   When you move the section, you'll see a set of directional controls.



Remote Sequencer - Change Layout

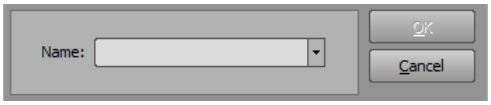
3. Move the section to the control that matches where you want to dock that section and release the left mouse button.
4. To pin the section as a pull-down tab, select the pin button.

   To unpin the section, left-click the tab and select the pin button.

To save a layout:

1. When you have a layout you like, click the **Save Docking Layout** button () to save a layout.

   The **Save Docking Layout** window opens.



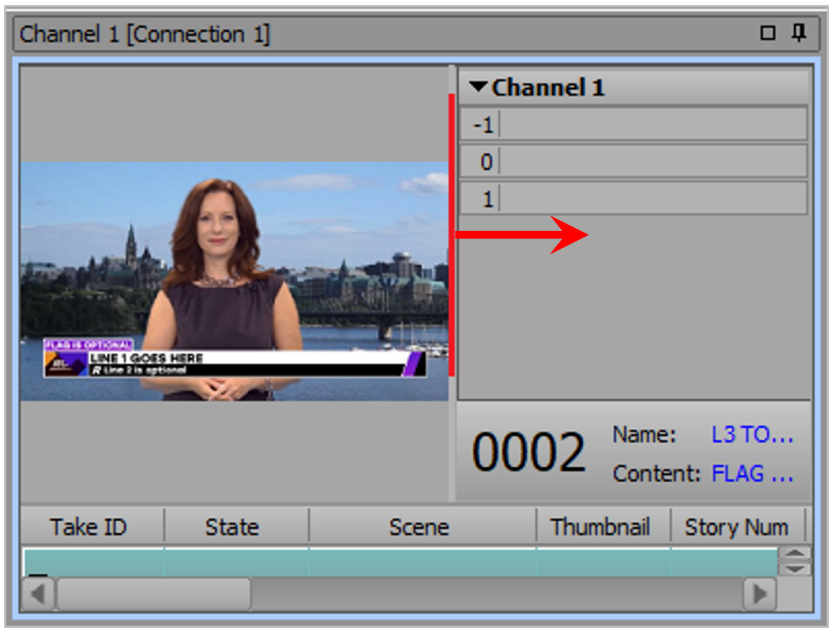
Remote Sequencer - Save Docking Layout

2. Use the **Name** field to enter a name for the layout.
3. Select **OK**.

   The layout is saved and is now available to select in the layouts list as well as the default layout.

To re-size the thumbnail image in a channel:

1. Place your cursor over the bar between the two sections of the **Channel** UI (the vertical red line in the image below).

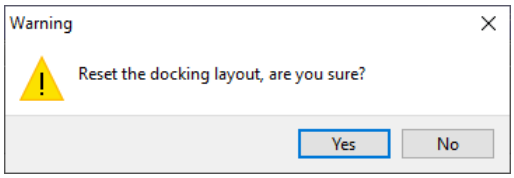


2. Select and drag the bar to the right.
3. Release the bar when the thumbnail image is the size you want.

To reset the layout:

1. In the **XPression Remote Sequencer**, select **Docking** > **Reset Layout** (or press **Ctrl+Alt+R**).

   A **Confirmation** dialog opens.



Remote Sequencer - Reset Docking Layout Confirmation

2. Select **Yes**.

   The **Confirmation** dialog closes and the **XPression Remote Sequencer** layout is reset.

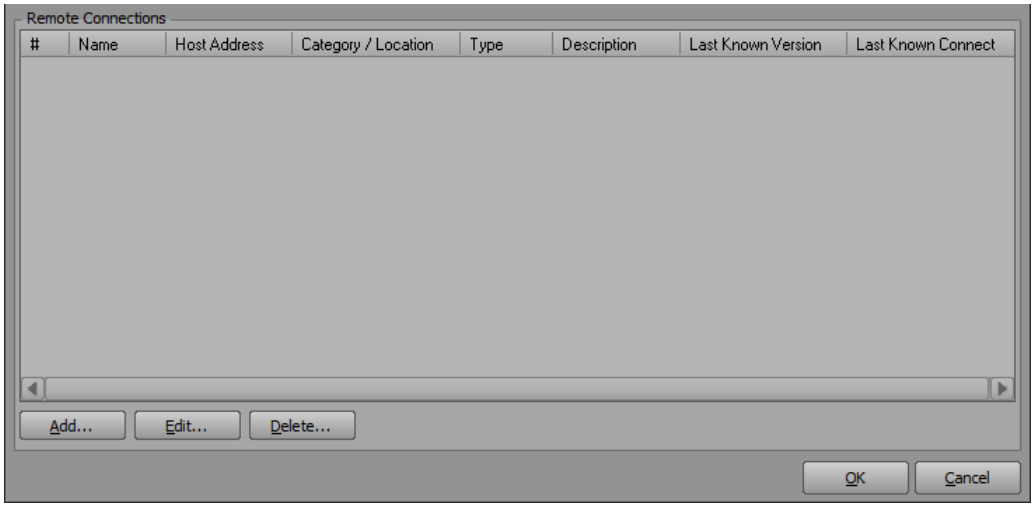
Adding a Remote Connection Point

A connection point is a link between the XPression Remote Sequencer and the XPression Gateway. Use the following procedure to add a connection point between the XPression Remote Sequencer and an XPression Gateway.

To add a remote connection point:

1. In the **XPression Remote Sequencer**, select **File > Connection Points**.

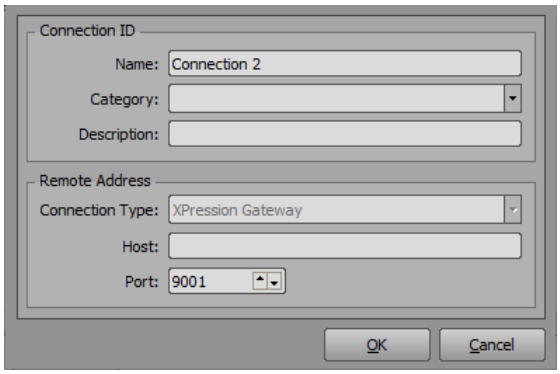
   The **Remote Connection Points** window opens.



   Remote Sequencer - Remote Connection Points

2. Select **Add**.

   The **Remote Connection Point** window opens.



   Remote Sequencer - Add Remote Connection Point

3. In the **Connection ID** section, in the **Name** field, enter a name for the connection.
4. From the **Category** drop-down, select or enter a category or location to identify the connection point, e.g., Site 1, Site 2, etc.
5. In the **Description** field, enter a descriptor for the connection.

   In the **Remote Address** section, the **Connection Type** drop-down is automatically populated with the XPression Gateway.

6. In the **Host** field, enter the remote host IP address.

7. In the **Port** field, enter or select the port number set in the Remote Sequencer configuration area of the XPression Gateway settings.
8. Select **OK**.

   The **Remote Connection Point** window closes and the new connection point appears in the **Remote Connections** list in the **Remote Connection Points** window.
9. Select **OK**.

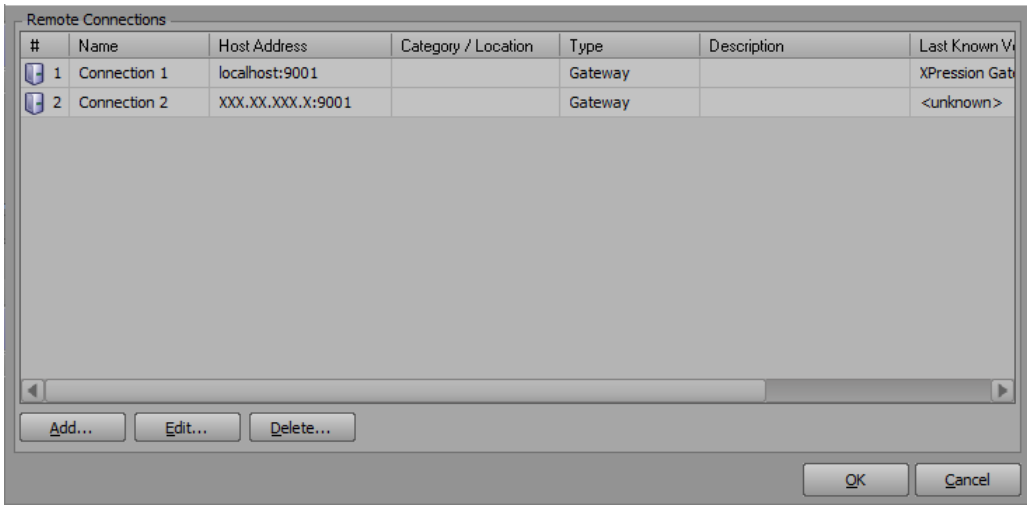
   The **Remote Connection Points** window closes.

Editing a Remote Connection Point

Use the following procedure to edit a connection point between the XPression Remote Sequencer and an XPression Gateway.

1. In the **XPression Remote Sequencer**, select **File > Connection Points**.

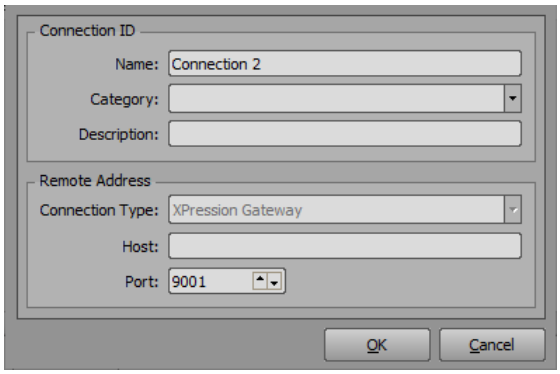
   The **Remote Connection Points** window opens.



Remote Sequencer - Remote Connection Points Populated

2. In the **Remote Connections Points** window, from the **Remote Connections** list, select a remote connection point.
3. Select the **Edit** button.

   The **Remote Connection Point** window opens.



Remote Sequencer - Edit Remote Connection Point

4. In the **Remote Connection Point** window, edit the details as necessary and then select **OK**.

   The **Remote Connection Point** window closes and the edited connection point appears in the **Remote Connections** list in the **Remote Connections** window.
5. Select **OK** to close the **Remote Connections** window.

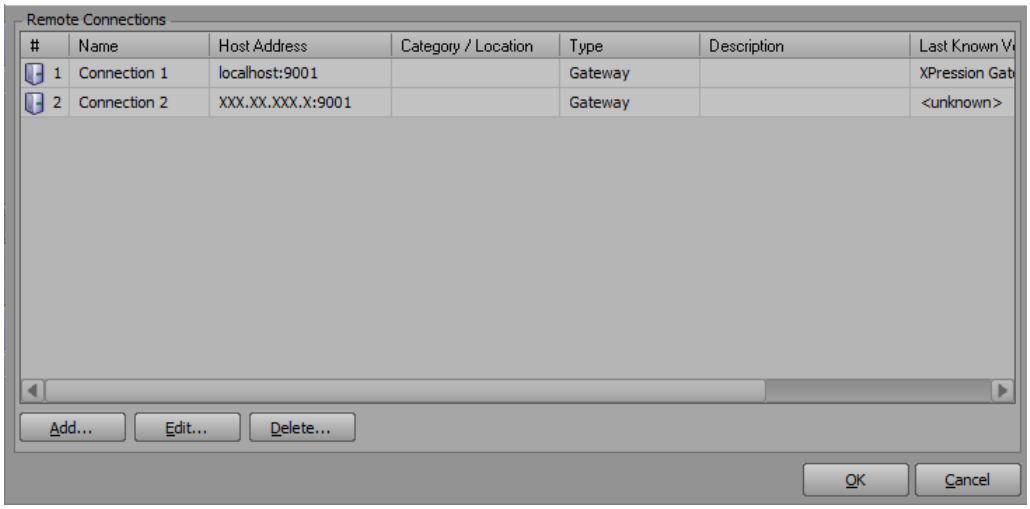
Deleting a Remote Connection Point

Use the following procedure to delete a connection point between the XPression Remote Sequencer and an XPression Gateway.

To delete a remote connection point:

1. In the XPression Remote Sequencer, select **File > Connection Points**.

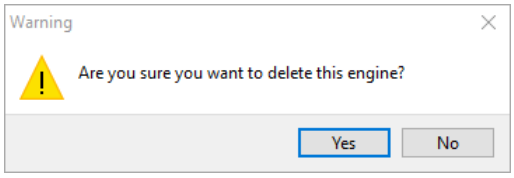
   The **Remote Connection Points** window opens.



   Remote Sequencer - Remote Connection Points - Populated

2. From the **Remote Connections** list, select a remote connection point.
3. Then select the **Delete** button.

   A **Confirmation** dialog opens.



   Remote Sequencer - Delete Remote Connection Point Confirmation

4. Select **Yes**.

   The **Confirmation** dialog closes and the connection point is deleted from the **Remote Connections** list in the **Remote Connections** window.

5. Select **OK** to close the **Remote Connections** window.

Selecting a Channel Group

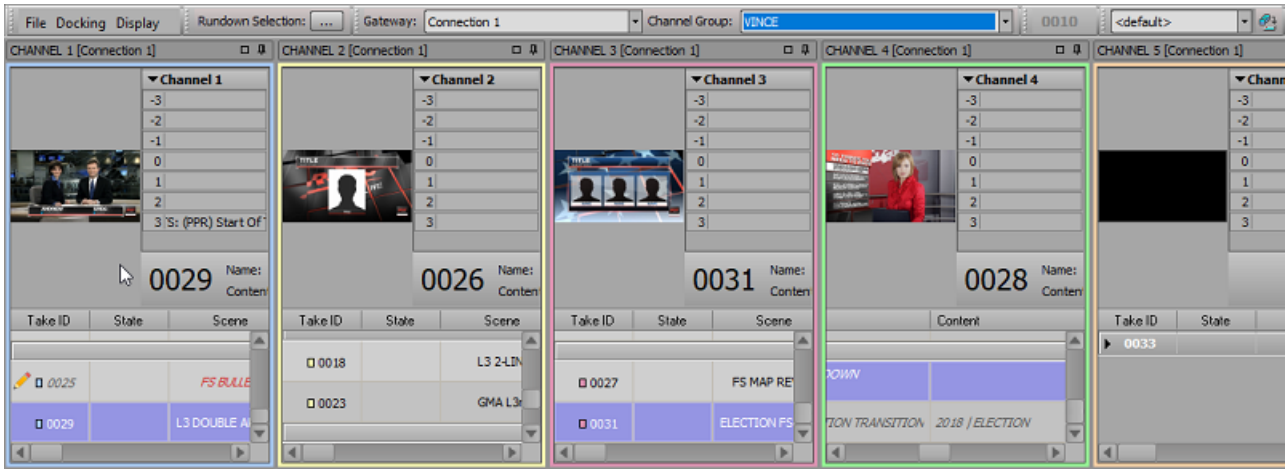
Channel groups are created in the XPression Gateway settings, in the **Channel Groups** configuration area. A channel group can be selected once a connection point has been established to an XPression Gateway with channel groups configured.

This procedure describes how to select a channel group in the XPression Remote Sequencer.

For information on creating channel groups, see Configuring Channel Groups.

1. In the XPression Remote Sequencer toolbar, from the **Gateway** drop-down, select a connection point.
2. From the **Channel Group** drop-down, select a channel group.

   The selected channel group opens.



Remote Sequencer - Channel Group

★If you have configured a Lucid Studio Engine in Lucid Studio Integration and added it to a channel group, a custom Lucid channel window will appear in the **Remote Sequencer**, after the other channel windows. Lucid items in the project will only appear in this custom channel window.

Selecting Active Rundowns

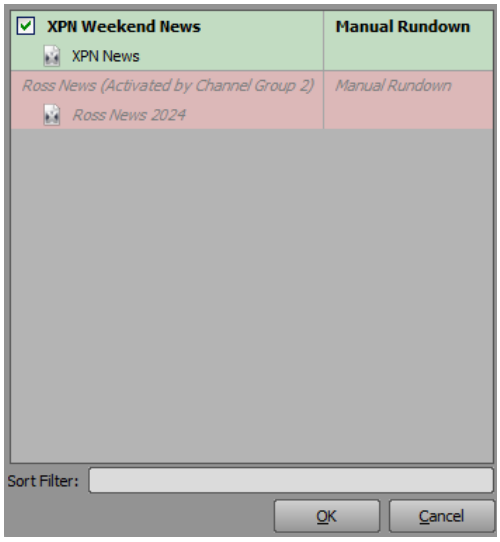
Active rundowns can be opened for playout in the XPression Remote Sequencer.

To select Active Rundowns:

1. In the XPression Remote Sequencer toolbar, select the **Browse** (...) button beside **Activate Rundowns**.

   Alternatively, you can press **Ctrl + R**.

   The **Select Active Rundowns** window opens.



   Remote Sequencer - Select Active Rundowns

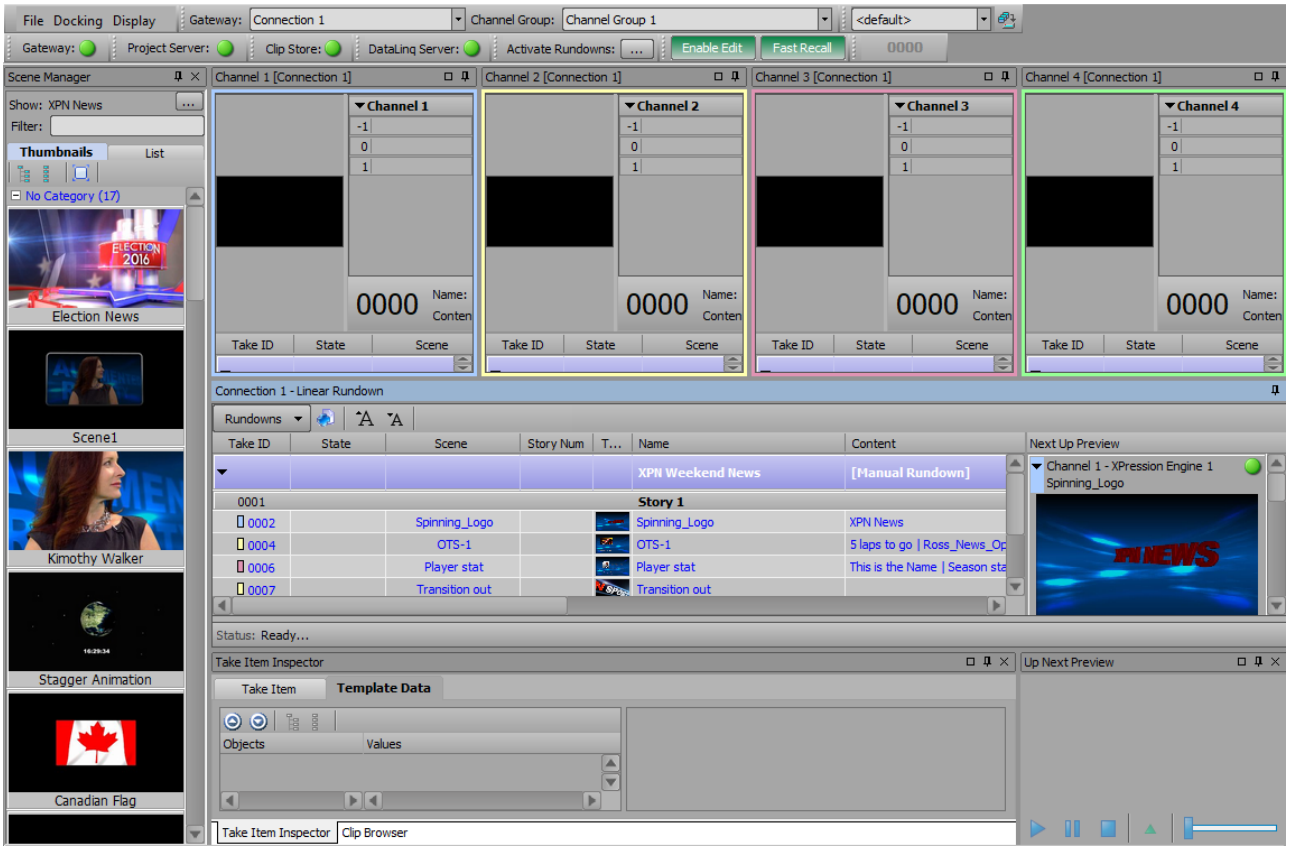
2. In the **Rundown List**, select the checkbox of the rundown to open in the remote sequencer.

   You can select multiple rundowns.

3. Use the **Sort Filter** field to enter a rundown or keyword to move the rundown to the top of the rundown list.

4. Select **OK**.

The selected rundown(s) and associated style open in the remote sequencer.



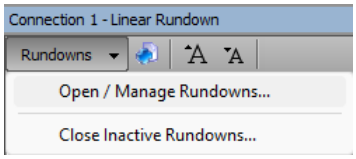
Remote Sequencer - Rundown

Creating a Manual Rundown

Manual rundowns can be created in the XPression Remote Sequencer that are not linked to a MOS NRCS.

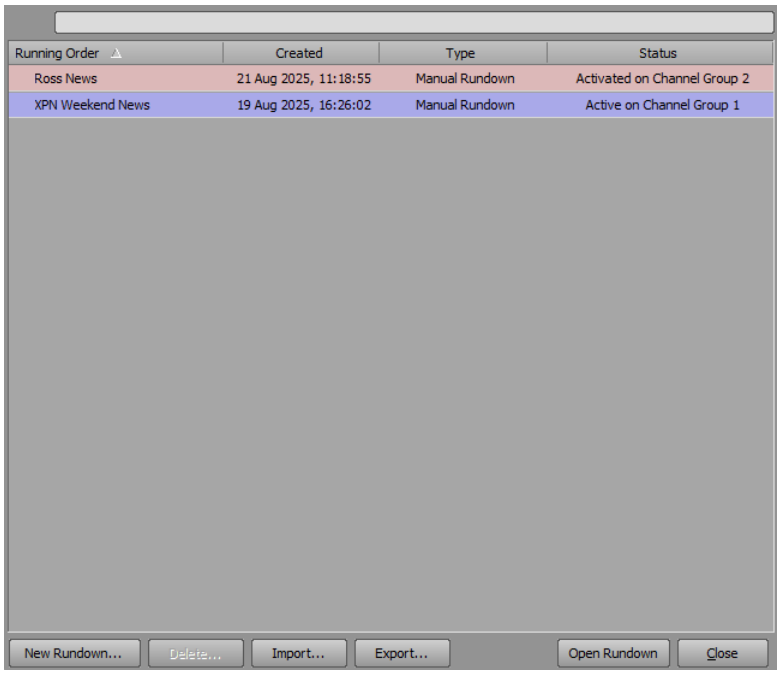
To create a manual rundown:

1. In the **Linear Rundown** window of the XPression Remote Sequencer, select **Rundowns > Open / Manage Rundowns**.



Remote Sequencer - Open / Manage Rundowns

The **Manage Rundowns** window opens.



Remote Sequencer - Manage Rundowns

2. Select **New Rundown**.

   The **Create Rundown** dialog opens.



Remote Sequencer - Create Rundown

   Other options include:

   - **Delete** — select to delete a selected rundown.
   - **Import** — select to import a rundown from any selected location.
   - **Export** — select to export a selected rundown to a desired location as a **.xprundown** or **.csv** file.

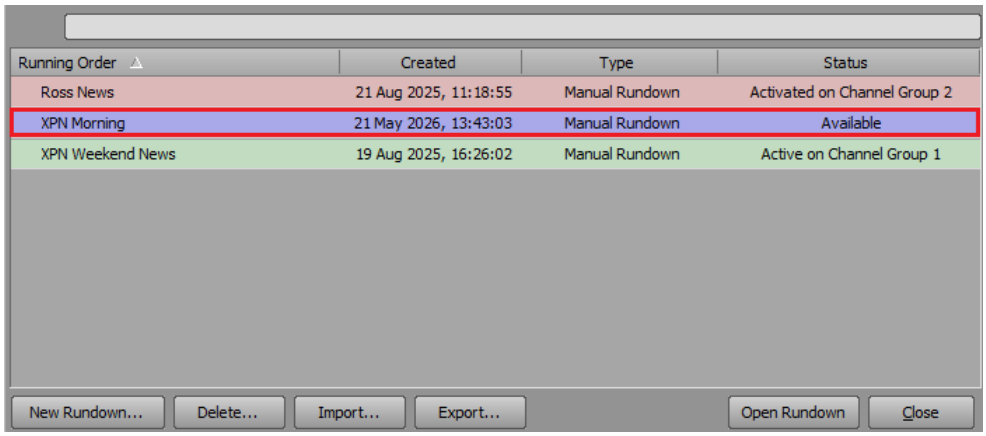
3. In the **Rundown Name** field, enter a name for the rundown.



Remote Sequencer - Name Rundown

4. Select **OK**.

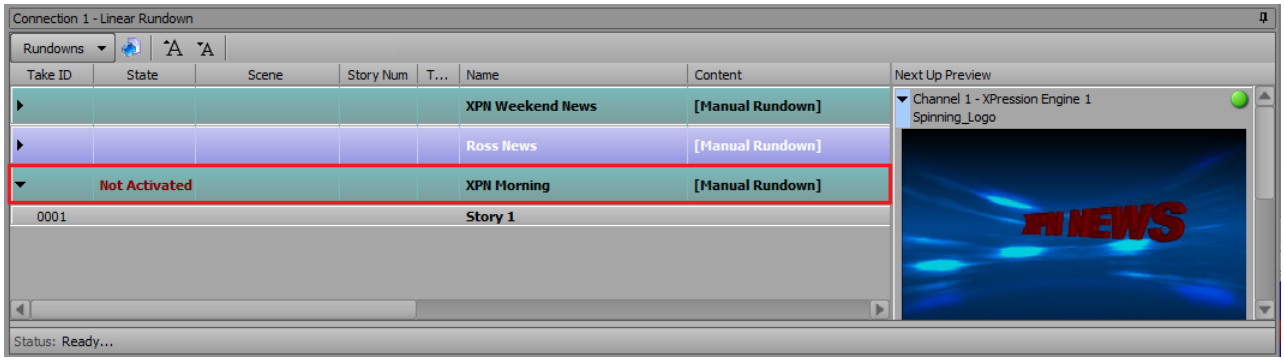
   The **Create Rundown** dialog closes and the rundown is added to the list.



Remote Sequencer - New Rundown

5. Select the new rundown and then select **Open Rundown**.

   The rundown opens in the **Linear Rundown** window and in the **Channel** columns.



Remote Sequencer - Linear Rundown

6. Select an item from the **Scene Manager** or **Clip Browser** and drag and drop the item into the linear rundown list or a channel.

   Repeat for as many items as necessary.

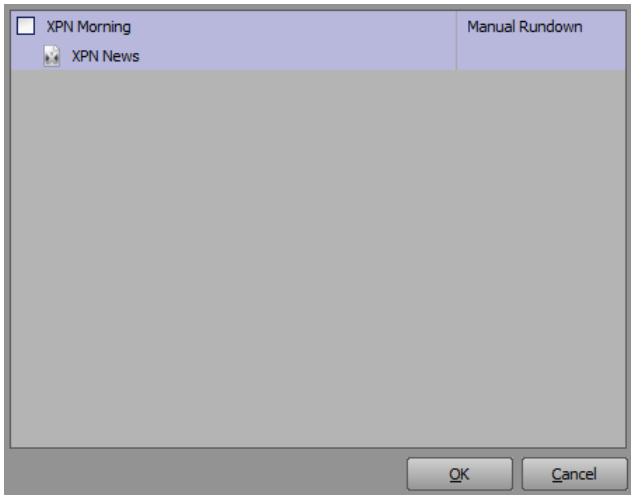
   The items are added to the rundown or channel.



Remote Sequencer - Linear Rundown - Items Added

7. Right-click on the rundown and select **Activate Rundown**.

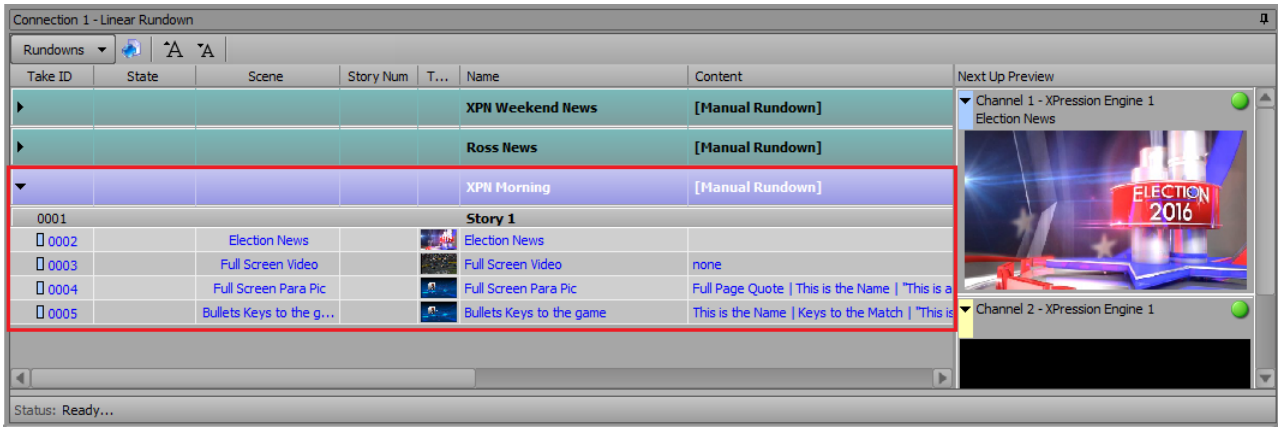
   The **Select Active Rundowns** dialog opens.



Remote Sequencer - Linear Rundown - Activate Rundown

8. Select the checkbox for the rundown to activate and select **OK**.

   The rundown is activated.



Remote Sequencer - Linear Rundown - Rundown Activated

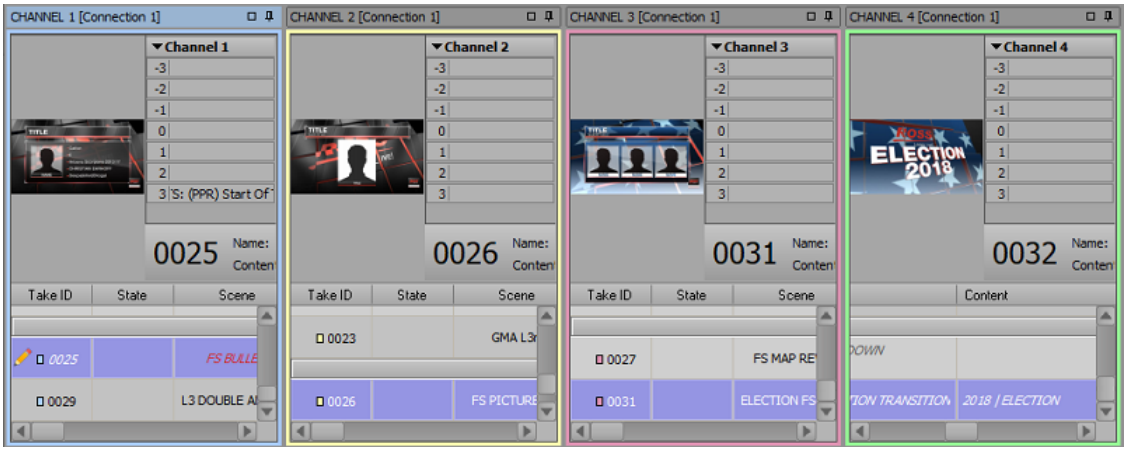
9. Select **Rundowns > Close Inactive Rundowns** to close inactive rundowns.

   Only active rundowns will remain visible in the list.

Channels

The **Remote Sequencer** can have up to eight channels configured in the XPression Gateway. Channels are distinguished by number and color. Each channel lists all items that have been assigned to the respective channel.

★If you have configured a Lucid Studio Engine in Lucid Studio Integration and added it to a channel group, a custom Lucid channel window will appear in the **Remote Sequencer**, after the other channel windows. Lucid items in the project will only appear in this custom channel window.



Remote Sequencer - Channels

The following topics are discussed in this section:

Channel User Interface

Shortcut Menu

Channel User Interface

Take items in the **Channel** windows are displayed in black and blue text:

- Black items are from the NRCS and can not be deleted in a **Channel** list.
- Blue items are added locally and can be deleted in a **Channel** list.

Local items can be dragged and dropped into rundowns, including MOS rundowns. However, MOS items can not be dragged and dropped into other places in rundowns because their order is determined by the MOS rundown. Items within the **Channel** list can be rearranged by dragging and dropping within the **Channel** list.

★When editing existing items, no further MOS updates for that item will be applied unless the local changes are reverted by right-clicking on the item and selecting **Revert changes to MOS item** from the shortcut menu.

Local modifications can be purged by configuring the purge settings in the **Settings** section of the Remote Sequencer panel in the Gateway Settings.

★If you have configured a Lucid Studio Engine in Lucid Studio Integration and added it to a channel group, a custom Lucid channel window will appear in the **Remote Sequencer**, after the other channel windows. Lucid items in the project will only appear in this custom channel window.

The **Channel** window contains a preview thumbnail of the selected scene in the top-left corner as well as the following:

Channel	displays the channel number and lists the layers, take ID, scene name, and the text object content for the selected scene.
Take ID	use this column to select or enter an identification number for a take item.
State (read-only)	displays the current playout state of a take item.
Scene (read-only)	displays the scene or scene group name of a take item. When using clips, it will list whether the item is a clip or a still. When a clip is played, it displays a progress bar and a timer that counts down the time remaining in the clip (XPression Clips Option only).
Thumbnail (read-only)	displays a thumbnail of the scene.
Story Num (read-only)	displays the MOS story number column from the NRCS.
Name (read-only)	displays the name for a take item.
Content (read-only)	displays text object content provided to a take item. Content values for a take item are set in the Template Data tab of the Take Item Inspector window.
Virtual Channel	displays the channel number assigned to the take item. Click inside the column to open a list of the virtual channels and select a channel to assign the take item to that channel.
Layer	use this column to select or enter the output framebuffer layer to place a take item.
In Point (read-only)	lists the drop frame timecode starting point for the clip.
Out Point (read-only)	lists the drop frame timecode ending point for the clip.
Duration (read-only)	displays the time duration of a take item.
Description (read-only)	displays the number of entries in a particular scene group.

Right-clicking on the column headers and selecting **Columns** allows the selection of specific columns for the list to be hidden or displayed. The columns can also be reordered by dragging individual columns to another location.

Selecting **Reset To Default** will reset the list to the default layout.

Shortcut Menu

Right-click on a take item to access the following shortcut menu:

Cue	cues the selected take item.
Take Offline	takes the selected take item off-line.
Focus in Linear Sequence	sets the focus in the linear rundown on the selected item in the channel window.
Revert changes to MOS Item	reverts a MOS take item to its original settings if changes have been made.
Layer > Default For Channel	uses the take item on the default layer for the channel.
Layer > Default For Template	uses the take item on the default layer of the template for the item.
Copy	copies the selected take item.
Paste	pastes a copied take item into another channel or the sequence list in the Linear Rundown window. Pasting a copied take item from

	one channel to another will place the take item on the channel in which it is pasted.
Delete Item	removes the selected take item from the channel. The associated scene or scene group is not deleted. Only manually edited take items can be deleted; NRCS take items can not be deleted.

Keyboard / GPI Mapping

Use keyboard and GPI mapping to assign many of the Remote Sequencer functions to keyboard shortcuts or GPI input triggers. Many of the existing default keyboard shortcuts can also be customized.

The following topics are discussed in this section:

Creating a Custom Keyboard Map

Assigning a Global Shortcut

Assigning a Local Shortcut

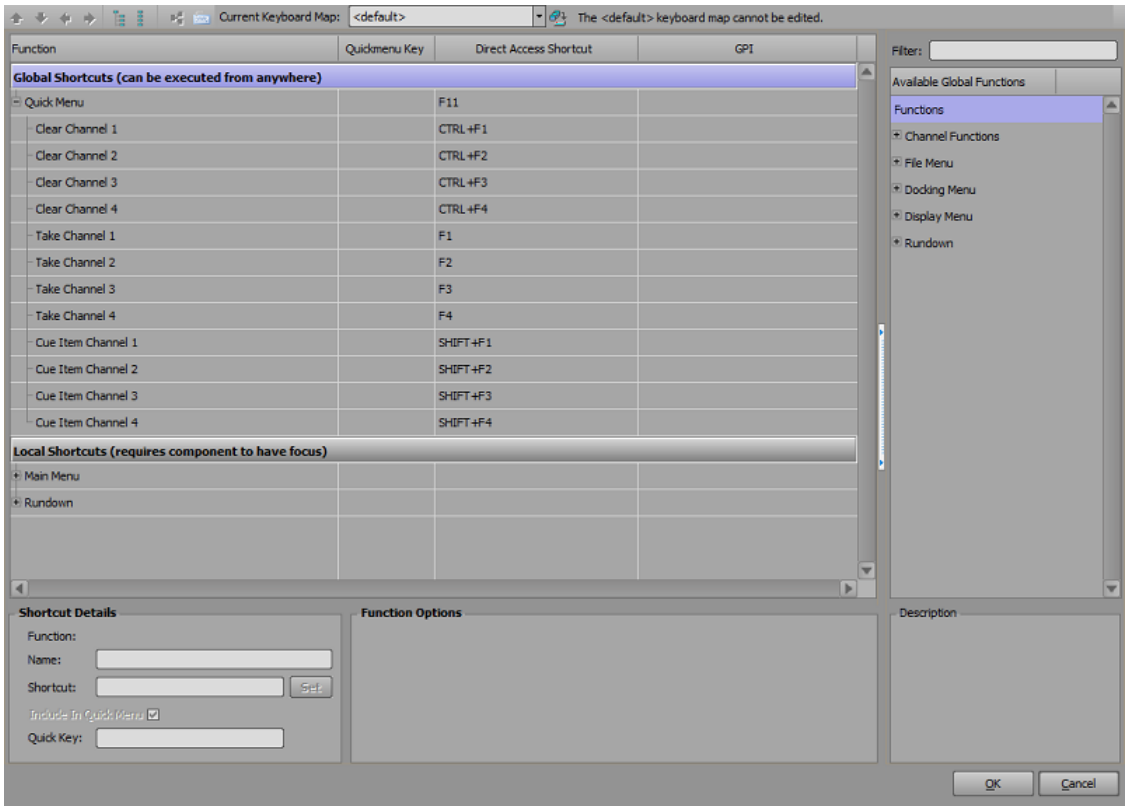
Creating a Custom Smart GPI / RossTalk Map

Creating a Custom Keyboard Map

To create a custom keyboard map:

1. In the XPression Remote Sequencer, select **File > Keyboard / GPI Mapping**.

   The **Keyboard / GPI Mapping** window opens.



   Remote Sequencer - Keyboard / GPI Mapping

2. Select the **Save Keyboard Mapping** () button to create a new custom keyboard mapping.

   The default keyboard map cannot be edited.

   The **Save Keyboard Mapping** dialog opens.



   Remote Sequencer - Keyboard /GPI Mapping - Save Keyboard Mapping

3. In the **Save Keyboard Mapping** dialog, enter a name for the new custom keyboard mapping and select **OK**.

   The added custom keyboard mapping appears in the **Current Keyboard Map** list and is saved as a **.kbd** file.

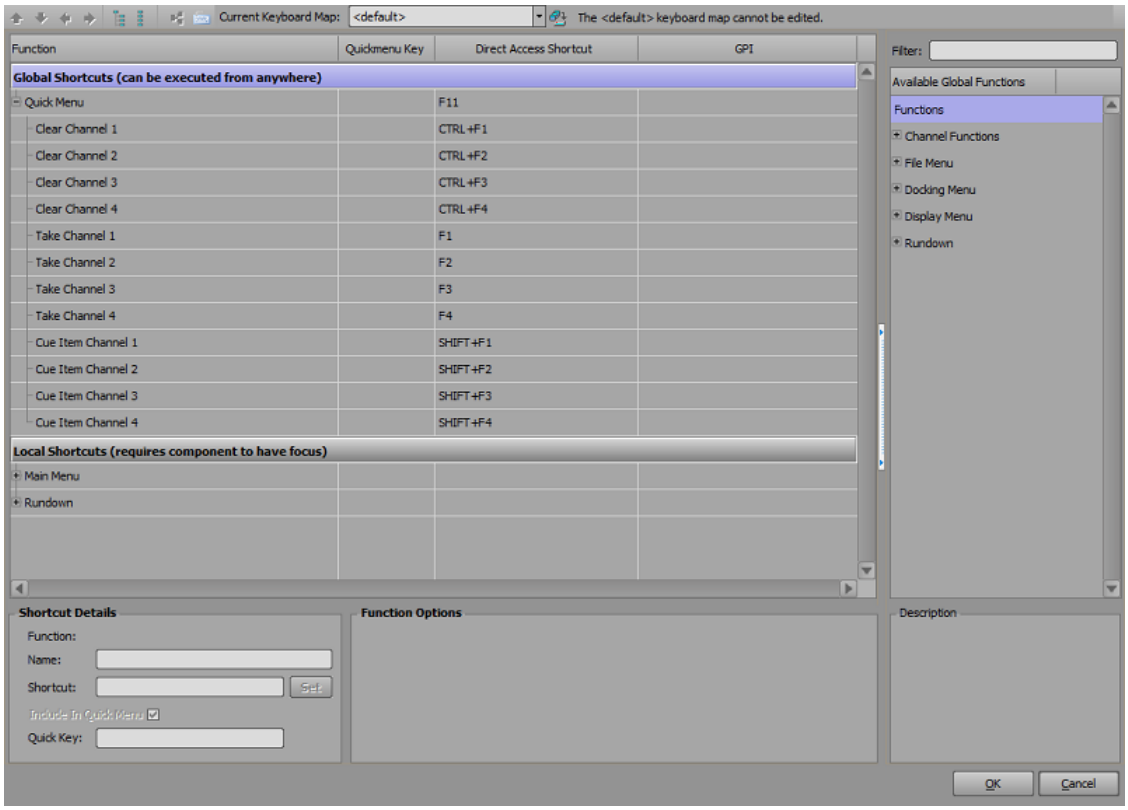
Assigning a Global Shortcut

Global Shortcuts represent functions that can be assigned to keyboard hotkeys that are active at any time while the XPression Remote Sequencer is running.

To assign a global shortcut:

1. In the XPression Remote Sequencer, select **File > Keyboard / GPI Mapping**.

   The **Keyboard / GPI Mapping** window opens.



   Remote Sequencer - Keyboard / GPI Mapping

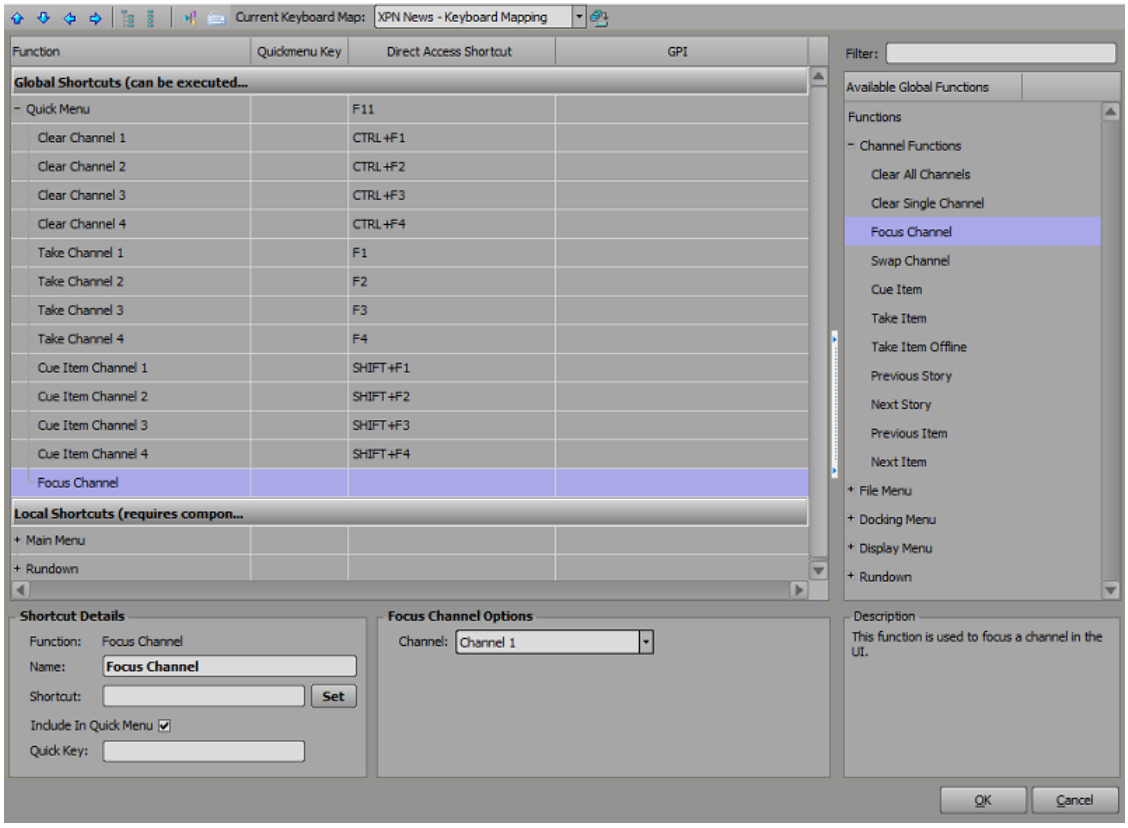
2. From the **Current Keyboard Map** drop-down, select a keyboard map or create a custom keyboard map.

3. From the **Available Global Functions** list, drag and drop a **Group** function or click the **Add Group** ( ) button in the toolbar to create a group branch in the **Global Shortcuts** table.

4. From the **Available Global Functions** list, select a function and drag and drop it into the desired spot in the **Global Shortcuts** table to add the function.

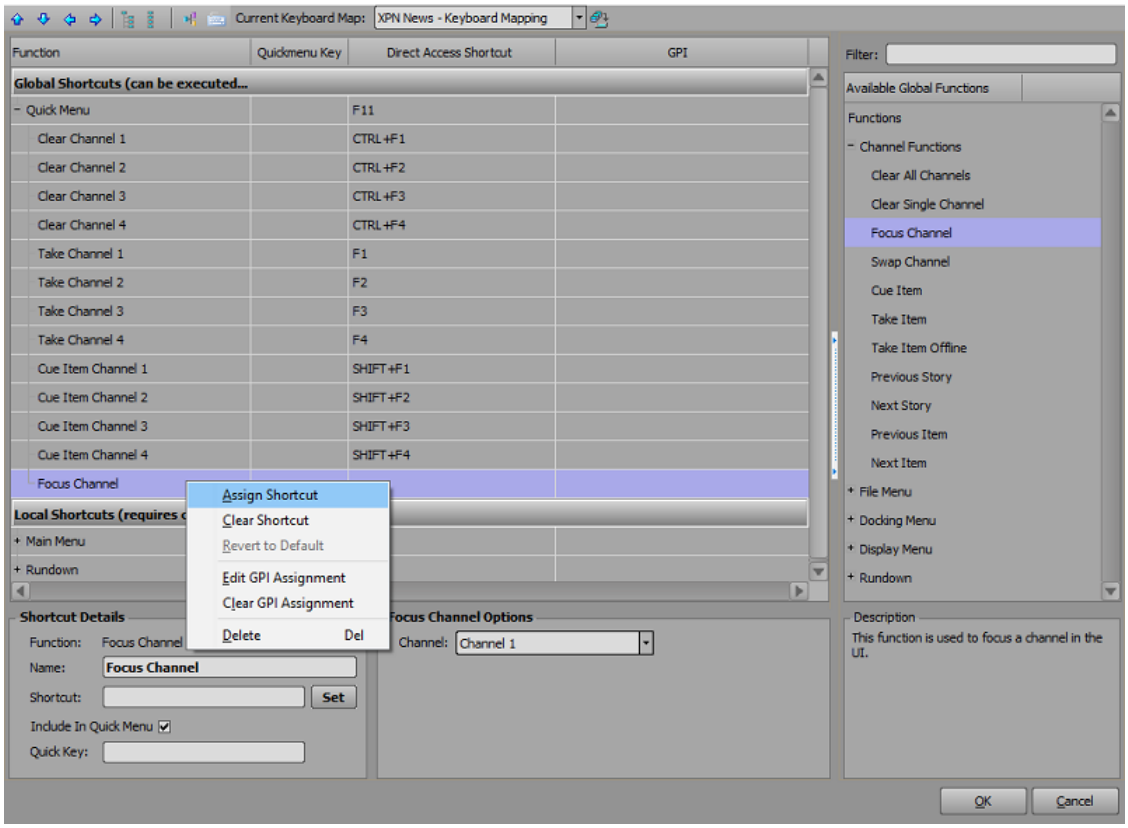
   OR

   Enter a function in the **Filter** field to search the **Available Global Functions** list for a specific function.



Remote Sequencer - Keyboard / GPI Mapping - Drag and Drop

5. In the **Global Shortcuts** table, right-click on the function you added and select **Assign Shortcut** to assign a custom keyboard control to the selected function.



Remote Sequencer - Keyboard / GPI Mapping - Assign Shortcut

6. In the **Shortcut Details** section, do the following:

   - In the **Name** field, edit the name of the selected item if necessary.
   - Select the **Set** button beside the **Shortcut** field and enter a keyboard shortcut to assign to the selected item by entering the command on the keyboard.

     The assigned keyboard shortcut appears in the **Shortcut** field and in the row for the selected item in the **Direct Access Shortcut** column in the **Global Shortcuts** table.

     If the assigned keyboard shortcut is already in use by another item, a warning icon (⚠) will appear next to the command in the **Direct Access Shortcut** column and also next to the command which is already using the shortcut.
   - Select the **Include In Quick Menu** checkbox to include the keyboard shortcut in a **Quick Menu**.

     Quick Menus are shortcut menus that appear when a **Quick Key** for a global shortcut is entered. The keyboard shortcuts available for the selected global shortcut are listed in the **Quick Menu** that appears. This feature only applies to **Global Shortcut** branches that contain child nodes.
   - In the **Quick Key** field, enter a letter or number as the **Quick Menu** command.

7. In the **Channel Options** section located to the right of the **Shortcut Details** section, configure the shortcut options (if options are available) of various functions:

Clear Single Channel Options	Framebuffer — use the list to select a framebuffer for clearing the channel.
Cue Item Options	Select Current Sequence Item to apply the shortcut to the current focused item in a sequencer, or select Take ID and enter or select a Take ID number in the field to apply the shortcut to a specific Take ID. Channel — use the list to assign a channel if using current sequence item. Move Sequencer Focus to Item — check this box to the set sequencer focus to the selected Take ID.
Focus Channel Options	Channel — use the list to assign the linear sequence or a channel to set the focus.
Next Item Options	Channel — use the list to assign the linear sequence or a channel to the next item.
Next Story Options	Channel — use the list to assign a channel to the next story.
Previous Item Options	Channel — use the list to assign the linear sequence or a channel to the previous item.
Previous Story Options	Channel — use the list to assign a channel to the previous story.
Swap Channel Options	Channel — use the list to assign a channel to swap.
Take Offline Options	Select Current Sequence Item to apply the shortcut to the current item in a sequence, or select Take ID and enter or select a Take ID number in the field to apply the shortcut to a specific Take ID, or select Entire Framebuffer to take all layers off of a framebuffer and use the list to select the framebuffer.
Take Options	Select Current Sequence Item to apply the shortcut to the current item in a sequence, or select Take ID and enter or select a Take ID number in the field to apply the shortcut to a specific Take ID. Channel — use the list to assign a channel if using current sequence item. Move Sequencer Focus to Item — select this box to the set sequencer focus to the selected Take ID. Advance Sequence After Take — check this box to advance to the next Take Item in the sequence after the current or selected Take Item has finished playing.

8. Select **OK**.

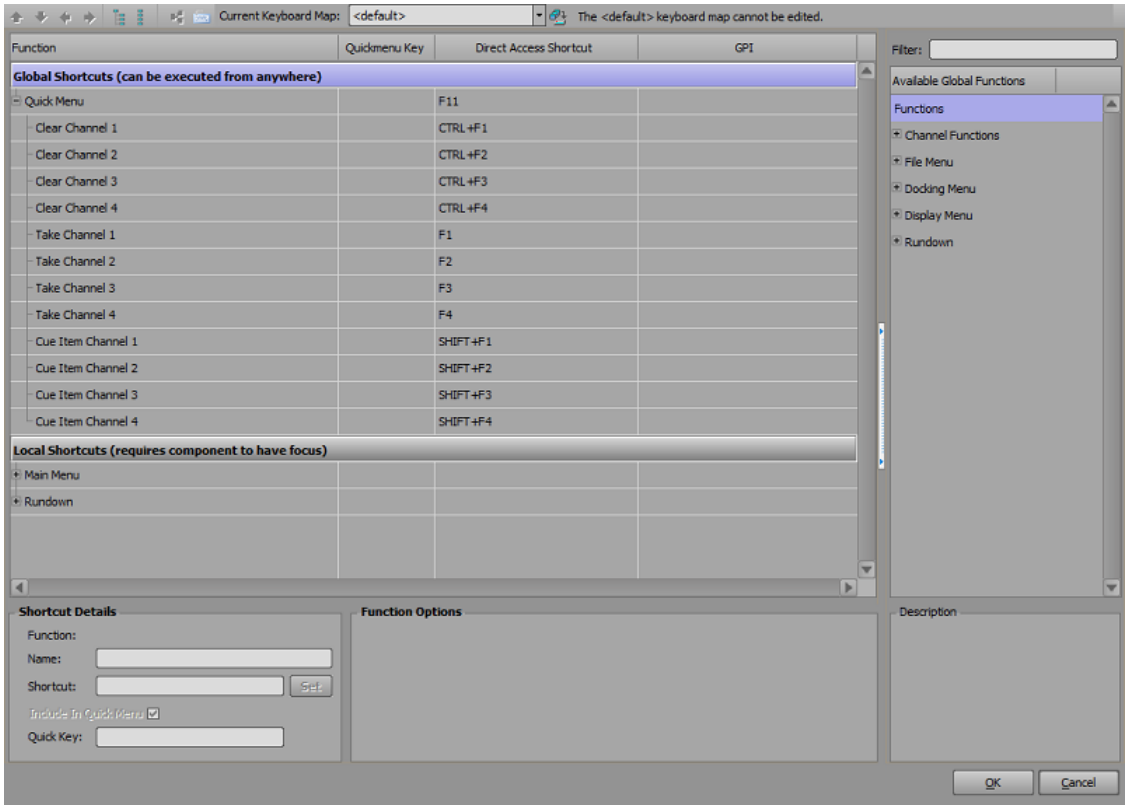
Assigning a Local Shortcut

Local shortcuts represent keyboard hotkeys that apply to one particular component of XPression Remote Sequencer, such as the File menu, and are only active when the particular component of XPression Remote Sequencer has keyboard/mouse focus.

To assign a local shortcut:

1. In the XPression Remote Sequencer, select **File > Keyboard / GPI Mapping**.

   The **Keyboard / GPI Mapping** window opens.



   Remote Sequencer - Keyboard / GPI Mapping

2. From the **Current Keyboard Map** drop-down, select a keyboard map or create a custom keyboard map.

3. In the **Local Shortcuts** table, expand the function tree, right-click a function that doesn't have a shortcut assigned and select **Assign Shortcut**.

4. In the **Shortcut Details** section, do the following:

   - In the **Name** field, edit the name of the selected item if necessary.
   - Select the **Set** button beside the **Shortcut** field and enter a keyboard shortcut to assign to the selected item by entering the command on the keyboard.

     The assigned keyboard shortcut appears in the **Shortcut** field and in the row for the selected function under the **Direct Access Shortcut** column in the **Local Shortcuts** table.

     If the assigned keyboard shortcut is already in use by another item, a warning icon (⚠) will appear next to the command in the **Direct Access Shortcut** column and also next to the command which is already using the shortcut.

5. Select **OK**.

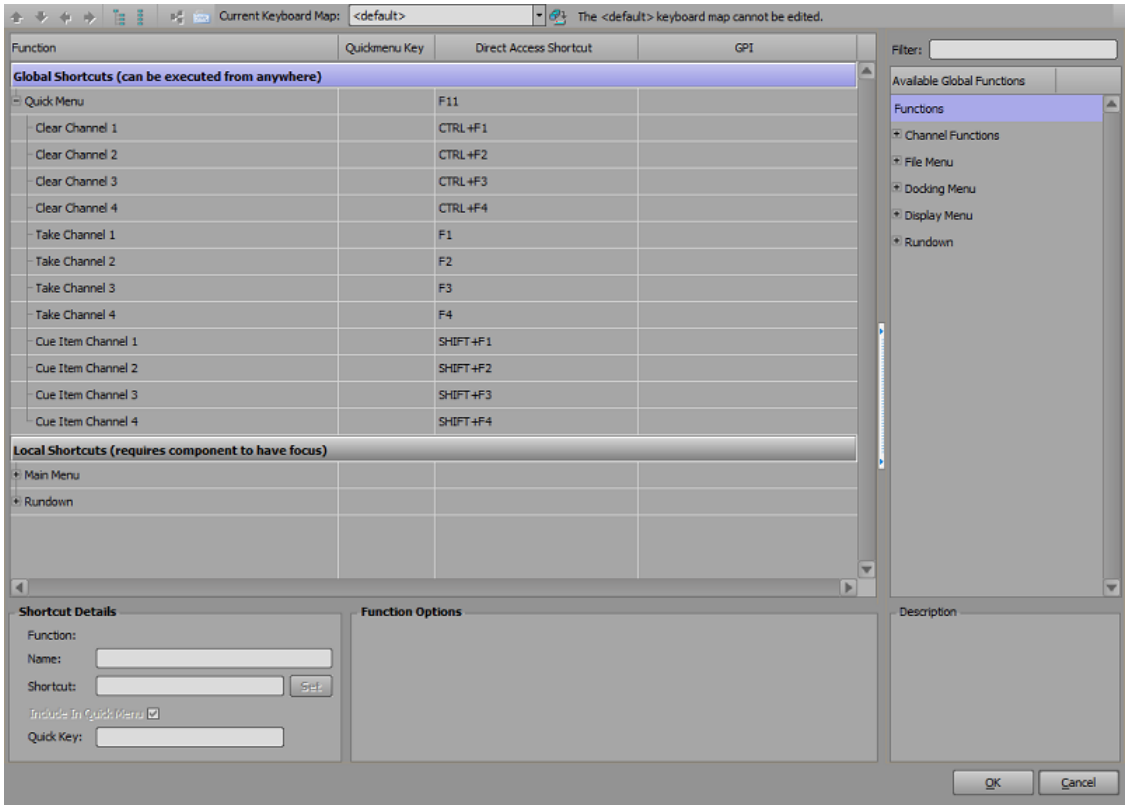
Creating a Custom Smart GPI / RossTalk Map

Use the Hardware Setup dialog box to configure a GPI board for XPression Remote Sequencer.

To create a custom Smart GPI / RossTalk map:

1. In the XPression Remote Sequencer, select **File > Keyboard / GPI Mapping**.

   The **Keyboard / GPI Mapping** window opens.



Remote Sequencer - Keyboard / GPI Mapping

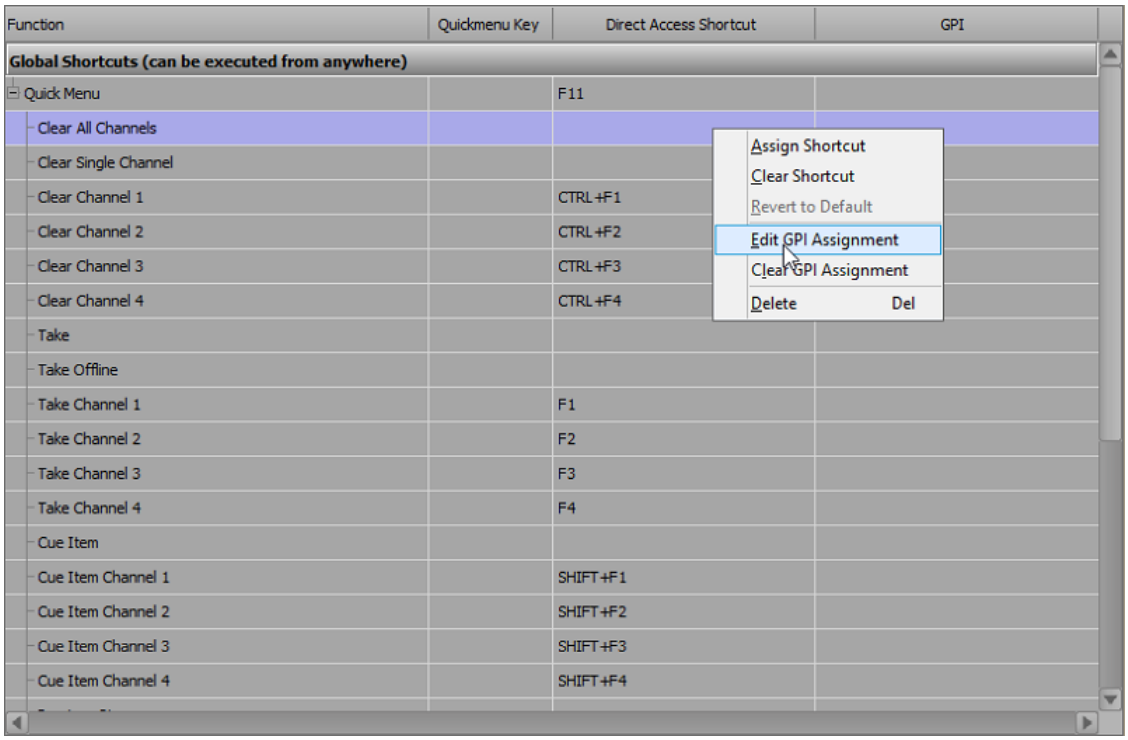
2. Create a custom keyboard mapping that includes global shortcuts.

   See Creating a Custom Keyboard Map.

3. In the **Global Shortcuts** tree, right-click on a global shortcut and select **Edit GPI Assignment**.

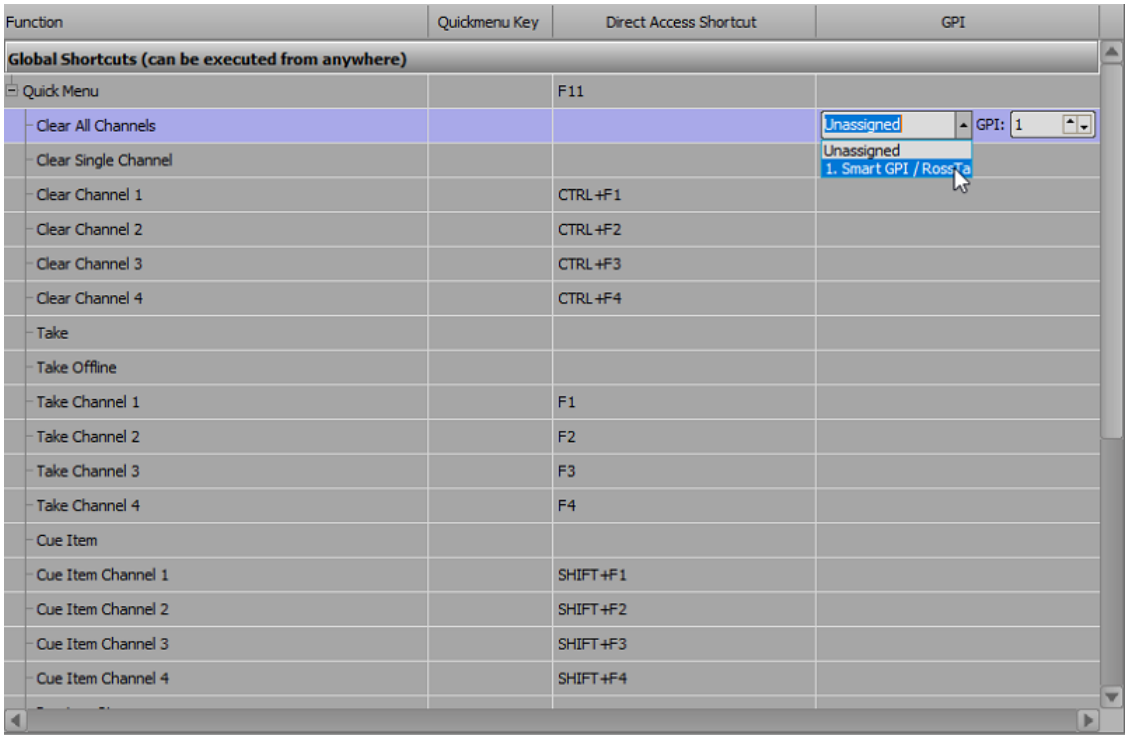
   A GPI assignment pairing is added in the **GPI** column.

   The same GPI trigger can be assigned to multiple global functions to execute them in order.



Remote Sequencer - Keyboard / GPI Mapping - Edit GPI Assignment

4. From the **Unassigned** drop-down, select a GPI board.



Remote Sequencer - Keyboard / GPI Mapping - Select GPI Board

5. In the **GPI** field, enter or select a GPI input to assign to the selected global shortcut.
6. If the assigned **GPI** input is already in use by another item, a warning icon (⚠) will appear next to the GPI details in the GPI column and also next to the command which is already using the shortcut.
7. Select **OK**.

★For more information on adding a Smart GPI/RossTalk board, refer to Configuring Smart GPI / RossTalk.

Scene Manager

Use the **Scene Manager** window to view all of the scenes and scene groups contained in a rundown.

If the **Scene Manager** window is not showing, select **Display > Scene Manager**.

Show — displays the show that is open in the **Scene Manager**.

Filter — use this field to search for scenes using words to filter for specific scene names.

Thumbnails — select this tab to view the scenes as a list of thumbnails that display an image of the scenes.

List — select this tab to view the scenes as a list of scene names.

Use the toolbar to adjust the display of the **Scene Manager**:

 **Expand Categories**	expands all categories in the **Scene Manager**.
 **Collapse Categories**	collapses all categories in the **Scene Manager**.
 **Resize Thumbnails / Resize Items**	resizes the thumbnails or items (depending on the which display is selected). Use the scroll bar that opens to slide the bar right to increase the size or left to decrease the size.
 **Refresh Project**	refreshes the items in the **Scene Manager** when the **Remote Sequencer** provides notification that the project has been updated in the **Project Server**.

Show, Category, and Style Selection

Adding Scenes to the Linear Rundown

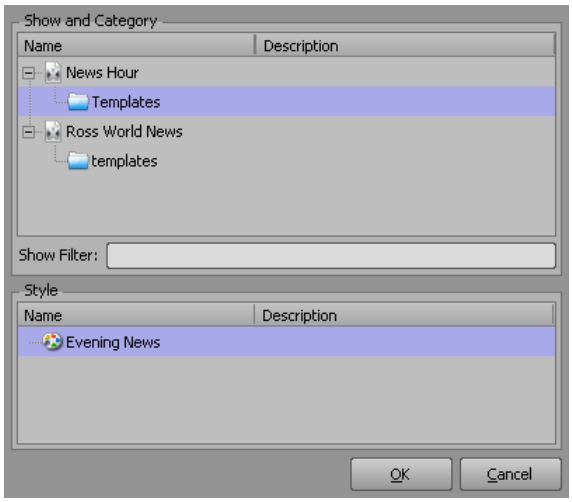
Show, Category, and Style Selection

Use the **Show, Category, and Style Selection** dialog to select a new show, category, or style to open in the Scene Manager.

To select a new show, category or style:

1. In the **Scene Manager**, select **Browse** (...).

   The **Show, Category, and Style Selection** dialog opens.



   Remote Sequencer - Scene Manager - Show Category Style Selection

2. Select a show and category from the **Show and Category** tree.
3. In the **Style** list, select a style, if one necessary.
4. Select **OK**.

   The **Show, Category and Style Selection** dialog closes and the graphics associated with the selected style are available for selection in the **Thumbnails / List**.

Adding Scenes to the Linear Rundown

Scenes can be added to the **Linear Rundown** from the **Scene Manager**.

To add a scene to the Linear Rundown:

1. Select a scene in the **Scene Manager**.
2. Drag and drop the scene onto the sequence in the **Linear Rundown** window.

   The scene is added to the **Linear Rundown** where it was dropped within the sequence.

Previews

There are two preview windows in the Remote Sequencer, the **Next Up Preview** window and the **Up Next Preview** window.

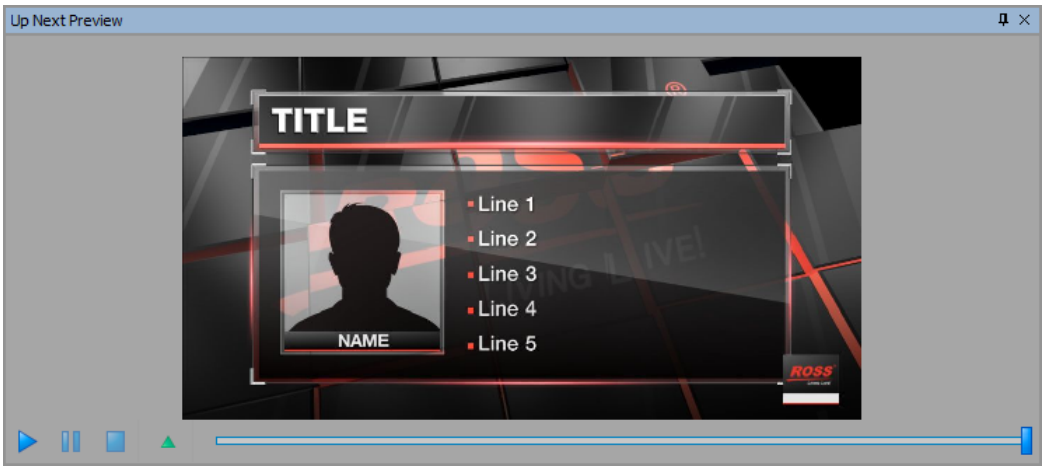
This section describes the purpose of these two previews.

Next Up Preview

Use the **Next Up Preview** to view the next scene in each channel in the rundown.

Up Next Preview

Use the **Up Next Preview** window to view the scene you're editing in the **Take Item Inspector**.

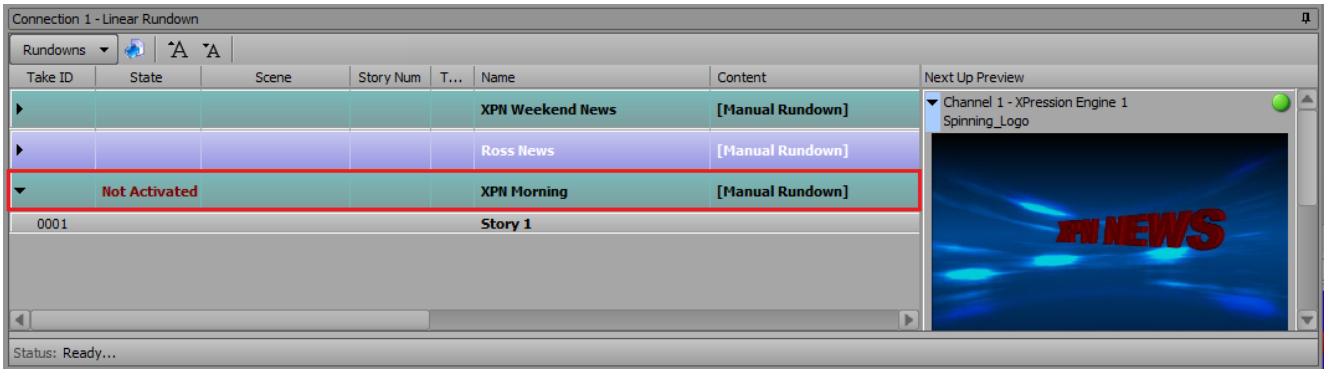


Remote Sequencer - Up Next Preview

Play Animation	plays a preview of the scene.
Pause Animation	pauses the preview of the scene when playing.
Stop Animation	stops the preview of the scene when playing.
Move to Preview Frame	moves the scroll bar to the preview frame of the scene.
Scroll Bar	select and hold the scroll bar and move it forward or backward along the timeline to view specific parts of the scene.

Linear Rundown

Use the **Linear Rundown** window to view and manage the scenes and scene groups to playout from a sequence, in the order from top to bottom. The sequence is populated by opening rundowns and by dragging scenes or scene groups from the **Scene Manager** or clips from the **Clip Browser** into the sequence list.



Remote Sequencer - Linear Rundown

Linear Rundown User Interface

Take items in the **Linear Rundown** window are displayed in black and blue text:

- Black items are from the NRCS and cannot be deleted in the Remote Sequencer Linear Rundown.
- Blue items are added locally and can be deleted in the Remote Sequencer Linear Rundown.

Local items can be dragged and dropped into rundowns, including MOS rundowns. However, MOS items can not be dragged and dropped into other places in rundowns because their order is determined by the MOS rundown.

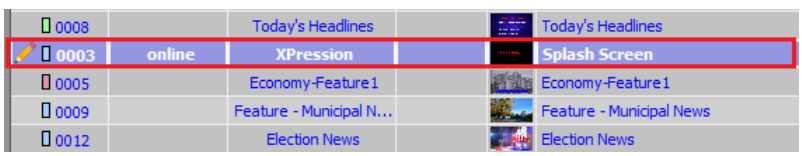
★When editing existing items, no further MOS updates for that item will be applied unless the local changes are reverted by right-clicking on the item and selecting **Revert changes to MOS item** from the shortcut menu.

Local modifications can be purged by configuring the purge settings in the **Settings** section of the Remote Sequencer panel in the Gateway Settings.

To change the Display Name of a take item:

1. Ensure the **Enable Edit** button (

) at the top of the Remote Sequencer interface is active.
2. In the **Rundown** (or in a **Channel** list), click in the **Name** field of the take item you want to rename.
3. Enter a new name for the take item.
4. Press **Enter**.



Remote Sequencer - Display Name Changed

When a display name has been changed, a pencil icon appears at the beginning of the row.

★Editing this field sets a local display-name override; it does not modify the underlying template or MOS data.

The **Linear Rundown** window contains the following interface items:

Take ID	use this column to select or enter an identification number for a take item.
State (read-only)	displays the current playout state of a take item.
Scene (read-only)	displays the scene or scene group name of a take item. When using clips, it will list whether the item is a clip or a still. When a clip is played, it displays a progress bar and a timer that counts down the time remaining in the clip (XPression Clips Option only).
Thumbnail (read-only)	displays a thumbnail of the scene.
Story Num (read-only)	displays the MOS story number column from the NRCS.
Name (read-only)	displays the name for a take item.
Content (read-only)	displays text object content provided to a take item. Content values for a take item are set in the Template Data tab of the Take Item Inspector window.
Virtual Channel	displays the channel number assigned to the take item. Click inside the column to open a list of the virtual channels and select a channel to assign the take item to that channel. When the display name has been changed, a pencil icon
Layer	use this column to select or enter the output framebuffer layer to place a take item.
In Point (read-only)	lists the drop frame timecode starting point for the clip.
Out Point (read-only)	lists the drop frame timecode ending point for the clip.
Duration (read-only)	displays the time duration of a take item.
Description (read-only)	displays the number of entries in a particular scene group.

Right-clicking on the column headers and selecting **Columns** allows the selection of specific columns for the list to be hidden or displayed. The columns can also be reordered by dragging individual columns to another location. Selecting **Reset To Default** will reset the list to the default layout.

★When the **Enable Edit** button 

in the toolbar at the top of the **Remote Sequencer** interface is enabled, it will enable framebuffer/layer changes in the linear rundown and template data modifications. The button is green when enabled and gray when disabled.

Next Up Preview (read-only) — displays a preview list of the upcoming scenes in the sequence list. Channel and take item info is displayed, as well as a preview thumbnail.

Shortcut Menu

Right-click on a take item to access the following shortcut menu:

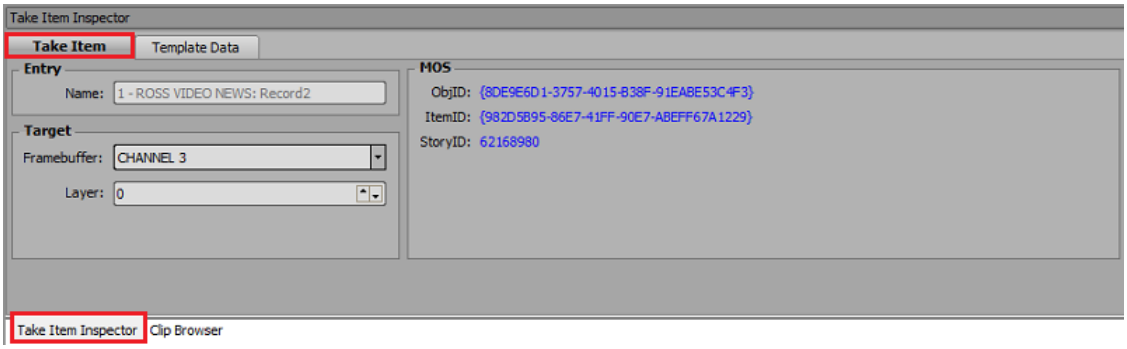
Cue	cues the selected take item(s).
Take Offline	takes the selected take item off-line.
Revert changes to MOS Item	reverts a MOS take item to its original settings if changes have been made.
Layer > Default For Channel	uses the take item on the default layer for the channel.
Layer > Default For Template	uses the take item on the default layer of the template for the item.
Renumber Take IDs	opens the **Renumber Take Items** dialog, where you can renumber the selected take item.
Add Story	adds a new story.
Copy	copies the selected take item.
Paste	pastes a copied take item into another area of the sequence or into a **Channel** window list. Pasting a copied take item into a different channel than to which it is set will place the take item on the channel in which it is pasted.
Deactivate Rundown	opens the **Select Active Rundowns** dialog, where you can deselect the active rundown.
Delete Item	removes the selected take item from the sequence list. The associated scene or scene group is not deleted.

Take Item Inspector

Use the **Take Item Inspector** window to view and set properties for the take item selected in the **Linear Rundown** window.

Take Item Tab

Use this tab to set the properties for a take item. Edits to take items are live/dynamic.



Remote Sequencer - Take Item Inspector - Take Item Tab

Entry

Use this section to enter or change the name of the take item.

Name (read-only) — displays the name of the selected take item.

Target

Use this section to configure the playout settings for the take item.

Framebuffer — use the Framebuffer list to select the default channel used to playout the take item.

Layer — use this list to select the layer of the output framebuffer on which to playout the take item.

MOS

This section lists the MOS details of the take item.

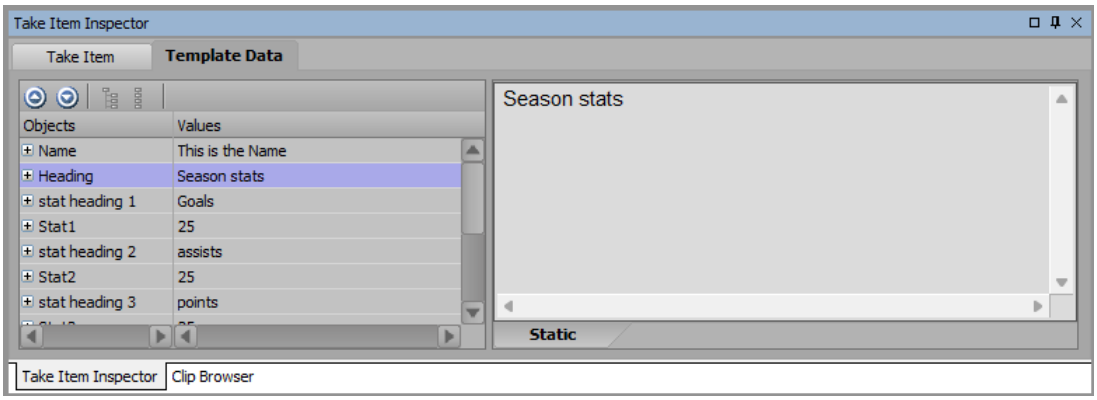
ObjID (read-only) — displays the **Object ID**.

ItemID (read-only) — displays the **Item ID**.

StoryID (read-only) — displays the **Story ID**.

Template Data Tab

Use this tab to edit published fields.



Remote Sequencer - Take Item Inspector - Template Data Tab

★Selecting a published object in the **Up Next Preview** window will highlight/select that published object in the **Template Data** tab list.

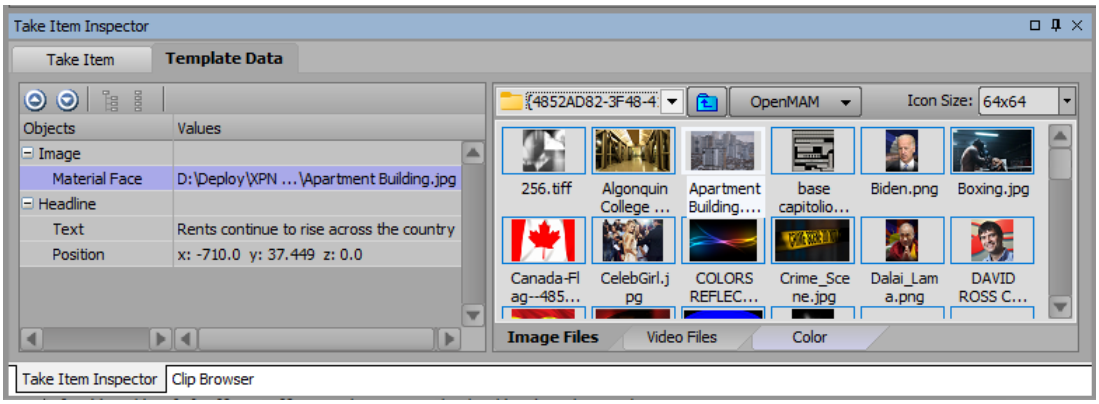
Object List

This table lists the template objects and attributes, and their values.

Select Previous Object	selects the previous object.
Select Next Object	selects the next object.
Expand All Object Nodes	expands all objects.
Collapse All Object Nodes	collapses all objects.
Objects	lists the template objects. Expand the template objects to view the attributes.
Values	lists the value of the template data associated with the attribute.
Static	appears when the selected template contains text or user input controls. Use this tab to edit text or to select static text items from previously configured user input controls.

Image Files

This tab appears when the selected template contains an image.



To select a new image:

1. In the rundown, select the template you want to edit.
2. In the **Template Data** tab, in the template, select the image object.

   Alternatively, you can select the image object in the **Up Next Preview** window.
3. Then select the **Image Files** tab.
4. Double-click a folder to open it and select an image.

   OR

   Use the **File** drop-down or the folder icon (**)** to navigate to the location of an image.

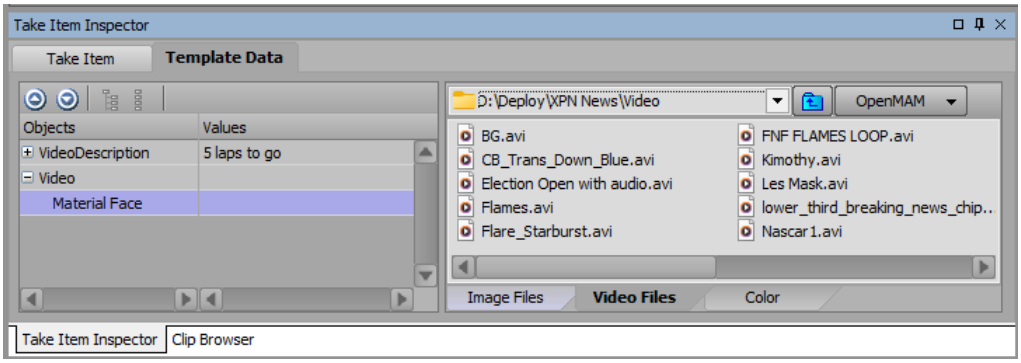
Browse — select this button to move up a location/folder level.

OpenMAM — select an OpenMAM server from the drop-down to browse images on that server.

Icon Size — use this list to select a display size for the image thumbnails in the list of image files.

Video Files

This tab appears when the selected template contains a video.



To select a new video:

1. In the rundown, select the template you want to edit.
2. In the **Template Data** tab, in the template, select the video object.

   Alternatively, you can select the video object in the **Up Next Preview** window.
3. Then select the **Video Files** tab.
4. Double-click a folder to open it and select a video file.

   OR

   Use the **File** drop-down or the folder icon (**)** to navigate to the location of a video.

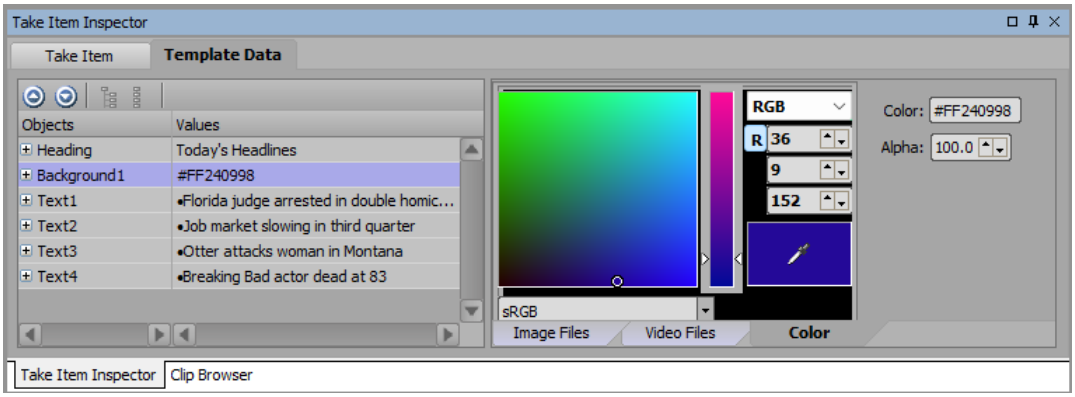
★If the object had originally been assigned a video file, the properties of that video will be applied to the newly assigned video.

Browse — select this button to move up a location/folder level.

OpenMAM — select an OpenMAM server from the drop-down to browse videos on that server.

Color

This tab appears when the selected template contains a material.



To select a different color:

1. In the rundown, select the template you want to edit.
2. In the **Template Data** tab, in the template, select the material object.

   Alternatively, you can select the material object in the **Up Next Preview** window.
3. Then select the **Color** tab.
4. In the **Color Picker**, click on a color to select it.

   OR

   Select either **RGB** or **HSL** from the drop-down and then enter the values in the **RGB** or **HSL** fields.

   OR

   Enter the hexadecimal number of a color in the **Color** field.

   The material in the template changes to the selected color.
5. In the **Alpha** field, enter a value for the percentage of opacity of the color.

Object Properties

When an object is expanded in the **Object List**, specific properties applicable to the selected object are available for editing, such as position, scale, etc.

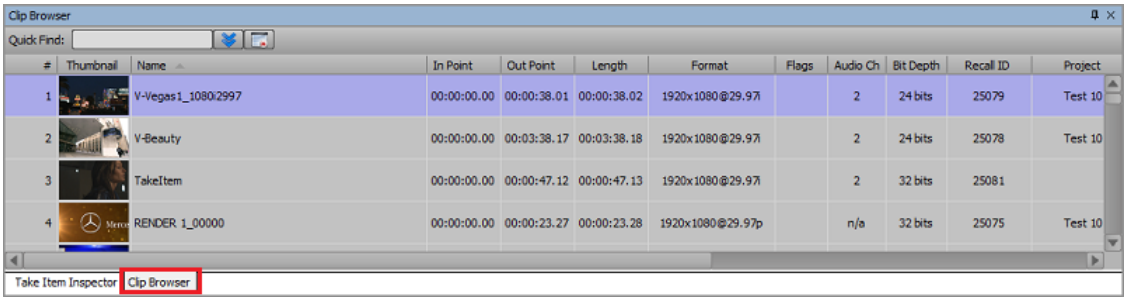
- To revert an object property to its default value, right-click the property and select **Revert To Template Value**.
- To revert all of an object's properties to their default values, right-click the object and select **Revert Object's Template Values**.
- Press **Ctrl** and click to select multiple objects or properties to be reverted to the default values.

Text	Select the text in the edit field and enter the new text.
Position	Configure the following settings to adjust the position of the object: **X** — enter or select the **X** coordinate for the object location. **Y** — enter or select the **Y** coordinate for the object location. **Z** — enter or select the **Z** coordinate for the object location.
Rotation	Configure the following settings to adjust the rotation of the object: **X** — enter or select the degrees to rotate an object around the **X** axis. **Y** — enter or select the degrees to rotate an object around the **Y** axis. **Z** — enter or select the degrees to rotate an object around the **Z** axis.
Scale	Configure the following settings to adjust the rotation of the object: **X** — enter or select the scale factor to apply to an object along the **X** (horizontal) axis. **Y** — enter or select the scale factor to apply to an object along the **Y** (vertical) axis. **Z** — enter or select the scale factor to apply to an object along the **Z** (depth) axis.
XYZ	Select this option to equally adjust the **Y** and **Z** scale factors when changing the **X** scale factor. Changing the **Y** or **Z** scale factor does not adjust the **X** scale factor.
XY	Select this option to equally adjust the **Y** scale factor when changing the **X** scale factor. Changing the **Y** scale factor does not adjust the **X** scale factor.
XZ	Select this option to equally adjust the **Z** scale factor when changing the **X** scale factor. Changing the **Z** scale factor does not adjust the **X** scale factor.
None	Select this option to independently change scale factors.
Pivot	Configure the following settings to adjust the pivot point of the object: **X** — enter or select the **X** coordinate for the object pivot point. **Y** — enter or select the **Y** coordinate for the object pivot point. **Z** — enter or select the **Z** coordinate for the object pivot point.
Visibility	Select this check box to make the object visible in the scene. It is selected by default.
Texture Position	Configure the following settings to adjust the position of the texture applied to the object: **X** — enter or select the **X** coordinate for the texture location. **Y** — enter or select the **Y** coordinate for the texture location.

Texture Scale	Configure the following settings to adjust the scale of the texture applied to the object: **X** — enter or select the scale factor to apply to the texture along the **X** (horizontal) axis. **Y** — enter or select the scale factor to apply to the texture along the **Y** (vertical) axis.

Clip Browser

Select **Display > Clip Browser** to open the **Clip Browser** if it is not already open. Use the **Clip Browser** to drag and drop clips into sequences in the **Linear Rundown** window or onto channels as take items.



Remote Sequencer - Clip Browser

Clip Browser User Interface

The **Clip Browser** contains a toolbar for searching clips and a list of clips available to use as take items.

Clip Browser Toolbar

Use the toolbar for searching clips.

Quick Find — enter keywords to search for clips listed in the Clip Browser.

 **Show/Hide** advanced search options — select to show or hide the Advanced Search Options in the Clip Browser.

 **Reset search filter** — select to clear the **Quick Find** field and any entries in the fields of the Advanced Search Options.

Advanced Search Options

Use the **Advanced Search Options** to enter specific criteria for locating a clip.

Name	enter the name of a clip to search.
Recall ID	enter a recall ID to search.
Source	enter a location to search for a clip.
Duration Min	enter a minimum duration time to search for a clip that is at least as long as the value.
Duration Max	enter a maximum duration time to search for a clip that is no longer than the value.
Project	from the drop-down, select a project in which to search for a clip.
Added Min	use the calendar to select clips that were added on or after the selected date.
Added Max	use the calendar to select clips that were added on or before the selected date.
Expires Min	use the calendar to select clips that expire on or after the selected date.
Expires Max	use the calendar to select clips which expire on or before the selected date.
Never Expires	select this checkbox to search for a clip with no expiry date set.
Audio Ch Min	enter or select the minimum number of embedded audio channels in the clip to find.
Audio Ch Max	enter or select the maximum number of embedded audio channels in the clip to find.
Never Expires	select this checkbox to search for a clip with no expiry date.
No Audio	select this checkbox to search for a clip with no embedded audio.
Show all sub clips	select this checkbox to display all sub clips of a clip in the **Clip Browser** list when performing an advanced search.

Clip List

Drag clips from the list and drop them into the sequence in the **Linear Rundown** section or to a specific channel for playout. Multiple clips can be selected and added to the **Linear Rundown**.

The **Clip Browser** contains mostly read-only information as follows:

# (read-only)	the list number in the **Clip Browser** list. A "**+**" indicates that the clip listing can be expanded to show associated sub clips.
Thumbnail	the thumbnail image of the clip or still. Thumbnails can be enlarged by clicking and dragging the right border of the thumbnail column title. Review a flip book playout of the clip by hovering the cursor over the thumbnail. The flip book is rendered over a checkerboard pattern so that the alpha channel is visible unless the clip is full frame. Still image thumbnails display an icon  indicating that they are still images and not clips.
Name (read-only)	the name of the clip.
In Point (read-only)	the drop frame timecode starting point for the clip.
Out Point (read-only)	the drop frame timecode ending point for the clip.
Length (read-only)	the drop frame timecode duration of the clip.
Format (read-only)	the formatting used for the clip.
Flags (read-only)	if using clips that have been transcoded by the XPression INcoder that include tags in the filename, this column lists the tags that have been parsed from the filename of the clip. The possible flags include: • LE — indicates that looping has been enabled. • HF — indicates that the clip will hold the last frame.
Audio Ch (read-only)	the number of audio channels embedded in the clip.
Bit Depth (read-only)	the quality of the signal quantization for the clip.
Recall ID (read-only)	the ID number for the clip when it is recalled.
Project (read-only)	the name of the project to which the clip has been added.
Added (read-only)	the date the clip was added to the project.
Expires (read-only)	the expiry date for the clip, if applicable.
Codec (read-only)	the codec format of the clip.
File Ext (read-only)	the file type of the clip.
File Size (read-only)	the file size of the clip.
Alpha	a thumbnail image of the clip with the alpha channel visible.
First Frame TC	the timecode for the first frame of the clip.
Ganged As	if the clip has been ganged with another clip, indicates whether it is used as the Key for the Fill.
Ganged Clip	the name of the ganged clip.

Controlling Sequence Playout

Multiple take item groups can be played out using the **XPression Remote Sequencer**. Items can be played out using the **Linear Rundown** or the **Channel** windows.

★The take items of the take item groups opened in the **Remote Sequencer** are numbered according to their order in the **Remote Sequencer** and not the Sequencer tab in XPression.

To control sequence playout using the linear rundown:

1. Open a **Connection Group**.

   ★The take items of the take item groups opened in the Remote Sequencer are numbered according to their order in the Remote Sequencer and not the Sequencer in XPression.

2. In the **Linear Rundown** window, select the take item group that contains the take items to playout.
3. Double-click a take item to play out the selected take item.

   The selected take item plays out through the default output, and the **State** changes to **online** for take items or **Active** for take item groups.

   In the **Scene** column, clip take items will also display a playback progress bar with a counter showing the time remaining.

4. On the keyboard, press **Number Pad -** to stop the playout of an **online** take item or **Active** take item group.

To control sequence playout using channel windows:

1. Open a **Connection Group**.

   ★The take items of the take item groups opened in the Remote Sequencer are numbered according to their order in the Remote Sequencer and not the Sequencer in XPression.

2. In a **Channel** window, select the take item group that contains the take items to play out.
3. Double-click a take item to play out the selected take item.

   The selected take item plays out through the default output, and the **State** changes to **online** for take items or **Active** for take item groups. In the **Scene** column, clip take items will also display a playback progress bar with a counter showing the time remaining.

4. On the keyboard, press **Number Pad -** to stop the playout of an **online** take item or **Active** take item group.

Keyboard Control

The keyboard number pad can also be used to control the playout of a sequence in the **Linear Rundown** window.

The following keyboard shortcuts are available in the **Remote Sequencer**:

Cursor Up Arrow	selects the previous take item in the sequence.
Cursor Down Arrow	selects the next take item in the sequence.
Ctrl-Home	selects the first take item in the sequence.
Ctrl-End	selects the last take item in the sequence.
Number Pad +	plays out the selected take item and select the next take item in the sequence.
Number Pad -	takes a take item or Active take item group offline.
Number Pad Enter	plays out the selected take item. This shortcut requires the Fast Recall feature to be enabled.
Number Pad +/-	increases (+) or decreases (-) the speed of a roll/crawl while it is online.
Number Pad .	cues a take item in the sequence.

XPression Remote Sequencer (Legacy)

The XPression Remote Sequencer is used to control remote XPression engines and playout graphics and clips from a MOS rundown.

Before you start using the XPression Remote Sequencer, the remote sequencer needs to be setup. This section describes how to configure the remote sequencer preferences, reset the layout, configure connection points and groups, select rundowns, and control sequence playout.

The following topics are discussed in this section:

Configuring Smart GPI / RossTalk

Setting Preferences

Resetting the Layout

Adding a Remote Connection Point

Editing a Remote Connection Point

Deleting a Remote Connection Point

Selecting a Channel Group

Selecting Active Rundowns

Controlling Sequence Playout

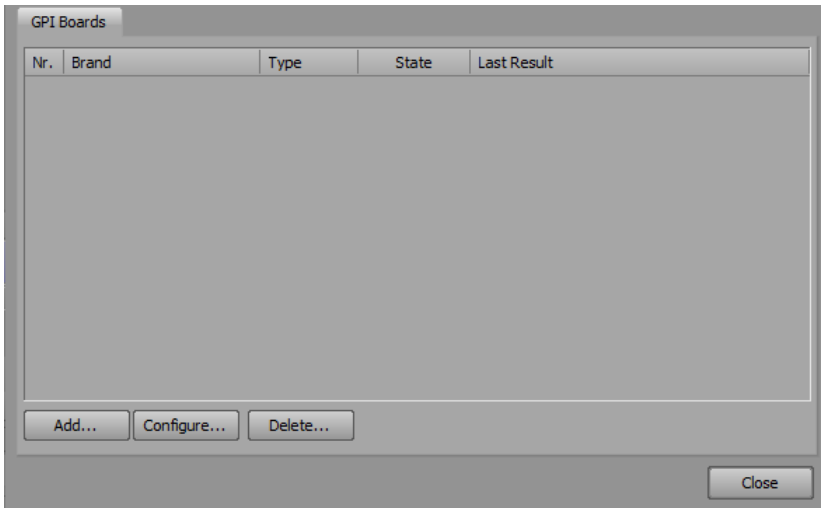
Configuring Smart GPI / RossTalk

Use the following procedure to configure the Smart GPI / RossTalk Settings for the XPression Remote Sequencer.

To configure Smart GPI / RossTalk:

1. In the XPression Remote Sequencer, select **File > Hardware Setup**.

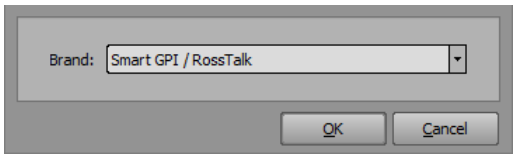
   The **Hardware Setup** window opens.



   Remote Sequencer (Legacy) - Hardware Setup

2. In the **GPI Boards** tab, select **Add**.

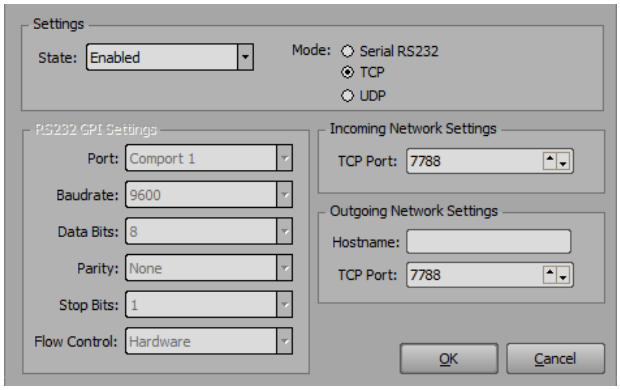
   The **Add New GPI Board** dialog opens.



   Remote Sequencer (Legacy) - Add New GPI Board

3. From the **Brand** drop-down, select the **Smart GPI / RossTalk** board.
4. Select **OK**.

   The **Smart GPI / RossTalk Setup** window opens.



   Remote Sequencer (Legacy) - Smart GPI / Ross Setup

5. In the **Settings** section, from the **State** drop-down, select **Enabled**.

   Select **Disabled** to turn off Smart GPI/RossTalk.

6. Select a **Mode** for Smart GPI/RossTalk:

   Serial RS232 — select to use RS232 to send Smart GPI/RossTalk signals to XPression Remote Sequencer.

   TCP — select to use TCP/IP to send Smart GPI/RossTalk signals to XPression Remote Sequencer.

   UDP — select to use UDP sockets to send Smart GPI/RossTalk signals to XPression Remote Sequencer.

7. Configure the selected GPI mode.
8. Select **OK**.
9. Select **Close**.

Serial RS232

1. In the **RS232 GPI Settings** panel, from the **Port** drop-down, select the **Communication** port that receives GPI signals.
2. From the **Baudrate** drop-down, select the communication speed for GPI signals.
3. From the **Data Bits** drop-down, select the number of bits used to represent one character of data for GPI signals.
4. From the **Parity** drop-down, select the method used to check for lost data in a GPI signal.
5. From the **Stop Bits** drop-down, select the number of bits used to indicate the end of a byte in a GPI signal.
6. From the **Flow Control** drop-down, select the data transmission rate controller for a GPI signal.

   ★When using Smart GPI/RossTalk, the flow control can be set to **Hardware** or **None**, but it must be set the same in both XPression and the transmitting device.

TCP

1. In the **Incoming Network Settings** section, in the **TCP Port** field, enter or select the communication port that receives GPI signals from an external source.
2. In the **Outgoing Network Settings** section, in the **Hostname** field, enter the host name of a remote device that is to receive RossTalk messages from the local XPression engine.
3. In the **TCP Port** field, enter or select the communication port that receives the signals.

UDP

- In the **Incoming Network Settings** box, in the **UDP Port** field, enter or select the communication port that receives GPI signals from an external source.

For more information on configuring and working with GPIs, refer to the *GPI White Paper* available from Ross Video.

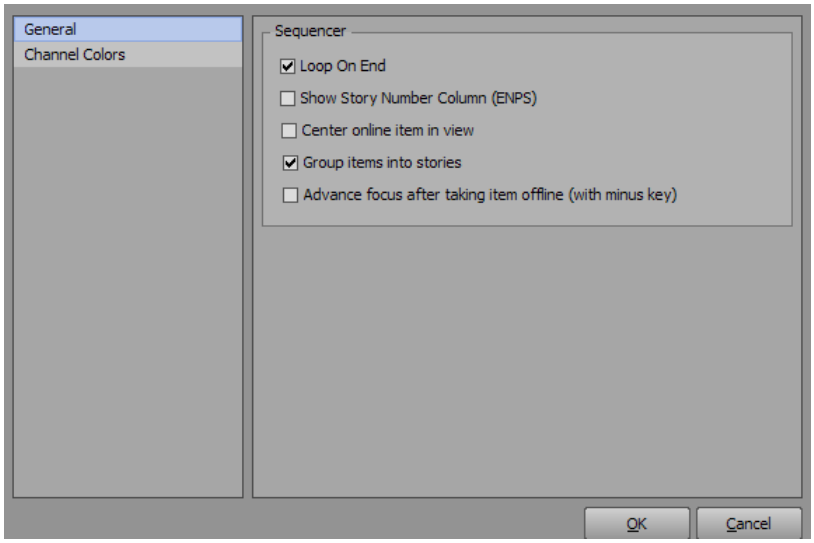
Setting Preferences

Use the following procedure to configure the **General** settings and **Channel Colors** for the XPression Remote Sequencer.

To access the Preference settings:

- In the **XPression Remote Sequencer**, select **File > Preferences**.

  The **Preferences** window opens on the **General** panel.



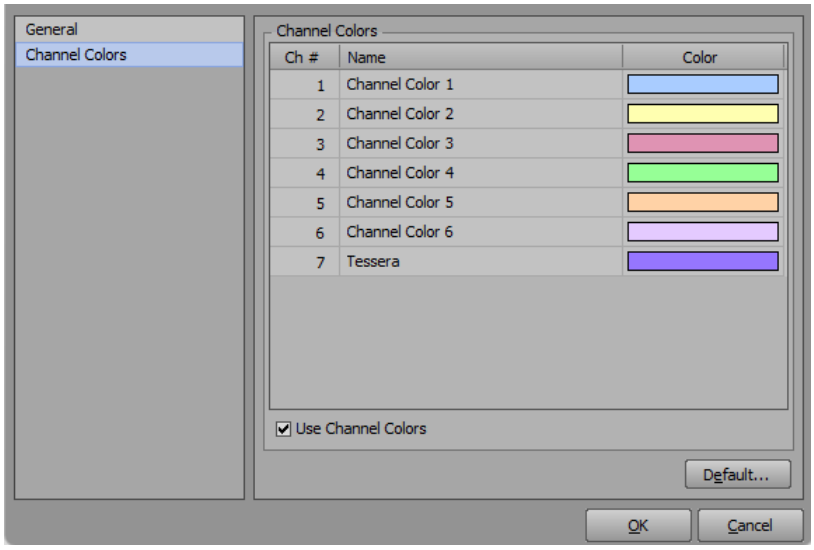
Remote Sequencer (Legacy) - Preferences - General Panel

To configure the General settings for the XPression Remote Sequencer:

1. In the **Sequencer** section, select the **Loop On End** checkbox to loop the cursor to the start of a rundown when it has reached the end.
2. Select the **Show Story Number Column (ENPS)** checkbox to add a column with the story number of the rundown (ENPS only).
3. Select the **Center online item in view** checkbox to center the online take item in the view of the rundown.
4. Select the **Group items into stories** checkbox to group items in the rundown into their individual stories.
5. Select the **Advance focus after taking item offline (with minus key)** to advance the focus to the next take item after taking a take item offline using the minus (**-**) key.

To configure the Channel Colors for the XPression Remote Sequencer:

1. Select the **Channel Colors** panel to configure channel colors for the XPression Remote Sequencer.



Remote Sequencer (Legacy) - Preferences - Channel Colors

2. In the **Channel Colors** section, select the **Use Channel Colors** checkbox to colorize **Next Up Preview** thumbnails, **Linear Rundown Take IDs**, **Virtual Channel** columns, and **Channel Take Item** lists.

   OR

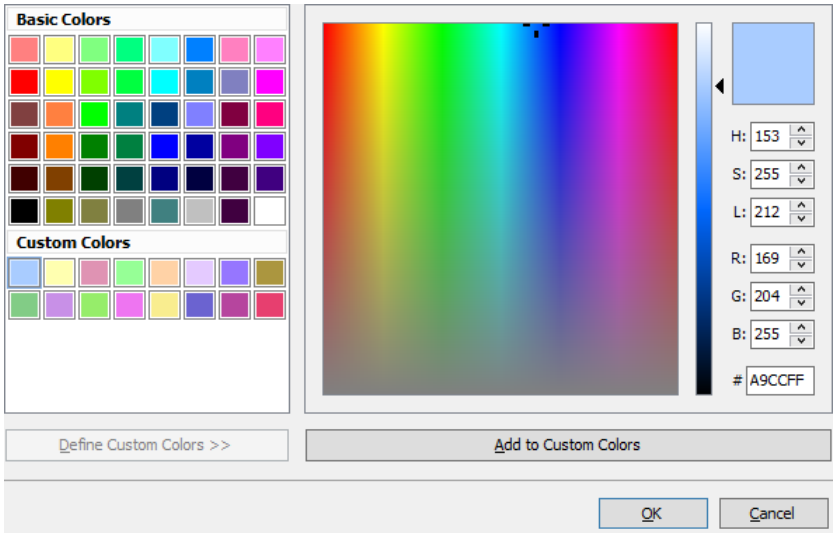
   Click inside the **Color** column of a **Ch #** to open the **Color Editor** to configure a color for the channel:



Remote Sequencer (Legacy) - Preferences - Color Editor

- Use the **Basic Colors** section to select a preexisting color from the list and select **OK**.
- Use the **Custom Colors** section to select a color from the list of custom-created colors.

- Select **Define Custom Colors** to open a color spectrum to configure a specific color:



Remote Sequencer (Legacy) - Preferences - Custom Colors

- Configure the color mode for the custom color as **HSL**, **RGB**, or using the **Hex Color** field.
- Once a custom color has been created, select **Add to Custom Colors** to add the color to the **Custom Colors** list and select **OK**.

3. Select **Default** to use the default channel colors.
4. Select **OK**.

   The **Preferences** window closes.

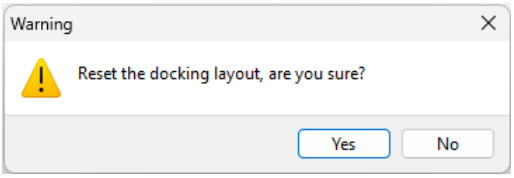
Resetting the Layout

In the XPression Remote Sequencer, you can reset the layout to the default layout if necessary.

To reset the layout:

1. From the **Docking** menu, select **Reset Layout**.

   A **Confirmation** dialog opens.



   Remote Sequencer (Legacy) - Resetting Docking Layout Confirmation

2. Select **Yes**.

   The **Confirmation** dialog closes and the XPression Remote Sequencer layout is reset.

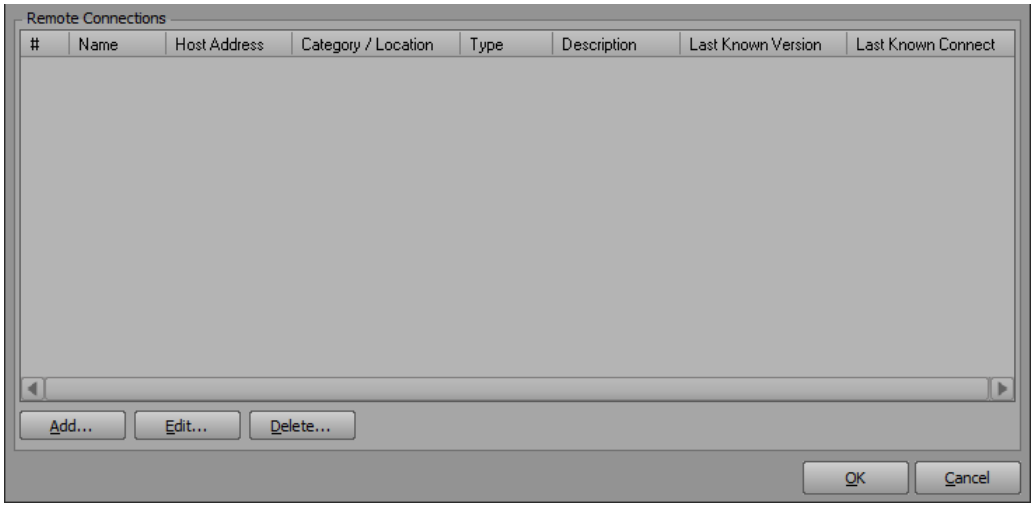
Adding a Remote Connection Point

A connection point is a link between the XPression Remote Sequencer and the XPression Gateway. Use the following procedure to add a connection point between the XPression Remote Sequencer and an XPression Gateway.

To add a remote connection point:

1. In the XPression Remote Sequencer, select **File > Connection Points**.

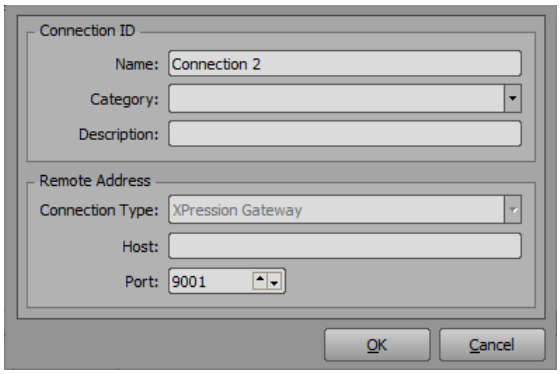
   The **Remote Connection Points** window opens.



   Remote Sequencer (Legacy) - Remote Connection Points

2. Select the **Add** button to add a remote connection point.

   The **Remote Connection Point** window opens.



   Remote Sequencer (Legacy) - Add Remote Connection Point

3. In the **Connection ID** section, in the **Name** field enter a name for the connection.
4. From the Category drop-down, select or enter a category or location to identify the connection point. For example Site 1, Site 2, etc.
5. In the **Description** field, enter a descriptor for the connection.

   In the **Remote Address** section, the Connection Type field is automatically populated with the XPression Gateway.

6. In the **Host** field, enter the remote host IP address.

7. In the **Port** field, enter or select the port number set in the Remote Sequencer configuration area of the XPression Gateway settings.
8. Select **OK**.

   The **Remote Connection Point** window closes and the new connection point appears in the **Remote Connections** list in the **Remote Connection Points** window.
9. Select **OK**.

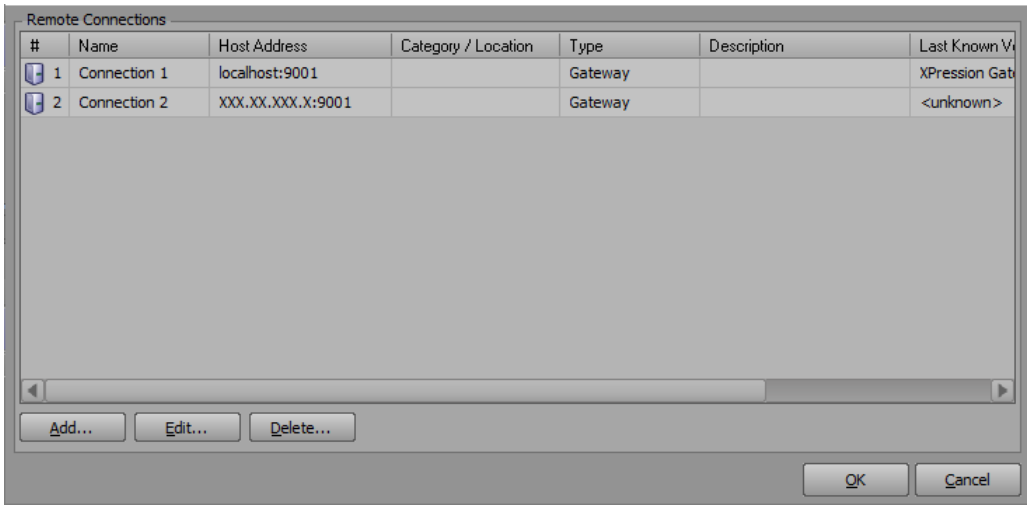
   The **Remote Connection Points** window closes.

Editing a Remote Connection Point

Use the following procedure to edit a connection point between the XPression Remote Sequencer and an XPression Gateway.

1. In the **XPression Remote Sequencer**, select **File > Connection Points**.

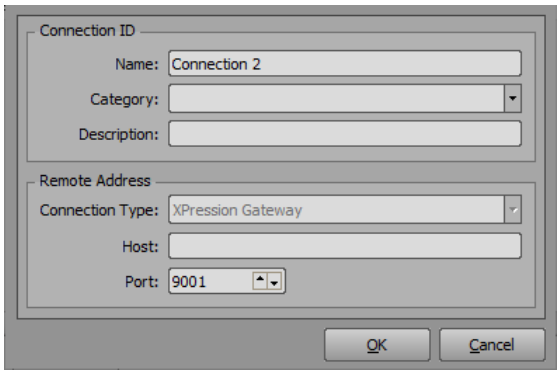
   The **Remote Connection Points** window opens.



Remote Sequencer (Legacy) - Remote Connection Points Populated

2. In the **Remote Connections Points** window, from the **Remote Connections** list, select a remote connection point.
3. Select the **Edit** button.

   The **Remote Connection Point** window opens.



Remote Sequencer - Edit Remote Connection Point

4. In the **Remote Connection Point** window, edit the details as necessary and then select **OK**.

   The **Remote Connection Point** window closes and the edited connection point appears in the **Remote Connections** list in the **Remote Connections** window.

5. Select **OK** to close the **Remote Connections** window.

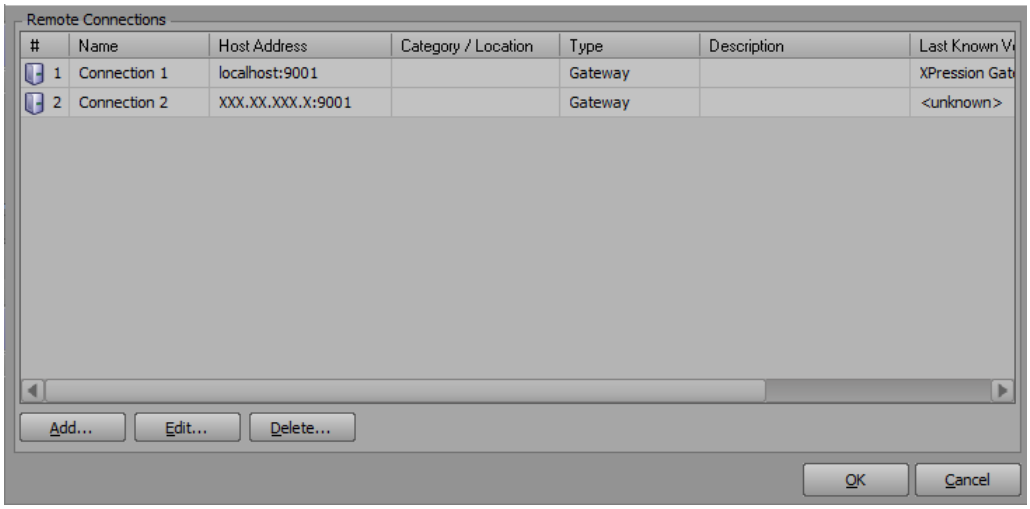
Deleting a Remote Connection Point

Use the following procedure to delete a connection point between the XPression Remote Sequencer and an XPression Gateway.

To delete a remote connection point:

1. In the XPression Remote Sequencer, select **File > Connection Points**.

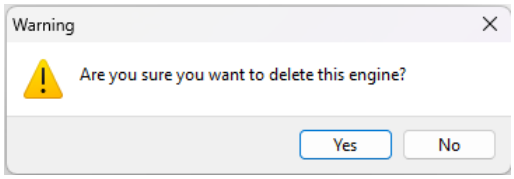
   The **Remote Connection Points** window opens.



Remote Sequencer (Legacy) - Remote Connection Points - Populated

2. From the **Remote Connections** list, select a remote connection point.
3. Then select the **Delete** button.

   A **Confirmation** dialog opens.



Remote Sequencer - Delete Remote Connection Point Confirmation

4. Select **Yes**.

   The **Confirmation** dialog closes and the connection point is deleted from the **Remote Connections** list in the **Remote Connections** window.

5. Select **OK** to close the **Remote Connections** window.

Selecting a Channel Group

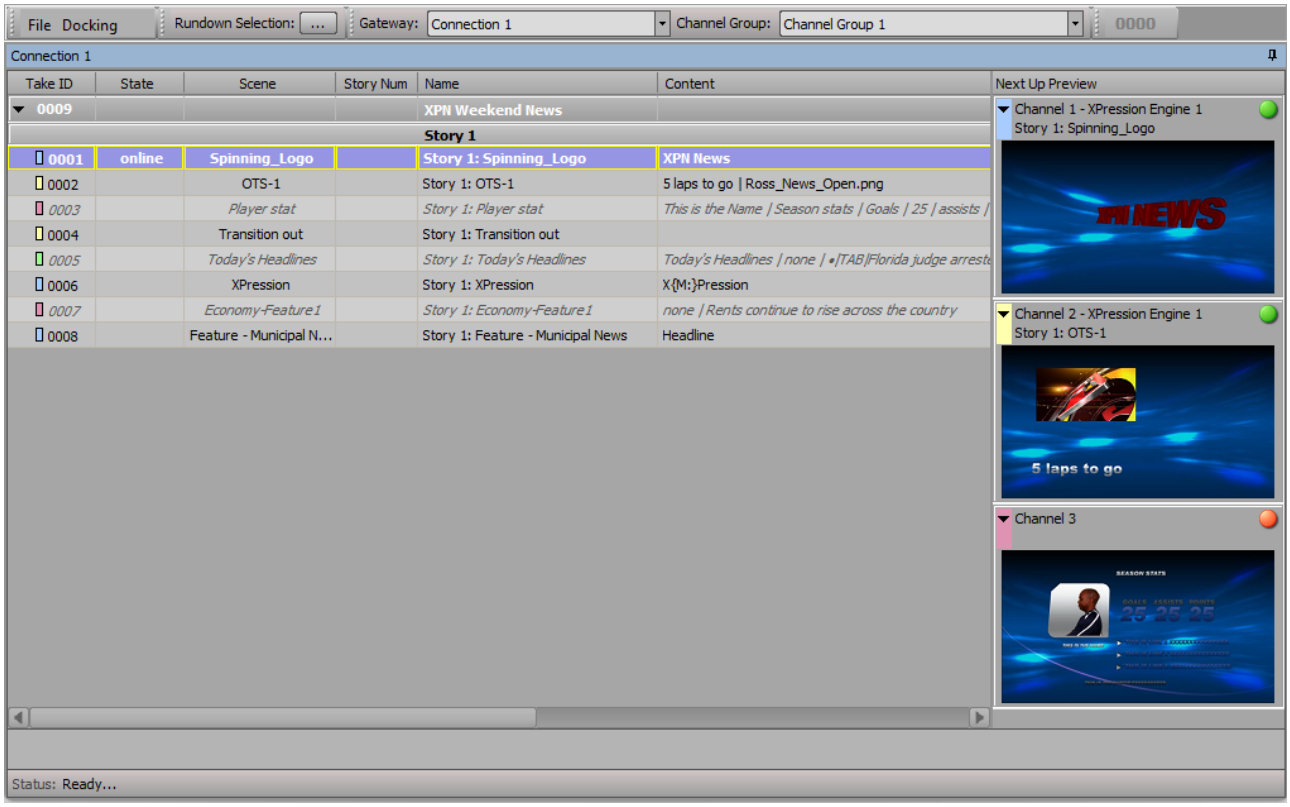
Channel groups are created in the XPression Gateway settings, in the **Channel Groups** configuration area. A channel group can be selected once a connection point has been established to an XPression Gateway with channel groups configured.

This procedure describes how to select a channel group in the XPression Remote Sequencer.

For information on creating channel groups, see Configuring Channel Groups.

1. In the XPression Remote Sequencer toolbar, from the **Gateway** drop-down, select a connection point.
2. From the **Channel Group** drop-down, select a channel group.

   The selected channel group opens.



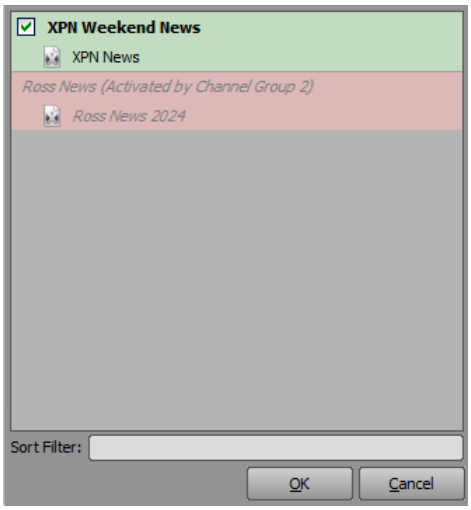
Remote Sequencer - Channel Group

Selecting Active Rundowns

Active rundowns can be selected for playout in the XPression Remote Sequencer.

1. In the XPression Remote Sequencer toolbar, select the **Browse** (...) button beside **Rundown Selection**.

   The **Select Active Rundowns** window opens.



   Remote Sequencer (Legacy) - Select Active Rundowns

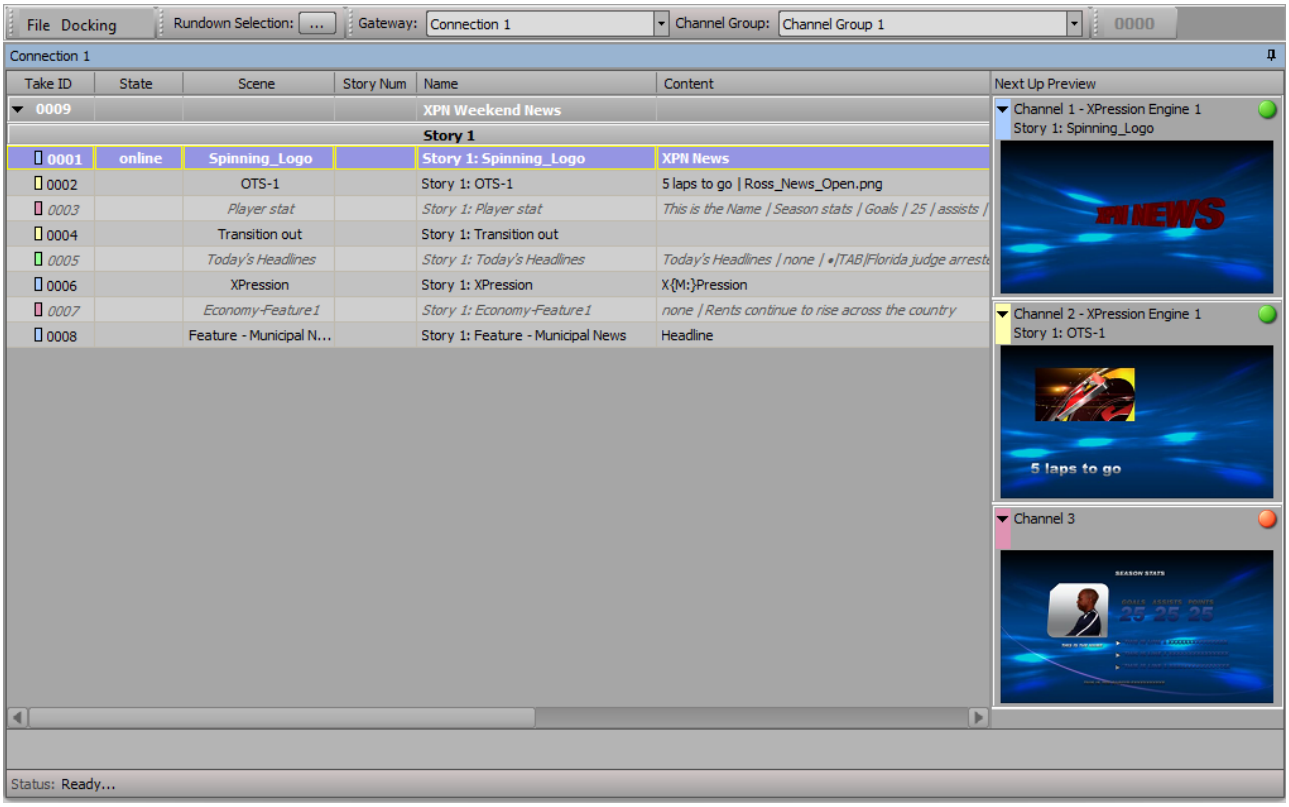
2. In the **Rundown List**, select the checkbox of the rundown to open in the remote sequencer.

   You can select multiple rundowns.

3. Use the **Sort Filter** field to enter a rundown or keyword to move the rundown to the top of the rundown list.

4. Select **OK**.

   The selected rundown(s) and associated style open in the remote sequencer.



Remote Sequencer (Legacy) - Selected Rundown

Controlling Sequence Playout

Multiple take item groups can be played out using the XPression Remote Sequencer.

To play a sequence:

1. Open a **Connection Group**.

   ★The take items of the take item groups opened in the Remote Sequencer are numbered according to their order in the Remote Sequencer and not the Sequencer in XPression.

2. Select the take item group that contains the take items to play out.
3. In the **Sequencer**, double-click a take item to play out the selected take item.

   The selected take item plays out through the default output and the **State** changes to **online** for take items or **Active** for take item groups. In the **Scene** column, clip take items will also display a playback progress bar with a counter showing the time remaining.

4. On the keyboard, press **Number Pad** - to stop the playout of an **online** take item or **Active** take item group.

Keyboard Control

The keyboard number pad can also be used to control the playout of a sequence in the **Linear Rundown** window.

The following keyboard shortcuts are available in the **Remote Sequencer**:

Cursor Up Arrow	selects the previous take item in the sequence.
Cursor Down Arrow	selects the next take item in the sequence.
Ctrl-Home	selects the first take item in the sequence.
Ctrl-End	selects the last take item in the sequence.
Number Pad +	plays out the selected take item and selects the next take item in the sequence.
Number Pad -	takes a take item or active take item group offline.
Number Pad Enter	plays out the selected take item. This shortcut requires the **Fast Recall** feature to be enabled.
Number Pad +/-	increases (+) or decreases (-) the speed of a roll/crawl while it is online.
Number Pad .	cues a take item in the sequence.

Appendix A: Keyboard Shortcuts

Use the keyboard shortcuts in this section to perform various functions in the HTML5 Plugin.

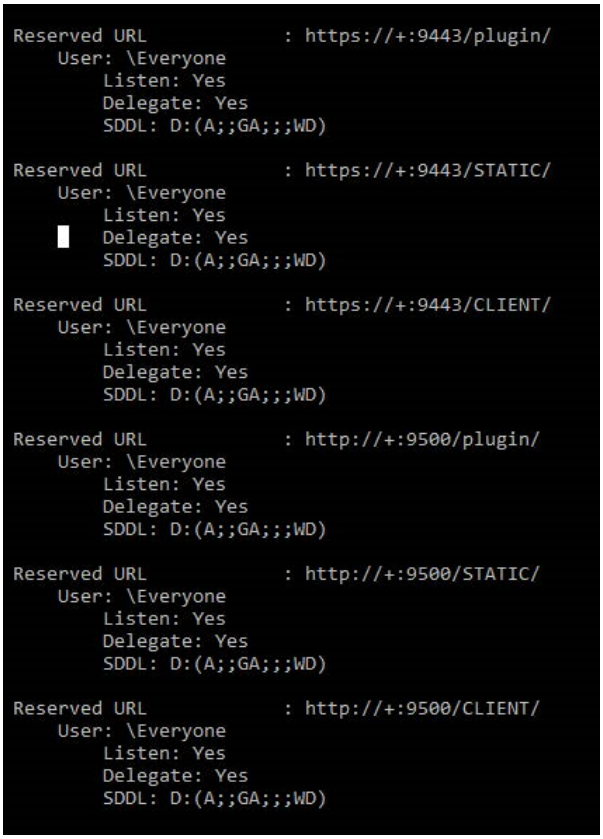
Keyboard Shortcut	Function
ARROW UP/DOWN	Change the fixed Take ID
ARROW UP/DOWN or MOUSE WHEEL SCROLL	Change the number inputs by minimum increment Number inputs include: • Position • Rotation • Scale • Pivot • Texture position • Texture scale
ARROW LEFT/RIGHT	Change the number input by 10 times the minimum increment Number inputs include: • Position • Rotation • Scale • Pivot • Texture position • Texture scale
TAB	Move to the next field
TAB	In the Graphics, Clips, and Lucid tabs, use the TAB key to move to a selection and then press Enter to edit the item
TAB and ENTER	Use in the mini stacked menus, e.g., Save to Folder or Revert All Fields
SHIFT + TAB	Move to the previous field
SPACE BAR	Toggle the value in a checkbox
SPACE BAR	Select the highlighted radio button Use the arrow keys to move the selection to the next radio button
F6	Browse
F7	Graphics
F8	Clips
F9	Lucid
F10	Edit
F11	OpenMAM
CTRL + C	Copy a clip from the Clips tab
CTRL + V	Paste a clip into a scene with a material

Appendix B: Troubleshooting Certificates

If there are issues with the webserver starting on XPression Gateway, this command can be run from the **Windows Command Prompt** console to view which URLs have been registered with the Web Server:

```
netsh http show urlacl
```

There should be three URLs registered against **9500** (if not using HTTPS), and **9443** (if using HTTPS):



SSL - Registered URLs

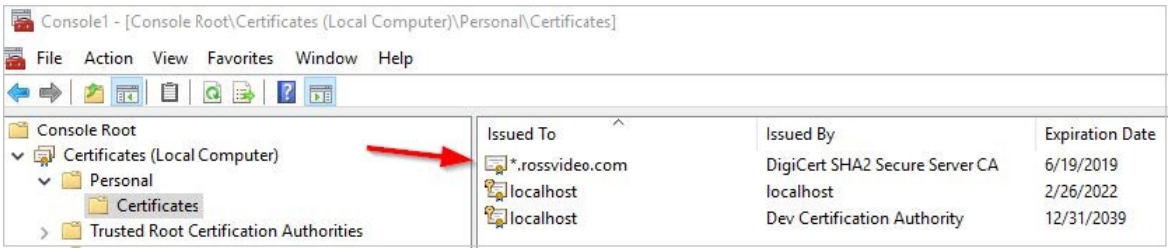
These URLs can be deleted if necessary, and the gateway will recreate them as needed, with the following command (repeated 3 times for each of client, static, and plugin):

```
netsh http delete urlacl url=https://+:9443/CLIENT
```

Certificate Not Attached to Private Key

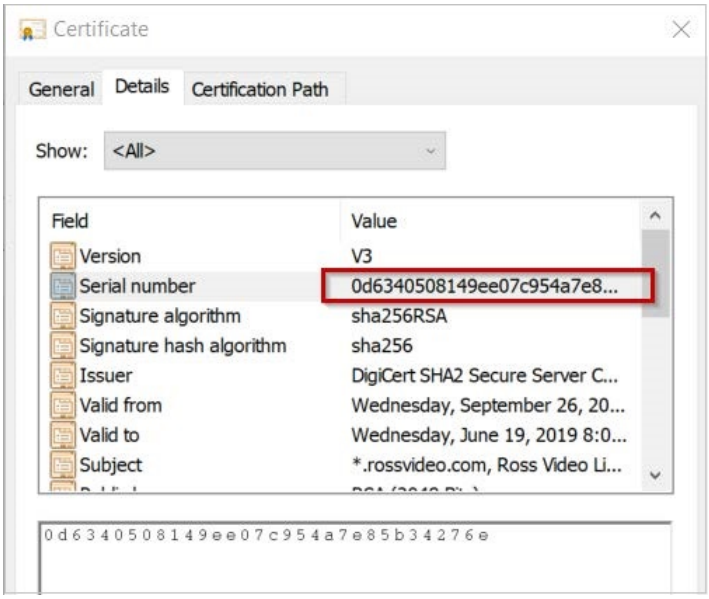
If the certificate is manually imported into the personal certificate store (by right-clicking import in the MMC certificate plugin), the certificate may not be linked with the private key.

This is visible by the certificate missing the "key" icon in its thumbnail:



SSL - Missing Key Icon

If this is the case, open up the certificate and find its serial number:



SSL - Open Certificate

Then open the **Windows Command Prompt** console as administrator and run the following command:

```
certutil -repairstore my %serialnumber%
```

where `%serialnumber%` is replaced with the serial number of the certificate.

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