XPression

XPression Distributed Workflow User Guide

VERSION 12.0



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

Our mission is to:

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

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

If anything at all with your Ross experience does not live up to your expectations be sure to reach out to us at solutions@rossvideo.com.

al Ross

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

- Ross Part Number: 3500DR-015-12.0
- Version: 12.0

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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

L

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.
\wedge	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.



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.



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.

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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. Aftersales 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:

- 1-844-652-0645 (North America)
- +800 3540 3545 (International)
- After Hours Emergency: (+1) 613-349-0006
- E-mail: techsupport@rossvideo.com
- Website: http://www.rossvideo.com

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: The XPression Gateway User Interface The XPression ActiveX MOS Plugin User Interface - Browse The XPression ActiveX MOS Plugin User Interface - Graphics The XPression ActiveX MOS Plugin User Interface - Clips The XPression ActiveX MOS Plugin User Interface - Edit Graphics The XPression ActiveX MOS Plugin User Interface - Edit Clips The XPression ActiveX MOS Plugin User Interface - Lucid The XPression HTML5 MOS Plugin User Interface Overview - Browse The XPression HTML5 MOS Plugin User Interface Overview - Graphics The XPression HTML5 MOS Plugin User Interface Overview - Lucid The XPression HTML5 MOS Plugin User Interface Overview - Edit The XPression NLE Plugin and Edius Plugin User Interface - Templates The XPression NLE Plugin and Edius Plugin User Interface - Edit Mode The XPression Template Builder User Interface - Templates The XPression Template Builder User Interface - Edit Mode The XPression Rundown Controller User Interface The XPression Remote Sequencer User Interface The 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.

atew				En	gine Connections: 🗘 C	ffine 🤅
Output Engines						
ID Name	Status		Туре	Host	Description	
1 Engine 1	Connected.		Graphic Engine	localhost:8001	Engine 1	
2 Lucid Studio Eng	. Connected.		Lucid Studio	192, 168, 2, 12;7		
review, Offine Render E D Nome 1 Preview / Offine R 2 Lucid MOS Service	Render Engine 1	io Deem 3 Sta Connected. Connected.		Host localhost: 800 192: 168-2: 12	-	
🛛 🎯 Running Orders	wn] XPN_DOC_RO (/		toup 1)			
Running Orders How Mos Rundon	wn] XPN_DOC_RO (/	Active: Channel Gr	roup 1)			
Running Orders How Mos Rundon	wn] XPN_DOC_R02	Active: Channel Gr	roup 1)			
🗄 📴 [MOS Rundov	wn] XPN_DOC_R02	Active: Channel Gr	roup 1) Group 2)	gh Clients		
Running Orders	wn] XPN_DOC_RO2 wm] XPN_Test Received	Active: Channel Gr (Active: Channel G Sent	roup 1) Group 2) Plu			3122-05
Banning Orders	wn] XPN_DOC_RO2 wm] XPN_Test Received	Active: Channel Gr (Active: Channel G (Active: Channel G Sent Sent	roup 1) Group 2) Plu		-A83EBE 480AD0;6603	3122-DF
Image: Provide state s	Received Received sync takeitem: ENF> Sent to virtual cha	Active: Channel Gr (Active: Channel G (Active: Channel G Sent Sent Sent Sent Sent Sent Sent Sent	roup 1) Group 2) Plu GHESW/R_EA193	5E6-C7AD-419E-BOFD		
Running Orders □ IMOS Rundon □	Received Received Received sync takeitem: ENF	Active: Channel Gr (Active: Channel C Sent Seprimary:U_IHUC annel: 1 PS9PRIMARY;U_	roup 1) Group 2) Plu GHESW/R_EA193	5E6-C7AD-419E-BOFD	-A83E8E480AD0;6603	
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1. **Menu Bar** — access the Gateway menu.

- 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.
- 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.
- 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.



 Saved Items Folders — view and select graphics, clips, or rundowns from the folders list.
 Options Menu — open the Configuration dialog or select the primary or secondary MOS Gateway.
 Thumbnails / List — view and select graphics or clips from the Browse tab display results.
 A. Display — select the viewing method (Tile, Thumbnail, or List), resize thumbnails, and refresh the display results.
 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.

Use the filter at the top to locate specific

graphics or clips.

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.
- 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.

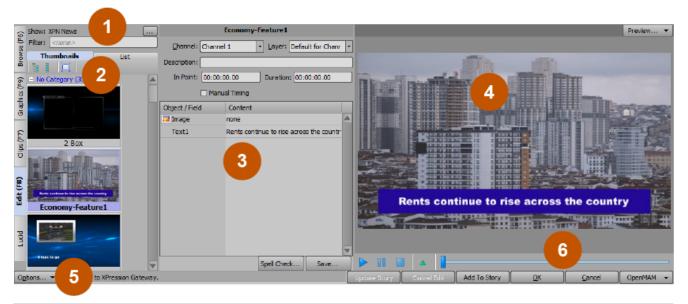
XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips. If you do not have XPression Clips and you are interested in adding it to your workflow, please contact your Ross Video sales representative.

	uick Fin	d: [4 💡	Create Placeholder
Browse (F6)	#	Thumbnail	Name 🛆	In Point	Out Point	Length	Format	Flags	Audio Ch	Bit Depth	Recal ID	Project	Added
Brow	1		BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x 1080 @29.97p		n/a	24 bits	BG	XPIN_News	8/23/2023 4:02:
Graphics (F9)	2		Blue Swirl BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x 1080 (029,97p		n/a	24 bits		Doc_1	8/4/2023 11:23:
	З		CB_Trans_Dow 2	00:00:00.00	00:00:05.20	00:00:05.21	1152x684@59.94p		n/a	32 bits		XPN_News	8/23/2023 4:01:
	4	100	Election Open	00:00:00.00	00:00:14.29	00:00:15.00	1920x 1080 @29.97p		2	32 bits	Election Open	Doc_1	8/4/2023 11:24:
Ì	5		Flare_Starburst	00:00:00.00	00:00:00.45	00:00:00.47	1280x720@59.94p		2	32 bits	Flare_Starb	XPN_News	8/24/2023 5:19:
COL (HA)	6	Sec. 20	FNF FLAMES LOOP	00:00:00.00	00:00:09.34	00:00:09.35	1280x720@59.94p		n/a	24 bits	FNF FLAMES	XPN_News	8/23/2023 4:00:
5	7	-24	Kimothy	00:00:00.00	00:09:59.17	00:09:59.18	1920x 1080 @29.97p		2	24 bits	Kimothy	XPN_News	8/23/2023 2:38:
	8	2	Les Mask	00:00:00.00	00:00:19.29	00:00:20.00	800x800@29.97p		n/a	32 bits	Les	XPN_News	8/24/2023 9:02:
	9		lower_third_breaking_news_chip_s	00:00:00.00	00:00:19.23	00:00:19.24	1280x248@29.97p		n/a	32 bits		XPN_N	4/2023 8:46:
) ■	ns 🔻	3	XPression Gateway.				Update Story	Cance		idd To Stor		Cancel	OpenMAM

- 1. Search Area use the Quick Find search field 4. Create Placeholder create a placeholder for 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.
- 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.



- 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.
- 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.
- Preview Area view the graphic template and any changes made in the Editor. Use the playback controls to play animations.
- 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.

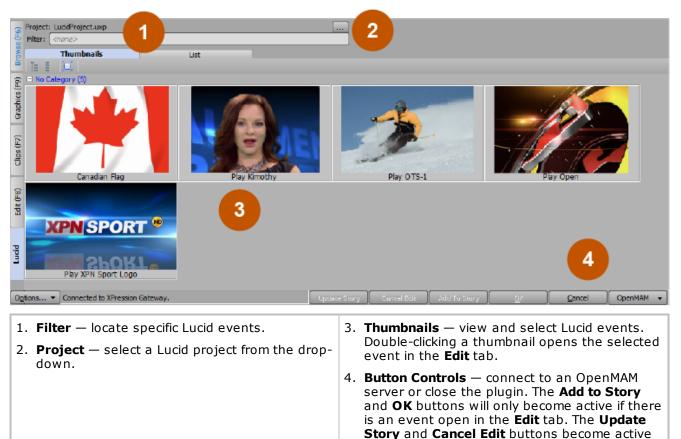
★ XPression Clips is optional for XPression and the XPression MOS workflow. If you do not have XPression Clips. If you do not have XPression Clips and you are interested in adding it to your workflow, please contact your Ross Video sales representative.

	_		1				
9	Quick Find	#	•	Election Open			Preview 💌
l) Se (F	#	Thumbna	Name 🛆	Channel: Channel 1 - Layer:	Default for Chann 🔹		
Brow	Quick Find # 1	1	🛛 BG 🛛 🚔	Description:			
Graphics (F9)		-	Blue Swirl BG	Clip Name: Election Open Recal ID: Election Open	- Source Information -		
Grap	3		a_Trans_Down_	Position: 00:00:	Resolution: 192		FLECTION
d ips (F7)	4		ection Open	In: 00:00:00.00 Dut: 00:00:14.29 Length: 00:00:15.00	Frame Rate: 29. File Size: 93.		ELECTION 2016
ğ	5	-	Flare_Starburst	Duration: 15.02 secs	Bit Depth: 321 Audio Channels: 2		
Edit (F8)	6	Sec. 20	FNF FLAMES LOC		Codec UID: XPv Duration: 00:		
Ē	7	-2	Kimothy				
Lucid	8	2	Les Mask				
	9		lower_third_brea				6
				Spel Cheo	k Save		
0	tions	5	to XPression Gateway.		Update Story	Centel Edit Add To Story	OK Cancel OpenMAM +

- 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.
- 1. **Search Area** use the **Quick Find** search field to display specific saved clips, or select the playback controls to control preview playback.
 - 5. **Options Menu** open the **Configuration** dialog or select the primary or secondary MOS Gateway.
 - 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.

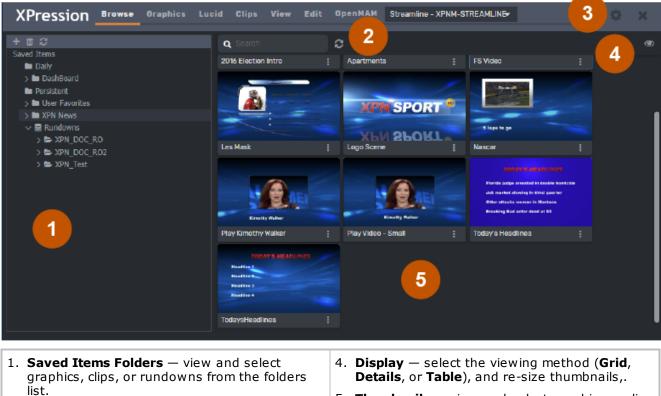


only when editing an event directly from the

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.



- 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.
- 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.



- Search locate specific graphics or clips and then select the **Refresh** icon to update the thumbnail results.
- 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.
- Expand / Collapse / Thumbnails / List expand or collapse the categories and then view and select graphics in either thumbnail or list views.
- 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.

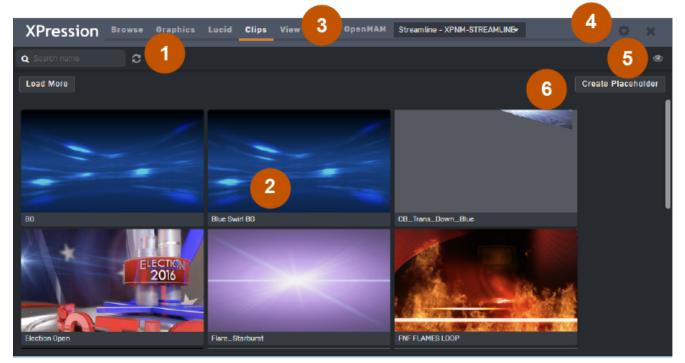


	1. Search — locate specific Lucid events and then select the Reload List icon to update the	 Settings - access the MOS ID, Spell Check dictionary and Miscellaneous settings.
	 thumbnail results. 2. Project – select a Lucid project from the drop- 	
l	down.	event in the Edit tab.

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.

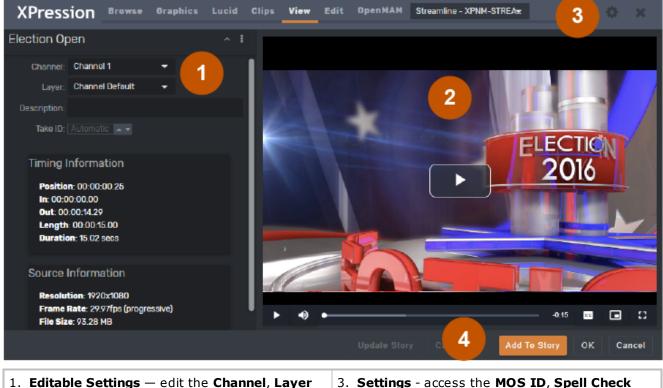


- Search Area use the Quick Find search field to display specific saved clips, or select the Show/Hide advanced search options button to enter detailed search criteria. Select the Reload List icon to update the thumbnail results.
- 2. **Clips** view and select clips from the list.
- 3. **OpenMAM** select 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**.
- Create Placeholder create a placeholder for a clip that will be added to the story at a later time.

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.
- 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.



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.



- Saved Items Folders view and select graphics, clips, or rundowns from the folders list.
- Options Menu open the Configuration dialog or select the primary or secondary MOS Gateway.
- 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.
- 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

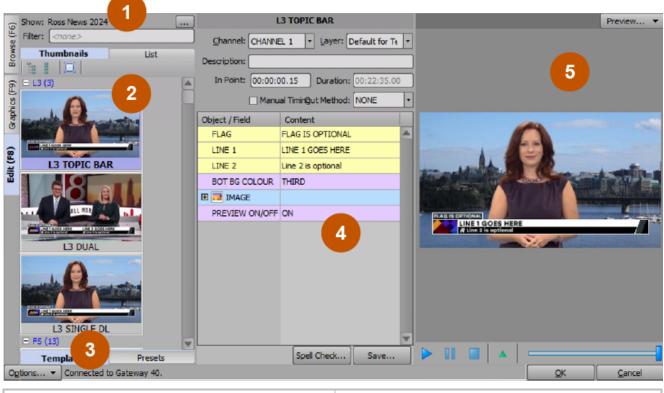
The following screen capture displays the main elements of the XPression NLE Plugin user interface **Graphics** tab. Descriptions of individual elements are contained below the diagram.



- Show / Filter displays the selected show. Use the filter to display specific saved graphic templates.
- 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.
- 2. **Thumbnails / List** view and select graphics in either thumbnail or list views.

XPression NLE Plugin and Edius Plugin User Interface - Edit

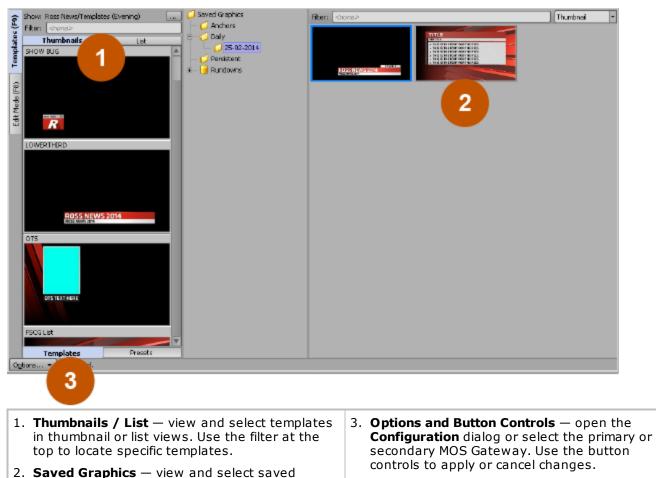
The following screen capture displays the main elements of the XPression NLE Plugin user interface in **Edit** Mode. Descriptions of individual elements are contained below the diagram.



- 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.

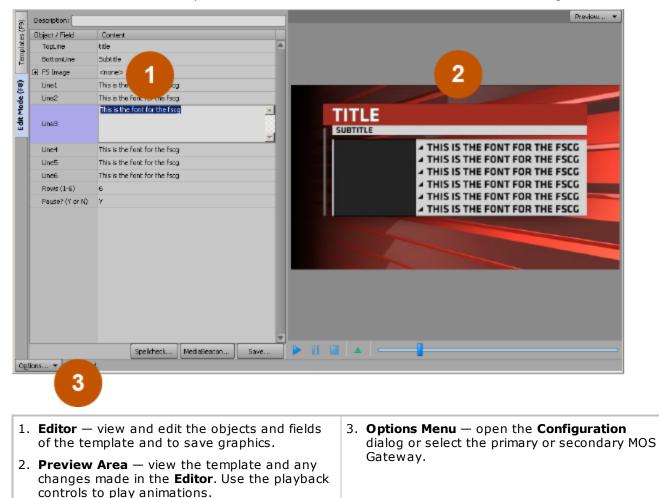


graphics. Use the filter at the top to locate

specific saved graphics.

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.



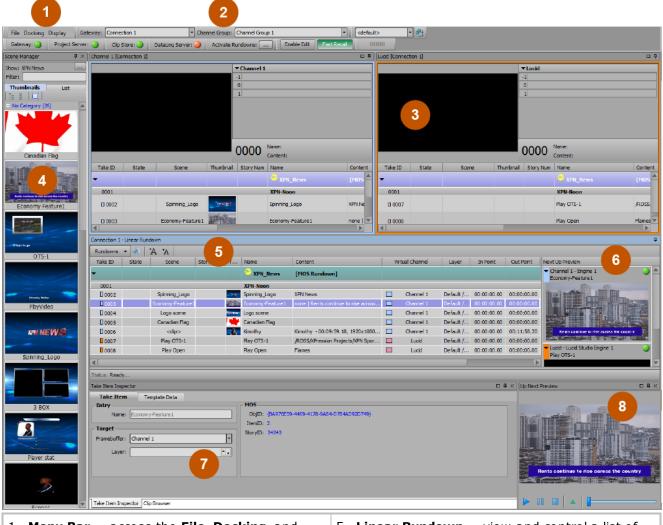
XPression Rundown Controller User Interface

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.

File Gateway: Gateway: Connection 1	Channel Group: Channel Group 1
Image: Section of the section of th	
 Menu Bar — access the File menu. Toolbar — select the Gateway Connection and the Channel Group. 	 Rundown List — view and select rundowns and show styles. Selection Area — filter through rundowns an 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.
- 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 DataLing Server.
- 3. **Channels** view, select, and modify the items on a particular channel in the **Linear Rundown**.
- Scene Manager view and manage the scenes and scene groups contained in a project.

- Linear Rundown view and control a list of scenes or scene groups.
- 6. **Next Up Preview** displays the upcoming take items in the queue.
- 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.

	Rundown Selection:	Connection Group: ConnectionGro	oup 1 - 🔂 0000	
onnection 1 Take10	State Scene	Story Num Name	Content	Next Up Preview
• 0009	state scele	training rundown	Conteni	Channel 1 - Engine 1
0005		Bending iPhones		
0001	13	Bending iPhones: L3	Breaking News / New Phones Bend! Today	
0002	075	Bending iPhones: 015	OTS text Aviators.tga	
L DECZ	010	Yar	oro and pressional go	
0003	OTS	Yar: OTS	YAR! [Lighthouse.jpg	
0004	13	Open 3	anchar name / yada yada / xxxxx	
		Ian was Here		▼ Channel 2 - Engine 1
0005	L3	Ian was Here: L3	This is line 1 This is line 1 xounux	
0000	L3	Ian was Here: L3	This is line 1 This is line 1 xxxxxx	
0007	13	:13	This is line 1 / This is line 1 / xxxxx	4
		krstory		
0008	075	krstory: OTS	arc de triumphe Arc De Triumph.tga	
				Channel 3 - Engine 2
				✓ Chernel 4 - Engine 2
				Channel 4 - Engine 2 Channel 5 - Engine 3
	5			
atus: Ready		the File , Docking , ar	nd 4. Preview Area – disp items in the queue.	Channel 5 - Engine 3
Help 2. Tooll Conn	Bar — access menus. par — select rui	ndowns, access and o and Channel Groups ,	items in the queue. edit 5. Status Area – displa	Chernel 5-Engine 3

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

Setting Up and Using Multiple XPression Gateways

Setting Up the XPression ActiveX MOS Plugin

Setting Up the XPression HTML5 MOS Plugin

Installing an SSL Certificate for 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.

XPression Gateway - Settings		×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	MOS Server Media Object Port: 10540 Running Order Port: 10541 Primary MOS ID: XPression Secondary MOS ID: NCS NCS ID: NCS MOS Objects & Messages Parse roStorySend Messages (recommended to leave off) Accept Items With Incorrect MOS ID On't Send Status Messages MOS Message Encoding Use UTF8 Encode MOS Payload Strip Unicode Chars from MOS Abstracts	
		el

Gateway Settings

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

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

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 cl	hange the	Media	Object Port numbe	r if there is	a port	conflict.
----------	-----------	-------	-------------------	---------------	--------	-----------

XPression Gateway - Settings		×
Gateway Rundowns Client Plugins MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines	MOS Server Media Object Port: 10540 Running Order Port: 10541 Primary MOS ID: XPression Secondary MOS ID: NCS ID: NCS	
Project Server Clip Store Persistent Templates Saved Items OpenMAM DataLinq	MOS Objects & Messages Parse roStorySend Messages (recommended to leave off) Accept Items With Incorrect MOS ID Don't Send Status Messages MOS Message Encoding	
OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	Use UTF8 Encode MOS Payload Strip Unicode Chars from MOS Abstracts	
	QK <u>C</u> ancel	

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**.

- \star 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.

 \star 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.

XPression Gateway - Settings		×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	SettingsAuto activate new rundownsDon't delete active rundownsDeactivate rundown 240	
		:el

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.

XPression Gateway - Settin	ngs	×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Global Settings Plugin Server Port: 10550 Plugin Server Port: 10550 Float Settings Float Setting	Enable OverDrive Fields Enable Mosart Fields Enable Ignite Fields Hide hours in timing fields Collapse multiple spaces in text
		<u>O</u> K <u>C</u> ancel

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**.

 \star 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.
- **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	_		Х
Add custom layers here that will show up in the MOS plugins layer list:			
Name		Layer	
Layer -3 (background)		-3	
Layer -2		-2	
Layer -1		-1	
Layer 0 (middle)		0	
Layer 1		1	
Layer 2		2	
Layer -3 (background)		-3	
Layer -2		-2	
Layer -1		-1	-
Add Delete 👍 Move Up 🗇 Move Down]	Clo	se

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.

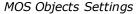
A MOS abstract is a human-readable description of a MOS item. Most newsroom systems will display the MOS abstract to the user in the MOS story. The MOS abstract can be configured to contain a number of different descriptive fields that will automatically be populated based on the contents of the MOS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

To configure the MOS Objects settings:

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

The MOS Objects configuration section opens.

XPression Gateway - Settings	×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	MOS Abstract Maximum MOS Abstract Length: 95 •• characters Format: @TEMPLATE@:@CONTENT@ Apply MOS Abstract format to objSlug field Options Include Item Timing in MOS Editorial Fields Tessera Value for <itemchannel> field: TESSERA</itemchannel>
	<u>QK</u> <u>C</u> ancel



- 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@
- @CLIP@
- @CONTENT@
- @DESCRIPTION@
- @TIMING@

- @INPOINT@
- @OUTPOINT@
- @DURATION@
- @CHANNEL@
 - @VCNAME@

- @GWID@
- @TYPE@
- @TAKEID@
- @OUTMETHOD@

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. 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.
- 5. 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.

XPression Gateway - Settings		Х
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Server Server Port: 9001	

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** to...
- 6. 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 output engines and also XPression Tessera master/single engines for use in a MOS workflow.

To configure XPression Output Engines:

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

The **Output Engines** configuration section opens.

XPression Gateway - Settings						×
Gateway	- Out	put Engines				
Rundowns	ID	Name	Host	Auto Sync	Description	
Client Plugins	1	Engine 1	localhost:8001	Yes		
MOS Objects	2	Engine 2	localhost:8001	Yes		
Remote Sequencer	3	Engine 3	localhost:8001	Yes		
Output Engines	l I -	Engine o	local local local	100		
Virtual Channel Mapping						
Channel Groups						
Preview & Offline Engines						
Project Server						
Clip Store						
Persistent Templates						
Saved Items	A	dd Edit.	Delete			
OpenMAM		· · · · · · · · · · · · · · · · · · ·				
DataLing		sera Masters / Solo E			D 1.0	
OverDrive	ID	Name	Host	Nodes	Description	
Running Order Export						
HTTP Server						
Lucid Studio Integration						
Reserved Client Slots						
Miscellaneous						
		dd Edit.	Delete			
					<u>o</u> k	<u>C</u> ancel

XPression Output Engines Settings

2. Use the **Output Engines** section to add and configure XPression output engines or XPression Tessera masters/single engines for use in a MOS workflow, as described below:

 \star Add an output engine for each XPression system being used for on air playout.

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

The XPression Output Engine window opens.

_ Engine ID —]
Name:	Engine 1
Description:	
	Synchronize Running Orders on Project Load
Remote XPre	ssion Engine
Host:	localhost
Port:	8001
	QK <u>C</u> ancel

Add Output Engine

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

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

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

To configure XPression Tessera Masters/Solo engines:

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

The XPression Tessera Master window opens.

XPression Tesse	ra Master					×
_ Tessera Deta	ails —					
Name:	Tessera 1					
Description:						
	Synchro	nize Running Order	s on Pr	oject Load		
Network Set	tings ——					
Host:	localhost					
Port:	8001	•				
Tessera Out	put Nodes –					
ID Name		Host		Auto Sync	Description	
]	
Add	Edit	Delete.				
				Q	K <u>C</u> an	cel

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.

XPression Outp	ut Engine	Х
Engine ID —		
Name:	Output Node	
Description:	Tessera Output Node	
	Synchronize Running Orders on Project Load	
Remote XPre	ssion Engine	
Host:	hostname	
Port:	8001	
	QK Cancel	

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.

XPression Gateway - Settings					×
Gateway	Channels				
Rundowns	Name	Output	Layer	Server Channel	
Client Plugins	🚱 Channel 1				
MOS Objects	Channel 2				
Remote Sequencer	Channel 3				
Output Engines					
Virtual Channel Mapping					
Channel Groups					
Preview & Offline Engines					
Project Server					
Clip Store					
Persistent Templates					
Saved Items					
OpenMAM					
DataLing					
OverDrive					
Running Order Export					
HTTP Server					
Lucid Studio Integration					
Reserved Client Slots					
Miscellaneous					
	Add Edit	<u>D</u> elete			
			[<u>o</u> k <u>c</u>	ancel

Virtual Channel Mapping Settings

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

The Virtual Channel Routing window opens.

Virtual	Channel Routing			×		
Ch	annel ID]		
	Name: Channel 4					
De	scription:					
	gine Routing					
	Name	Output	Layer	Server Channel		
	Engine 1	1	0			
	Engine 2	1	0			
	Engine 3	1	0			
Desktop Preview Server Channel: 0						
			<u>о</u> к	<u>C</u> ancel		



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.

Vir	tual	Channel Rou	ting				×
	- Cha	annel ID					_
		Name: Cha	innel 4				
	Des	cription:					
	-						
	- Eng	ine Routing –					
		Name		Output	Layer	Server Chan	nel
		Engine 1		2 🔺	0		
		Engine 2		1	0		
		Engine 3		1	0		
	Desktop Preview Server Channel: 0						
					<u>O</u> K	Canc	el

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.

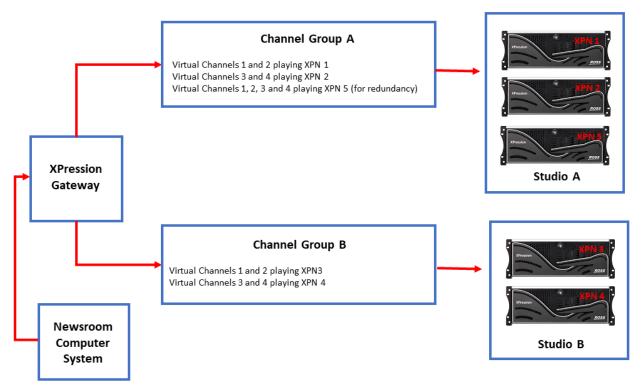
Channel Groups

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.



Channel Groups

To configure channel groups:

1. Select Channel Groups.

The **Channel Groups** configuration section opens.

XPression Gateway - Settings					×
Gateway	- Channe	el Groups			
Rundowns	ID N	lame	Description		
Client Plugins	1 Stu	udio A	Annaheim, California		
MOS Objects	2 Sti	udio B	Sacremento, California		
Remote Sequencer					
Output Engines					
Virtual Channel Mapping					
Channel Groups	Add	I Edit.	Delete		
Preview & Offline Engines					
Project Server		Engines	1		
Clip Store		Channel	Description		
Persistent Templates	🗆 Ch	iannel 1			
Saved Items		Engine 1			
OpenMAM	🗆 Ch	annel 2			
DataLing		Engine 2			
OverDrive		cid Studio Engines			
Running Order Export					
HTTP Server		Lucid Studio Engi	ne 1		
Lucid Studio Integration					
Reserved Client Slots					
Miscellaneous					
				<u>O</u> K	<u>C</u> ancel

Channel Group Settings

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

The Channel Group Settings window opens.

Channel Group Settings						
Channel Group						
Name: Studio C	tudio C					
Description: San Francisco, C	alifornia					
Allowed IPs: XXX,XX,XXX,XXX,XXX XXX,XXX,XXX,XXX XXX,XXX,XXX,XXX Add Del	Enter the IP Addresses of any Remote Sequencers that should be allowed to use this Channel Group. (If left empty, all Remote Sequencers are allowed) ete					
Running Order *6pm* Filter:	Enter a list of running order slugs that this channel group should be allowed to load. Wildcards are allowed, example: "6PM* Add Delete (If left empty, all rundows will be allowed)					
Active Engines						
Virtual Channel	Description					
🗉 Channel 1						
Engine 1						
🗆 Channel 2						
Engine 2						
🖻 Channel 3						
Engine 2						
Channel 4						
✓ Engine 1						
Lucid Studio Engine	Send Lucid Studio scenes to the following systems					
Lucid Studio Engine						
	<u>O</u> K Cancel					

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.

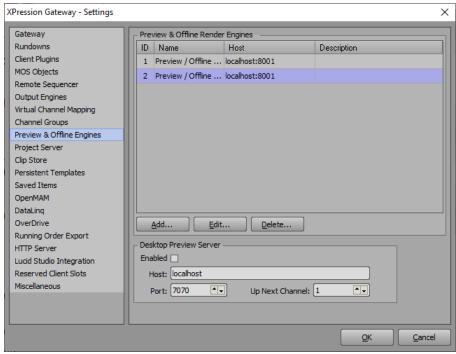
Preview & Offline Engines

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.

	\sim
Engine ID Name: Preview / Offline Render Engine 1 Description:	
Remote XPression Engine Host: localhost Port: 8001	
Options	

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 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 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.

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 then 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.

XPression Gateway - Setti	ngs	×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Project Server ✓ Enabled Host: I-ottihughes1.rossvideo.com Port: 8181 Login: admin Password: ●●●●●●●● ✓ Allow all plugin users to access any project □ Legacy Project Server	
	QK	<u>C</u> ancel

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.

XPression Gateway - Settin	ngs ×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Clip Store Server
	QK Cancel

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.

When selected, the **HTTP Port** field automatically populates with the port number found in the HTTP Server settings section of the **XPression Gateway - Settings**.

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 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.

XPression Gateway - Settings		×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	XML Watch Folder Path: Delete source file after parsing	
	QK <u>C</u> ancel	

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 subfolders, see Adding and Deleting Folders (ActiveX) and Adding and Deleting Folders (HTML5).

To configure the Saved Items settings:

1. Select Saved Items.

XPression Gateway - Settings	>	×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Database Path: C:\SavedGraphics Date format: dd-mm-yyyy Purge daily templates after: 30 Image: The second	
	QK Gancel	

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.

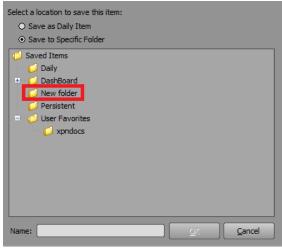
Set to **0** for no purging.

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

 \star 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.

XPression Gateway - Settin	ngs			×
Gateway	OpenMAM Servers			
Rundowns	# Driver	ID	Host	Description
Client Plugins	1 XPression Maps	L-OTTHEATHT	L-OTTHEATHT 1	
MOS Objects	2 Streamline Driver	XPNM-STREAM	XPNM-STREAMLI	
Remote Sequencer				
Output Engines				
Virtual Channel Mapping				
Channel Groups				
Preview & Offline Engines				
Project Server				
Clip Store				
Persistent Templates				
Saved Items				
OpenMAM				
DataLing				
OverDrive				
Running Order Export			J	
HTTP Server	Add Edit	Delete		
Lucid Studio Integration				
Reserved Client Slots	Client Plugins			
Miscellaneous	Disable local asset brows	ser		
			<u>o</u> k	<u>C</u> ancel

XPression Gateway Settings - OpenMAM

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.

To configure DataLinq settings:

1. Select DataLinq.

The **DataLinq** configuration section opens.

XPression Gateway - Settings	>
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 DataLing OverDrive	DataLing Options Enable DataLing Server MOS/NLE Plugins connect to DataLing Server directly DataLing Connection Settings Host: localhost Port: 8388
Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	
	QK Cancel

XPression Gateway Settings - DataLing Settings

- 2. In the **Dataling Options** section, select the **Enable Dataling Server** checkbox to enable the connection to the DataLing Server in the **DataLing Connection Settings** section below.
- 3. Select the **MOS/NLE Plugins connect to Dataling Server directly** checkbox to directly connect the plugins to the DataLing 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 **DataLing Server** section, in the **Host** field, enter the IP address of the XPression DataLing Server.
- 5. In the **Port** field, enter or select the port number for the XPression DataLing Server.
- 6. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

OverDrive

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.

XPression Gateway - Settings	×
Gateway 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 Lucid Studio Integration Reserved Client Slots Miscellaneous	OverDrive Settings Accept Incoming Connections Port: 10560 •• Channel Group: <
	QK <u>C</u> ancel

OverDrive Settings

- 2. In the **OverDrive Settings** section, select the **Accept Incoming Connections** checkbox to enable the XPression Gateway to accept incoming connections from OverDrive for automatic rundown activation.
- 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.

XPression Gateway - Settings		×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Export Options Prable Running Order Export Start at Current Active Story Exclude Stories with Empty Headline Field Headline Field: mosExternalMetadata\mosPayload\Headline Headline Qualifier: mosExternalMetadata\mosPayload\HeadlineQualifier Destination Folder: C:\ProgramData\Ross Video\XPression\RunningOrderExport\	
		ancel

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.

To configure HTTP Server settings:

1. Select **HTTP Server**.

The **HTTP Server** configuration section opens.

XPression Gateway - Settings	>	×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Web Server Settings Port: 9500 Use HTTPS / SSL (requires a pre-installed SSL certificate) Server Settings Plugin Asset Root Folder: X:\ Show Add to Story Button Show OK Button Show Update Story Button Show Update Story Button Edit mode cleared by drag Block non NRCS user	
	QK Cancel	5

HTTP Server Settings

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

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

- 6. 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 the **Show Add to Story Button** checkbox to display the **Add to Story** button in the HTML5 MOS Plugin interface.
- Select the **Show OK Button** checkbox to display the **OK** button in the HTML5 MOS Plugin interface.
- Select the **Show Cancel Button** checkbox to display the **Cancel** button in the HTML5 MOS Plugin interface.

- Select the **Show Update Story Button** checkbox to display the **Update Story** button in the HTML5 MOS Plugin interface.
- Select the **Edit mode cleared by drag** checkbox to enable **Edit** mode to be canceled automatically when a drag motion is detected within the window.
- Select the **Block non NRCS user** checkbox to block users without an NRCS.
- 7. Select **OK** to save and then close the **XPression Gateway Settings** window or continue with configuring other settings.

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. Lucid Studio 7.0 is compatible with XPression 11.5.5821.

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.

XPression Gateway - Settings					×
XPression Gateway - Settings 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 Lucid Studio Integration Reserved Client Slots Miscellaneous	d Studio Integration Enabl Lucid MOS Service He Pe d Studio Engines Name Lucid Studio Engi dd	st: XXX.XXX rt: 7790 ••	Auto Sync Yes	Description	
				<u>o</u> k (<u>C</u> ancel

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.

Lucid Studio Er	igine X
Lucid Studio	ID
Name:	Lucid Studio Engine 2
Description:	
	Synchronize Running Orders on Project Load
Connection :	Settings
Host:	localhost
Port:	7791
	<u>O</u> K <u>C</u> ancel

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.

Gateway	Channel Groups	
Rundowns	ID Name	Description
Client Plugins		
MOS Objects		
Remote Sequencer		
Output Engines		
Virtual Channel Mapping		
Channel Groups	Add	Edit Delete
Preview & Offline Engines		
Project Server	Active Engines —	
Clip Store	Virtual Channel	Description
Persistent Templates		
Saved Items		
OpenMAM		
Dataling		
OverDrive		
Running Order Export		
HTTP Server		
Lucid Studio Integration		
Reserved Client Slots		
Miscellaneous		
		· · · · · · · · · · · · · · · · · · ·
		QK <u>C</u> ancel

XPression Gateway Settings - Channel Groups

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

The Channel Group Settings window opens.

Channel Group	
Name: Channel Group 1	
Description:	
Allowed IPs:	Enter the IP Addresses of any Remote Sequencers that should be allowed to use this Channel Group. (If left empty, all Remote Sequencers are allowed)
Running Order Filter:	Enter a list of running order slugs that this channel group should be allowed to load. Wildcards are allowed, example: "GPM* Add Dielete (If left empty, all rundows will be allowed)
Active Engines	
Virtual Channel	Description
Channel 1	
E Lucid Studio Engine	Send Lucid Studio scenes to the following systems
Lucid Studio Engine 1	
	QK Cancel

XPression Gateway Settings - Channel Group Settings

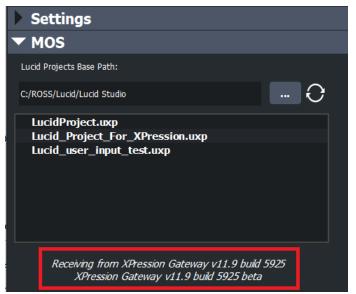
- 3. Configure the **Channel Group Settings** as follows:
 - In the **Channel Group** section, in the **Name** field, enter a name for the channel group you want to use to play your MOS stories.
 - In the **Description** field, enter a description for the channel group.
 - In the **Allowed IPs** panel, 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.

XPression Gateway - Settin	gs	×
Gateway Rundowns	NLE]
Client Plugins		
MOS Objects		
Remote Sequencer		
Output Engines		
Virtual Channel Mapping		
Channel Groups		
Preview & Offline Engines		
Project Server	Add Edit Delete	
Clip Store		
Persistent Templates		
Saved Items		
OpenMAM		
DataLing		
OverDrive		
Running Order Export		
HTTP Server		
Lucid Studio Integration		
Reserved Client Slots		
Miscellaneous		
.		
		OK Cancel

Miscellaneous

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

To configure the Miscellaneous settings:

1. Select Miscellaneous.

The **Miscellaneous** configuration section opens.

XPression Gateway - Settings		×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Misc Start With Windows (Requires Admin To Change) Show Gateway Online / Offline controls Enable TCP Keep Alive For ActiveX Plugins Project Settings Frames Per Second: 25 Running Orders Thumbnails Only render on plugin requests Graphics / Clips Second Se	
	QK <u>Q</u> ance	

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. Select **OK** to save and then close the **XPression Gateway Settings** window.

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.

 \star 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.

XPression Gateway - Settings		\times
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Settings	
	QK <u>C</u> ance	

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.

XPression Gateway - Setti	ngs	Х
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Misc □ Start With Windows (Requires Admin To Change) ☑ Show Gateway Online / Offline controls ☑ Enable TCP /Aep Alive For Active/ Plugins Project Settings Frames Per Second: 25 ▼ Running Orders Thumbnails □ Only render on plugin requests Graphics / Clips ☑ Enable graphics tab in plugin ☑ Enable dips tab in plugin	
	QK <u>C</u> ancel	

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.

XPression Gateway - Settings		\times
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	MOS Server Media Object Port: 10540 Running Order Port: 10541 Primary MOS ID: Image: Constraint of the second s	
	QK Cancel	

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 ${\bf MOS}~{\bf ID}$ 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.

XPression Gateway - Settings		×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Settings	

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.

XPression Gateway - Setti	ngs X
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Misc Start With Windows (Requires Admin To Change) Show Gateway Online / Offline controls Enable TCP Keep Alive For ActiveX Plugins Project Settings Frames Per Second: 25 Running Orders Thumbnails Only render on plugin requests Graphics / Clips Prable graphics tab in plugin
	QK Cancel

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.

put Engines				
D Name	Status	Туре	Host	Description
1 Engine 1	Connected.	Graphic Engine	localhost:8001	Engine 1
2 Engine 2	Connected.	Graphic Engine	localhost:8001	Engine 2

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 Gateways		
Gateway Name	Primary Host	Secondary Host
Add Edit Delete	7	
NRCS MOS ID: PV.CG.XPNQA2 Spell Check Dictionary: English (Canada) XPression Local Preview Engine Active Host Address: localhost Server Port: 8001		lds ïming Fields list on Edit Mode tab xplorer instead of
		OK Cancel

XPression MOS ActiveX Plugin Configuration

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

The XPression Gateway Config window opens.

- XPression Gateway Settings			
Name: XPression Gateway			
Primary			
Host Address:			
Server Port: 10550			
Secondary			
Host Address:			
Server Port: 10550			
QK Cancel			

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.

Gateway Name	Primary Host	Secondary Host
XPression Gateway	127.0.0.1:10550	10.62.134.21:10550
Add Edit Delete	Misc	
MOS ID: PV.CG.XPNQA2 Spell Check Dictionary: English (Canada) • KPression Local Preview Engine Active Host Address: localhost Server Port: 8001 •	Floating Previe Show Timing Fi Show Hours in Show template	elds Timing Fields list on Edit Mode tab Explorer instead of

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**.

Gateway			Engine Connections: Offline Online
Output Engines ——			
ID Name	Status	Host	Description
🔵 1 Engine 1	Connected.	localhost:8001	Engine 1
🔵 2 Engine 2	Connected.	localhost:8001	Engine 2
Preview and Offline R	ender Engines		
ID Name	Statue	Host	Description

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. XPression Preview. (EL Layer Default for Ch Channel: Edit Mode (F8) Templates Description: Object / Field < preview > Save... 🕨 🔲 🛋 🛔 Options... - Reconnecting to gateway ActiveX MOS Plugin

X

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

The XPression MOS ActiveX Plugin Configuration window opens.

sc	
Show Timing Field Show Hours set in Show template list Use Windows Exp Texture Browser	i Gaiteway t on Edit Mode tab
	✓ Show Hours set in ✓ Show template list ✓ Use Windows Exp

ActiveX Plugin Configuration

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

The XPression Gateway Configuration window opens.

XPression Gateway Settings			
Name: XPression Gateway			
Primary			
Host Address:			
Server Port: 10550			
Secondary			
Host Address:			
Server Port: 10550			
QK <u>C</u> ancel			

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.

Pression MOS Plugin Configuration	า	
- XPression MOS Gateways		
Gateway Name	Primary Host	Secondary Host
XPression Gateway	localhost: 10550	-
Add Edit Delete		
NRCS	Misc	
MOS ID: XPN-DOC	Floating Preview	v
	Show Timing Fie	lds
Spell Check	Show Flours set	
Dictionary: English (United States)		list on Edit Mode tab
XPression Local Preview Engine	Use Windows E: Texture Browse	xplorer instead of r
Active		
Host Address: localhost		
Server Port: 8001		
		OK <u>C</u> ancel

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.

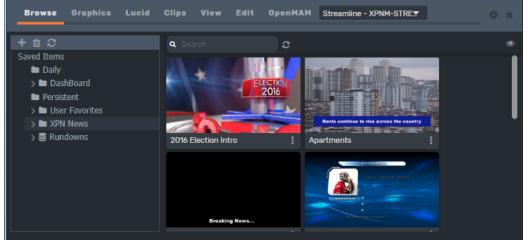
For More Information on...

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

Browse Graphics Lucid Clips	View Edit OpenMAM Streamline - XPNM-STRE	
-NRCS	Misc.	
MOS ID: XPN-DOC	Version 11.9.5925	
- Spell Check	Show Timing Fields	
Dictionary: Select	Show Console Logging	
	MOS Object includes ncsltem/item depth	
	Close OpenMAM window on drop	
	Open floating preview on start	
	Number of clips to load per request (max 500) (max 500) 30	
	Save Ca	ncel

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, from the **Dictionary** drop-down, select a language for the spell check.

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.
- **Open floating preview on start** select to have the floating **Preview** window open when the plugin is launched.

 \star 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**.

- 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).
- 7. Select Save.

The XPression HTML5 Plugin Configuration panel closes.

Installing an SSL Certificate

In order for the XPression HTML5 plugin to operate over SSL/HTTPS connections, an SSL certificate must be purchased and installed on the XPression Gateway server. This section outlines the steps.

Prerequisites

A purchased SSL certificate from a trusted root authority (our certificates are purchased from DigiCert, so these instructions will use the steps for DigiCert as an example).

Buying an SSL Certificate

To purchase an SSL certificate, a CSR file must be generated and sent to the certificate authority. The CSR file describes the server machine that will hold the certificate as well as the Company and Organization details for the purchaser. This must be generated on the Gateway machine and must be registered against the server/domain that the HTML5 plugins will use to connect to the gateway.

The CSR can usually be generated using a tool provided by the Certificate Authority (or they should provide documentation on how to generate the CSR).

When purchasing from DigiCert, the platform can be specified as "Other". This will provide you with .CRT files containing the certificates.

Installing the Certificate

DigiCert provides a DigiCert Key Utility that can be used to install the three certificate files (Root, Intermediate, and the actual gateway certificate).

	SSL Certificates			Create CSR 🛧 Im	port C Refresh	
0	Issued To	Expire Date	Serial Number	Friendly Name	Ister ^	
	/ p13n.adobe.io	04-JUL-2023	4034D24256F154B04B		DO_NON	
SSL	1. *.pipe.aria.microso	t.com 04-JUL-2023	614FFC982E2B628445		DO_NOT	
-	1. amazonaws.com	04-JUL-2023	4C880A3C8613BF8C4		DO_NOT	×
3	4. *.oobesrgs.adobe.c	com 04-JUL-2023	21B6C6D5AF1E5E914		DO_NOT	
ode Signing	.gstatic.com	09-JAN-2023	4D17D702F60BC09C4		DO_NOT	
	.do.dsp.mp.micros	oft.com 09-JAN-2023	52768AAC743AA9A54		DO_NOT	
20	4.rossvideo.com	09-JAN-2023	6A2CAB750AD0C4884		DO_NOT	
Tools	4 *.google.com	09-JAN-2023	21DB6633C3DCAEAB4		DO_NOT	
	localhost	26-FEB-2022	7412E0A5F4C5A4B34	IIS Express Develop		
7	*.rossvideo.com	19-JUN-2019	0D6340508149EE07C		DigiCert Inc	
					~	
Account	<				>	

Once the certificates have been installed, they must be configured and bound to the port that the XPression Gateway will use.

To add the Snap-in:

- 1. Open **Windows MMC** by pressing **Win+R**, typing **MMC** and pressing **Enter**.
- 2. In the **Console1** window, from the **File** menu, select **Add/Remove Snap-in**.

ilable snap-ins:			1	Selected snap-ins:	
nap-in	Vendor			Console Root	Edit Extensions.
ActiveX Control	Microsoft Cor				Remove
Authorization Manager					
Certificates	Microsoft Cor				
Component Services	Microsoft Cor				Move Up
Computer Managem					Move Down
Device Manager	Microsoft Cor		Add >		Hove bown
Disk Management	Microsoft and				
Event Viewer	Microsoft Cor				
Folder	Microsoft Cor				
Group Policy Object					
	Microsoft Cor				
IP Security Policy M					
Link to Web Address	Microsoft Cor	\checkmark			Advanced
			4		
cription:					-
e ActiveX Control snan-ir	n enables you to ad	dd ar	n MMC node wit	h a results view containing an A	ActiveX control.

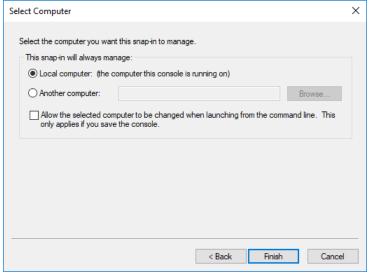
SSL - Add/Remove Snap-ins

3. In the Available snap-ins list, double-click Certificates.

Certificates snap-in	×
This snap-in will always manage certificates for: My user account Service account Computer account	
< Ba	ck Next > Cancel

SSL - Certificates Snap-in

4. In the Certificates snap-in dialog, select Computer Account and click Next.



SSL - Select Computer

- 5. In the Select Computer dialog, select Local Computer and select Finish.
- 6. In the Add or Remove Snap-ins dialog, select OK.

To select the certificate:

1. Select **Personal > Certificates** and find the certificate.

In this example, it is *.rossvideo.com.

Console Roct	Issued To	Issued By	Expiration Date	Intende
Certificates (Local Computer)	2 *.rossvideo.com	DigiCert SHA2 Secure Server CA	6/19/2019	Server A
V 🛗 Personal	Localhost	localhost	2/26/2022	Server A
Certificates	localhost	Dev Certification Authority	12/31/2039	Server
> Trusted Root Certification Authorities		,		
> 📔 Enterprise Trust				
> Intermediate Certification Authorities				
> 🛄 Trusted Publishers				
> Intrusted Certificates				
> Third-Party Root Certification Authorities				
> 📔 Trusted People				
> Client Authentication Issuers				
> Preview Build Roots				
> 📫 Other People				
> is eSIM Certification Authorities				
> I Homegroup Machine Certificates				
> MSIEHistoryJournal				
> PrivateCertStore				
> 📔 Remote Desktop				
> Certificate Enrollment Requests				
> Smart Card Trusted Roots				
> 📔 Trusted Devices				
> Windows Live ID Token Issuer				

SSL - Select Certificate

2. Double-click the certificate and go to **Details->Thumbprint**.

SSL - Certificate Details

- 3. Copy and paste the thumbprint text to a clipboard or notepad.
- 4. Open the **Windows Command Prompt** console as administrator and run the following command:

netsh http add sslcert ipport=0.0.0.0:9443 certhash=%thumbprint% appid= {3CF6A009-07A4-4A80-BB43-F3A6E147B00A}

where <code>%thumbprint%</code> will be the thumbprint you copied from **MMC**.

A message should be received indicating successful installation of the certificate.

To remove a certificate from a port:

• Open the **Windows Command Prompt** console as administrator and run the following command: netsh http delete sslcert ipport=0.0.0.0:9443 Existing bindings must be deleted before a certificate can be reassigned to an existing port.

To see a list of bound SSL certificates to ports:

• Open the Windows command prompt console as administrator and run the following command: netsh http show sslcert

If the certificate is correctly bound, it will appear as follows:

IP:port	: 0.0.0.0:9443
Certificate Hash	: ff13964b09b055be3e275b5d3b935568a72462b0
Application ID	: {3cf6a009-07a4-4a80-bb43-f3a6e147b00a}
Certificate Store Name	: (null)
Verify Client Certificate Rev	vocation : Enabled
Verify Revocation Using Cache	d Client Certificate Only : Disabled
Usage Check	: Enabled
Revocation Freshness Time	: 0
URL Retrieval Timeout	: 0
Ctl Identifier	: (null)
Ctl Store Name	: (null)
DS Mapper Usage	: Disabled
Negotiate Client Certificate	: Disabled
Reject Connections	: Disabled
Disable HTTP2	: Not Set

SSL - Certificate Successfuly Bound

To configure the XPression Gateway:

 In the XPression Gateway in Settings > HTTP Server > Web Server Settings, select Use HTTPS / SSL.

When **HTTPS** is enabled, the port will be forced to **9443**.

XPression Gateway - Settings		×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Web Server Settings Ø Enable Web Server Port: 9443 ¶ Q Client Timeout: 15 Ø Use HTTPS / SSL (requires a pre-installed SSL certificate) Server Settings Plugin Asset Root Folder: X:\ Show Add to Story Button Show OK Button Show Update Story Button Show Update Story Button Show Update Story Button Edit mode cleared by drag Block non NRCS user Block non NRCS user	
	QK Cancel	

SSL - HTTP Server - Use HTTPS / SSL

Troubleshooting

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):

Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: https://+:9443/plugin/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: https://+:9443/STATIC/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: https://+:9443/CLIENT/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: http://+:9500/plugin/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: http://+:9500/STATIC/ ;;WD)
Reserved URL User: \Everyone Listen: Yes Delegate: Yes SDDL: D:(A;;GA;	: http://+:9500/CLIENT/ ;;WD)

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:

🖀 Console1 - [Console Root\Certificates (Local Comput	ter)\Personal\Certificates]		
🚡 File Action View Favorites Window Help			
🚰 Console Root	Issued To	Issued By	Expiration Date
 ✓ ☐ Certificates (Local Computer) ✓	Icossvideo.com Icocalhost	DigiCert SHA2 Secure Server CA localhost	6/19/2019 2/26/2022
 Certificates Trusted Root Certification Authorities 	Calhost	Dev Certification Authority	12/31/2039

SSL - Missing Key Icon

If this is the case, open up the certificate and find its serial number:

eneral	Details Certification Pat	h	
Show:	<all></all>	~	
Field		Value	^
Ve	ersion	V3	
Se	erial number	0d6340508149ee07c954a7e8	٦
Si	gnature algorithm	sha256RSA	
E Si	gnature hash algorithm	sha256	
Is	suer	DigiCert SHA2 Secure Server C	
Va	alid from	Wednesday, September 26, 20	
Va	alid to	Wednesday, June 19, 2019 8:0	
Su	ubject	*.rossvideo.com, Ross Video Li	
-	110-1	DO1 /2010 D1 1	0.23

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.

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 Assigning Take IDs to MOS Objects Using Spell Check Copying MOS Content from other Projects Adding Resources from Streamline 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 - Clips

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.

 \star 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 Graphics

Editing Graphics

Saving Graphics

Exporting Graphics to PNG

Adding and Editing a Graphic 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

 \star 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.

6	Show: XPN News	
e (F	Show: XPN News Filter: https://www.show.org Thumbnails	
SM0.	Thumbnails	List
ä	18 8 🔲	

ActiveX MOS Plugin - Browse

The Show, Category and Style Selection window opens.

- Show and Category		_
	Description	
🖻 🔛 Global 2013	2	
- Election		
		۲
- Full_Frames		
- Opens		T
Show Filter:		
Name	Description	
- 🐼 Local		
😣 National		
	<u>Q</u> K <u>C</u> ancel	

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**.

FOGAL'S HEADLINES Florida julge arrested for double humistice July marked shoring in Using quarter Alter of the service in Marcanes	Today's Headlines Content: Today's Headlines none Florida jud Scene: Today's Headlines Channel: 2 Layer: Channel Default		ge arre
Brooking Red actor dead at 83	In: 00:00.00	Duration: 00:00.00	Browse Metadata
	2016 Election Intro)	Сору
E-ECTION 2016	Desc: 2016 Election I Content: Election Op		Delete Item
	Clip Channel: 1 In: 00:00.00	Layer: Channel Default Duration: 00:18.00	

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.

 \star 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.

 \star 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.

G Show: XPN News		Today's Headlines AM	Preview 🔻
Show: XPN News Filter: Thumbnails List	Channel: Channel	el 1 Layer: Default for Channel	
Thumbnails List	Description:		
	In Point: 00:00:	:00.00 Duration: 00:00:00.00	
Graphics (F9)	🗌 Man	ual Timing	TODAY'S HEADLINES
Grap	Object / Field	Content	TODAT S HEADLINES
	Text1 Text2	Florida judge arrested in double homicide	
2 Box	Background1	none	Florida judge arrested in double homicide
	Text3	Otter attacks woman in Montana	Job market slowing in third quarter
	Text4	Breaking Bad actor dead at 83	Job market slowing in third quarter
Economy-Feature1	Heading	Today's Headlines	Otter attacks woman in Montana
Economy-Feature1			otter attacks woman in montana
			Breaking Bad actor dead at 83
Lucid			
taps to go			
OTS-1			
Kimothy Walker	L		
PlayVideo		Spell Check Save	Update Story Cancel Edit Add To Story OK Cancel OpenMAM

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.

 \star 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.

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.

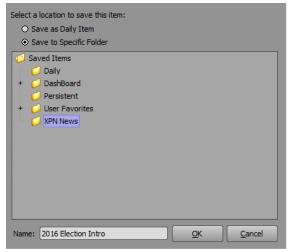
Saving Graphics

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.

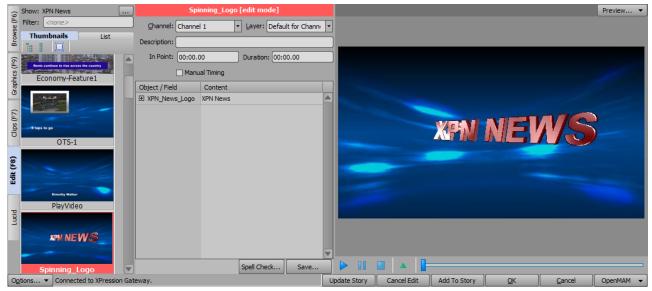
Editing a Graphic from the NRCS

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	×
- Metadata	
0.000	
als metadata	
	Patrick Twomey
	Logo Static
	-
	<u>O</u> K

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:

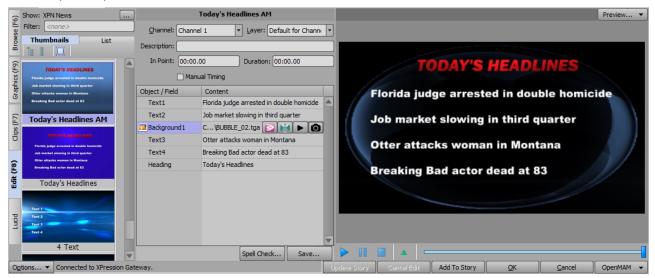
- $\{U\}$ apply underline attribute
- {/U} end underline attribute
- {SUP} apply superscript attribute
- {/SUP} end superscript attribute
- {SUB} apply subscript attribute
- {/SUB} end subscript attribute
- { } end all text attributes

★ 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.

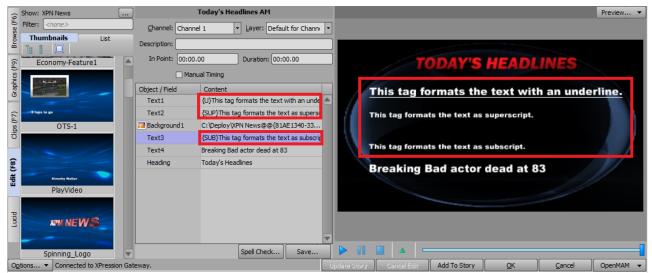


ActiveX MOS Plugin - Edit Graphic to Format Text

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.

Qu	uick Find:	:									💡 Cr	eate Placeholder
	#	Thumbnail	Name 🛆	In Point	Out Point	Length	Format	Flags	Audio Ch	Bit Depth	Recall ID	Project
Qu	1		BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x1080@29.97p		n/a	24 bits	BG	XPN_News
	2		Blue Swirl BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x1080@29.97p		n/a	24 bits		Doc_1
	3		CB_Trans_Down_Blue	00:00:00.00	00:00:05.20	00:00:05.21	1152x684@59.94p		n/a	32 bits		XPN_News
	4	-	Election Open	00:00:00.00	00:00:14.29	00:00:15.00	1920x1080@29.97p		2	32 bits	Election Open	Doc_1
	5		Flare_Starburst	00:00:00.00	00:00:00.46	00:00:00.47	1280x720@59.94p		2	32 bits	Flare_Starb	XPN_News
	6	Sector.	FNF FLAMES LOOP	00:00:00.00	00:00:09.34	00:00:09.35	1280x720@59.94p		n/a	24 bits	FNF FLAMES	XPN_News
	7	<u>A</u>	Kimothy	00:00:00.00	00:09:59.17	00:09:59.18	1920x1080@29.97p		2	24 bits	Kimothy	XPN_News
	8	2	Les Mask	00:00:00.00	00:00:19.29	00:00:20.00	800x800@29.97p		n/a	32 bits	Les	XPN_News
	9		lower_third_breaking_news_chip_slower_c	00:00:00.00	00:00:19.23	00:00:19.24	1280x248@29.97p		n/a	32 bits		XPN_News
	10		Nascar 1	00:00:00.00	00:00:25.11	00:00:25.12	1280x720@59.94p		2	32 bits	Nascar 1	XPN_News
	11		NetherlandsVideo	00:00:00.00	00:00:03.49	00:00:04.00	1280x720@50p		n/a	32 bits		
•		<u>n</u>										1
ion	ns 🔻	Connected	to XPression Gateway.			Update Story	Cancel Edit A	dd To Sto	rv	ОК	Cancel	OpenMAM

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.

(9)	Quick Find:										💡 Cre	eate Placeholder
Se (F	# Thu	umbnail	Name 🛆	In Point	Out Point	Length	Format	Flags	Audio Ch	Bit Depth	Recall ID	Project
Brows	Quick Find: # Thu 1		BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x1080@29.97p		n/a	24 bits	BG	XPN_News
Graphics (F9)	2		Blue Swirl BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x1080@29.97p		n/a	24 bits		Doc_1
Graphi	3		CB_Trans_Down_Blue	00:00:00.00	00:00:05.20	00:00:05.21	1152x684@59.94p		n/a	32 bits		XPN_News
Clips (F7)	4		Election Open	00:00:00.00	00:00:14.29	00:00:15.00	1920x1080@29.97p		2	32 bits	Election Open	Doc_1
Clip	5		Flare_Starburst	00:00:00.00	00:00:00.46	00:00:00.47	1280x720@59.94p		2	32 bits	Flare_Starb	XPN_News
Edit (F8)	6		FNF FLAMES LOOP	00:00:00.00	00:00:09.34	00:00:09.35	1280x720@59.94p		n/a	24 bits	FNF FLAMES	XPN_News
Edit	7 🚔	2	Kimothy	00:00:00.00	00:09:59.17	00:09:59.18	1920x1080@29.97p		2	24 bits	Kimothy	XPN_News
Lucid	8	2	Les Mask	00:00:00.00	00:00:19.29	00:00:20.00	800x800@29.97p		n/a	32 bits	Les	XPN_News
-	9	-	lower_third_breaking_news_chip_slower_c	00:00:00.00	00:00:19.23	00:00:19.24	1280x248@29.97p		n/a	32 bits		XPN_News
	10		Nascar 1	00:00:00.00	00:00:25.11	00:00:25.12	1280x720@59.94p		2	32 bits	Nascar 1	XPN_News
	11		NetherlandsVideo	00:00:00.00	00:00:03.49	00:00:04.00	1280x720@50p		n/a	32 bits		
	₹											
Opt	tions 🔻 Cor	nnected to	o XPression Gateway.			Update Story	Cancel Edit	Add To Stor	у][<u>O</u> K	<u>C</u> ancel	OpenMAM 🔻

ActiveX MOS Plugin - Clips Tab

3. Select a clip.

OR

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

The Advanced Search Options section opens.

XPre	ssion MOS Editor					x
(F6)	Quick Find:					
Browse (Name:	Project:			•	
B ^B	Recall ID:	Added Min:	~	Added Max:	~	
(F9)	Source:	Expires Min:	~	Expires Max:	~	Never Expires
	Duration Min: 00:00:00 Duration Max: 00:00:00	Audio Ch Min:	0 •-	Audio Ch Max:	0 ••	🗌 No Audio
Graphics			Reset Filter			Show all sub clips

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** (**b**) to save the search criteria as a default if necessary.

Editing Clips

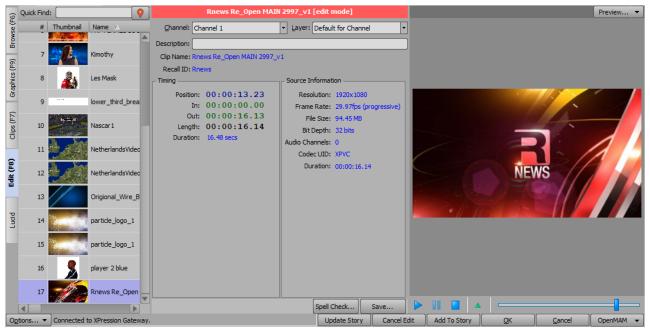
You can edit any clip that appears in the **Clips** tab and then add the edited clip to the NRCS.

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.

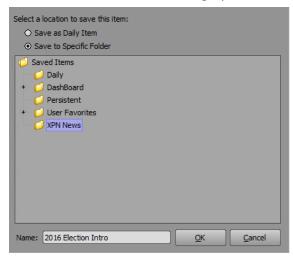
Saving Clips

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

To save a clip:

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

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.

 \star 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.

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

F6)	Quick Find	:			. 关		Q
e (F	#	Thumbnail	Name	∇			

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.

(9)	Quick Find:										💡 Cre	eate Placeholder
e (F	# Thu	umbnail	Name 🛆	In Point	Out Point	Length	Format	Flags	Audio Ch	Bit Depth	Recall ID	Project
Browse (F6)	1		BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x1080@29.97p		n/a	24 bits	BG	XPN_News
Graphics (F9)	2		Blue Swirl BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x1080@29.97p		n/a	24 bits		Doc_1
Graphi	3		CB_Trans_Down_Blue	00:00:00.00	00:00:05.20	00:00:05.21	1152x684@59.94p		n/a	32 bits		XPN_News
Clips (F7)	4		Election Open	00:00:00.00	00:00:14.29	00:00:15.00	1920x1080@29.97p		2	32 bits	Election Open	Doc_1
clip	5		Flare_Starburst	00:00:00.00	00:00:00.46	00:00:00.47	1280x720@59.94p		2	32 bits	Flare_Starb	XPN_News
Edit (F8)	6		FNF FLAMES LOOP	00:00:00.00	00:00:09.34	00:00:09.35	1280x720@59.94p		n/a	24 bits	FNF FLAMES	XPN_News
Ē	7 🚔	<u>e</u> ,	Kimothy	00:00:00.00	00:09:59.17	00:09:59.18	1920x1080@29.97p		2	24 bits	Kimothy	XPN_News
Lucid	8	٨	Les Mask	00:00:00.00	00:00:19.29	00:00:20.00	800x800@29.97p		n/a	32 bits	Les	XPN_News
_	9	-	lower_third_breaking_news_chip_slower_c	00:00:00.00	00:00:19.23	00:00:19.24	1280x248@29.97p		n/a	32 bits		XPN_News
	10	7=1 	Nascar 1	00:00:00.00	00:00:25.11	00:00:25.12	1280x720@59.94p		2	32 bits	Nascar 1	XPN_News
	11		NetherlandsVideo	00:00:00.00	00:00:03.49	00:00:04.00	1280x720@50p		n/a	32 bits		
	e) 🐘											
Opti	ons 🔻 Co	nnected t	o XPression Gateway.			Update Story	Cancel Edit	Add To Stor	у]	<u>о</u> к	<u>C</u> ancel	OpenMAM 👻

ActiveX MOS Plugin - Clips Tab

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

The Create a Clip Placeholder dialog opens.

📧 Create a c	ip placeholder	_		×
Clip Name: Recall ID: Description:			_	
ClipStore: Conne	ected	<u>0</u> K] <u>C</u> ar	ncel

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.

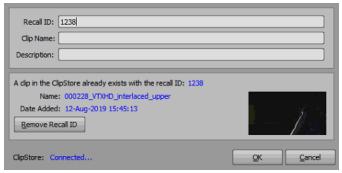
7. Select OK.

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.

(9	Quick Find:	:		0	Demo	
/se (F	#	Thumbnail	Name 🔺	_	Channel: CHANNEL 1 Layer: Default for Template	-
-	Quick Find: # 1		000228_VTXHD_interlaced_upper		Description: Ross Video	5
Graphics (F9)	2	14	1-1		Clip Name: Demo Recall ID: 100	
Grap	3	74	1-2		This clip is a placeholder, and no clip info has been received yet. You may Drag/Drop this placeholder into the rundown.	
Clips (F7)	4	120	1-3			-
ō	5		1-4			
Edit (F8)	6	A CONTRACT	10-1			
ŭ	7		10-2	v	Spellcheck Save	ר

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.

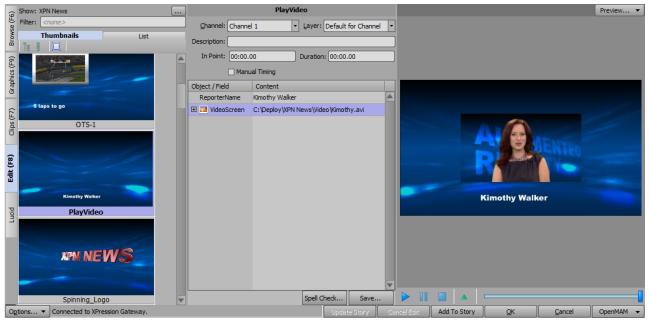
To copy and paste a clip into a MOS graphic:

- 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

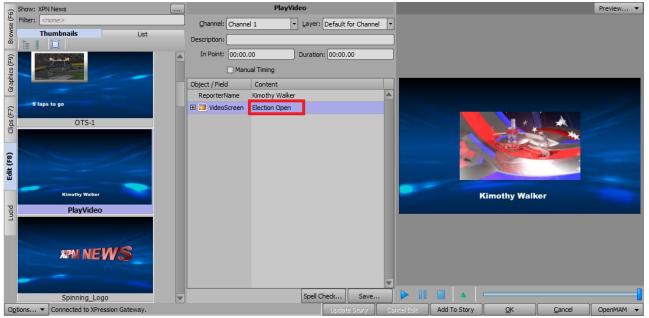
2. Select the **Clips** tab.

(Quick Find:	:									💡 Cre	ate Placeholde
	#	Thumbnail	Name 🛆	In Point	Out Point	Length	Format	Flags	Audio Ch	Bit Depth	Recall ID	Project
	1		BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x1080@29.97p		n/a	24 bits	BG	XPN_News
	2		Blue Swirl BG	00:00:00.00	00:00:29.29	00:00:30.00	1920x1080@29.97p		n/a	24 bits		Doc_1
	3		CB_Trans_Down_Blue	00:00:00.00	00:00:05.20	00:00:05.21	1152x684@59.94p		n/a	32 bits		XPN_News
	4		Election Open	00:00:00.00	00:00:14.29	00:00:15.00	1920x1080@29.97p		2	32 bits	Election Open	Doc_1
	5		Flare_Starburst	00:00:00.00	00:00:00.46	00:00:00.47	1280x720@59.94p		2	32 bits	Flare_Starb	XPN_News
	6	(Jacoba)	FNF FLAMES LOOP	00:00:00.00	00:00:09.34	00:00:09.35	1280x720@59.94p		n/a	24 bits	FNF FLAMES	XPN_News
	7	-	Kimothy	00:00:00.00	00:09:59.17	00:09:59.18	1920x1080@29.97p		2	24 bits	Kimothy	XPN_News
	8	2	Les Mask	00:00:00.00	00:00:19.29	00:00:20.00	800x800@29.97p		n/a	32 bits	Les	XPN_News
	9		lower_third_breaking_news_chip_slower_c	00:00:00.00	00:00:19.23	00:00:19.24	1280x248@29.97p		n/a	32 bits		XPN_News
	10	7-1	Nascar 1	00:00:00.00	00:00:25.11	00:00:25.12	1280x720@59.94p		2	32 bits	Nascar 1	XPN_News
	11		NetherlandsVideo	00:00:00.00	00:00:03.49	00:00:04.00	1280x720@50p		n/a	32 bits		
ļ	∢ [aka										
ĺ	ions 🔻	Connected	to XPression Gateway.			Update Story	Cancel Edit A	dd To Stor	rv	<u>o</u> k	Cancel	OpenMAM

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 MOS Events in the XPression ActiveX MOS Plugin

When Lucid Studio has been configured to communicate with a Newsroom Control System (NRCS) 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 automatically.

The following topics are described in this section:

Selecting Lucid MOS Events

Editing Lucid MOS Events

For information about..

- setting up communication between the NRCS and the XPression Gateway, see the XPression Gateway Settings.
- setting up the XPression ActiveX MOS plugin, see Setting up the XPression ActiveX MOS Plugin.
- configuring the XPression Gateway for Lucid Integration, see Lucid Studio Integration.

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.

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

Project: News-1.uxp Filter: https://www.englight.com					
Thumbnails	List				
G No Category (11)	<unavailable></unavailable>	<unavailable></unavailable>	<unavailable></unavailable>	<unavailable></unavailable>	
F-GoldMts-C1	F-Player 1	F-Player Doll	F-Spts Bg Mon	Stats 2 Off	
تان حunavailable>	<unavailable></unavailable>	<unavailable></unavailable>	<unavailable></unavailable>	<unavailable></unavailable>	
Stats 2 On	Stats 3 Off	Stats 3 On	Stats1 Off	Stats1 On	
Lucid					
live vid					

ActiveX MOS Plugin - Lucid Tab

 \star For information about enabling MOS in Lucid Studio, see the Lucid Studio User Guide.

- From the **Project** drop-down, select the project containing the event you want to use.
 The MOS enabled Lucid events in that project are displayed.
- 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 MOS 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.

Editing Lucid MOS Events

In the **Edit** tab, you can change the image or video contained in an event, selecting assets from a local folder or from an OpenMAM server.

To edit a Lucid MOS event:

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

The MOS-enabled Lucid events for the project that was last opened will appear in the **Lucid** tab.

XPre	ssion MOS Editor					×
9	Project: News-1.uxp		[
se (F	Filter: <pre></pre>					
Browse (F	Project: News-1.uxp Filter:					

ActiveX MOS Plugin - Lucid Tab

★ For information about enabling MOS in Lucid Studio, see the *Lucid Studio User Guide*.

- 3. From the **Project** drop-down, select the project containing the event you want to edit.
- 4. Double-click the event you want to edit.

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.

XPre	ssion MOS Editor			x
9			Stats 2 On	
Browse (F6)	Description:			
Brow	In Point: 00:00	0:00.00	Duration: 00:00:08.00	
6	🗌 Mar	nual Timing	Out Method: NONE	•
CS (F	Object / Field	Content		
Graphics (F9)	Pause [1]	0.2		-
Ē				
Clips (F7)				
Edit (F8)				
빌				
12				
Lucid				
3				

ActiveX MOS Plugin - Edit a Lucid MOS Event

- 5. On the left side of the plugin, select an **Out Method** and add a **Description** (optional).
- 6. In the **Source Content** field, do one of the following:

Select an OpenMAM icon to access media resources on an OpenMAM server.

 \star For information about accessing resources from an OpenMAM server, see Adding Assets from an OpenMAM Server.

OR

Press **Select** and in the **Select Texture** panel, navigate to the folder containing the image or video you want use and press **Select**.

- 7. If you are adding a video, in the **Duration** field, enter or use the arrows to select a duration for the video.
- 8. Then select **Add to Story** if editing an event from the Lucid tab, or **Update Story** if editing an event from a story.

Assigning Take IDs to MOS Objects

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

 \star 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.

	e Take ID	
O Fixed Take ID: 0	* -	
	· · · · · · · · · · · · · · · · · · ·	
		Cance

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.

 \star 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**.

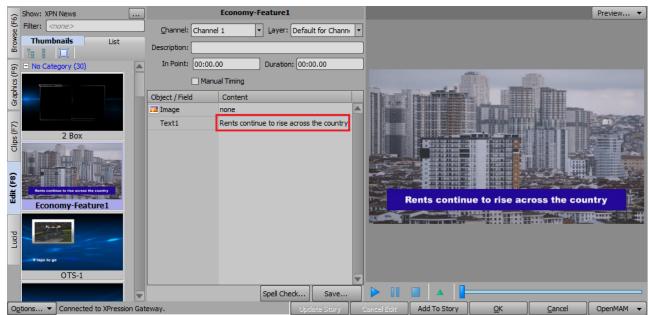
The XPression ActiveX MOS Plugin Configuration window opens.

XPression MOS Plugin Configuration	า	x
C XPression MOS Gateways		
Gateway Name	Primary Host	Secondary Host
XPression Gateway	localhost: 10550	-
Add) Edit) Delete		
	– Misc –	
MOS ID: XPN-DOC	Floating Preview	v
	Show Timing Fie	lds
Spell Check	Show Hours set	
Dictionary: English (United States)	_ · ·	list on Edit Mode tab
XPression Local Preview Engine ————————————————————————————————————	Use Windows Ex Texture Browse	xplorer instead of r
Active		
Host Address: localhost		
Server Port: 8001		
		OK Cancel

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.

sloing	 Ignore
Suggestions	Change
slewing	
soling	Add
sling	
soloing	
sloping	Cancel

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.

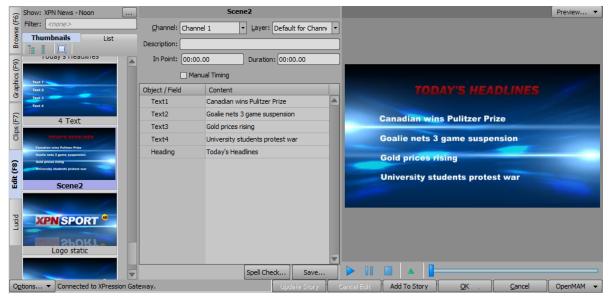
Copying MOS Content from other Projects

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.

Show, Category and Style Selection						
- Show and Category -						
Name		Description				
XPN News - PM						
XPN News						
XPN News - No	on					
Show Filter:						
Style						
Name		Description				
💫 Local						
🖏 National						
			ОК	Cancel		

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 to a Template

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.

🔂 Setup - XPression ActiveX NCS Plugin	-		\times
Select Components Which components should be installed?			
Select the components you want to install; clear the compor install. Click Next when you are ready to continue.	nents you do no	ot want to	
Full installation		~	
XPression ActiveX NCS Plugin		22.3 MB	
Integrated OpenMAM Browser Current selection requires at least 30.7 MB of disk space.		152.3 MB	
< Back	Next >	Canc	el
	Next >	Cano	ei

ActiveX MOS Plugin - Installation - Select Components

OpenMAM servers can then be accessed within the plugin.

Adding Assets from an OpenMAM Server

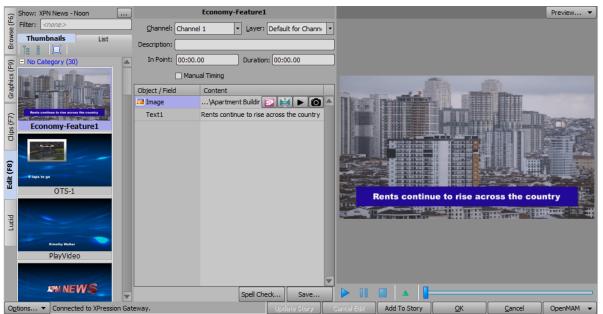
Images and video can be dragged and dropped directly from an OpenMAM server into the XPression ActiveX MOS plugin.

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

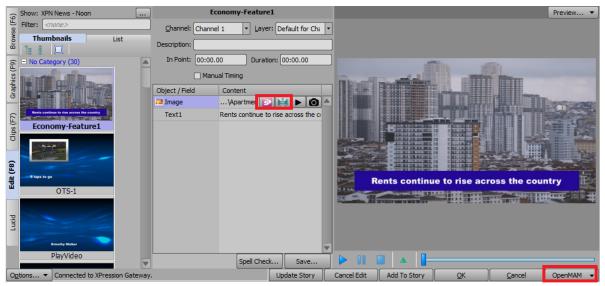
In the Running Order of the NRCS, double-click a template to open it in the Edit tab.



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.



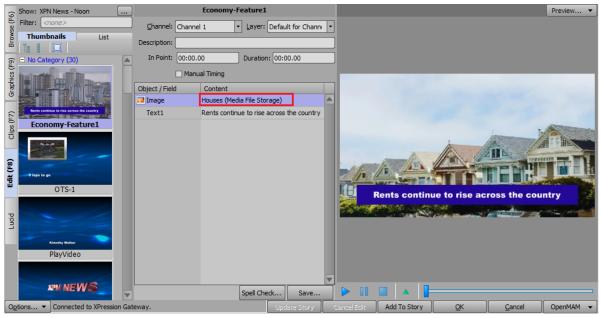
ActiveX MOS Plugin - Select OpenMAM Server

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.

New Folder Name	×
Name:	
	ancel

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 Resources from Streamline OpenMAM Adding and Deleting Folders **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:

Selecting Graphics

Editing Graphics

Saving Graphics

Exporting Graphics to PNG

Replacing and Converting Graphics

Browsing Graphic Metadata

Adding and Editing Graphics in the NRCS

Formatting Text

To change the view type and scale of the Graphics tab:

1. Click the **Change view type and scale** button (



HTML5 Plugin - Change View and Scale

- 2. Select one of the following viewing methods for the graphics browser:
 - **Grid** select this method to view the graphics in a grid layout.
 - List select this method to view the graphics in a name list.
 - Size bar select the bar and drag it left or right to adjust the thumbnail or name size in the Graphics tab.

Selecting and Deleting Graphics

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

	wse Graphics	Lucid Clips Viev	w Edit OpenMAM	Streamline - XPNM-STREAMLINE		
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Kimothy Walke		KPM N	IEWS			
PlayVideo		Spinning_Logo		5Box		
	er Alter					
4Box		3 BOX		Player stat		
		KEYS 10 12		FULL PAGE QUOTE	EONE GGRET.	

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.
					op 0

Browse Graphics	Lucid Clips	View	Edit	OpenMAM:	Streamline - XPN	IM-STRE		o x
-Show				Show and (Category ———			
Q Filter				Name				
Name	Description				No cate	gories found		
XPN News - PM								
NPN News - Noon				Style				
News - AM				Name		Descripti	on	
NPN News					No sty	les found		
							ОК	Cancel

HTML5 Plugin - Show, Category and Style Window

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

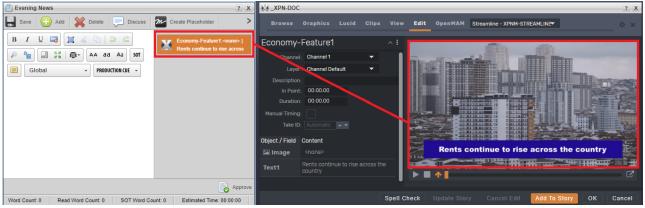
OR

Scroll through the list of shows and double-click to select the show you want.

- 5. 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.

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.



HTML5 Plugin - Add Graphic to Story

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 prepopulated 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.

To select a graphic:

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

The **Browse** tab opens.

XPression B	rowse	Graphics	Lucid	Clips	View	Edit	OpenMAM	Strea	imline -	XPNM-ST y			
+ m C Saved Items ► Daily > ► DashBoard ► Persistent		Q Search		с 						à	NE DANKE		۲
 > In User Favorites > In XPN News In Evening News In Morning News > Rundowns 		Rents continue Apartments	ie to rise across	the country	FS Vide		ng News	:	Les Ma			:	
		-	SPO 250		-	Kimoth	y Walker		Headli Headli Headli	ine 2			
		Logo Scene			Play Vi	deo - Sm	all		Todays	Headlines			

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. 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.

FOCHT'S MEAOLANES	
Job market slowing in third quarter Otter attacks woman in Montana Brooking Bad actor dead at 83	Browse Metadata Copy MOS
Today's Headlines	Delete Item

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 DataLing lists.

To edit a graphic:

1. Select a graphic.

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.

These settings are only available if they have been set up in the **Configuration** panel. See Setting Up the XPression HTML5 MOS Plugin.

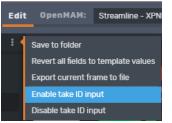
If using XPression Tessera and a **Net ID** has been assigned to a channel for a destination region in the **Region Mapper**, selecting that channel in the HTML5 plugin will include the assigned **Net ID**.

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.

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.).

4. 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, click the options button () in the top-right corner of the **Graphics Editor** and select **Revert all fields to template values**.

DOC.XPN		?)
XPression Browse	Graphics Clips View Edit OpenMAM	
S HEADSHOT Edit Mode	A i Save to folder	
Channel: <none></none>	Revert all fields to template values	
Layer: Channel Default 🔻	Export preview image to file	
Description:	Enable take ID input	
In Point: 00:00.00	Duration: 00:00.00 Disable take ID input	
Manual Timing:		
Take ID: 0		
biect / Field Content		
	Spellcheck Update Story Cancel Edit Add To Story	OK Cancel

HTML5 Plugin - Revert all Fields

8. 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. Click the options button () in the top-right corner of the graphics editor and select **Save** to folder from the menu.

XPressio	N Browse Graphic	s Edit OpenMAM:	Streamline - XPNM-STREAMLINE	•
FS BULLETS		^ I	Save to folder	
orianitoi.	annel 1 🔹		Revert all fields to template values Export current frame to file	ra info about it can go in here
Description:			Enable take ID input	
In Point: 00:	00:00.00	Duration: 00:00:00.00	Disable take ID input	
Manual Timing:			Line Four of Text Line Five of Text	NAMELONGSURNAME
Object / Field	Content			and the second
Breaking On/Off	Not Breaking			
TITLE	MAIN HEADER DATA			
SUBTITLE	Extra info about it can go i	n here		2
Photo On/Off	On			
		Spellcheck Up	date Story Cancel Edit	dd To Story OK Cancel

HTML5 Plugin - Save to Folder

The Save Item to Folder dialog opens.

Save Item To Folder	
Select an option: Save as daily item	
 Save to specific folder 	
Saved Items Daily Persistent	
■ ihughes	
Name:	
	Cancel

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**.

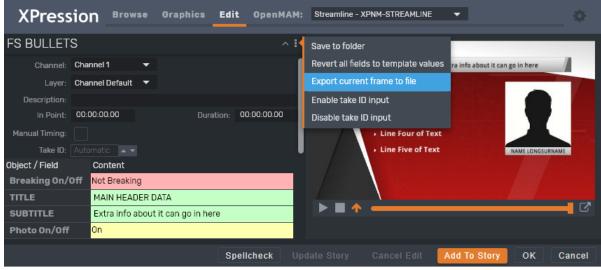
The **Save Item to Folder** dialog closes and the graphic is saved. The folder might have to be refreshed to see the added graphic.

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**.

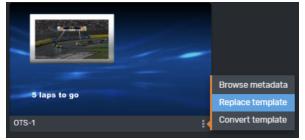
If the **Save As** window does not open, it is because this option has not been selected in the web browser settings. To enable the **Save As** window, edit the web browser settings to allow the file browser to open to select a specific folder. Otherwise, the image will be saved in **Downloads**.

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.

To add a graphic to the NRCS:

• In the **XPression HTML5 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 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. Select a graphic.

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



HTML5 Plugin - Edit a Graphic from the NRCS

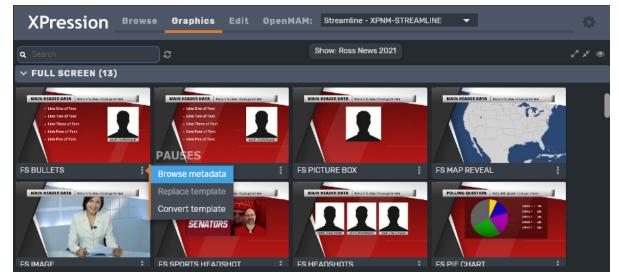
- 2. Edit the graphic as needed.
- 3. Then select **Update Story** to apply the changes.

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.

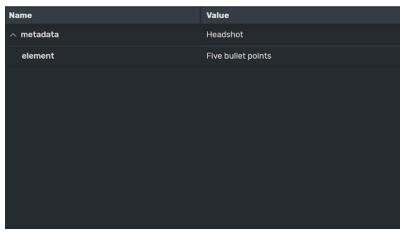
To browse the metadata of a graphic:

- 1. In the **Graphics** or **Browse** tab, select a graphic and click on the options button (1) in the bottomright 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
 - \star 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.

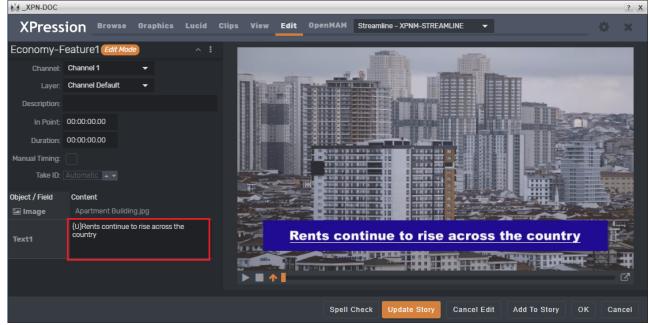


HTML5 Plugin - Edit Graphic

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. In the image below, the apply underline attribute tag was used.



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 Graphic

Previewing Clips

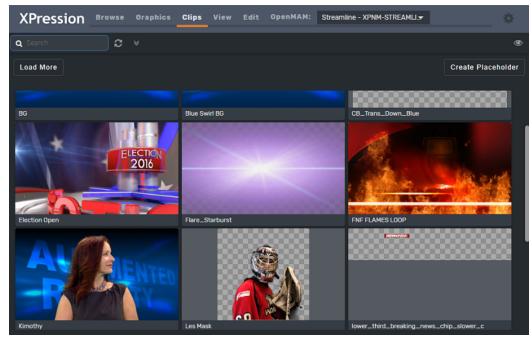
Selecting Clips

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 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** (\square) 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.

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

The clips matching your search options will appear and the number of matching clips found will be indicated.
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XPression	Browse	Graphics	Lucid	Clips	View	Edit	OpenMAM	Streamline - XPNM-STREAMLINE	
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Netherlands								~	
Recall ID:				Added Min				-1	
				mm/dd/y Added Max					
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Search Reset Fill	ters # of	Matching Clip	s: 2						
Load More									
United Kingdom Nether	unat State		United Kins	adom	Netherlands	e Ge	mant/		

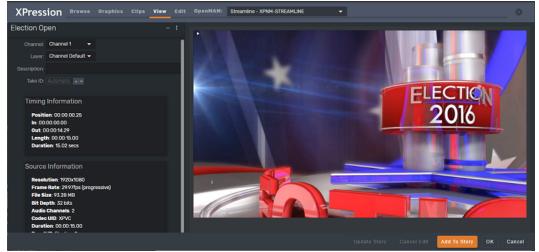
HTML5 Plugin - Advanced Search Options

- 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.

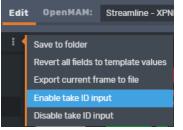
To edit a clip:

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

The Save Item to Folder dialog opens.

Select a location to save this item: O Save as Daily Item O Save to Specific Folder
 Saved Items Daily DashBoard Persistent User Favorites XPN News
Name: 2016 Election Intro QK Cancel

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.

To add a clip to a graphic:

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

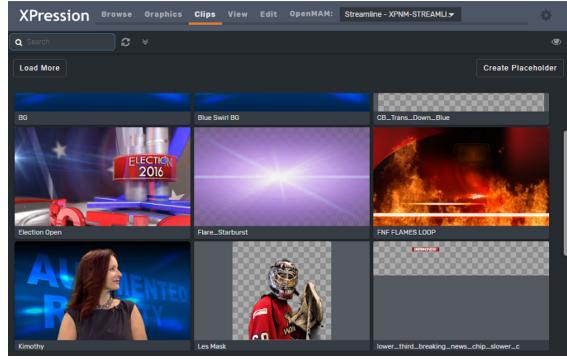
The graphic opens in the **Edit** tab.



HTML5 Plugin - Edit Tab

2. Select the **Clips** tab.

The **Clips** tab opens.



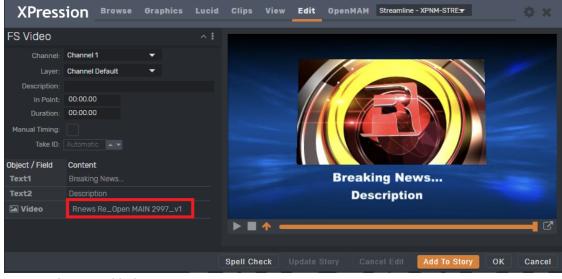
HTML5 Plugin - Clips Tab

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 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*.

Previewing Clips

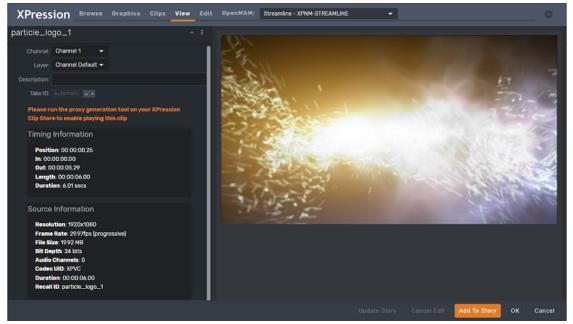
Use the **Preview** window to preview the clip that is open in the **Edit** tab.

To preview the clip:

1. Click in the preview window.

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

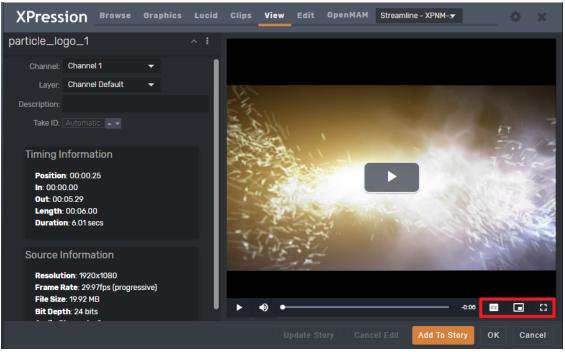
If instead you see a message saying "Please run the proxy generation tool on your XPression Clip Store to enable playing this clip", as shown in the image below, it means that the clip cannot currently be played or even previewed, because it is lacking the required proxies. See Running the Proxy Generation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



HTML5 Plugin - Preview Clips

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.

🗱 XPression ClipStore Proxy Generator	- 🗆 X	
Start Proxy Generation Options Stop Image: Contract of the start	Configuration Path to Storage Folder: C:\Program Files (x86)\XPression Clip Store\Storag)	
# Filename	Filesize FPS Elapsed Time Frames Completed Progress	
Overall Progress: Not running		
09	6	

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.

	Proxy Generation Proxy Generation Pronce Threads: Transcode Threads: Transcodes:	- Configuration Path to Storage F	Folder: C:	Program Files (x86)	XPression Clip Store\Sto	rag
#	Filename	Filesize	FPS	Elapsed Time	Frames Completed	Progress
1	Rnews Re_Open MAIN 2997_v1-241D5888-438D-4641-8863-288092760F67.avi	94.45 MB	26	00:09	193	39.1%
Overal	Progress: 3/4					
	759	%				

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.

Using Lucid MOS Events in the XPression HTML5 Plugin

When Lucid Studio has been configured to communicate with a Newsroom Control System (NRCS) 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 automatically.

The following topics are described in this section:

Selecting Lucid MOS Events

Editing Lucid MOS Events

For information about..

- setting up communication between the NRCS and the XPression Gateway, see the XPression Gateway Settings.
- setting up the HTML5 MOS plugin, see Setting up the HTML5 MOS Plugin.
- configuring the XPression Gateway for Lucid Integration, see Lucid Studio Integration.

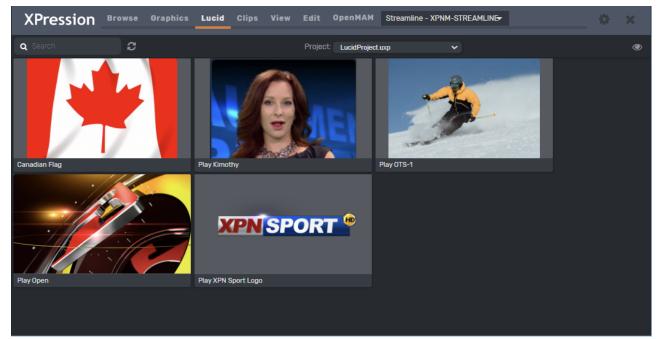
Selecting Lucid MOS Events

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.

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 *Lucid Studio User Guide*.

- From the **Project** drop-down, select the project containing the event you want to use. The MOS enabled Lucid events in that project are displayed.
- 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, 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.

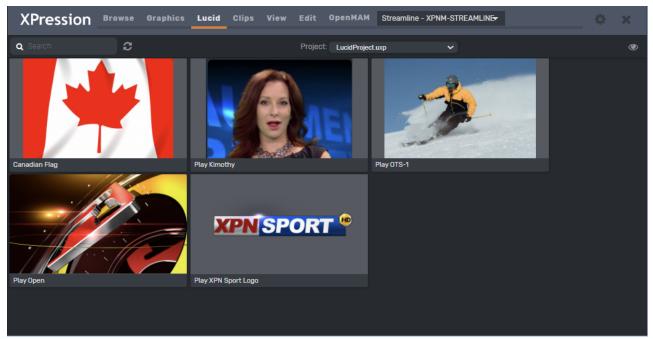
Editing Lucid MOS Events

In the **Edit** tab, you can change the image or video contained in an event, selecting assets from a local folder or from an OpenMAM server.

To edit a Lucid MOS event:

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

The MOS-enabled Lucid events for the project that was last opened will appear in the Lucid tab.

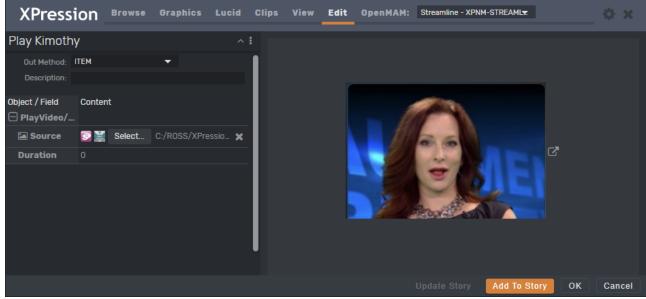


HTML5 Plugin - Lucid Tab

★ For information about enabling MOS in Lucid Studio, see the *Lucid Studio User Guide*.

- 3. From the **Project** drop-down, select the project containing the event you want to edit.
- 4. Double-click the event you want to edit.

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.



HTML5 Plugin - Edit a Lucid MOS Event

- 5. On the left side of the plugin, select an **Out Method** and add a **Description** (optional).
- 6. In the **Source Content** field, do one of the following:

Select an OpenMAM icon to access media resources on an OpenMAM server.

★ For information about accessing resources from an OpenMAM server, see Adding Assets from an OpenMAM Server.

OR

Press **Select** and in the **Select Texture** panel, navigate to the folder containing the image or video you want use and press **Select**.

- 7. If you are adding a video, in the **Duration** field, enter or use the arrows to select a duration for the video.
- 8. Then select **Add to Story** if editing an event from the Lucid tab, or **Update Story** if editing an event from an NRCS story.

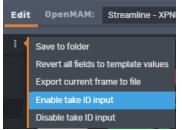
Assigning Take IDs to MOS Objects

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

 \star Take IDs on the Remote Sequencer will not match the Take IDs assigned to the XPression Sequencer items.

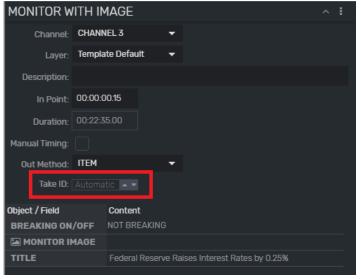
To assign a Take ID to a MOS object:

- 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.



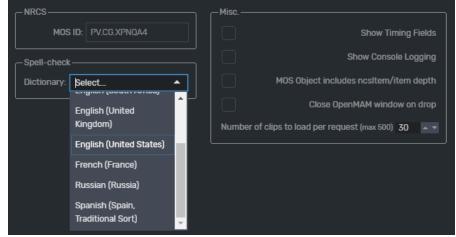
HTML5 Plugin - Set Take ID

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.

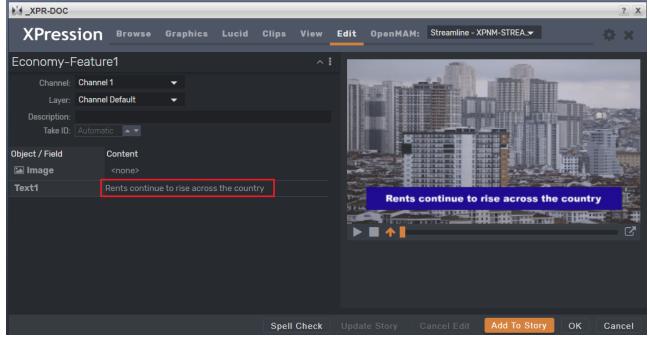


HTML5 Plugin - Select Spell Check Dictionary

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 $\ensuremath{\textbf{Spell Check}}$ window opens.

Spell Check	
Not in dictionary:	
Reseve	Ignore
	Add to Dictionary
Suggestions:	
Reeves	Change
Reeve	
Reserve	
Das ava	
Language: English (United States)	
	Cancel

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.

XPN-DOC ? X View Edit OpenMAM Streamline - XPNM-STREAMLINE -XPression Browse Scene2 Channel: Channel 1 TODAY'S HEADLINES Layer: Channel Default Description In Point- 00:00:00.00 **Canadian wins Pulitzer Prize** Duration: 00:00:00.00 Manual Timing: **Goalie nets 3 game suspension Gold prices rising** Object / Field Content Text1 University students protest war Text2 Text3 Text4 Heading Spell Check Add To Story ок Cancel

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.

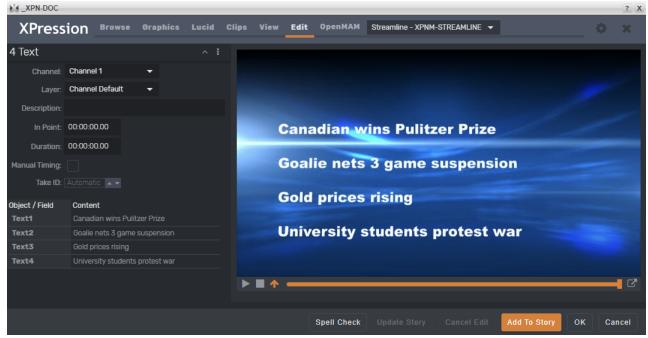


HTML5 Plugin - Select Template to Edit

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 Streamline, see Adding and Configuring an OpenMAM Server - Streamline Driver.

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

Images and video can be dragged and dropped directly from a Streamline server into the XPression

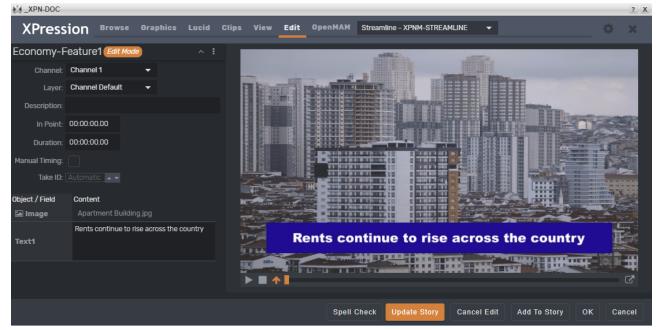
 \star Launching an OpenMAM server while in iNews opens the iNews web browser as it supports drag-and-drop functionality.

To add an asset from an OpenMAM server into the XPression HTML5 Plugin:

- 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.

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

XPN-DOC												? X
XPress	ion ^{Browse}	Graphics	Lucid C	lips View	Edit	OpenMAM	Maps - L-OTTII	HUGHES1.rossvi	ideo.com 🗸			×
Economy-F	eature1								witten			
Channel:	Channel 1	-		-		-	i i i i i i i i i i i i i i i i i i i	-				
Layer:	Channel Default	-				-						
Description:												
In Point:	00:00:00:00				a three						0000	
Duration:	00:00:00				ALC: N							and the second s
Manual Timing:					Section 1							
Take ID:										and the state		
Object / Field	Content			Real Property lies								1 act
🖬 Image	💽 💥 Select	<none></none>	×		-						And -	
Text1	Rents continue to ri	se across the cou	untry	T-Sec	Re	nts co	ntinue t	o rise a	icross (he count	rv	
				10 M					and the second second	Contractor of the local of		
							Line					
						Spell (Check Upda			Add To Story	ок	ancel

HTML5 Plugin - Select OpenMAM Server

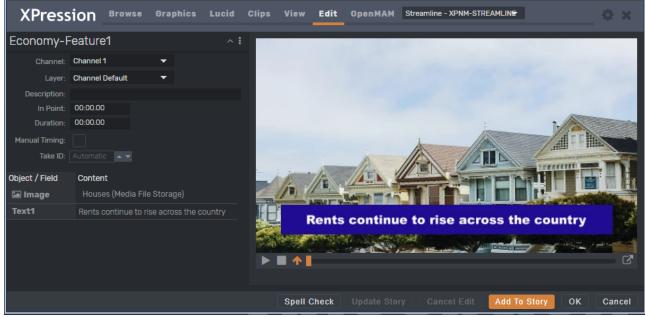
 \star If using iNEWS, open the server manually.

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.



HTML5 Plugin - Add Asset from OpenMAM Server

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 HTML5 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. Select the New Folder icon.



HTML5 Plugin - Add New Folder

The New Folder dialog opens.

New F	older		
Name:			
		Cancel	ок

HTML5 Plugin - Add New Folder

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

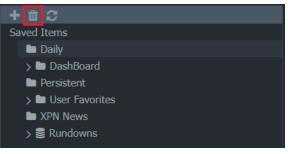
The new folder appears as a sub-folder in the folder structure.

To delete a folder:

- 1. In the HTML5 Plugin, select the **Browse** tab.
- 2. Select a folder in the folder structure.

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. Select the **Delete Folder** icon.



The **Delete Folder** confirmation dialog opens.

Delete Folder		
Are you sure you want to delete the selected folder?		
	Cancel	Yes

4. Select Yes.

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

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 XPression NLE Plugin and Edius Plugin

Setting Up the XPression Gateway for the XPression 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

 \star 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.

XPression Gateway - Settings		×
Gateway	MOS Server	
Rundowns Client Plugins	Media Object Port: 10540	
MOS Objects	Running Order Port: 10541	
Remote Sequencer Output Engines	Primary MOS ID: XPression)
Virtual Channel Mapping	Secondary MOS ID:)
Channel Groups	NCS ID: NCS)
Preview & Offline Engines Project Server	MOS Objects & Messages	
Clip Store	Parse roStorySend Messages (recommended to leave off)	
Persistent Templates Saved Items	Accept I tems With Incorrect MOS ID	
OpenMAM	☑ Don't Send Status Messages	
DataLing	MOS Message Encoding	
OverDrive Running Order Export		
HTTP Server	Encode MOS Payload Strip Unicode Chars from MOS Abstracts	
Lucid Studio Integration Reserved Client Slots		
Miscellaneous		
		cel

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.

Gateway	Global Settings	
Rundowns	Plugin Server Port: 10550	
Client Plugins	✓ Enforce the Gateway's MOS ID	
MOS Objects	✓ Enable MOS Timing Fields -> Default Inpoint	. 00:00:00.00
Remote Sequencer		n: 00:00:00.00
Output Engines		
Virtual Channel Mapping	Enable Remote Plugin Updates	Enable OverDrive Fields
Channel Groups	Show Template List on Edit Mode tab	Enable Mosart Fields
Preview & Offline Engines	Empty Material Fields Show as <none></none>	Enable Ignite Fields
Project Server	Disable Channel and Layer	Hide hours in timing fields
Clip Store	Hide frames in timing fields	Collapse multiple spaces in text
Persistent Templates		
Saved Items	Layer Options	
OpenMAM	Edit Custom Lavers	
DataLing	Luc custom Layers	
OverDrive	Default Layer: Default for Channel	
Running Order Export		
HTTP Server	Render Options	
Lucid Studio Integration	Clients connect directly to offline and preview	v engines
Reserved Client Slots		-
Miscellaneous		

- 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.

XPression Gateway - Settings		×
Gateway	Preview & Offline Render Engines	
Rundowns	ID Name Host	Description
Client Plugins	1 Preview / Offline localhost:8001	1
MOS Objects	2 Preview / Offline localhost:8001	
Remote Sequencer		•
Output Engines		
Virtual Channel Mapping		
Channel Groups		
Preview & Offline Engines		
Project Server		
Clip Store		
Persistent Templates		
Saved Items		
OpenMAM		
DataLing		
OverDrive	Add Edit Del	ete
Running Order Export		
HTTP Server	Desktop Preview Server	
Lucid Studio Integration	Enabled	
Reserved Client Slots	Host: localhost	
Miscellaneous	Port: 7070 Lp Nex	xt Channel: 1
		<u>Q</u> K <u>C</u> ancel

 \star 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.

XPression Preview Engine	<
Engine ID Name: Preview / Offline Render Engine 1	
Remote XPression Engine Host: localhost Port: 8001	
Options	

- 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.

- \star 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.

XPression Gateway - Setti	ngs	×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Project Server	
	Ōĸ	<u>C</u> ancel

- 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.

XPression Gateway - Settings		×
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	Database Path: C:\SavedGraphics Date format: dd-mm-yyyy Purge daily templates after: 30 Image: The second	
Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	OK Can	cel

- 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.

XPression Gateway - Settin	gs			×
Gateway	_ NLE			
Rundowns	# IP Address	Description		
Client Plugins				
MOS Objects				
Remote Sequencer				
Output Engines				
Virtual Channel Mapping				
Channel Groups				
Preview & Offline Engines				- 11
Project Server	Add	Edit Delete		
Clip Store				
Persistent Templates				
Saved Items				
OpenMAM				
DataLing				
OverDrive				
Running Order Export				
HTTP Server				
Lucid Studio Integration				
Reserved Client Slots				
Miscellaneous				
			<u>O</u> K <u>C</u> ancel	

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

The Reserved Slot dialog opens.

Slot	
IP Address:	
Description:	
	<u>o</u> r <u>C</u> ancel

- 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:

Â	Message from gateway: Maximum number of floating NLE client licenses exceeded: licenses used: 3 of 5 (3/5 reserved slots)		
	ОК		

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.

XPression Gateway - Settings		×
Gateway Rundowns Client Plugins MOS Objects Remote Sequencer Output Engines Virtual Channel Mapping Channel Groups Preview & Offline Engines	MOS Server	
Project Server Clip Store Persistent Templates Saved Items OpenMAM DataLinq OverDrive Running Order Export HTTP Server Lucid Studio Integration Reserved Client Slots Miscellaneous	MOS Objects & Messages Parse roStorySend Messages (recommended to leave off) Accept Items With Incorrect MOS ID Don't Send Status Messages MOS Message Encoding Use UTF8 Encode MOS Payload Strip Unicode Chars from MOS Abstracts	
		el

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.

XPression Gateway - Settings		×
Gateway	Preview & Offline Render Engines	
Rundowns	ID Name Host	Description
Client Plugins	1 Preview / Offline localhost:8001	
MOS Objects	2 Preview / Offline localhost:8001	
Remote Sequencer	2 Preview / Office localitoscooo 1	
Output Engines		
Virtual Channel Mapping		
Channel Groups		
Preview & Offline Engines		
Project Server		
Clip Store		
Persistent Templates		
Saved Items		
OpenMAM		
DataLing		
OverDrive	Add Edit Delete	
Running Order Export		·
HTTP Server	Desktop Preview Server	
Lucid Studio Integration	Enabled	
Reserved Client Slots	Host: localhost	
Miscellaneous	Port: 7070 I Up Next Channe	
		<u>OK</u> <u>C</u> ancel

 \star 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.

XPression Previe	w Engine	Х
Engine ID	Preview / Offline Render Engine 1	1
- Remote XPre Host: Port:	localhost	
Options	ngine for NLE dient rendering	
	<u>O</u> K <u>C</u> ancel	

- 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.

- \star 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.

XPression Gateway - Setti	ngs	×
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 Lucid Studio Integration Reserved Client Slots Miscellaneous	Project Server	
	Ōĸ	<u>C</u> ancel

- 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.

XPression Gateway - Settings		\times
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 Lucid Studio Integration Reserved Client Slots	Database Path: C:\SavedGraphics Date format: dd-mm-yyyy Purge daily templates after: 30 Image: The second	
Miscellaneous	QK <u>C</u> ancel	

- 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

Using Clips in an NLE Workflow

Assigning Take IDs to Objects

Using Spell Check

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 in the newsroom client.

2. Select Graphics.

The Graphics tab opens.



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:

For information on selecting graphics, refer to the section Selecting Graphics.

To edit graphics, refer to the section Editing Graphics.

5. To browse the metadata of a graphic or template, refer to the section 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 Browse tab,
- 2. Select Browse (...).

The Show, Category and Style Selection dialog opens.

	Description	
🖃 🔛 Global 2013	2	
Election		
🔄 Finance		-
🔄 Full_Frames		
Lower_Third		
ihow Filter: Style		
Name	Description	
🕗 Local		
😣 National		

- 3. Select a show and category from the **Show and Category** tree.
- 4. In the **Style** list, select a style.
- 5. 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**.

6. 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.

7. 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.

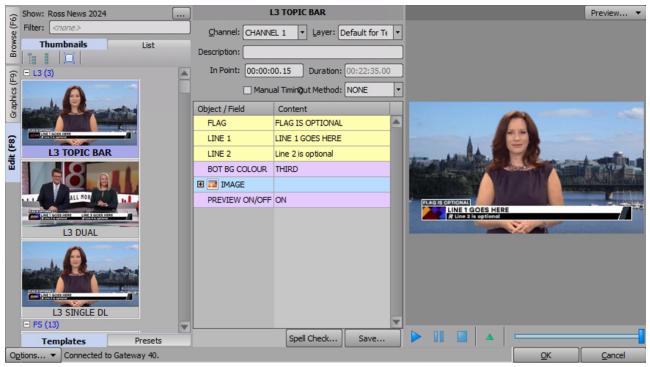
Editing Graphics

 \star 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.

 \star 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.

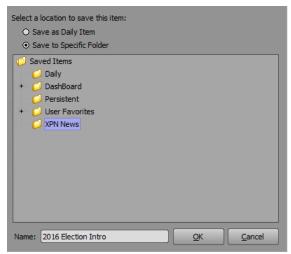
Saving Graphics

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.



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	×
- Metadata	
0000	
als metadata	
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Browse Metadata

Using Clips in an NLE Workflow

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

 \star If you're using a Project Server and a revision of a project is published in the NLE Plugin, Template Builder, and Edius Plugin will receive a notification of the revision.

The **Clips** tab is used for adding clips to a template. The **Clips** tab in the NLE Plugin and Edius Plugin can also be used for adding clips to the story in the NRCS.

Selecting Clips

To select a clip:

1. Open the XPression NLE Plugin, XPression Template Builder, or Edius Plugin.

2. Select Clips.

The **Clips** tab opens.

(9)	Quick Find	:								
se (F	#	Thumbnail	Name 🛆	In Point	Out Point	Length	Format	Flags	Audio Ch	E
Browse (F6)	1		000225_VTXHD	00:00:00.00	00:00:16.24	00:00:16.25	1920x1080@29.97i		n/a	
Graphics (F9)	2	ΠŲ	000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97i		n/a	
Grapl	3	JA.	000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97i		n/a	
Clips (F7)	4		000228_VTXHD	00:00:00.00	00:00:47.12	00:00:47.13	1920x1080@29.97i		n/a	
Ċ	5		000229_VTXHD	00:00:00.00	00:00:22.12	00:00:22.13	1920x1080@29.97i	LE	n/a	
Edit (F8)	6		1080i2997_upper_keyed_49Mbps_withAudio_1	00:00:00.00	00:02:00.03	00:02:00.04	1920x1080@29.97i		2	
ū	7	3	1080p2997_keyed_52Mbps_withAudio	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	8	3	1080p2997_keyed_52Mbps_withAudio - Copy (2)	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	9	3	1080p2997_keyed_52Mbps_withAudio - Copy (2) - Copy	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	10		108002997 keved 52Mbos withAudio - Coov (3)	00.00.00	00-01-50 20	00.02.00.02	1020v1080@20.07o	IEHE	,	
Op	tions 🔻	Connected t	o XPression Gateway.					Q	penMAM	•

3. Click on a clip to select it or use the **Advanced Search Options** to locate a specific clip.

To locate a specific clip:

- 1. Select the **Show/Hide advanced search options** (IMD) button beside the **Quick Find** field, to open the advanced search options.
- 2. 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.
 - **ID Min** enter the first clip ID number in a range.

- **ID Max** enter the last clip ID number in a range.
- Duration ${\rm Min}-{\rm enter}\,{\rm a}$ 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 $\rm Min-$ enter or select the minimum number of embedded audio channels in the clip to find.
- Audio Ch ${\rm Max}-{\rm enter}$ 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.
- 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.

Selecting Saved Clips

★ Users can create new folders in the **Saved Items** folder on the XPression Gateway. These folders will appear in the **Saved Items** folder structure in the NLE Plugin, Template Builder, and Edius Plugin.

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

For information on **Saved Items** folders, refer to Saved Items.

To select a saved clip:

• 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.

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

Editing Clips

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

1. In the **Clips** tab, double-click a clip from the list of clips.

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.

(9)	Quick Find	:) 😽		000226_	/TXHD [edit mo	de]				Preview 🔻
Browse (F6)	#	Thumbnail	Name 🔺	Channel: M4-	+, M6 CHANNEL1	▪ Layer: [Default for Temp	late 🔹			
Brot	± 1	-11 -	000225_VTXHD	Description:							
Graphics (F9)	2	1 Al	000226_VTXHD	Clip Name: 000	226_VTXHD	Source In	formation ———				
Graph	3	J AL	000226_VTXHD	In:	00:00:00.25	Frame	ution: 1920x10 Rate: 29.97fps		-		
Clips (F7)	4	4	000227_VTXHD	Length:	00:00:43.09 00:00:43.10 43.38 secs	Bit D	Size: 141.8 ME	}			
	5		000228_VTXHD				UID: XPVC		2 2	4	124
Edit (F8)	6	-3	000229_VTXHD			Dur	ation: 00:00:43	. 10		-	
	7		063011-53-1080;								
	8		063011-53-1080								
	9		063011-53-1080p						h		
			Þ				Spellcheck	Save			
Op	tions 🔻	Connected t	to XPression Gateway	/ M2.	Streamline	Update Story	Cancel Edit	Add To St	ory (<u>o</u> k	<u>C</u> ancel

You can play the clip 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. In the **Description** field, enter a brief descriptor as necessary.
- 4. Select **Save**.

You can also select and drag from the thumbnail list to the newsroom client interface, if using the NLE Plugin or Edius Plugin.

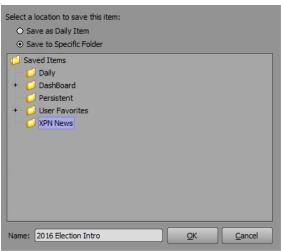
Saving Clips

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 **Save**.

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.

Exporting Clips to PNG

The preview image for a clip can be saved as a PNG file.

To export a clip to a .png file:

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

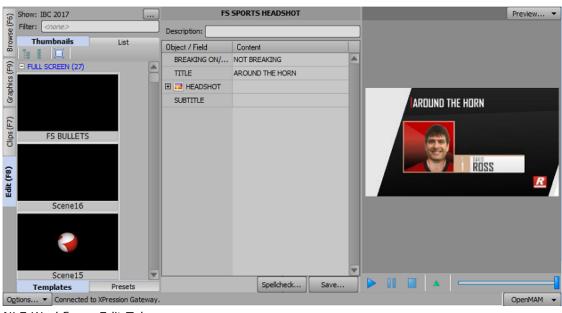
A Save As file browser opens.

- 2. In the file browser, navigate to a folder in which to save the **.png** file.
- 3. Select Save.

Adding a Clip to a Graphic

To add a clip to a graphic:

1. Open a graphic in the Edit tab that contains a video or image Object / Field.



NLE Workflow - Edit Tab

2. Select the **Clips** tab.

The Clips tab opens.

(9-	Quick Find:									
se (I	#	Thumbnail	Name 🛆	In Point	Out Point	Length	Format	Flags	Audio Ch	E
Browse (F6)	1		000225_VTXHD	00:00:00.00	00:00:16.24	00:00:16.25	1920x1080@29.97i		n/a	
Graphics (F9)	2	1 AI	000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97i		n/a	
Graph	3	A	000226_VTXHD	00:00:00.00	00:00:43.09	00:00:43.10	1920x1080@29.97i		n/a	
Clips (F7)	4		000228_VTXHD	00:00:00.00	00:00:47.12	00:00:47.13	1920x1080@29.97i		n/a	
G	5	J.S.	000229_VTXHD	00:00:00.00	00:00:22.12	00:00:22.13	1920x1080@29.97i	LE	n/a	
Edit (F8)	6		1080i2997_upper_keyed_49Mbps_withAudio_1	00:00:00.00	00:02:00.03	00:02:00.04	1920x1080@29.97i		2	
ū	7	3	1080p2997_keyed_52Mbps_withAudio	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	8	3	1080p2997_keyed_52Mbps_withAudio - Copy (2)	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	9	6	1080p2997_keyed_52Mbps_withAudio - Copy (2) - Copy	00:00:00.00	00:01:59.29	00:02:00.02	1920x1080@29.97p	LE HF	2	
	10		1080n7997 keved 57Mbos withAudia - Conv (3)	00.00.00	00-01-50 20	00.02.00 02	1020×1080@20.075	IFHE	?	•
Op	tions 🔻	Connected t	o XPression Gateway.					0	penMAM ·	•]

NLE Workflow - Clips Tab

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

The **Edit** tab opens.

(9	Show: IBC 2017		FS	SPORTS HEADSHOT		Preview 🔻
Browse (F6)	Filter: <pre></pre>		Description:)	
Brow	Thumbnails List		Object / Field	Content		
6			BREAKING ON/	NOT BREAKING	A	
Graphics (F9)		B	TITLE	AROUND THE HORN		
aphi			E 🔁 HEADSHOT			
9			SUBTITLE			AROUND THE HORN
5						
Clips (F7)	FS BULLETS					
ē	TO DOLLE TO					
						ROSS
Edit (F8)						
Ę.						R R R R R R R R R R R R R R R R R R R
-	Scene16					
	Scene15	V				
	Templates Presets			Spellcheck	Save	
O	tions 🔻 Connected to XPression Gat	eway.				OpenMAM 👻

NLE Workflow - Edit Tab

4. Drop the clip onto the video or image field.

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

(9	Show: IBC 2017			FS SPORTS HEADSHO	т			Preview 🔻
Browse (F6)	Filter: <pre></pre>		Description:				J	
Brow	Thumbnails List		Object / Field	Content				
	B B □ FULL SCREEN (27)		BREAKING ON/	NOT BREAKING				
Graphics (F9)		R	TITLE	AROUND THE HORN				
aphi			E 🔁 HEADSHOT	000226_VTXHD				
Ğ			SUBTITLE					
3							AROUND THE P	IORN
Clips (F7)	FS BULLETS						THE REAL A	
Ð								
_								
Edit (F8)								
Ē								
	Scene16							
						T		
	Scene15 Templates Presets				Spellcheck Save			
Ор	tions Connected to XPression Ga	teway.						OpenMAM 👻
UP	connected to Arression da	ceway.						Openiniani 🔹

NLE Workflow - Add Clip

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

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.

 \star 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.

Automatically Gene	I alle Take ID	
🔿 Fixed Take ID: 🚺	•	
		- C

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.

 \star 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.

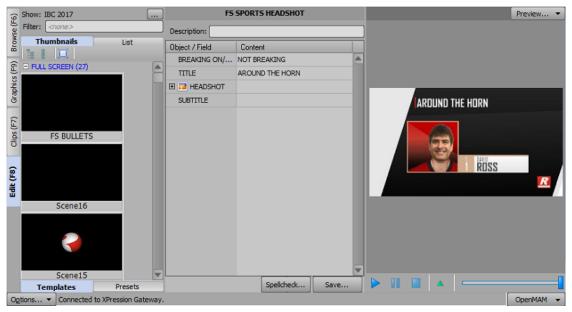
XPression MOS Plugin Configuration		x
XPression MOS Gateways		
Gateway Name	Primary Host	Secondary Host
XPression Gateway	localhost: 10550	-
Gateway 30	10.65.534.30:10550	-
Add Edit Delete		
NRCS MOS ID: PV.CG.DBHOGAL Spell Check Dictionary: English (United States) • XPression Local Preview Engine • Active Host Address: 10.62.141.10 Server Port: 8001 •		lds ïming Fields list on Edit Mode tab xplorer instead of
		OK <u>C</u> ancel

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.



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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 **Spellcheck**.

- 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.

Not in dictionary: XPression	
XPression	Ignore
Suggestions	Change
Expression	
Repression	Add
Impression	
Oppression	
Depression	Cancel

- 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.

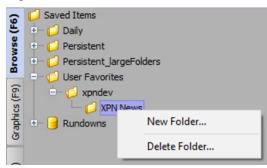
You can add folders in which to save your graphics and clips and delete folders that are no longer needed.

To add a folder:

1. In the HTML5 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.

New Folder Name		<
Name: (
	<u>O</u> K. <u>C</u> ancel	

HTML5 Plugin - Add New Folder

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

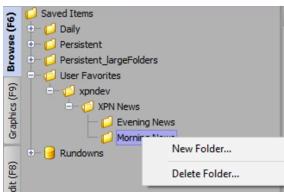
The new folder appears as a sub-folder in the folder structure.

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.

Warning			\times
	Are you sure you want to delete this folder?		
	Yes	No	

NLE Workflow - Delete Folder Confirmation

3. Select Yes.

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

OpenMAM

 \star 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.

Gateway	🛛 🖂 Ор	enMAM Servers			
Rundowns	#	Driver	ID	Host	Description
Client Plugins	1	XPression Maps	L-OTTHEATHT	L-OTTHEATHT1	
MOS Objects	2	Streamline Driver	XPNM-STREAM	XPNM-STREAMLI	
Remote Sequencer					
Output Engines					
Virtual Channel Mapping					
Channel Groups					
Preview & Offline Engines					
Project Server					
Clip Store					
Persistent Templates					
Saved Items					
OpenMAM					
DataLing					
OverDrive					
Running Order Export					
HTTP Server		Add Edit	Delete		
Lucid Studio Integration	Clie	ent Plugins			_
Lucid Studio Integration Reserved Client Slots			ar.		
-] Disable local asset brows			
Reserved Client Slots		Disable local asset brows			
Reserved Client Slots) Disable local asset brows	эст 		
Reserved Client Slots		Disable local asset brows			

3. In the **OpenMAM Servers** section, select **Add**.

The Add OpenMAM Server window opens.

#	Name	Description	
1	Dali Driver	XPression Dali Driver	
2	XPression Maps	XPression Maps	
3	MediaBeacon (v3.0) Driver	MediaBeacon (v3.0) Driver	
4	MediaBeacon (v5.0+) Driver	MediaBeacon (v5.0+) Driver	
5	Streamline Driver	XPression Streamline Driver	

- 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 **ID** field, assign the Dali Driver server ID.

Make a note of this ID because it will be the same for any other XPression device connecting to the Dali Driver server.

Configuration	Local Cache	
Server ID		
Server ID:	DALI	
Description:		
- Connection Se Server URL: (Path to Dali Plu	http://	
	QK Cancel	٦

- 2. In the **Description** field, enter a brief description for the server (optional).
- 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.

	Configuration	Local Cache		
Г	- Local Asset Cacl	ne Settings ———		
	Retrieve as	sets from a local As	set Cache Server	
	Path:			
L				
			<u>O</u> K	Cancel

- 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, assign the XPression Maps server ID.

Make a note of this ID because it will be the same for any other XPression device connecting to the XPression Maps server.

Server ID —	
ID:	
Description:	
Connection S	Settings
Server URL:	http://
Plugin App:	
	<u>O</u> K <u>C</u> ancel

- 2. In the **Description** field, enter a brief description for the server (optional).
- 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 Info** section, in the **ID** field, assign the MediaBeacon server ID.

Make a note of this ID because it will be the same for any other XPression device connecting to the MediaBeacon server.

- Server Info	
ID:	
Description:	
- Connection Settings	
Host:	
Port: 8080	
Login:	
Password:	
Ōĸ	<u>C</u> ancel

- 2. In the **Description** field, enter a brief description for the server (optional).
- 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

 \star 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.

Configuration Local Cache
- Connection Settings
Plugin ID: 1 Register Plugin
- Server Settings
ID: MEDIABEACON
Description:
IP Address:
Port: 80
<u>Q</u> K <u>C</u> ancel

2. In the **Server Settings** section, in the **ID** field, assign the MediaBeacon server ID.

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).
- 5. In the **IP Address** field, enter the IP address of the MediaBeacon server.

 \star 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.

Configuration	Local Cache		
Local Asset Cach	ne Settings ———		
Retrieve ass	sets from a local A	sset Cache Server	
Path:			
		<u>o</u> k	<u>C</u> ancel

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**.

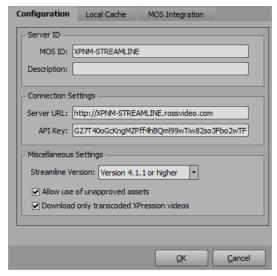
The **MediaBeacon Driver Configuration** window closes and the server is added to the **OpenMAM Servers** list.

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 the MOS ID of the Streamline server.



- 2. In the **Description** field, enter a brief description for the server (optional).
- 3. In the Connection Settings section, in the Server URL field, enter the URL of the Streamline server.

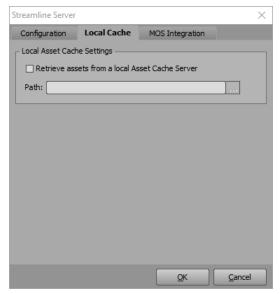
 \star The Streamline server must be on the same domain as the HTML5 plugin.

- 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.stre

The MOS Integration tab opens.

-			
Configuration	Local Cache	MOS Integration	
– MOS Settings –			
-			
Add Streami	ine Clips to MOS R	undown (requires roSto	rySend)
		<u>o</u> k	Cancel

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

 \star OpenMAM is optional for XPression MOS and NLE workflows.

 \star 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.

Editor	_ On Startup	
Hardware Renderer		
Viewports	✓ Load Most Recent Project	
Path Persistence	Do Not Create Untitled Project	
Import	Switch To Sequencer Mode	
Folders	Confirmation	
Texture & Image Cache		
On Disk Cache	On Object Deletion	
Sequencer	On Object Has Children	
Sequencer (cont.)	On Modifying Font Used in Multiple Scenes	
MOS Settings	C Settings	
XML Take Item List	Default Animation Controller Length: 200 Ty fra	ames
Fonts		
Remote Server	Default Text Object Rendering Priority: Text On Top	-
СП	Default Continuous Animation Sync: Reset	-
RossTalk	Default Keyframe Interpolation:	
Video Engine		
ClipStore	Include new scenes and objects in As Run by default	
OpenMAM		
As Run Log		
Advanced		
Localization		
Log Level		
<u>H</u> elp	<u> </u>	<u>C</u> ancel

2. Select Remote Server.

The **Remote Server** panel opens.

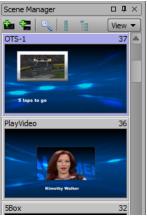
Editor Hardware Renderer Viewports Path Persistence Import Folders Texture & Image Cache	TCP Server Port: 8001 Automation Show Automation / OpenMAM Properties Ta	ab in Object Insp	pector
On Disk Cache	Dashboard RPC Control Server		
Sequencer	Port: 8020		
Sequencer (cont.)			_
MOS Settings XML Take Item List			
Fonts			
Remote Server			
CII			
RossTalk			
Video Engine			
ClipStore			
OpenMAM			
As Run Log Advanced			
Advanced			
Log Level			
			ancel

- 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										p ×	
☆ 											
Object		MCE	P Alpha	X-Pos	Y-Pos	Z-Pos	X-Rot	Y-Rot	Z-Rot	X-	
OTS-1			100.0								
- 🗾 DirLight1	۲		100.0	960.00	360.00	200.00	0.00	0.00	0.00		
- 🔜 Background 1	0		100.0	960.00	540.00	0.00	0.00	0.00	0.00		
VideoScreen-OTS	3	M 1	100.0	593.00	734.00	0.00	0.00	0.00	0.00		
L Video	3	1	100.0	-1.00	-3.00	0.00	0.00	0.00	0.00		
Ab VideoDescription	۲	1	100.0	209.80	177.01	0.00	0.00	0.00	0.00	-	

Object Manager - Text

3. In the **Object Inspector**, click the **Data Source** tab.

Object Inspector - Vi	deoDescription - Tex	t Object	
Scene Fonts	Transform	Tabs & Options	Data Source
Select Data Sou	rce		
Static Text	🔾 DataLing 🛛 Wid	daet	
		-	
Enable User I	nput Controls		
Type: Combob	x (Drop Down)		
Mollow 🛛			

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 - Vi	deoDescription - Tex	t Object								
Scene Fonts	Transform	Tabs & Options	Data Source	Rendering	Materials	Texture Coords	Lighting	Contin		
 Select Data Sou Static Text 	○ DataLing ○ Wi	dget	-	ser Control	: List 🔿 Global List	O DataLing				
Enable User I Type: Radio BL Allow]	Ti U	Description Today's Headlines Up Next Market Update						
				Add Edit Del	ata Import Ex	port Assign Col	umns	•		

Object Inspector - User Control

4. Right-click inside the list and select **Add Column** from the shortcut menu.

The Add New Column dialog opens.

Name: Filter		
	<u>O</u> K	<u>C</u> ancel

Object Inspector - Add New Column

5. In the Add New Column dialog, enter the column name Filter and select OK.

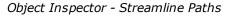
The new column is added to the list.

Object Inspector - Vic	leoDescription - Text	t Object						
Scene Fonts	Transform	Tabs & Options	Data Source	Rendering	Materials	Texture Coords	Lighting	Contir
Select Data Sour		lget		er Control	List 🔿 Global List	○ DataLing		
Enable User In Type: Radio Bu Allow o				Description Filter Today's Headines Up Next Market Update				
				Add Edit Dele	Import Ex	port Assign Colu	imns 🖓	

Object Inspector - User Control - Add Column

 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 - Vie	deoDescription - Text	t Object						
Scene Fonts	Transform	Tabs & Options	Data Source	Rendering	Materials	Texture Coords	Lighting	Contin
Select Data Sou	rce	lget		Iser Control	List 🔿 Global List	○ DataLing		
☑ Enable User I Type: Radio Bu			Т	Description 'oday's Headlines Jp Next		Filter /videos/Today's Head /videos/Up Next	lines	
	custom values			larket Uodate	te Import Ex	/videos/Market Uodat		



 \star 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:

Object Manager											p ×	
� � � ↓ <mark>]</mark>]]] []] [] [] [] [] [] [] [] [] [] [] []												
Object		B MC	E P G D	Alpha	X-Pos	Y-Pos	Z-Pos	X-Rot	Y-Rot	Z-Rot	X	
000 OTS-1				100.0								
- 🗾 DirLight1	۲			100.0	960.00	360.00	200.00	0.00	0.00	0.00		
- 🔄 Background 1	۲	M		100.0	960.00	540.00	0.00	0.00	0.00	0.00		
VideoScreen-OTS		M	P	100.0	593.00	734.00	0.00	0.00	0.00	0.00		
L 🔲 Video	9		P	100.0	-1.00	-3.00	0.00	0.00	0.00	0.00		
L Ab VideoDescription	0			100.0	209.80	177.01	0.00	0.00	0.00	0.00	V	

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.

	Quad	Transform	Rendering	Materials	DataLing	Tex	cture Coords	Lighting	Continuous Anim.	Template Links
Tem	plate Links —				- Pub	lished Object	Order			
🖌 Pu	ıblish Object			Update Ta	ke Item Data	÷	◆ 중 ±	Color:		Unpublish All Objects
ID	Туре	Published	Description			ID	Object Name			As Ru
0	Material	✓				1	VideoScreen-	OTS		
1	Position					2	Background 1			
2	Rotation					3	VideoDescript	tion		
3	Scale	✓				4	Video			
4	Pivot									
5	Visibility									

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 - Vide	eoScreen-OTS - Quad	Object					
Quad	Transform	Rendering	Materials	DataLing	Texture Coords	Lighting	Continuous Anim. T
Face	OpenMAM Filter		OpenMAM Options —				
1 VideoScreen-OTS			Filter String:				

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@).

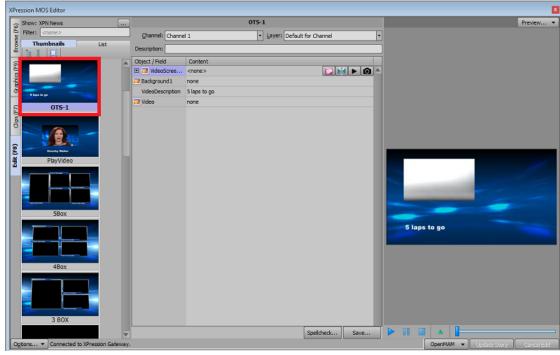
Ob	Object Inspector - VideoScreen-OTS - Quad Object											
	Quad	Transform	Rendering	Materials	DataLing	Texture Coords	Lighting	Continuous Anim.				
	Face	OpenMAM Filter	Г	OpenMAM Options -								
1	VideoScreen-OTS	@VideoDescription(9	Filter String: @VideoD	escription@							
			L									

Object Inspector - OpenMAM Options

7. Select Save Project and Publish To Project Server (**F**).

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.

XPressi	on MOS Editor					×
Ģ Sh	ow: XPN News			0T5-1		Preview 🔻
Browse (F6)	ter: <none></none>		Qhannel: Channe	1 🔹 Layer: Defaul	It for Channel	
Brow	Thumbnails List		Description:			
			Object / Field	Content		
E (F			🗉 🗾 VideoScree	none	A	
Graphics (F9)	and the second sec		Background 1	none		
Clips (F7) Gra	1 hugs to get OTS-1		VideoDescription	 Today's Headlines Up Next Market Update Weather 		
Edit (F8) CI	Kueny Water PlayVideo		I Video	none		5 lags to go
E						
	5Box	V		Spe	elicheck Save	
Option	ns 🔻 Connected to XPression Gat	eway.			OpenMA	M 👻 Update Story Cancel Edit

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.

XPre	ession MOS Editor				×
	Show: XPN News)		0T5-1	Preview 🔻
E (F	Filter: <pre></pre>		Channel: Channe	1 - Layer: Default for Channel	
Browse (F6)	Thumbnails List		Description:		
e E			Object / Field	Content	4
Graphics (F9)				none	
l de			Background 1	none	
Ğ	S laps to go	н	VideoDescription	Weather	
Edit (F8) Clips (F7)	OTS-1		I Video	<none></none>	Weather
	580x	•		Spellcheck	
O	tions 🔻 Connected to XPression Gate	way.		OpenMAN	1 🔻 Update Story Cancel Edit

OpenMAM - Select Radio Button

- From the **Object / Field** list, select the object face to which the text refers and then select the Streamline button (2).
- 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**.

XPression As	sset Browser			X
		🛃 Refresh		Clear Filter Settings 🔻
•	🛅 Assets			
Upload	Create Placeholder 🚹 Upload 🔱 🕻)ownload 🚫 Delete 🔒	Edit Mode Enabled 🔶 A	uto Refresh Enabled
-	🗟 Saved Searches 🧷 Search Editor Keywo	ord	Provider 3 selecte	ed 🔹
Browse	Created By: None S Date Created: None	😢 Type: None 💮 Add Filte	rs	
Approvals		Thumbnail	Name	Transcoders
	4 🛐 Local		No Assets Found	
AP	Videos			
AP	🌡 Market Update			
MGN	Joday's Headlines			Size
MGN	Up Next			Size
	3 Weather			
New Order				
<u>ii</u>				
Work Orders				
2				
Help				
		4		
		Page 1 of 1 14 <4 >> >	1	Show <u>5</u> 25 <u>50</u> <u>100</u>
	557 Total Assets			0 Assets Match Search
😵 Logout	Logged in as Ingrid Hughes			

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 (^[2]).

The **Streamline XPression Asset Browser** opens on the folder of the newly selected user input control.

XPression A	sset Browser			X
	Streamline - XPNM-STREAMLINE 🔽 📑	C Refresh		Clear Filter Settings 🔻
€	🛅 Assets			?
Upload	Create Placeholder 🚹 Upload 🔱 [Download 区 Delete 🔒	Edit Mode Enabled 🔶 A	uto Refresh Enabled
-	🔂 Saved Searches 🧷 Search Editor Keywo		Provider 3 selecte	ed 👻
Browse	Created By: None S Date Created: None	😢 Type: None 💮 Add Filte	rs	
2 Approvals		Thumbnail	Name	Transcoders
	▲ 💽 Local		No Assets Found	
AP	⊿ 🍑 Videos			
AP	Market Update			
MGN	Today's Headlines			Size
MGN	Up Next Weather			0120
.	jø weather			
New Order				
Work Orders				
?				
Help				
		4		۱.
		Page 1 of 1 14 <4 >> >	4	Show 5 25 50 100
	557 Total Assets			0 Assets Match Search
🙆 Logout	Logged in as Ingrid Hughes			

OpenMAM - Different Streamline Filter

XPression Rundown Controller

 \star 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.

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.

	Remo	te Connectio	ns					
	#	Name	Host Address	Category / Location	Туре	Description	La:	st Known Versio
								Þ
							ļ	
	<u>A</u> c	id	Edit Delete					
							<u>o</u> k	Cancel
T							<u></u>	

Rundown Controller - Remote Connection Points

3. Select the Add button.

Connection ID	
Name:	Connection 1
Category:	
Description:	
Remote Address -	
Connection Type:	XPression Gateway
Host:	
Port:	9001
	<u>O</u> K <u>C</u> ancel

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.

	Remote	e Connections					
	#	Name	Host Address	Category / Location	Туре	Description	Last Known Versio
	•						
(<u>A</u> dd	l <u>E</u> dit	Delete				
						<u>o</u> k	<u>C</u> ancel

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.

Connection ID	
Name:	Connection 1
Category:	
Description:	
Remote Address –	
Connection Type:	XPression Gateway
Host:	
Port:	9001
	<u>Q</u> K <u>C</u> ancel

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.

#	Name	Host Address	Category / Location	Туре	Description	Last Known Version	Last Known Co
1	Connection 1	<none></none>		Gateway		<unknown></unknown>	<unknown></unknown>
2	Connection 2	<none></none>		Gateway		<unknown></unknown>	<unknown></unknown>
3	Connection 3	<none></none>		Gateway		<unknown></unknown>	<unknown></unknown>
4)							
•1.	id						

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.

Warning		\times
Are you s	re you want to delete this engine?	
	Yes No	

Rundown Controller - Delete Remote Connection Confirmation

4. Select Yes.

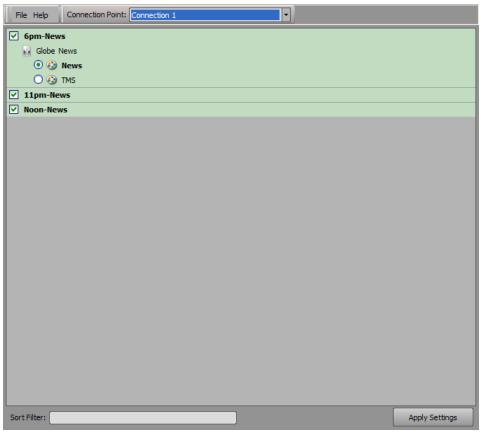
The **Confirmation** dialog closes and the connection point is deleted from the **Remote Connections** list in the **Remote Connections** window.

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.

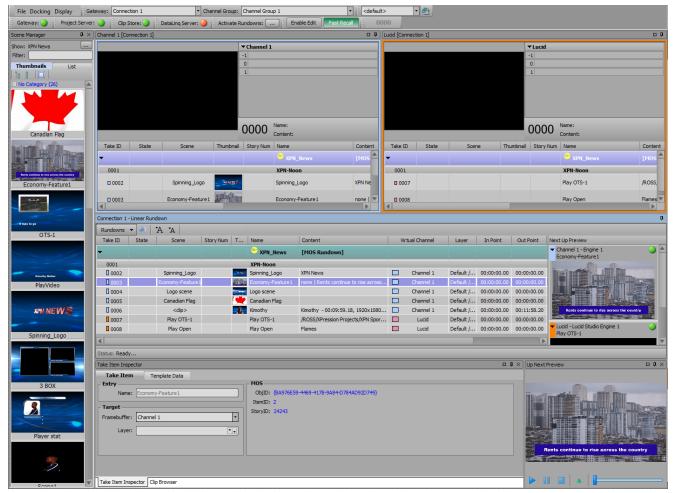
4. Select Apply Settings.

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.

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 Keyboard / GPI Mapping Channels Scene Manager Previews Linear Rundown Take Item Inspector Clip Browser Control 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.

6	GPI E	Boards				
	Nr.	Brand	Туре	State	Last Result	
	A	dd Configure	Delete			
						Close

Remote Sequencer - Hardware Setup

2. In the **GPI Boards** tab, select **Add**.

The Add New GPI Board dialog opens.

Brand:	Smart GPI / RossTalk		•
		<u>O</u> K	<u>C</u> ancel

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.

Settings State: Enabled Mode: Serial RS232 O UDP				
PS232 GPI Settings Port: Comport 1	Incoming Network Settings			
Baudrate: 9600	Outgoing Network Settings			
Data Bits: 8 -	Hostname: TCP Port: 7788			
Stop Bits: 1				
Flow Control: Hardware	QK <u>C</u> ancel			

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.

 $\mathsf{UDP}-\mathsf{select}$ 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.

Settings State: Enabled Mode: Serial RS232 CTCP CUDP			
– RS232 GPI Settings ————	Incoming Network Settings		
Port: Comport 1	TCP Port: 7788		
Baudrate: 9600 🔻	- Outgoing Network Settings		
Data Bits: 8	Hostname:		
Parity: None 🔻	TCP Port: 7788		
Stop Bits: 1			
Flow Control: Hardware	QK <u>C</u> ancel		

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.

 \star 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.

Settings Mod	de: ○ Serial RS232
PS232 GPI Settings	- Incoming Network Settings
Baudrate: 9600	- Outgoing Network Settings
Data Bits: 8	Hostname:
Parity: None	TCP Port: 7788
Stop Bits: 1	
Flow Control: Hardware	<u>Q</u> K <u>C</u> ancel

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.

State: Enabled Mode: O Serial RS232 TCP UDP				
PRS232 GPI Settings	- Incoming Network Settings			
Baudrate: 9600 v	- Outgoing Network Settings			
Parity: None	Hostname: UDP Port: 7788			
Stop Bits: 1	<u>OK</u> <u>C</u> ancel			

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.

General	Sequencer			
Channel Colors	✓ Loop On End			
	Center online item in view			
	Center focused item in view			
	Advance focus after taking item offline (with minus key)			
	Disable ESC-ESC from clearing channels			
	Display Preferences			
	Highlight online and cued items			
	Channel Sequencers should follow linear sequencer			
	Only the channel assigned to the selected item should follow			
	Show empty stories in MOS rundowns			
	Show preview image / layer list for individual channels			
	Prioritize channel column previews			
	(For channel sequence operation, linear sequence undocked)			
	QK Cancel			

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 **Disable ESC-ESC from clearing channels** checkbox to disable the ESC-ESC keyboard command from clearing all channels.
- 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.

General	Channel Colors				
Channel Colors	Ch #	Name	Color		
	1	Channel Color 1			
	2	Channel Color 2			
	3	Channel Color 3			
	4	Channel Color 4			
	5	Channel Color 5			
	6	Channel Color 6			
	7	Tessera			
	Use Ch	nannel Colors	Dgfault		
			OK Cancel		

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.

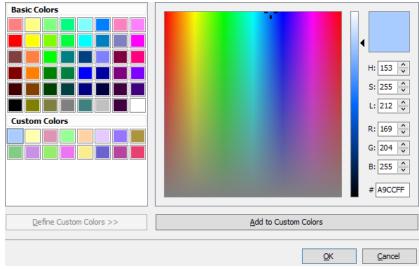
OR

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.

File Docking Display	Sateway: Connection 1	Channel Group: Oh	annel Group 1	default>	• 😃			
Gateway: 🥥 Project Servi	er: 🥥 🛛 Clip Store: 🔵 🖉 D	ataLing Server: 🥥 🔋 Activate Rund	iowns: 📖 🛛 Enable Edit 📄	Fast Recal 0000				
Scene Manager # >	Channel 1 [Connection 1]				Lucid (Connection 1)		c	o #
Show: XPN News			▼Channel 1			▼Lucid		
Filter:			-1			-1		
Thumbnails List			0			0		
16 8 🛄			1			1		
- No Category (26)	<u>.</u>							
		4	2					
			and name:			0000		
Canadian Flag	Take ID State	L		Contrat	Note 20 data	- Chie		
HI HARRIS	Take ID State	Scene Thumbnail S	Story Num Neite	Content	Take ID State Scene	Thumbnail Story Num Name	Content	
			XPH_News		·		ws [HOS Rundown]	
Reds sandhum in the parent life standy					0001	XPN-Norm		11
Economy-Feature1					0002	Play OTS 1	/ROSS,0/Pression Projects	ь
an second					0 0003	Play Ope	Flames	ι.
	- (1)			Þ	4		Þ	
	Connection 1 - Linear Rundow	n						
CTC 1	Rundowns 💌 🔬 🐴	"A				1		
0T5-1	Take ID State	Scene Story Num	n T Nam	Content		intu	al CNext Up Preview	
	-		XPN_News	[MOS Rundown]				10
•	0001		XPN-Noon					2
Errority Balan	0002	Play OTS-1	Play OTS-1	/ROSS/XPression Pro	ojects/XPN Sports/Images/Soccer.jpg			
PlayVideo	0003	Play Open	Play Open	Flames				
	0004	Canadian Flag	Canadian Flag		ojects/XPN Sports/Images/Canada-Flag-485x728.j			
	0005	Play Kimothy	Play Kimothy		ojects/XPN Sports/Video/Kimothy.avi			
IN NEWS	0005	Play XPN Sport Logo	Play XPN Sport Logo	/ROSS/XPression Pro	ajects/XPN Sports/Images/Skiing.jpg			
							 Lucid - Lucid Studio Engine 1 Play Open 	2
Spinning_Logo								
	<u>.</u>						Þ	Y
	Status: Taking online: 1-0031							
	Take Item Inspector					O Ø × Up Next Preview	0.0	¢ ×
	Take Item Templ	ate Data						
3 BOX	00110		PN News@@{81AE134	0-33EF-41F5-82AC-03980F9674	t)Umages - 💽 Operation - In	sri Sites 64x64 +		
	Objects Ve	lues	TIN INCOM					
	PlayVideo/VideoScre Pl	anes) 😏 🦵 🕅 🗠			
					LE_0 bubble_alp Canada-FI CelebGirl.j Cri ga a.tif ag485 pg n			
			Building	2.1	ga a.tif ag485 pg n	×.00		
Player stat								
			Dalai_Lam DAVID a.png ROSS C	Flag_Spain Flames.pn Flare .jpg g 12.1	Blue flare_02.ti Flare_Whit Flooding.p Fra lga ff e_Hrz_1 ng g	ance-Fla -485x		
2.								
1.			Image Files Vides					
Course 1	Take Item Inspector Clip Br	owser		· ·		► II 🖬		

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.

		<u>O</u> K
Name:	`	<u>C</u> ancel

Remote Sequencer - Save Docking Layout

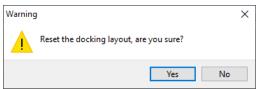
- 2. Use the **Name** field to enter a name for the layout.
- 3. Select **OK**.

The layout is saved and is now available to select in the layouts list as well as the default layout.

To 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.

	te Connectio			-			L	
#	Name	Host Address	Category / Location	Туре	Description	Last Known Version	Last Known	Connect
r								r
<u> </u>								
A	d	Edit	elete					
							<u>o</u> k	<u>C</u> ancel

Remote Sequencer - Remote Connection Points

2. Select Add.

The Remote Connection Point window opens.

Connection ID —	
Name:	Connection 2
Category:	
Description:	
Remote Address -	
Connection Type:	XPression Gateway
Host:	
Port:	9001
	<u>Q</u> K <u>C</u> ancel

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.

#	Name	Host Address	Category / Location	Туре	Description	Last Known V
1	Connection 1	localhost:9001		Gateway		XPression Gat
2	Connection 2	XXX.XX.XXX.X:9001		Gateway		<unknown></unknown>
€. Ad	ld Edit	Delete				Þ
<u> </u>	id					

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.

Connection ID]
Name:	Connection 2
Category:	
Description:	
Remote Address -	
Connection Type:	XPression Gateway
Host:	
Port:	9001
	<u>Q</u> K <u>C</u> ancel

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**.

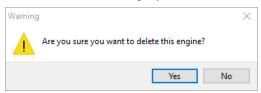
The Remote Connection Points window opens.

#	Name	Host Address	Category / Location	Туре	Description	Last Known V
1	Connection 1	localhost:9001		Gateway		XPression Gate
2	Connection 2	XXX.XX.XXX.X:9001		Gateway		<unknown></unknown>
₹.						
▲ <u>A</u> d	d Edit.	<u>D</u> elete				Þ

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

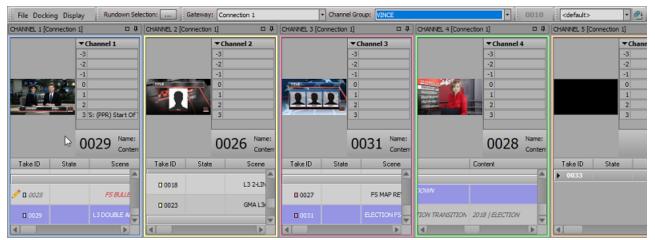
Channel groups are created in the XPression Gateway settings, in the **Channel Groups** configuration area. A channel group can be selected once a connection point has been established to an XPression Gateway with channel groups configured.

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.

✓ [INEWS]XPN QA4 Rundown		
World News		
🔐 current production		
ROSS IBC 2018 EVENING NEWS		
Sort Filter:		
	<u>O</u> K	Cancel

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 XP ression 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.

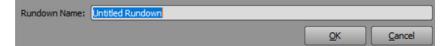
The Manage Rundowns window opens.

lanage Rundowns			
Iter:			
Running Order 🛆	Created	Туре	Status
XPN-Noon	29 May 2024, 08	10:12 Manual Rundown	Active on Channel Group 1
XPN_DOC_RO	09 May 2024, 11	39:06 MOS Rundown	Available
XPN_DOC_RO2	09 May 2024, 11	42:14 MOS Rundown	Activated on Channel Group 2
XPN_News	29 May 2024, 08	25:00 MOS Rundown	Active on Channel Group 1
XPN_Test	13 May 2024, 11	28:29 Manual Rundown	Available
New Rundown Delete Impo	ort Export		Open Rundown <u>C</u> lose

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.

4. Select OK.

The **Create Rundown** dialog closes and the rundown is added to the list.

nning Order 🔺	Created	Туре	Status
01 Rundown	17 Sep 2020, 11:56:49	Manual Rundown	Available
may 28	18 Jun 2020, 14:39:53	Manual Rundown	Available
single engine	18 Jun 2020, 14:39:53	Manual Rundown	Active on M8-4RU

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.

Connection 1	- Linear Rundown						ф
Rundowns	• 🎝 🕹 🖌	A					
Take ID	State	Scene	Story Num	Th	Name	Content	Next Up Preview
•					single engine	[Manual Rundown]	CHANNEL 1 - XPRESSION GO, MADO
0004					1		
0000					Story		and the second s
0001		L3		1	L3	BREAKING NEWS TITLE GO	
0002		RUN DOWN SPREAD			RUN DOWN SPREADSHEET		
0003		dynamic		-	dynamic	%feed% xxx	TILLE GOES HERE
•	Not Activated				01 Rundown	[Manual Rundown]	
0001					Story 1		CHANNEL 2 - XPRESSION GO, MADO
•						D	
Status: Read	iy						

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.

Connection 1	- Linear Rundown						Д
Rundowns	• \land 🗛	"A					
Take ID	State	Scene	Story Num	Th		Content	Next Up Preview
0000		L3		100	Story 1 L3	BREAKING NEWS / TITLE	CHANNEL 1 - XPRESSION GO, MADO
0002		RUN DOWN SPREAD			RUN DOWN SPREADSHEET		
0003		dynamic		•	dynamic	%feed% / xxx	
-	Not Activated				01 Rundown	[Manual Rundown]	6
0001					Story 1		
0002	Not Active	Scene 14		1 🚥	Scene 14	<none> / 1</none>	
0003	Not Active	Scene 43		2 🛥	Scene 43	<none> / 2</none>	
0004	Not Active	Scene 42		3 38	Scene42	<none> 3</none>	 CHANNEL 2 - XPRESSION GO, MADO.
0005	Not Active	Scene39		4 🔫	Scene39	<none> 6</none>	Ne Transport
<u>م</u>						Þ	
Status: Read	ły						

Remote Sequencer - Linear Rundown - Items Added

7. Right-click on the rundown and select **Activate Rundown**.

The Select Active Rundowns dialog opens.

01 Rundown	Manual	Rundown
🙀 XPN Trial		
	<u>O</u> K	<u>C</u> ancel

Remote Sequencer - Linear Rundown - Activate Rundown

8. Select the checkbox for the rundown to activate and select **OK**.

The rundown is activated.

undowns ·	- 🔬 🕹	A					
Take ID	State	Scene	Story Num	Th		Content	Next Up Preview
0000		L3		<u>.</u>	L3	BREAKING NEWS TITLE	CHANNEL 1 - XPRESSION GO, MADO
0002		RUN DOWN SPREAD			RUN DOWN SPREADSHEET		
0003		dynamic		•	dynamic	%feed% xxx	
					01 Rundown	[Manual Rundown]	2-57
0001					Story 1	· · · · · · · · · · · · · · · · · · ·	
0002		Scene 14		1 🔤	Scene 14	<none> / 1</none>	
0003		Scene 43		2 📷	Scene43	<none> / 2</none>	
0004		Scene 42		3 <u>38</u>	Scene42	<none> 3</none>	CHANNEL 2 - XPRESSION GO, MADO
0005		Scene39		6 🔫	Scene39	<none> / 6</none>	
							1

Remote Sequencer - Linear Rundown - Rundown Activated

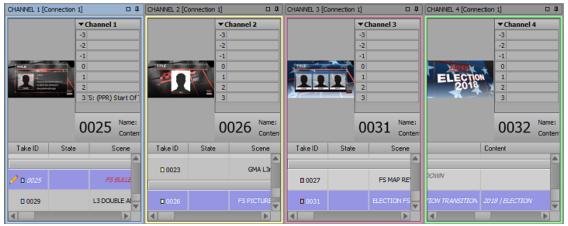
9. Select **Rundowns > Close Inactive Rundowns** to close inactive rundowns.

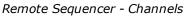
Only active rundowns will remain visible in the list.

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.





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.

 \star 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.
	1

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.
Сору	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.

🛧 🔶 💠 🎁 🚦 📑 📾 Current Keyboard Map	: <default></default>	- 🛃 The <defa< th=""><th>ult> keyboard map cannot be edited.</th><th></th></defa<>	ult> keyboard map cannot be edited.	
Function	Quickmenu Key	Direct Access Shortcut	GPI	Filter:
Global Shortcuts (can be executed from anywhere)				Available Global Functions
🗄 Quidk Menu		F11		Functions
- Clear Channel 1		CTRL+F1		Channel Functions
- Clear Channel 2		CTRL+F2		€ File Menu
- Clear Channel 3		CTRL+F3		€ Docking Menu
- Clear Channel 4		CTRL+F4		Display Menu
- Take Channel 1		F1		Rundown ■ Rundown ■
- Take Channel 2		F2		
- Take Channel 3		F3		
- Take Channel 4		F4		
- Cue Item Channel 1		SHIFT+F1		
- Cue Item Channel 2		SHIFT+F2		
- Cue Item Channel 3		SHIFT+F3		
Cue Item Channel 4		SHIFT+F4		
Local Shortcuts (requires component to have focus)				
🕈 Main Menu				•
+ Rundown				
٩				
Shortcut Details	Function Op	tions		Description
Function:				
Name:				
Shortcut: Set.				
Include In Quick Menu 🖬				
Quick Key:				
				QK <u>Cancel</u>

Remote Sequencer - Keyboard / GPI Mapping

2. Select the **Save Keyboard Mapping** (²) button to create a new custom keyboard mapping.

The default keyboard map cannot be edited.

The Save Keyboard Mapping dialog opens.

		<u>o</u> k
Name:	_	<u>C</u> ancel

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.

unction	Quickmenu Key	Direct Access Shortcut	GPI	F	Filter:	
lobal Shortcuts (can be executed from anyw	here)			A	Available Global Functions	
Quick Menu		F11			Functions	
Clear Channel 1		CTRL+F1		3	t Channel Functions	
- Clear Channel 2		CTRL+F2			T File Menu	
- Clear Channel 3		CTRL+F3			t Docking Menu	
- Clear Channel 4		CTRL+F4			* Display Menu	
- Take Channel 1		F1			* Rundown	
- Take Channel 2		F2				
- Take Channel 3		F3				
- Take Channel 4		F4				
- Cue Item Channel 1		SHIFT+F1				
- Cue Item Channel 2		SHIFT+F2				
- Cue Item Channel 3		SHIFT+F3				
- Cue Item Channel 4		SHIFT+F4				
ocal Shortcuts (requires component to have	focus)					
Main Menu						
Rundown						
				▼ ►		
Shortcut Details	Function Op	tions			Description	
Function:						
Name:						
Shortcut:	Set:					
Include In Guick Mena 🖾						
Quick Key:						

Remote Sequencer - Keyboard / GPI Mapping

- 2. From the **Current Keyboard Map** drop-down, select a keyboard map or create a custom keyboard map.
- 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.

Function	Quickmenu Key	Direct Access Shortcut	GPI	Filter:
Global Shortcuts (can be executed			2	Available Global Functions
- Quidk Menu		F11		Functions
Clear Channel 1		CTRL+F1		- Channel Functions
Clear Channel 2		CTRL+F2		Clear All Channels
Clear Channel 3		CTRL+F3		Clear Single Channel
Clear Channel 4		CTRL+F4		Focus Channel
Take Channel 1		F1		Swap Channel
Take Channel 2		F2		Cue Item
Take Channel 3		F3		Take Item
Take Channel 4		F4		Take Item Offline
Cue Item Channel 1		SHIFT+F1		Previous Story
Cue Item Channel 2		SHIFT+F2		Next Story
Cue Item Channel 3		SHIFT+F3		Previous Item
Cue Item Channel 4		SHIFT+F4		Next Item
Focus Channel				* File Menu
Local Shortcuts (requires compon				+ Docking Menu
+ Main Menu				+ Display Menu
+ Rundown				+ Rundown
<u> </u>				
Shortcut Details		Focus Channel Options		Description This function is used to focus a channel in the
Function: Focus Channel Name: Focus Channel		Channel: Channel 1	·	UI.
)[[[[]]]			
Shortcut:	Set			
Include In Quick Menu 🗹 Quick Key:				
down web.				
				OK Cancel

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.

Function	Quickmenu Key	Direct Access Shortcut	GPI	Filter:
Global Shortcuts (can be ex	ecuted			Available Global Functions
- Quick Menu		F11		Functions
Clear Channel 1		CTRL+F1		- Channel Functions
Clear Channel 2		CTRL+F2		Clear All Channels
Clear Channel 3		CTRL+F3		Clear Single Channel
Clear Channel 4		CTRL+F4		Focus Channel
Take Channel 1		F1		Swap Channel
Take Channel 2		F2		Cue Item
Take Channel 3		F3		Take Item
Take Channel 4		F4		Take Item Offline
Cue Item Channel 1		SHIFT+F1		Previous Story
Cue Item Channel 2		SHIFT+F2		Next Story
Cue Item Channel 3		SHIFT+F3		Previous Item
Cue Item Channel 4		SHIFT+F4		Next Item
Focus Channel	Assign Shortcut			+ File Menu
Local Shortcuts (requires c	Clear Shortcut			+ Docking Menu
+ Main Menu	Revert to Default			+ Display Menu
+ Rundown	Edit GPI Assignment			 + Rundown
Shortcut Details	Clear GPI Assignmer	t Focus Channel Options –		Description
Function: Focus Channel	Delete	Del Channel: Channel 1		This function is used to focus a channel in the
Name: Focus Channe	1			UI.
Shortcut:	Set	Ξ.		
Include In Quick Menu 🔽				
Quick Key:				
				QK Cancel

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 (I) 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.

🛧 💠 💠 🍦 🎽 🕴 📾 Current Keyboard Ma	p: <pre><default></default></pre>	▪ 🥵 The <det< th=""><th>fault> keyboard map cannot be edited.</th><th></th><th></th></det<>	fault> keyboard map cannot be edited.		
Function	Quickmenu Key	Direct Access Shortcut	GPI	Filter:	
Global Shortcuts (can be executed from anywhere)				Available Global Functions	
🖻 Quidk Menu		F11		Functions	
- Clear Channel 1		CTRL+F1		* Channel Functions	
- Clear Channel 2		CTRL+F2		I File Menu	
- Clear Channel 3		CTRL+F3		Docking Menu	
- Clear Channel 4		CTRL+F4		Display Menu	
- Take Channel 1		F1		Rundown	
- Take Channel 2		F2			
- Take Channel 3		F3			
- Take Channel 4		F4			
- Cue Item Channel 1		SHIFT+F1			
- Cue Item Channel 2		SHIFT+F2			
- Cue Item Channel 3		SHIFT+F3			
Cue Item Channel 4		SHIFT+F4			
Local Shortcuts (requires component to have focus)					
+ Main Menu					
+ Rundown					
र			•		¥
Shortcut Details	Function Op	tions		Description	
Function:					
Name:					
Shortcut: Set.					
Include In Quick Menu 🖾					
Quick Key:					
				QK Cancel	5
					لت

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 (1) 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.

🛧 🔸 🔶 📋 🚦 🥰 📩 Current Keyboard Map	: <default></default>	▪ 🥂 The <defa< th=""><th>ault> keyboard map cannot be edited.</th><th></th><th></th><th></th></defa<>	ault> keyboard map cannot be edited.			
Function	Quickmenu Key	Direct Access Shortcut	GPI		Filter:	
Global Shortcuts (can be executed from anywhere)					Available Global Functions	_
🗏 Quick Menu		F11			Functions	
- Clear Channel 1		CTRL+F1			* Channel Functions	
- Clear Channel 2		CTRL+F2			Fle Menu	
- Clear Channel 3		CTRL+F3			Docking Menu	
- Clear Channel 4		CTRL+F4			Display Menu	
- Take Channel 1		F1			■ Rundown	
- Take Channel 2		F2				
- Take Channel 3		F3				
- Take Channel 4		F4				
- Cue Item Channel 1		SHIFT+F1				
- Cue Item Channel 2		SHIFT+F2				
- Cue Item Channel 3		SHIFT+F3				
- Cue Item Channel 4		SHIFT+F4				
Local Shortcuts (requires component to have focus)						
+ Main Menu					1	
Rundown						
4				Þ		T
Shortcut Details	Function Op	tions			Description	
Function:						
Name:						
Shortcut: Set						
Indude In Quick Mena 🖬						
Quick Key:						
						Canad
					Ōĸ	Cancel

Remote Sequencer - Keyboard / GPI Mapping

2. Create a custom keyboard mapping that includes global shortcuts.

See Creating a Custom Keyboard Map.

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.

Function	Quickmenu Key	Direct Acce	ess Shortcut		GPI	
ilobal Shortcuts (can be executed from	anywhere)	_	_	_	_	
Quidk Menu		F11				
- Clear All Channels			Arrian]	
- Clear Single Channel			Assign S Clear Sh			
- Clear Channel 1		CTRL+F1	Revert to			
- Clear Channel 2		CTRL+F2	Edit GPI	Assignment		
- Clear Channel 3		CTRL+F3		l Assignment		
- Clear Channel 4		CTRL+F4	<u>D</u> elete	Del		
- Take						
- Take Offline						
- Take Channel 1		F1				
- Take Channel 2		F2				
- Take Channel 3		F3				
- Take Channel 4		F4				
- Cue Item						
- Cue Item Channel 1		SHIFT+F1				
- Cue Item Channel 2		SHIFT+F2				
- Cue Item Channel 3		SHIFT+F3				
- Cue Item Channel 4		SHIFT+F4				
						Þ

The same GPI trigger can be assigned to multiple global functions to execute them in order.

Remote Sequencer - Keyboard / GPI Mapping - Edit GPI Assignment

unction	Quickmenu Key	Direct Access Shortcut	GPI
ilobal Shortcuts (can be executed from a	anywhere)		
Quidk Menu		F11	
- Clear All Channels			Unassigned A GPI: 1
- Clear Single Channel			Unassigned 1. Smart GPI / RossTa
- Clear Channel 1		CTRL+F1	73
- Clear Channel 2		CTRL+F2	
- Clear Channel 3		CTRL+F3	
- Clear Channel 4		CTRL+F4	
- Take			
- Take Offline			
- Take Channel 1		F1	
- Take Channel 2		F2	
- Take Channel 3		F3	
Take Channel 4		F4	
- Cue Item			
- Cue Item Channel 1		SHIFT+F1	
- Cue Item Channel 2		SHIFT+F2	
- Cue Item Channel 3		SHIFT+F3	
- Cue Item Channel 4		SHIFT+F4	

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 (**1**) 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.

 $\ensuremath{\textbf{Thumbnails}}$ — 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.
B 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 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.

C Show and Category	
Name	Description
🖃 🔛 News Hour	
🖻 💀 Ross World News	
Show Filter:	
Style	
Name	Description
	<u>O</u> K <u>C</u> ancel

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 exists.
- 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.
- 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 2 preview windows in the Remote Sequencer, the **Next Up Preview** window and the **Up Next Preview** window.

This section describes the purpose of these 2 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.

Connection 1	- Linear Rundown						Ф.
Rundowns	• 🌏 🖌	A					
Take ID	State	Scene	Story Num	Th	Name	Content	Next Up Preview
•					single engine	[Manual Rundown]	CHANNEL 1 - XPRESSION GO, MADO
0004					1		
0000					Story		own] CHANNEL 1 - XPRESSION GO, MADOO.
0001		L3		100	L3	BREAKING NEWS TITLE GO	
0002		RUN DOWN SPREAD			RUN DOWN SPREADSHEET		
0003		dynamic		-	dynamic	%feed% xxx	TILLE GOES HERE
-	Not Activated				01 Rundown	[Manual Rundown]	
0001					Story 1		CHANNEL 2 - XPRESSION GO, MADO
•							
Status: Read	ly						

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 con not 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.

 \star 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.

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.
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 Enable Edit 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.
Сору	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.
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 Inspector Item** tab to view and set properties for the take item selected in the Linear Rundown window. Click the Take Item Inspector tab to open the Take Item Inspector.

Take Item Tab User Interface

Use this tab to set the properties for a take item. Edits to take items are live/dynamic.

Take Item Inspec	tor		
Take Item	Template Data		
Entry		- MOS	
Name:	1 - ROSS VIDEO NEWS: Record2	ObjID:	{8DE9E6D1-3757-4015-B38F-91EABE53C4F3}
Townst		ItemID:	{982D5895-86E7-41FF-90E7-ABEFF67A1229}
- Target		StorvID:	62168980
Framebuffer:	CHANNEL 3		
Layer:	0		

Take Item Inspector Clip Browser

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 User Interface

Use this tab to edit published fields.

Take Item Inspector					ů >
Take Item	Template Data				
	~			golf tournament name: round x	^
Objects	Values				
∃ LEAGUE	All	2			
± TITLE	golf tournament n	ame: round x			
	golf course title (d	ty, st)			
PLAYER HEADSHOT	r				
PLAYER FLAG CODE	E				
1 PLAYER FIRST NAM	1E first name				~
PLAYER LAST NAME	E last name		-1	<	>
4				Static	
Take Item Inspector	Clip Browser				

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.
Contract Refresh	refreshes the template data fields using the values from the XPression Gateway.
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 template, select the image object.
- 2. Then select the **Image Files** tab opens.
- 3. Double-click a folder to open it and select an image.

OR

4. Use the **File Drop-Down** 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 template, select the video object.
- 2. Then select the **Video Files** tab.
- 3. Double-click a folder to open it and select a video file to apply as the value of the object attribute.

If the object had originally been assigned a video file, the properties of that video will be applied to the newly assigned video.

OR

4. Use the **File Drop-Down** to select a location/folder of a 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.

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.

Position	Configure the following settings to adjust the position of the object:
	${f X}-$ enter or select the ${f X}$ coordinate for the object location.
	${f Y}$ — enter or select the ${f Y}$ coordinate for the object location.
	${f Z}-{f enter}$ or select the ${f Z}$ coordinate for the object location.
Rotation	Configure the following settings to adjust the rotation of the object:
	${f X}$ — enter or select the degrees to rotate an object around the ${f X}$ axis.
	${f Y}$ — enter or select the degrees to rotate an object around the ${f Y}$ axis.
	\mathbf{Z} — enter or select the degrees to rotate an object around the \mathbf{Z} axis.
Scale	Configure the following settings to adjust the rotation of the object:
	\mathbf{X} — enter or select the scale factor to apply to an object along the \mathbf{X} (horizontal) axis.
	\mathbf{Y} — enter or select the scale factor to apply to an object along the \mathbf{Y} (vertical) axis.
	${\bf Z}-$ enter or select the scale factor to apply to an object along the ${\bf Z}$ (depth) axis.
XYZ	Select this option to equally adjust the ${\bf Y}$ and ${\bf Z}$ scale factors when changing the ${\bf X}$ scale factor. Changing the ${\bf Y}$ or ${\bf Z}$ scale factor does not adjust the ${\bf X}$ scale factor.
ХҮ	Select this option to equally adjust the ${\bf Y}$ scale factor when changing the ${\bf X}$ scale factor. Changing the ${\bf Y}$ scale factor does not adjust the ${\bf X}$ scale factor.
xz	Select this option to equally adjust the ${\bf Z}$ scale factor when changing the ${\bf X}$ scale factor. Changing the ${\bf Z}$ scale factor does not adjust the ${\bf X}$ scale factor.
None	Select this option to independently change scale factors.
Pivot	Configure the following settings to adjust the pivot point of the object:
	${f X}$ — enter or select the ${f X}$ coordinate for the object pivot point.
	\mathbf{Y} — enter or select the \mathbf{Y} coordinate for the object pivot point.
	${f Z}-{f enter}$ or select the ${f Z}$ 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:
	${f X}$ — enter or select the ${f X}$ coordinate for the texture location.
	\mathbf{Y} — enter or select the \mathbf{Y} coordinate for the texture location.
Texture Scale	Configure the following settings to adjust the scale of the texture applied to the object:
	${f X}$ — enter or select the scale factor to apply to the texture along the ${f X}$ (horizontal) axis.
	\mathbf{Y} — enter or select the scale factor to apply to the texture along the \mathbf{Y} (vertical) axis.

Clip Browser

Select the **Clip Browser** tab 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.

Projec	Recal ID	Bit Depth	Audio Ch	Flags	Format	Length	Out Point	In Point	Name 🔺	Thumbnail	#
Test 1	25079	24 bits	2	. togo	1920x1080@29.97		00:00:38.01		V-Vegas1_1080i2997	And Mark	
Test 1	25078	24 bits	2		1920x1080@29.97i	00:03:38.18	00:03:38.17	00:00:00.00	V-Beauty		2
	25081	32 bits	2		1920x1080@29.97	00:00:47.13	00:00:47.12	00:00:00.00	TakeItem		3
Test 1	25075	32 bits	n/a		1920×1080@29.97p	00:00:23.28	00:00:23.27	00:00:00.00	RENDER 1_00000	A Mere	4
										A Merc	

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

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.
ID Min	enter the first clip ID number in a range.
ID Max	enter the last clip ID number in a range.
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.
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.

Use the **Advanced Search Options** to enter specific criteria for locating a clip.

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.

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.

 \star 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**.

 \star 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.

 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 ${\bf Linear}$ ${\bf Rundown}$ 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.

G	PIE	Boards			
Ν	lr.	Brand	Туре	State	Last Result
	A	Add Configure	Delete		
					Close

Remote Sequencer (Legacy) - Hardware Setup

2. In the **GPI Boards** tab, select **Add**.

The Add New GPI Board dialog opens.

Brand:	Smart GPI / RossTalk		•
		<u>o</u> ĸ	<u>C</u> ancel

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.

_ Settings	
State: Enabled	de: O Serial RS232 © TCP
	O UDP
RS232 GPI Settings	Incoming Network Settings
Port: Comport 1	TCP Port: 7788
Baudrate: 9600 👻	Outgoing Network Settings
Data Bits: 8	Hostname:
Parity: None	TCP Port: 7788
Stop Bits: 1	
Flow Control: Hardware	QK <u>C</u> ancel

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.

 $\ensuremath{\mathsf{UDP}}$ — 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.

 \star 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.

ТСР

- 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.

General	Sequencer
Channel Colors	Cequencer Loop On End Show Story Number Column (ENPS) Center online item in view Group items into stories Advance focus after taking item offline (with minus key)

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:

General	Channel Colors					
Channel Colors	Ch #	Name	Color			
	1	Channel Color 1				
	2	Channel Color 2				
	3	Channel Color 3				
	4	Channel Color 4				
	5	Channel Color 5				
	6	Channel Color 6				
	Use C	hannel Colors				
	<u>A</u> dd	. <u>D</u> elete	D <u>e</u> fault			
			OK Cancel			

1. Click 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:

Basic Colors		
		٩
		H: 153 🔷
		S: 255 🗘
Custom Colors		
		R: 169 🔷
		B: 255
		# A9CCFF
<u>D</u> efine Custom Colors >>	<u>A</u> dd to Custom Colors	
	Ōĸ	<u>C</u> ancel

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.

	Name	Host Address	Category / Location	Туре	Description	Last Known Version	Last Known Connec
A	dd	Edit D	elete				

Remote Sequencer (Legacy) - Remote Connection Points

2. Select the **Add** button to add a remote connection point.

The Remote Connection Point window opens.

Connection ID	
Name:	Connection 2
Category:	•
Description:	
Remote Address -	
Connection Type:	XPression Gateway
Host:	
Port:	9001
	<u>Q</u> K <u>C</u> ancel

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.

Remo	te Connections					
#	Name	Host Address	Category / Location	Туре	Description	Last Known V
1	Connection 1	localhost:9001		Gateway		XPression Gate
2	Connection 2	XXX.XX.XXX.X:9001		Gateway		<unknown></unknown>
•						
Ad	ld Edit	Delete)	
• <u>A</u> d	ldEdit					

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.

Connection ID]
Name:	Connection 2
Category:	
Description:	
Remote Address -	
Connection Type:	XPression Gateway
Host:	
Port:	9001
	<u>Q</u> K <u>C</u> ancel

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.

#	Name	Host Address	Category / Location	Туре	Description	Last Known V
1	Connection 1	localhost:9001		Gateway		XPression Gat
2	Connection 2	XXX.XX.XXX.X:9001		Gateway		<unknown></unknown>
0						
	id					•
	Id Ēdit.					QK <u>C</u> ancel

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.

File Docking	Rundown Selection:	Gateway: Connection 1	Channel Group: Channel Group	• 0000
Connection 1				Ф.
Take ID State	Scene	Story Num Name	Content	Next Up Preview
				Channel 1 - Engine 1
				Channel 2 - Engine 1
				Channel 3 - Engine 2
•				Þ
Status: Ready				

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 **Activate Rundowns**.

The Select Active Rundowns window opens.

🗹 (1	NEWS]XPN QA4 Rundown
	World News
	AMERICA
	Arizona
	IBC 2018
Sort Filte	er:
	OK Cancel

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.

	_					_					
Take ID	State	Scene	Story Num	Name	Content	N N	/irtual Channel	Layer	In Point	0	Next Up Preview
0005				[INEWS]XPN QA4 Rundown							CHANNEL 1 - MADONNA6-2
				StudioA							StudioA: FS HEADSHOT
0001		FS HEADSHOT		StudioA: FS HEADSHOT			CHANNEL 1			00	Inne
0002		FS BULLETS	s1	StudioA: FS BULLETS	OFF title Line 1 Line 2		CHANNEL 2	Default	00:00:15.00	00	
0003		L3	s1	StudioA: L3	BREAKING NEWS TITLE GO		CHANNEL 3	Default	00:00:15.00	00	
0004		L3 DOUBLE ANCHOR	s1	StudioA: L3 DOUBLE ANCHOR	ALIKHAN MANJI GREG KUH		CHANNEL 4	Default	00:00:15.00	00	
										i	CHANNEL 2 - MADONNA6-2
											StudioA: FS BULLETS
											TITLE
											CHANNEL 3-MADONNIA6-2
											CHANNEL 3-MADONNAG-2 StudioA: L3

Remote Sequencer (Legacy) - 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**.

 \star 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 ${\bf Linear}$ ${\bf Rundown}$ window.

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.

The following keyboard shortcuts are available in the **Remote Sequencer**:

XPression

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