



Ultriscope User Guide

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UltraScape · User Guide

- Ross Part Number: **2101DR-018-03**
- Release Date: January 16, 2024.
- Software Issue: **5.2.0**

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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.

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- Vulnerability Scanning
- Access Controls appropriate to Customer Data
- Incident Response
- Clear paths for two-way communication between customers and Ross Video

If you would like to report a potential product related privacy or security issue (incident, breach, or vulnerability), contact techsupport@rossvideo.com.

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Introduction

This guide covers the configuration and operation of the UltriScape licensed feature for all Ultrix routers. The following chapters are included:

- **“Introduction”** summarizes the guide and provides important terms, and conventions.
- **“Getting Started”** provides an overview of the UltriScape feature including how to install an UltriScape license key, and displaying the interfaces in DashBoard.
- **“Configuring the Global Settings”** outlines the how to configure the parameters that are common between PiPs, tallies, and labels.
- **“Defining an UltriScape Head”** summarizes how to identify UltriScape destinations in a database, assign UltriScape Head destinations, and use the auto-fill function to assign PiPs to destinations.
- **“Creating a Layout”** describes how to create a new layout using one of the default templates or start with a blank layout then add your PiPs based on the selected PiP size settings.
- **“Adding Objects to a Layout”** outlines how to add specific object types to a single layout.
- **“Using PiP Templates”** outlines how to apply a PiP template, and save a PiP as a new template.
- **“Managing the Layouts”** outlines general tasks such as how to save a layout, load a layout, exporting/importing layouts, and deleting layouts.
- **“Assigning a Layout to an UltriScape Head”** summarizes how to assign a layout to an UltriScape Head.
- **“Assigning Sources to PiPs”** summarizes how to assign router sources to PiPs in a layout.
- **“Audio Meter Modes Setup”** outlines how to set up and monitor audio meters for PiPs that are configured for Normal or Default Source modes.
- **“Clock Control”** operating a clock in UltriScape is the same for either countdown or stopwatch types.
- **“Monitoring Options”**
- **“UltriScape Menus Overview”** summarizes the functions, menus, and parameters of the UltriScape tabs and windows in DashBoard.

If you have questions pertaining to the operation of UltriScape, contact us at the numbers listed in **“Contacting Technical Support”**. Our technical staff is 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.

Interface Elements

Bold text is used to identify a user interface element such as a dialog box, menu item, or button. For example:

In the **Save As** dialog, click **OK**.

User Entered Text

Courier text is used to identify text that a user must enter. For example:

In the **Language** box, enter **English**.

Referenced Guides

Italic text is used to identify the titles of referenced guides, manuals, or documents. For example:

For more information, refer to the ***ULTRIX-FR12 Installation Guide***.

Menu Sequences

Menu arrows are used in procedures to identify a sequence of menu items that you must follow. For example, if a step reads “**File** > **Save As**,” you would click the **File** menu and then click **Save As**.

Important Instructions

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

- ★ An error message displays when an object overlaps a tile or when one tile overlaps another in the workspace.

Contacting Technical Support

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

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

- **Technical Support:** (+1) 613-652-4886
- **After Hours Emergency:** (+1) 613-349-0006
- **E-mail:** techsupport@rossvideo.com
- **Website:** <http://www.rossvideo.com>

Getting Started

This chapter provides an overview of the UltraScape feature including how to install an UltraScape license key, and displaying the interfaces in DashBoard.

Overview

UltraScape provides:

- 3 UltraScape Heads (Multiviewer outputs) per UltraScape slot
- 1080i or 1080p configurable output standard
- UltraScape Head layout switched by any router controlling device
- choose 2 system wide PiP sizes from 9 available
- head specific third PiP (large sizes)
- 21 layout templates
- flexible layout editor to create custom layouts
- PiPs may follow a router input, router output, or be switched as a destination
- flexible audio metering per PiP
- dynamic or static PiP labeling
- TSL protocol controls border, indicator, and label tallies

Before You Begin

Keep the following in mind as you implement your UltraScape Heads:

- You must have assigned a router OUT BNC to each UltraScape Head that is licensed in each slot.
- Moving overlay elements on the DashBoard interfaces are in real time, and there is a rendering delay on the UltraScape Head output making layout changes/updates non- real time. Refer to **Table 1** for approximate refresh times (once the layout is selected and applied).

Table 1 UltraScape — Refresh Times

Element	Refresh Time
Label Change	0.5 seconds
Layout Change	1 second/layout
Audio Meters	All meters update every 10 frames

For More Information on...

- installing a license for an UltraScape Head, refer to **“Installing an UltraScape License Key”**.

Workflow

The UltraScape licensed feature allows you to view multiple video sources from a single output on an Ultrix router. Any video source on the router can be assigned to any PiP on an Ultriscape layout. Each layout is configured independently and can be applied to one or more outputs (Heads). Each router slot supports up to three Heads.

Once the router is listed in the Tree View of DashBoard, and the UltraScape licensed feature is enabled for each head, the UltraScape nodes are displayed in the tree of that router.

The UltraScape setup includes the following tasks:

1. Install the Ultriscape license keys for your router.
 2. Assign each UltraScape Head to a physical output on the router.
 3. Plan your layouts for each UltraScape Head. This will determine the number of PiPs and outputs you will need to set up in the database.
- ★ UltraScape can have PiPs that are shared between all Head outputs (shared PiPs), or PiPs that are specific to a particular Head (local PiPs). The shared PiPs are particularly useful when the same source or destination is to be shown on one or more UltraScape outputs.
4. Assign each PiP to a Destination in the database. Refer to the ***Ultracore Database User Guide***.

Installing an UltraScape License Key

The number of Ultriscape Heads for a router depends on the number of installed UltraScape license keys. One UltraScape license enables one UltraScape Head on one router slot only. For example, if you wanted to enable three UltraScape Heads on slot 1, you would install three UltraScape licenses on slot 1.

- ★ You must have at least one UltraScape license installed for each slot that will provide an UltraScape Head.

To install an UltraScape license key

1. Launch the DashBoard client.
2. Locate the **Ultrix** node in the Tree View.
3. Expand the **Ultrix** node to display a list of sub-nodes in the Tree View.
4. Expand the **Devices** node.
5. Expand the **Controllers + Matrices** node.
6. Double-click the node for your UltraScape router.

The **Device Configuration** interface opens.

7. Select .

The **Licenses** page opens with **License Keys** sub-tab automatically selected.

Port license ... UNLOC...						
License Keys Ultrix UltraScape UltraSync UltraSRC						
Installed License Keys						
Name	Request Code	License Key	Count			
UltraSpeed	12345678901234567890	12345678901234567890	1	Cancel	Apply	
UltraScape	12345678901234567890	12345678901234567890	27	Cancel	Apply	
UltraSync	12345678901234567890	12345678901234567890	162	Cancel	Apply	
UltraSRC	12345678901234567890	12345678901234567890	18	Cancel	Apply	
Ultrisync-UHD	12345678901234567890	12345678901234567890	27	Cancel	Apply	
Ultrix-MXR	12345678901234567890	12345678901234567890	0	Cancel	Apply	
Ultrix-NVISION	12345678901234567890	12345678901234567890	1	Cancel	Apply	
Ultrix-SNMP	12345678901234567890	12345678901234567890	1	Cancel	Apply	
Ultrix-EMBER+	12345678901234567890	12345678901234567890	1	Cancel	Apply	
Ultrix-CA	12345678901234567890	12345678901234567890	1	Cancel	Apply	
Ultrix-PRO	12345678901234567890	12345678901234567890	0	Cancel	Apply	

8. Make a note of the character string in the **Request Code** field for the UltraScape license.
9. Contact Ross Video Technical Support using the information in **"Contacting Technical Support"**.

- a. When you speak to your Technical Support representative, tell them your name, your facility name, and the **Request Code** from step 8.
 - b. You will be given a License Key for the licensed feature.
10. Enter the provided License Key in the applicable **License Key** field of the **Licenses** tab.
 - ★ You can also right-click on the row for the License Key you are installing, and copy the Request Code to or paste the License Key from the Microsoft® Windows® clipboard.
 11. Click **Apply** in the row for the License Key you entered in step 10.
 12. Verify that the **Count** field is updated to report each installed License Key.

To activate an UltraScape license for a specific slot/head

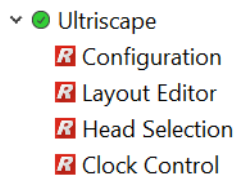
1. Install the license key as outlined in the procedure “To install an UltraScape license key”.
2. In the **Licenses** sub-tab, select the **UltraScape** sub-tab.
Each row in the tab represents a slot and UltraScape head in the UltraScape router (with slot 1 as the topmost slot in the router). The Port column in the tab represents the output for the head. The Format column represents the video format assigned to that head.
3. In the **Port** column, select the cell for the UltraScape head you want to enable.
A drop-down menu displays that lists the available ports.
4. Select **Enable** to apply the UltraScape license to that UltraScape head.

Accessing the UltraScape Interfaces

The UltraScape interfaces are accessed by expanding the Ultrix router node in the DashBoard Tree View, and then expanding the first UltraScape node. The settings and options for the UltraScape feature are represented as sub-nodes in the UltraScape tree.

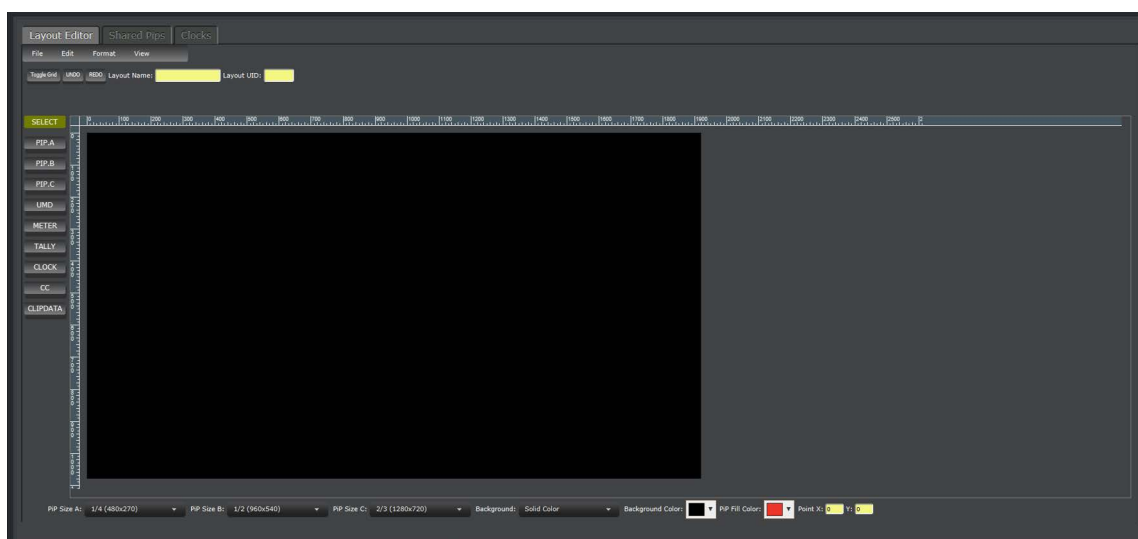
To access the UltraScape interfaces in DashBoard

1. Launch the DashBoard client.
2. Locate the **Ultrix** node in the Tree View.
3. Expand the **Ultrix** node to display a list of sub-nodes in the Tree View.
4. Expand the **Ultriscap** node to display its sub-nodes.



5. Double-click a sub-node to display its interface in the DashBoard window.

For example, double-click the **Layout Editor** node to display the workspace for customizing a Multiviewer layout.



Configuring the Global Settings

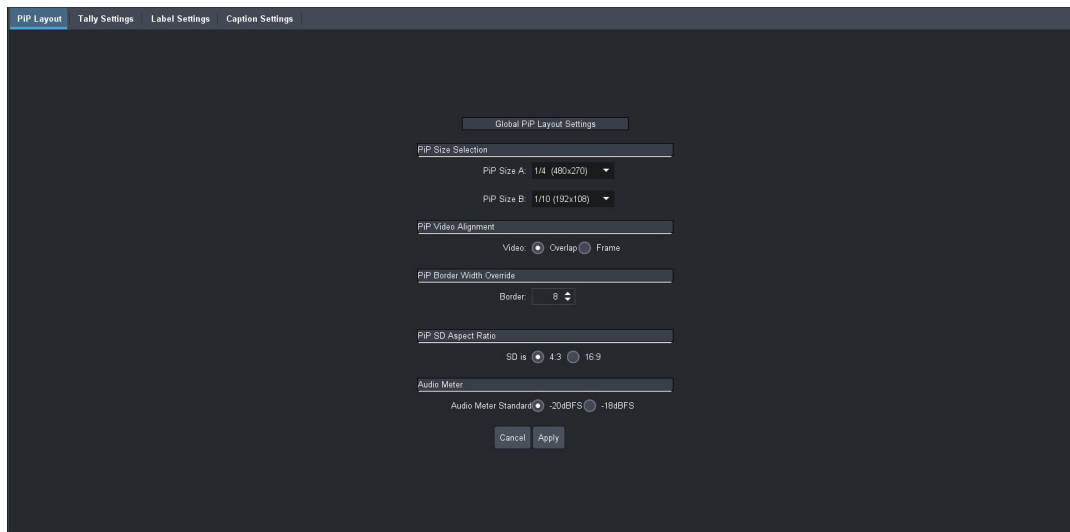
UltraScape provides a central Configuration interface that allows you to set parameters that are common between PiPs, tallies, and labels. Global settings apply to all layouts with either Shared or Local PiPs.

Configuring the Local and Global PiP Layout Settings

UltraScape supports two concurrent PiP sizes (A, B). Each PiP can be set to a specific dimension, allowing you to quickly set the size for the two PiPs and build layouts using the PiPs.

To set the Local PiP settings for all layouts

1. Double-click the **Configuration** node located under the **Ultriscape** node.
The **Configuration** interface opens.
2. Select the **PiP Layout** tab.



3. Use the **PiP Size A** field to set the first of the common PiP sizes for the UltraScape layout¹.
 4. Use the **PiP Size B** field to set the second of the common PiP sizes for the UltraScape layout¹.
 5. Use the **PiP SD Aspect Ratio** options to set the aspect ratio to match the expected SD-SDI signal format (if applicable).
 6. Use the **Audio Meter** options to set the audio meter green to yellow transition level.
 7. Click **Apply**.
- ★ Layout configurable properties are stored on the router and are accessible from any DashBoard client on the same network.

1. Applying changes to PiP size settings may prevent the currently selected layout from displaying correctly.

Configuring the Global PiP Border Settings

You can specify the border width and placement for all layouts.

To specify the border location for the PiPs

1. Double-click the **Configuration** node located under the **Ultriscape** node.
The **Configuration** interface opens.
2. Select the **PiP Layout** tab.
3. Locate the **PiP Video Alignment** area in the **PiP Layout** tab.
4. Use the **Video** options to specify where the PiP borders are drawn. Choose from the following:
 - **Overlap** — The border displays as a layer over the video. The thicker the border width, the less of the video image displays within the PiP. This is the default. The PiP Border Width Override fields are now read-only.
 - **Frame** — The border surrounds the image within the PiP. The image is scaled to fit within the PiP. This will override individual PiP border settings.
5. Click **Apply**.

To set the global PiP border widths for all layouts

1. Locate the **PiP Border Width** area in the **PiP Layout** tab.
- ★ This option is only available if the **Video** option was set to **Frame** during step 4 of the previous procedure.
2. Use the **Border** field to specify the border width in number of pixels.
 3. Click **Apply**.

Configuring the Global Label Settings

You can also edit the global settings relating to the display of tally objects and the level of transparency for the label boxes overlaid on the PiPs.

★ Ultriscape does not support Unicode characters.

To set the global label transparency setting for all layouts

1. Double-click the **Configuration** node located under the **Ultriscape** node.
2. Select the **Label Settings** tab.
3. Use the **Transparency** slider to specify the level of transparency of the label background.

Defining an UltraScape Head

UltraScape Heads (Multiviewer outputs) and PiPs (Picture-in-Picture tiles) are required to be mapped in as logical destinations. To the router control system, they are a destination of the router and may be controlled as such from external controlling devices.

Ensure that for every licensed UltraScape Head:

- Each PiP of an UltraScape Head must be assigned to a destination within the router database.
- Each UltraScape Head must be assigned to a destination within the router database.

Identifying UltraScape Destinations in the Database

The UltraScape Heads and PiPs are identified much like a physical BNC using the standard nomenclature of **Frame.Slot.Port.Type.Channel**.

- UltraScape Local PiPs are identified as **frame.slot n.headx-pip[y].sdi.ch1** where **x** represents the UltraScape Head ID and **y** represents the individual PiP. For example:

	ID	Name	Description	Level 1
MV1 PiP1	65	MV1 PiP1		Ultrix.slot1.head1-pip[1].sdi.ch1
MV1 PiP2	66	MV1 PiP2		Ultrix.slot1.head1-pip[2].sdi.ch1
MV1 PiP3	67	MV1 PiP3		Ultrix.slot1.head1-pip[3].sdi.ch1

- UltraScape Shared PiPs are identified as **frame.slot0.pip[y].sdi.ch1** where **y** represents the individual PiP number. For example:

	ID	Name	Description	Level 1
PIP1	73	PIP1		Ultrix.slot0.pip[1].sdi.ch1
PIP2	74	PIP2		Ultrix.slot0.pip[2].sdi.ch1
PIP3	75	PIP3		Ultrix.slot0.pip[3].sdi.ch1

- UltraScape Heads are identified as **frame.slot n.head[x].sdi.ch1** where **x** represent the Head ID within a given slot (there can be up to 3). For example:

	ID	Name	Description	Level 1
MV1	1	MV1		Ultrix.slot1.head[1].sdi.ch1
DST 2	2	DST 2		Ultrix.slot1.out[2].sdi.ch1
DST 3	3	DST 3		Ultrix.slot1.out[3].sdi.ch1

Assigning UltraScape Head Destinations

Only certain physical outputs may be designated as UltraScape outputs. For example, if you installed a second UltraScape license for slot 2, you must assign either OUT 5 or OUT 7 as the UltraScape Head output.

Table 2 lists the connections on the rear panel that are available for UltraScape Heads based on the type of blade installed in the slot.

Table 2 Outputs Allocated for UltraScape Heads

Blade Model	UltraScape Head 1	UltraScape Head 2	UltraScape Head 3
ULTRIX-HDBNC-IO	AUX A or OUT 1	OUT 5 or OUT 7	OUT 11 or OUT 13
ULTRIX-HDX-IO	AUX A or OUT 1	AUX B or OUT 5	OUT 13
ULTRIX-IP-IO	AUX 1	AUX 2	--
ULTRIX-SFP-IO	AUX A or SFP 1	SFP 5 or SFP 7	SFP 11 or SFP 13

- the physical connections for your router, refer to its **Installation Guide**.

1. Expand the **Devices** node.
2. Expand the **Controllers + Matrices** node.
3. Double-click the node for your router.

4. Select .

License Keys				Port license ... UNLOC...		
Installed License Keys						
Name	Request Code	License Key	Count			
UltraSpeed	XXXX-XXXX-XXXX-XXXX	XXXX-XXXX-XXXX-XXXX	1	Cancel	Apply	
UltraScape	XXXX-XXXX-XXXX-XXXX	XXXX-XXXX-XXXX-XXXX	27	Cancel	Apply	
UltraSync	XXXX-XXXX-XXXX-XXXX	XXXX-XXXX-XXXX-XXXX	162	Cancel	Apply	
UltraSRC	XXXX-XXXX-XXXX-XXXX	XXXX-XXXX-XXXX-XXXX	18	Cancel	Apply	
Ultrisync-UHD	XXXX-XXXX-XXXX-XXXX	XXXX-XXXX-XXXX-XXXX	27	Cancel	Apply	
Ultrimix-MXR	XXXX-XXXX-XXXX-XXXX		0	Cancel	Apply	
Ultricore-NVISION	XXXX-XXXX-XXXX-XXXX	XXXX-XXXX-XXXX-XXXX	1	Cancel	Apply	
Ultricore-SNMP	XXXX-XXXX-XXXX-XXXX	XXXX-XXXX-XXXX-XXXX	1	Cancel	Apply	
Ultricore-EMBER+	XXXX-XXXX-XXXX-XXXX	XXXX-XXXX-XXXX-XXXX	1	Cancel	Apply	
Ultriscape-CA	XXXX-XXXX-XXXX-XXXX	XXXX-XXXX-XXXX-XXXX	1	Cancel	Apply	
Ultricore-PRO	XXXX-XXXX-XXXX-XXXX		0	Cancel	Apply	

- ★ The router rear panel map at the top of the **Frame View** interface will display the text “M” above each output port that has the UltraScape enabled for it.

- ★ This adds video processing for some interlace formats to ensure stability by introducing 1 frame delay.

Assigning an UltraScape Destination

The assignment of UltraScape Heads and PiPs will enable the UltraScape sub-nodes in the Device Tree for further UltraScape configuration.

To assign an UltraScape destination in the database

1. Expand the **Database** node.
2. Double-click the **Destinations** node located under the **Database** node.
The number of **Destinations** rows are specified in the Destination field of the active database.
- ★ If required, you can add Destinations to the list to accommodate the assignment of UltraScape Heads and PiPs.
3. If desired, type a new name for the destination in the **Name** cell as outlined in “To specify a label for a destination”.
4. In the table of the **Destinations** tab, locate the column for the level.
5. Assign an UltraScape Head to a Destination in the database as follows:
 - a. Click a cell of the Destination row to display a list of available Destinations sockets.
 - b. Select the UltraScape Head you want to assign.
6. Click **Apply** at the bottom of the **Destinations** tab to apply the changes to the database.

To assign a single PiP to a Destination

1. Select the Destination to assign to the PiP.
2. Perform one of the following:
 - Click the cell of the row in the table to display a list of available Destinations sockets; or
 - Choose a PiP from the available **Matrix Outputs** list, and click **Assign**.

To associate a range of PiPs

1. Select the first cell in the table column.
2. Press and hold **Shift**.
3. Select the last cell in the table column.
4. Select a range of PiPs in the available **Matrix Outputs** list with same click, shift-click method.
5. Click **Assign**.
6. Click **Apply** at the bottom of the **Destinations** tab to apply the changes to the database.

Using the Auto-Fill Function

You can also use the auto-fill function to populate the PiPs in the Destinations database.

When using the auto-fill function, we recommend naming PiPs for a particular UltraScape Head a base name that will distinguish them from PiPs for other UltraScape Heads. For example, using base names of **S1H1P**, **S2H2P**, and **S3H3P** for the first UltraScape Head on Slot 1, the second UltraScape Head on Slot 2, and the third head on Slot 3, respectively, would generate names for PiPs as follows:

```
S1H1P1, S1H1P2, S1H1P3, ...  
S1H2P1, S1H2P2, S1H2P3, ...  
S1H3P1, S1H3P2, S1H3P3, ...
```

In order to achieve these results the auto-generation would have to be done as three separate operations.

To use the auto-fill function to assign PiPs to destinations

1. Click **Edit > Fill**.
2. Set the **Fill Type** to **Custom**.
3. Enter the desired base name in the **Name** field. (e.g. S4H1P)
★ The starting and count fields define the trailing number for PiP identification.
4. Specify the starting and count values. (e.g. generally PiP range starts at 1)
5. Select the slot.
It should be of the form `<frame name>.slot<n>.head-pip`, where **n** is the slot of interest on the designated router.
6. Select the port.
It should be of the form `<frame name>.slot<n>.head<m>-pip[x]`, where **m** is the head whose PiPs are being assigned, and **x** is the PIP number. Normally **x** will be 1 (the first PiP on the UltraScape Head).
7. Select the starting channel.
This should be of the form `<frame name>.slot<n>.head-pip[x].sdi.ch1`.
8. Specify the levels on which the PiPs for the selected UltraScape Head will be active.
9. Click **Assign**.
10. Click **Apply**.
11. Repeat the process for UltraScape Heads whose PiPs will be assigned while ensuring the correct slot, port, and starting channel are selected.

Using UltraStream

- ★ The UltraStream license requires router software version 5.2.0 or higher.

The UltraStream licensed feature provides the ability to encode one NDI stream of a configured UltraScape Multiviewer Head per ULTRIX-HDX-IO or ULTRIX-MODX-IO blade.

The Multiviewer Head for the video source must be one from the same blade that is transmitting the NDI stream. For example, a licensed ULTRIX-MODX-IO blade in Slot 1 cannot send an NDI stream of a Multiviewer Head from a licensed ULTRIX-HDX-IO blade in Slot 2.

An UltraStream license is supported on the following routers:

- ULTRIX-NS-FR1
- ULTRIX-NS-FR2
- ULTRIX-FR5
- ULTRIX-FR12

For More Information on...

- the UltraStream licensed feature, refer to the *Ultrix User Guide* for your router.

Creating a Layout

Ultriscope layouts are created and stored within Ultrix to be assigned to a live Ultriscope Head when needed. You create a new layout using one of the default templates or start with a blank layout then add your PiPs based on the selected PiP size settings. Both methods are outlined here.

PiP Types

A layout is comprised of a series of tiles organized into a grid layout. Each tile in a layout represents a single Picture in Picture (PiP) element. Each tile displays a number that represents the PiP number. There are two types of PiPs: Local and Shared.

Local PiPs

Local PiPs are for use only on a per head basis.

Share PiPs

Shared PiPs are PiPs that may be displayed on multiple Ultriscope Heads. Updating the source for shared PiPs updates all Multiviewer layouts that contain that shared PiP definition. Shared PiPs (for use with any Ultriscope Head), require additional configuration. Refer to **“Using Shared PiPs”**.

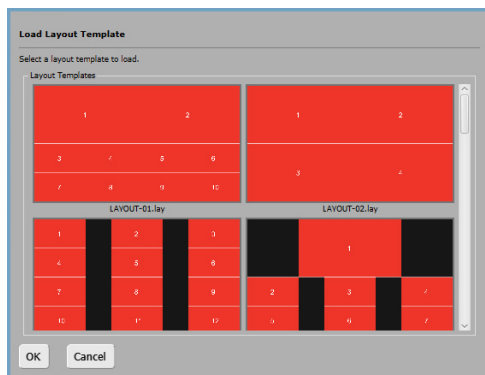
Creating a Layout using a Template

By default, the PiPs are organized with PiP1 in the top left corner of each layout. You can create a new layout using one of the default templates that come standard with Ultriscope.

To load a layout template

1. Double-click the **Layout Editor** node located under the **Ultriscope** node.
The **Layout Editor** interface opens.
2. From the main toolbar, select **File > Load Layout Template from Ultricore**.

The **Load Layout Template** dialog opens.



3. Select a template from the provided list.
4. Click **OK**.

The Layout Templates dialog closes and the Ultriscope Layout Editor workspace now displays the selected template layout.

Creating a Custom Layout

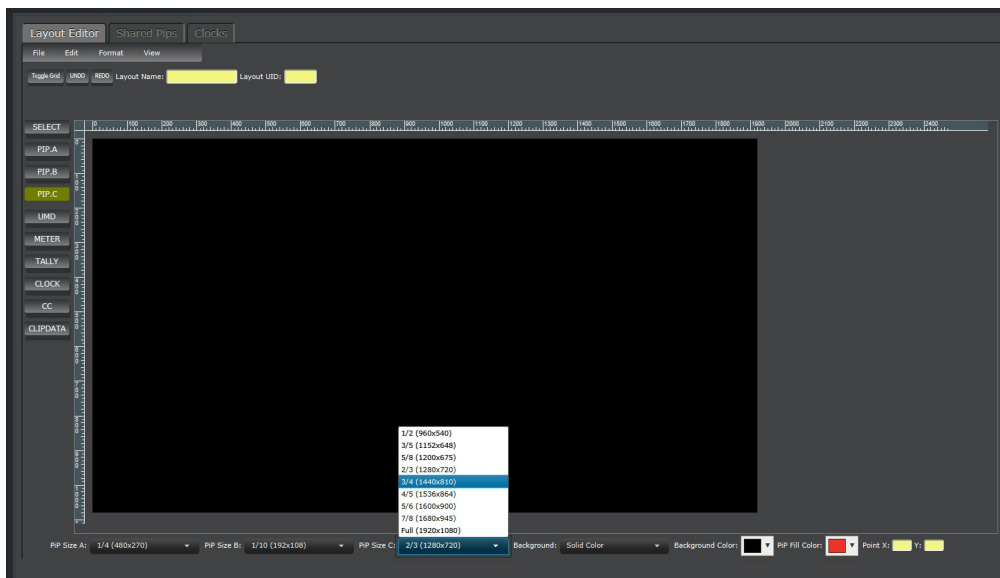
Creating a custom layout clears the workspace and enables you to add your Local PiPs in a customized pattern.

To create a custom layout

1. Double-click the **Layout Editor** node located under the **Ultriscape** node.
The **Layout Editor** interface opens.
2. From the main toolbar, select **File > New Layout**.
The **Create Blank Layout** dialog opens.
3. Set the required dimensions for PiP sizes A, B, and C using the applicable fields in the lower toolbar of the Layout Editor.

In the following example, the user selected a new size for PiP C.

- ★ It is possible to create a layout with different PiP sizing to the currently configured. The new layout will not output from the Ultriscape head if the PiP A or PiP B tiles do not match the values set in the Configuration > PiP Layout > PiP Size Selection menus. The PiP C tile size is defined by the layout it is in.

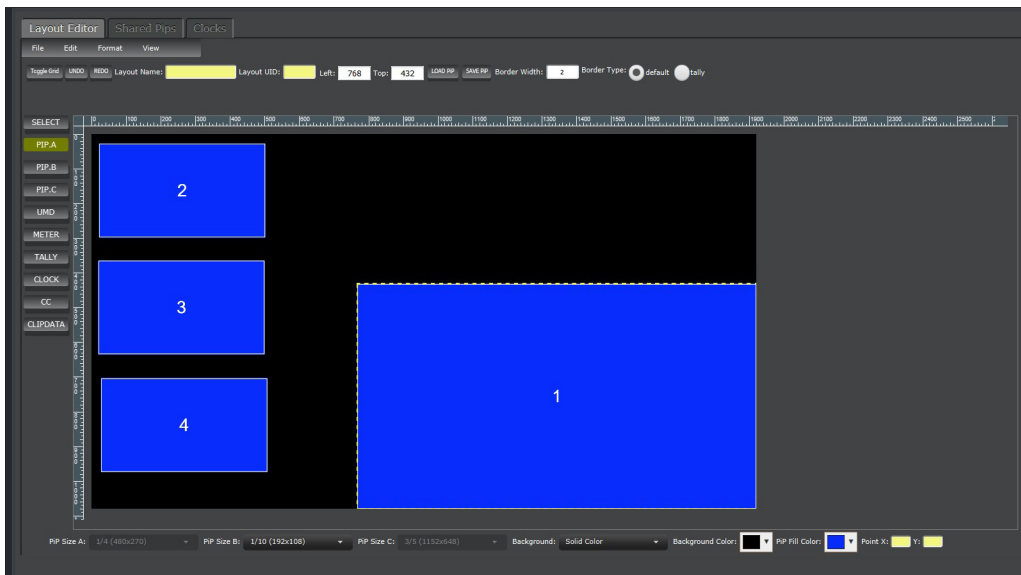


4. Click **OK**.

To add a Local PiP to a layout

1. From the **Objects** toolbar, choose one of the following:
 - Click **PIP • A** to add a PiP A tile to the layout.
 - Click **PIP • B** to add a PiP B tile to the layout.
 - Click **PIP • C** to add a PiP C tile to the layout.
- ★ You may only place one instance of a PiP C tile per layout.
2. If you wish, click **Toggle Grid** to display a grid background (and optionally snap to). The grid can help with the placement of the PiPs on your layout.
- ★ You can change the grid dimensions by selecting **Format > Grid** from the main toolbar, specifying the horizontal (h) and vertical spacing (v), then clicking **OK**.
3. On the Layout Editor workspace, select the location for the Local PiP.

The layout updates to display a new PiP. In the following example, one large PiP was positioned on the right margin and three smaller PiPs were positioned near the left margin.



4. Reposition the PiP by selecting and dragging with your mouse.
- ★ For more precise positioning of PiPs on the layout, select **Format > Grid > Snap To Grid**.
 - For fine, accurate movements, the keyboard arrow keys move the PiP in 2 pixel increments.
 - The top left of a PiP may be set by defining the left and top coordinates in the tool bar.
 - When PiPs overlap, a red **Overlap** message displays on the top right of the Layout Editor interface. Overlapping PiPs and/or elements will not function. The layout cannot be saved until the overlap is corrected.
5. Repeat for each PiP you wish to add to the layout.
- ★ You may place multiple instances of PiP A and B tiles, but only one instance of the PiP C tile.
6. To save your layout to the system, select **File > Save to Ultracore**.

Using Shared PiPs

Shared PiPs are PiPs that may be displayed on multiple Ultriscope Heads. Updating the source for shared PiPs updates all Multiviewer layouts that contain that shared PiP definition.

For More Information on...

- the Shared PiP settings, refer to “**Shared PiPs Tab**”.

To configure a Shared PiP

1. Double-click the **Layout Editor** node located under the **Ultriscope** node.
The **Layout Editor** interface opens.
2. Select the **Shared Pips** tab.
The **Shared Pips** tab is organized as a table where each row represents a specific Shared PiP.
3. To configure a new Shared PiP, right-click the last row in the table and select **Insert Row Below**.



4. Use the **Mode** field to determine how sources are assigned to the PiP when in a layout regardless of the UltriScape Head. Choose from the following:
 - **Normal** — The PiP monitors the Source that the Destination the PiP is assigned to is currently switched to (e.g. a PiP acts like a regular router destination).
 - **Follow** — The source that the PiP displays is dependent on the source routed to the specified Destination.
 - **Source** — The PiP displays the specified Source in the database.
5. Use the **Source** field to specify the resource that the Shared PiP will monitor. This applies to all layouts with this Shared PiP in all UltriScape Heads.
- ★ The list of available resources depends on the database currently loaded.
6. If the **Mode** is set to **Normal**, use the **Audio Mode** field to configuring the audio meters for the Shared PiP in a layout regardless of the UltriScape Head. Choose from the following:
 - **Logical** — the audio bars on the Shared PiP displays audio levels based on a source's logical definition. The bars index from left to right (meter port channel 1 represents the leftmost audio meter bar, and meter port channel 16 represents rightmost possible audio meter bar).
 - **Physical** — the audio bars on the Shared PiP represents the audio that is embedded in the SDI stream.
7. To configure the channel numbering for the audio meters in the Shared PiP:
 - a. Select the **Audio Bars** cell for the Shared PiP.
The **Audio Channels** dialog opens.
 - b. If the **Audio Mode** is set to **Logical**, select the audio levels to map to the audio meters.
- ★ To select multiple levels/channels, press **Ctrl** then click the levels/channels to include.
- c. If the **Audio Mode** is set to **Physical**, select the audio channels to map to the audio meters.
The Audio Bars cell updates to display the selected items, separated by commas.
8. Click **Apply** to save your changes.

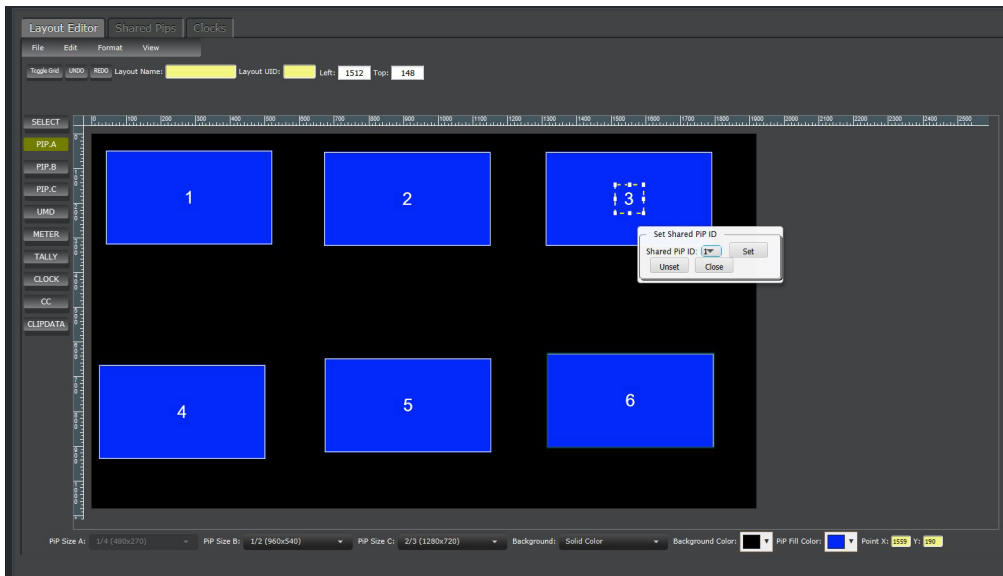
Adding a Shared PiP to a Layout

You can add a Shared PiP to any layout.

To add a Shared PiP to a layout

1. Create or load a layout in the UltriScape Layout Editor.
2. Right-click the PiP Number on the PiP tile you wish to convert to a Shared PiP.

The **Set Shared PiP ID** dialog opens. In the following example, PiP 3 was selected.



3. Use the **Shared PIP ID** menu to select the ID of the Shared PIP you want to add.
4. Click **Set**.

The **Set Shared PIP** dialog closes and the layout updates to display the Shared PIP ID inside the selected PIP.

5. To save your layout to the system, select **File > Save to Ultracore**.

Changing the Layout Background

The UltriScape Layout editor provides the option to insert a background color or background image. This will display in the space between PiPs.

To change the background color of a layout

1. Create a new layout as outlined in “**Creating a Layout**” or load an existing layout as outlined in “**To load a previously saved layout in Ultracore**”.
2. From the bottom toolbar, set the **Background** menu to **Solid Color**.
3. Select the **Background Color** menu.
4. Select a color from the provided color grid in the dialog.
5. Click **Choose** to update the layout background.

To change the background image of a layout

1. Create a new layout as outlined in “**Creating a Layout**”.
2. From the top toolbar, select **File > Upload Background Image**.

The **Upload Background Image** dialog opens.

3. Click **Choose File**.

The **Open** dialog opens.

4. Navigate to the image file you want to display, then click **Open**.

★ Images must be 1920x1080 pixels or less.

The **Open** dialog closes and the **Upload Background Image** dialog updates with the new image.

5. Click **OK** to confirm the file upload to Ultrix.
6. Use the **Background** menu, located in the bottom toolbar, to select the image file.
The layout displays the selected image.

Editing the Border for a PiP

You can specify the border thickness for a single PiP or all the PiPs in a layout. **Figure 1** shows a layout of four PiPs where PiP1 and PiP4 have a border set to 16. If the border is for a tally, as seen in PiP 4, the border color is always to dark blue. Refer to “**Adding a Tally Border to a PiP**” for details.

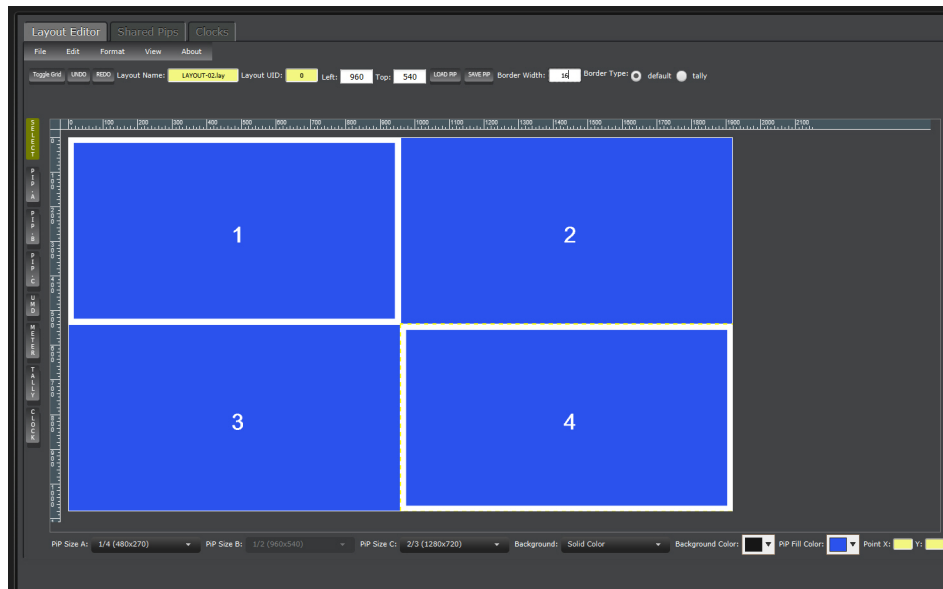
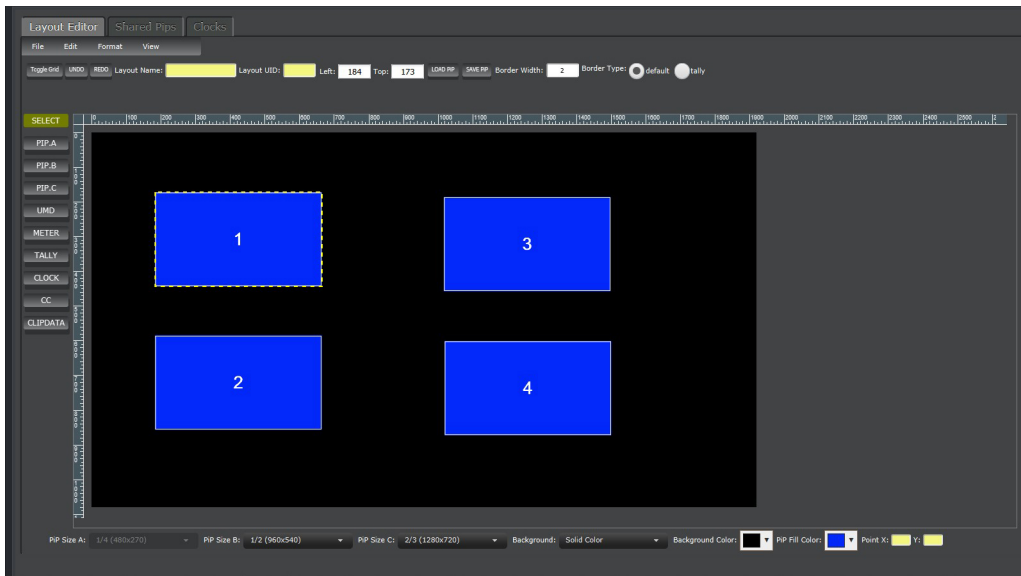


Figure 1 Example of Borders

To edit the border width for a PiP

1. Create a layout in the UltraScape Layout Editor as outlined in “**Creating a Layout**”.
2. From the **Objects** toolbar, click **SELECT**.
3. Select the PiP to edit the border width for.

The PiP displays with a dotted yellow border and the **Border Width** field now displays under the Main toolbar. In the example below, PiP1 is selected.



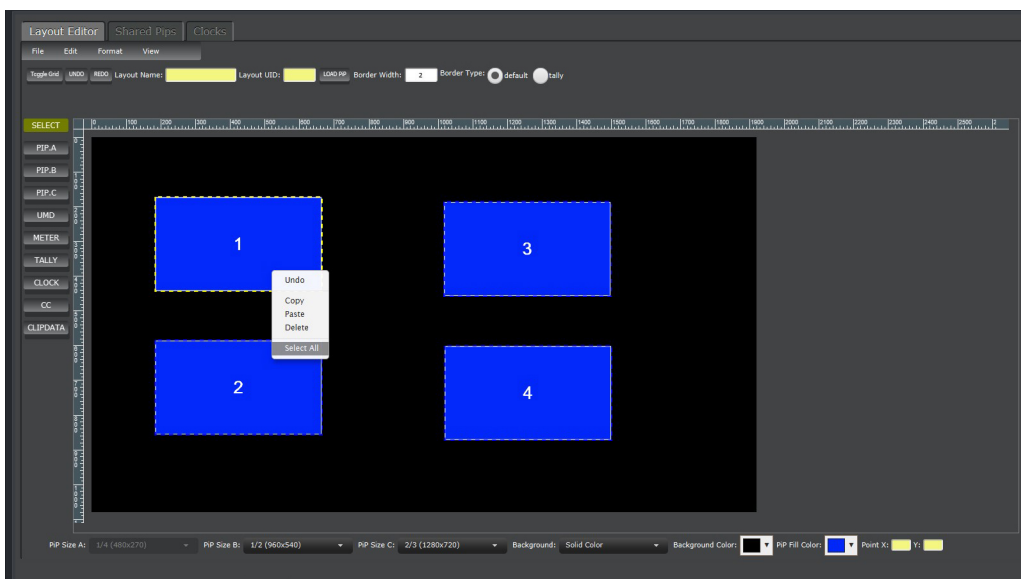
★ Press **Ctrl** then click the PiP on the layout to unselect a single PiP.

4. From the top toolbar, use the **Border Width** field to specify the border width in number of pixels and lines.
5. Press **Enter** to apply the new width value.

To edit the border width for all PiPs in a layout

1. Create or load a layout in the UltraScape Layout Editor.
2. Right-click any PiP in the layout.
3. Click **Select All**.

The PiPs display with a dotted yellow border and the **Border Width** field now displays under the Main toolbar.



4. In the **Border Width** field, specify the border width in number of pixels and click **Enter**.
The border width for each PiP in the layout updates to the new size.

Adding Objects to a Layout

Once a layout is created, you can add objects using Edit Mode. This chapter outlines how to add specific object types to a single layout.

What is a Layout Object?

An object is any element in a layout that is not a direct video source from the router. For example, a block of audio meters, or a text label. The following objects can be added to an UltraScape layout.

- **UMD Labels** — This object is a text area. The Under Monitor Display (UMD) or label can display static text, database names or text from a TSL tally manager device.
- **Audio Meters** — Each PiP can display up to 16 channel of audio meters. The audio meters can be positioned anywhere on the layout including outside of a PiP.
- **Tally Borders, Labels, and Lamps** — When tallies are enabled in a database, Ultrix will track the current tally status for all sources that have an associated Tally Display ID. When a PiP has a tally display object defined (such as a label, lamp, and/or border), the current source that is displayed on the PiP determines what is shown on the UltraScape Head display (based on the associated tally ID for that source). Refer to the user guide for your router.
- **PiP Borders** — You can adjust the size of each PiP border. A global setting sets the border to overlay on top of the video, or resize the video to fit within the border confines.
- **Clocks** — You can add a clock that reports the time of day, counts down from a set point, or counts up from zero.
- **CC** — When the Ultriscape-CA license is enabled, you can add a Closed Caption display object to a PiP. Refer to “**Displaying Closed Caption Data**”.
- **Clip Data** — When the Ultriscape-CA license is enabled, you can add a Clip metadata display object to a PiP. Refer to “**Configuring an UltraScape Head to Display Metadata**”.
- **Alarming** — When the Ultriscape-CA license is enabled, you can add an Alarms display object to a PiP. Refer to “**Monitoring Options**”.

Managing the Objects in a Layout

You can add new objects to PiPs in a layout using the options in the Objects toolbar. Simply select a PiP in the layout, select the tool for the object type you want to add, and draw a box to place the object on the PiP. Each object provides a series of menus for configuring the look and feel of the object on a PiP. You can add multiple objects to a single PiP, but objects cannot span multiple PiPs.

Editing an Object

Any object in a layout can be re-sized, re-positioned, or deleted. The available configuration options for the object depends on its type.

Grouping Objects in a Layout

You can select multiple PiPs in a layout by pressing **Ctrl** and then clicking the PiPs you want to group together. This enables you to quickly select and edit the properties of specific PiPs.

Cut/Paste Objects

You can select an object on a PiP, copy it, and then paste it to another location within that same PiP, to a different PiP in the same layout, or to a PiP in a separate layout.

Adding a UMD/Label

Labels can be added PiPs to provide source information. A PiP label (or Under Monitor Display) shows the database name for the currently displayed source (this will update when a different source is routed to the PiP). A PiP label may overlay the PiP image area, or be positioned outside the PiP if there free space available.

Additionally labels may also be configured to show static text or tally text from a tally management system.

When you place a label on a layout, the menus under the main toolbar update to include options for configuring your label. The top left corner of the label is defined by the **Top** and **Left** fields (in absolute pixels). The label height and width are defined by the corresponding fields.

The label type options change depending if placed on a PiP, or placed in free space:

- on a PiP — choose between PiP Source or Static Text
- in free space — choose between Static Text or the UltriScape Head identifier

To create a label using the database name as the content

1. Create or load a layout in the UltriScape Layout Editor.
2. From the **Objects** toolbar, click **UMD**.
3. Select the PiP to add the label to.

The PiP displays a new text area. It will automatically size to proportionally to the size of PiP the label was placed on.

The Label Settings displays under the main toolbar.

4. Click and drag the label to a position outside of the PiP area if required.

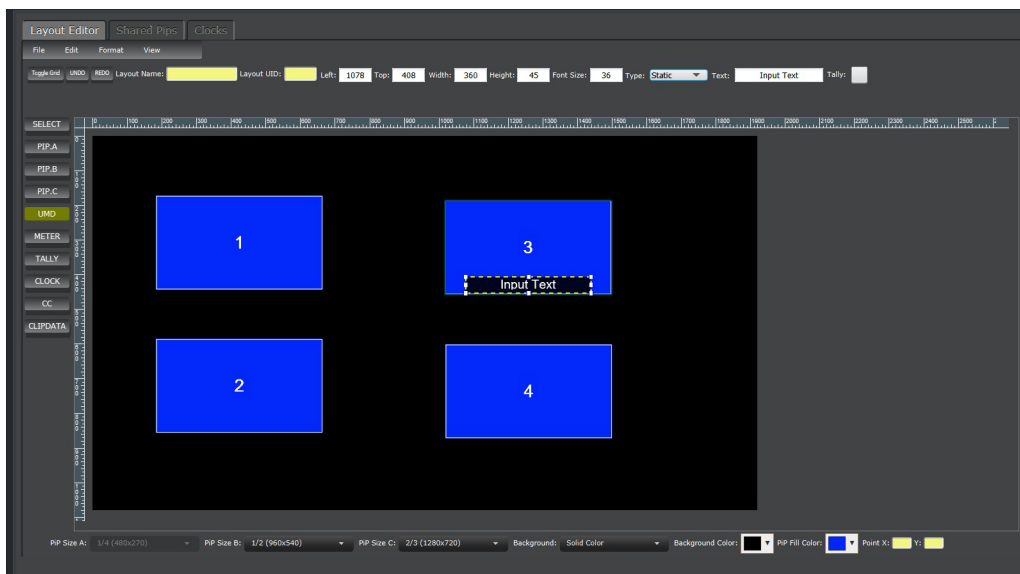
For More Information on...

- adding a tally label, refer to “Adding a Tally Label to a PiP”.

To add static text to a label

1. From the **Objects** toolbar, click **SELECT**.
2. Select the label you wish to edit.
3. From the **Type** menu, select **Static** to display the **text** field under the main toolbar.

The text box on the PiP automatically displays “Input Text”.



4. In the **Text** field, enter the content to display in the label for the PiP to a maximum of 121 characters. The text automatically re-sizes to fit inside the label.
5. Click **Enter**.

The label on the PiP automatically updates with the new text.

To re-size a label

1. From the **Objects** toolbar, click **SELECT**.
2. Select the label box you wish to re-size.

The box displays with a dotted yellow border with white nodes at the corners.

3. Perform one of the following:
 - Hover your cursor over the label box and expand its height using the provided tools; or
 - Use the height menu to specify the number of pixels for the box height.

The text in the box automatically adjusts to the new box dimensions.

To re-position a label

1. From the **Objects** toolbar, click **SELECT**.
2. Select the label box you wish to move.

The box displays with a dotted blue border with white nodes at the corners.

3. Perform one of the following:
 - Hover your cursor over the label box and drag it into the new position on the PiP; or
 - Use the top menu to specify the number of pixels to offset the box from the top of the PiP; or
 - Use the keyboard arrow keys to nudge selected objects around a PiP.

Adding a UMD Label to the Background

Layouts with blank areas, or sections where no PiP is positioned, can also display various labels. These labels are not associated with any PiP, and can display static text, the Multiviewer Head label, or text from a remote protocol.

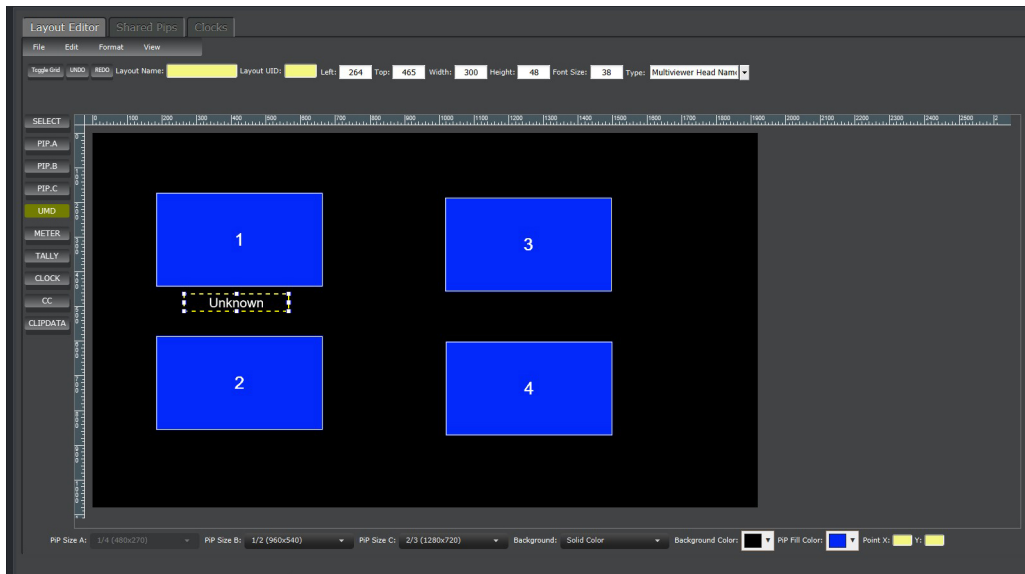
For More Information on...

- the RossTalk commands your router supports, refer to its ***Ultrix User Guide***.

To add a UMD label to free space

1. Create or load a layout in the UltraScape Layout Editor. Ensure the layout includes a blank area to position the UMD label in.
2. From the **Objects** toolbar, click **UMD**.
3. Select a PiP to place a UMD label on that PiP.
4. Select and drag the PiP UMD label to a blank area.

The text box on the layout automatically updates with “**Unknown**” and the **Type** menu displays.



To create a UMD label with static text

1. Create or load a layout in the UltraScape Layout Editor.
2. Ensure the layout includes a blank area to position the UMD label in.
3. From the **Objects** toolbar, click **UMD**.
4. Click an area of the layout background.
5. From the **Type** menu, select **Static** to display the **text** field under the main toolbar.
The text box updates to display "Input Text".
6. In the **text** field, enter the content to display in the label.
7. Click **Enter**.

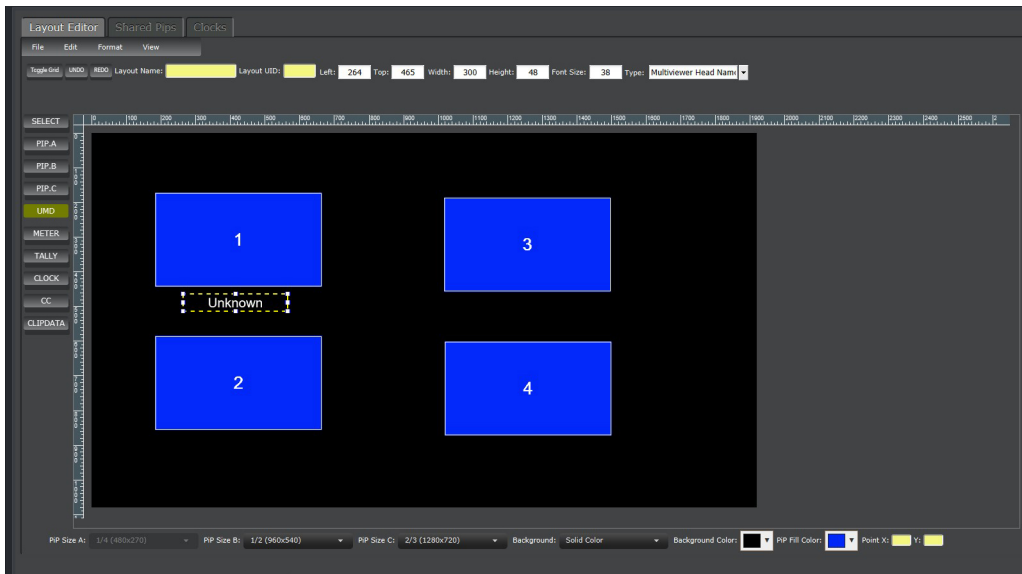
The text box on the PiP automatically updates with the new text.

To create a UMD label that displays the identifier of the UltraScape Head output

1. Create or load a layout in the UltraScape Layout Editor.
2. Ensure the layout includes a blank area to position the UMD label in.
3. From the **Objects** toolbar, click **UMD**.
4. Click an area of the layout background.
5. Select **Multiviewer Head Name** from the **Type** menu.

The text box on the PiP updates to display "Unknown".

- ★ The label will automatically update when the layout is assigned to an UltraScape head. Refer to "Assigning a Layout to an UltraScape Head".



Displaying a RossTalk Label

You can add a text label that is defined via the RossTalk communication protocol. A RossTalk label may be added to any UltriScape layout. The RossTalk **TXTLABEL** command can control the text, the label background color, and the text color.

For More Information on...

- the RossTalk commands your router supports, refer to its *Ultrix User Guide*.

To add a RossTalk label

1. Create or load a layout in the UltriScape Layout Editor.
2. Ensure the layout includes a blank area to position the RossTalk label in.
3. From the **Objects** toolbar, click **UMD**.
4. Click an area of the layout background.
5. From the **Type** menu, select **Remote**.
6. Assign a numerical value to the text field.

This number correlates to the `TXTLABEL ID` field of the RossTalk command.

7. Control the label with the following RossTalk command:

```
TXTLABEL ID:<id>; TEXT:<text>; BGCLR:<bgcolor>; TXTCLR:<textcolor>
```

Adding a Block of Audio Meters

For each PiP, you have the ability to display up to 16 channels of audio in a single block of audio meters. The meters can be positionable individually anywhere in the layout (even outside of the PiP). The meters display the peak level of the waveform no matter how brief its duration. The audio meters report the audio peak level measurements for your audio channels. Measurement units are in decibel full scale (dBFS) where 0dBFS is the maximum digital value. Each audio meter displays audio level information as illustrated in **Figure 2**.

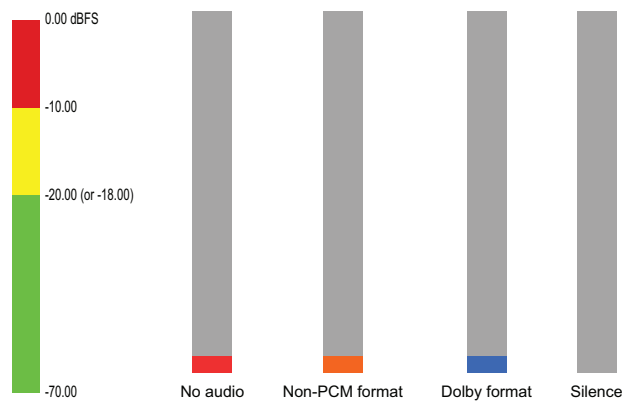


Figure 2 Illustrative Example of Audio Level Information

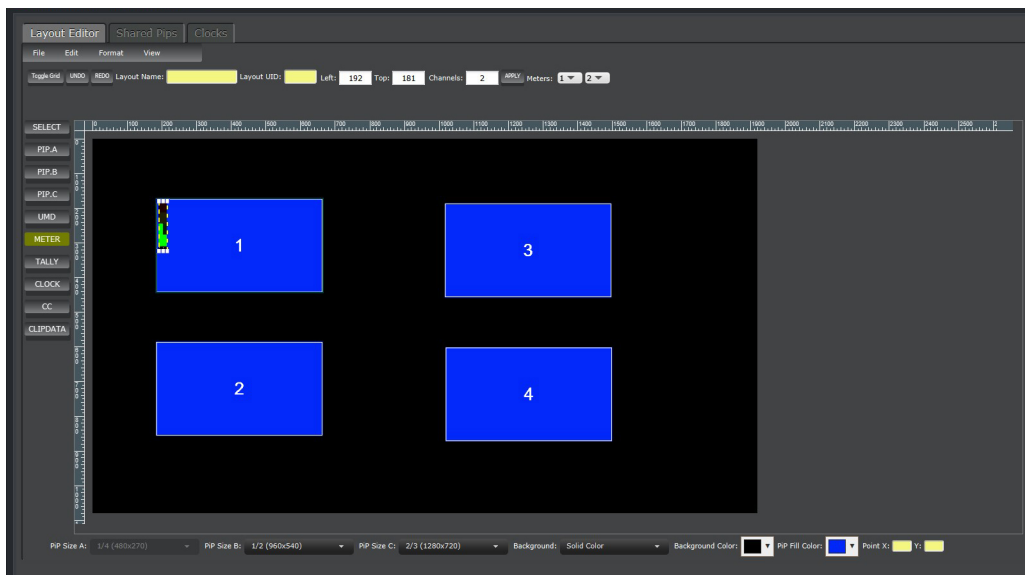
Audio meters may be configured in either **Physical** or **Logical** mode. Physical mode ensures the meter responds to audio that is associated with SDI currently feeding the PiP. Logical mode allows other audio sources to display.

To add an audio meter to a PiP

1. Create or load a layout in the UltraScape Layout Editor.
2. From the **Objects** toolbar, click **METER**.
3. Use the mouse pointer to indicate where to create the box for the audio meter on a PiP of the layout.

The box auto-populates with two static audio meters and the Audio Meter menus display under the main toolbar. An error message displays in the top right corner of the Layout Editor interface when a block of audio meters overlaps more than one PiP or another object in a layout.

- ★ By default, the audio meters are aligned by the upper left corner of the selected PiP. Ensure that you click in a region that allows the meter to be positioned within the PiP to avoid the overlap.



4. To place audio meters outside a PiP:
 - a. Place the audio meters on a PiP.
 - b. Click and drag the meters to the required location on the layout.
5. Use the **Number of Channels** field to specify how many channels to display.

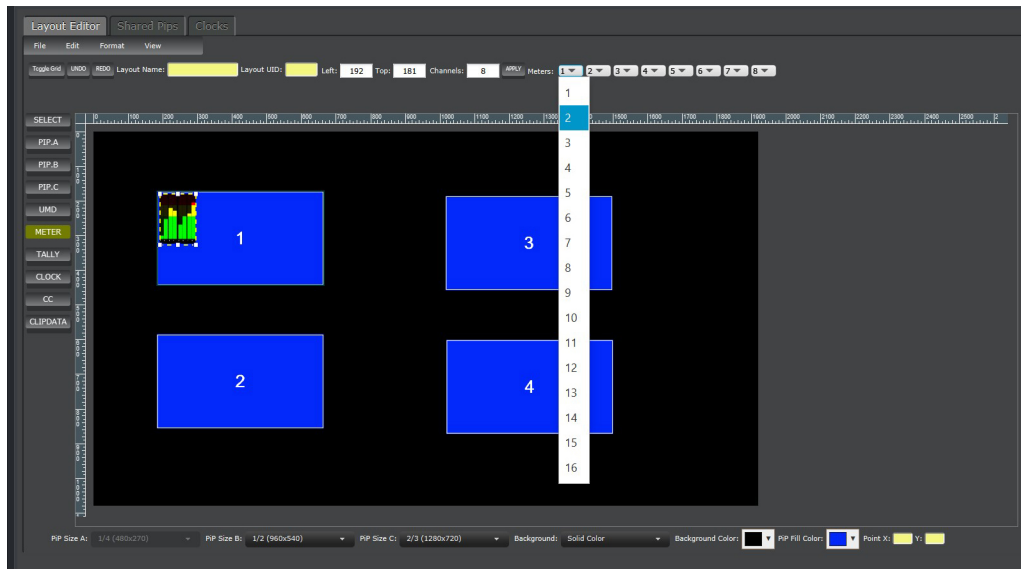
To assign an audio channel to a meter

1. From the **Objects** toolbar, click **SELECT**.
2. Select the audio meters you want to configure.

The Audio Meter menus display under the main toolbar. The selected meters display a dotted yellow border.

3. Assign the first meter to a channel using the **Meter Channels** menu.
4. Click **Assign Channels** to update the channel assignments.

The channel assigned to the first meter determines the series of channels displayed in the meters. In the example below, a meter block of 8 channels was created in PiP 1.



To re-position a block of audio meters

1. From the **Objects** toolbar, click **SELECT**.
2. Select the block of audio meters you wish to re-position.

The audio meters display with a dotted yellow border.

3. Perform one of the following:
 - Click and drag the audio meters to their new position on the layout; or
 - Use the keyboard arrow keys to nudge the audio meters on a PiP.

Assigning Logical Audio Meter Destinations

Audio meters may be set to Logical Mode to allow the display of audio levels of sources not associated with the video currently displayed on a PiP. The process is similar to defining a standard destination for the video level and any audio levels in the system.

Keep the following in mind when assigning logical audio meters:

- Local PiP metering is identified by **frame.slot n.head x.pip[y].meter.ch z** where **x** represents the UltraScape Head number, **y** represents the PiP number, and **z** represents the audio channel number.
- Shared PiP metering is identified by the **frame.slot 0.pip[y].meter.ch z** where **y** represents the PiP number, and **z** represents the audio channel number.

To assign metering for logical operation

1. Assign a PiP to the video level.
2. Assign a PiP meter to the audio levels.

	Name	Description	SDI	A1	A2
MV1 PiP1	MV1 PiP1		Ultrix slot1.head1-pip[1].sdi.ch1	Ultrix slot1.head1-pip[1].meter.ch1	Ultrix slot1.head1-pip[1].meter.ch2
MV1 PiP2	MV1 PiP2		Ultrix slot1.head1-pip[2].sdi.ch1	Ultrix slot1.head1-pip[2].meter.ch1	Ultrix slot1.head1-pip[2].meter.ch2
MV1 PiP3	MV1 PiP3		Ultrix slot1.head1-pip[3].sdi.ch1	Ultrix slot1.head1-pip[3].meter.ch1	Ultrix slot1.head1-pip[3].meter.ch2

3. Refer to “**Configuring the Audio Meter Logical Source Mode**”.

Adding a Clock

When creating layouts with a clock object, you first must define the types of clock(s) available to add to a layout. The **Clocks** tab in the **Layout Editor** is used to define and list the available clocks.

Defining a Clock

A clock can perform one of the following functions:

- Time-of-day — this clock is a 24 hour display of system time. You can add an offset to display time zone relative to the system time. By default, one clock is defined as this type.
- Count down — the clock counts down from a set point. This may be controlled via RossTalk commands or the clock control panel.
- Stop watch — the clock counts up from a value of 00:00:00. This may be controlled via RossTalk commands or the Clock Control interface.

To define a clock

1. Double-click the **Layout Editor** node located under the **Ultriscope** node.

The **Layout Editor** interface opens.

2. Select the **Clocks** tab.

The **Clocks** tab is organized as a table where each row represents a specific clock that is available to add to your layouts.

3. Right-click the last row in the tab.
4. Select **Insert Row Below**.

A new blank row displays in the tab. The text “**New Clock #**” displays in the **Name** cell of the new row. In the example below, a new row was created for “New Clock 2”.

5. To name the clock:

- a. Select the **Name** cell in the new row.
- b. Type a unique identifier in the **Name** cell.

This text will be used to identify this clock object in the Layout Editor menus.

6. To assign a function to the clock:

- a. Right-click the **Type** cell in the new row.
- b. Select an option. Refer to **Table 20** for a list of options.

7. Use the **Offset** menu to specify an offset (hh:mm) relative to the system clock.

★ This value is only applicable when **Type** is set to **timeofday**.

8. Use the **Time Value** menu to specify the timer start value (hh:mm:ss).

★ This value is only applicable when **Type** is set to **countdown**.

9. Click **Apply**.

Adding a Clock to a Layout

A clock may be placed on a PiP or the layout background.

To add a clock to a PiP

1. Create or load a layout in the UltriScape Layout Editor.
2. From the **Objects** toolbar, click **CLOCK**.
3. Use the mouse pointer to indicate where to create the box for the clock on a PiP of the layout.
The box auto-populates with the text **"Default Clock"**.

4. From the **Objects** toolbar, click **SELECT**.

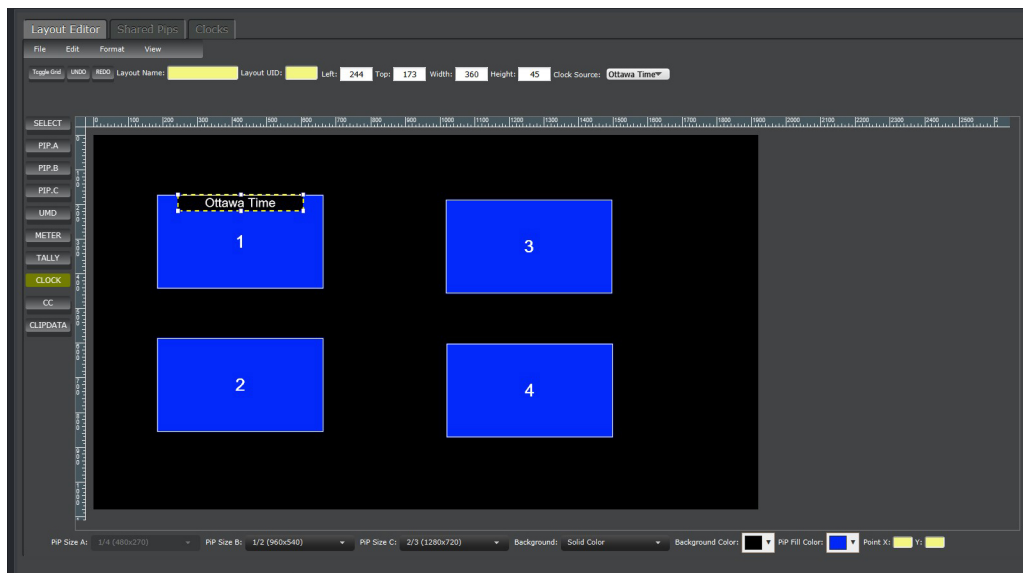
5. Select the clock box you created in step 3.

The Clock menus display under the main toolbar.

6. Use the **Clock Source** menu to specify the clock to use in the clock selected box.

The box auto-populates with the clock function you selected. In the example below, the user selected the clock "Ottawa Time".

★ There may be only four clocks in a horizontal line across the layout. The bounding box (dotted outline) of small clocks increases to indicate this.



Copying Objects in a Layout

Using hot-keys, you can quickly select, and copy individual or groups of objects from one PiP to another PiP, multiple PiPs, or to a PiP in another layout. When you select a PiP, all of its associated objects are also selected (as a group) and can be move or re-sized as a group. Clicking the PiP again, or any of the objects, will then select that object only.

To copy a single object in a PiP

1. Create or load a layout in the UltriScape Layout Editor.
2. Configure the object of the PiP as required.

3. From the **Objects** toolbar, click **SELECT**.
4. Select the object in the PiP.
The object displays a dotted yellow border.
5. Press **Ctrl + C** or right-click the object and select **Copy**.

To copy all objects in a single PiP

1. Create or load a layout in the UltraScape Layout Editor.
2. Configure the objects of the PiP as required.
3. From the **Objects** toolbar, click **SELECT**.
4. Select the PiP with the objects you want to copy.
The PiPs displays a dotted yellow border.
5. Press **Ctrl + C** or right-click the object and select **Copy**.

To copy a selection of objects in a single PiP

1. Create or load a layout in the UltraScape Layout Editor.
2. Configure the objects in your layout as required.
3. From the **Objects** toolbar, click **SELECT**.
4. Select the first object you want to copy.
The object displays a dotted yellow border.
5. Press and hold **Ctrl** as you select additional objects to copy.
The additional selected objects now display a blue border.
6. Press **Ctrl + C**.

Pasting Objects in a Layout

Using hot-keys, you can quickly paste objects from one PiP to another PiP, multiple PiPs, or to a PiP in another layout. If you are pasting the contents of one PiP to another PiP of a different size, the objects are automatically re-sized to fit the new PiP. The position of the objects within the new PiP reflects the position in the original PiP.

- ★ An object is pasted where your cursor was last positioned within the selected PiP. For example, if you selected a PiP by clicking in its center, the object will be pasted to the center of the new PiP.

To paste an object to a PiP in the same layout

1. Copy the object using one of the methods in **"Copying Objects in a Layout"**.
2. From the **Objects** toolbar, click **SELECT**.
3. Select the PiP to paste the object into.
The PiP displays with a dotted yellow border.
4. Press **Ctrl + V**.
A copy of the object is added to the selected PiP.

- ★ If the PiP that the object is pasted into is a different size from the original PiP, an error message displays alerting you that the pasted object now straddles multiple PiPs.

To paste an object to multiple PiPs in the same layout

1. Copy the object using one of the methods in “**Copying Objects in a Layout**”.
2. From the **Objects** toolbar, click **SELECT**.
3. Select the PiPs to paste the object into.

The selected PiPs display with a dotted yellow border.

4. Press **Ctrl + V**.

A copy of the object is added to all the selected PiPs.

To paste an object to a PiP of a different layout

1. Save the changes to the current layout if required as outlined in “**To save a layout to the local DashBoard client computer**”.
2. Copy the object(s) using one of the methods in “**Copying Objects in a Layout**”.
3. Load the layout you wish to paste the object(s) into as outlined in “**To load a layout template**”.
4. From the **Objects** toolbar, click **SELECT**.
5. Select the PiP to paste the object(s) into.

The PiP displays with a dotted yellow border.

6. Press **Ctrl + V**.

A copy of the object(s) is added to the selected PiP.

★ If the PiP that the object is pasted into is a different size from the original PiP, an error message displays alerting you that the pasted object now straddles multiple PiPs.

Displaying Closed Caption Data

Ultriscope supports the display of CEA-608, CEA-708, and OP-47 closed caption data.¹ Both SDI (SMPTE 291M) and IP streams (SMPTE 2110-40) are supported as sources of closed caption data. Up to 64 closed caption displays may be active (on configured and selected Ultriscope layouts) at any one time, with a maximum 16 closed captions per Ultriscope Head.

★ Ultriscope closed caption displays are for confidence monitoring and may not adhere to accessibility standards.

Before You Begin

The Ultriscope-CA license must be installed on the Ultrix router. Refer to “**Software License Keys**” for details on enabling licensed features.

Configuring an Ultriscope Head to Display Closed Caption Data

Once the Ultriscope-CA license is enabled, a Closed Caption (CC) display object may be added to any single PiP of an Ultriscope layout². A CC display object is a four line text display object. The different closed caption formats will dictate how the space is utilized. For each CC display object, you can adjust:

- the height of the object but the text will scale to always fit four text lines vertically.
- the width but the characters may be truncated if the line is longer than available space.

1. Requires software version 4.6 or higher and the Ultriscope-CA license.

2. Caption options may not be visible/accessible if license is not enabled.

To add a Closed Caption display object to a layout

1. Create or load a layout in the UltraScape Layout Editor.
2. From the **Objects** toolbar, click **CC**.
3. Select the PiP that will display the CC data.
4. Use the **Options** menu to specify the Closed Caption format. Choose from the following:
 - **Auto** — auto detects the format from data.
 - **CEA-608** — formats the data as defined by CEA-608/EIA-608.
 - **CEA-708** — formats the data as defined by CEA-708.
 - **OP-47** — formats the data as defined by OP-47.
5. Click **Apply**.
6. Save the layout as outlined in “**Saving a Layout**”.

To re-size a CC display object

1. From the **Objects** toolbar, click **SELECT**.
2. Select the CC display object you wish to re-size.

The box displays with a dotted yellow border with white nodes at the corners.
3. Perform one of the following:
 - Hover your cursor over the box and expand its size using the provided tools; or
 - Use the CC menus to specify the number of pixels for the box layout.

Caption Settings Tab

Table 3 summarizes the options displayed in the Layout Editor Settings > Caption Settings tab.

Table 3 Layout Editor Settings — Caption Settings Tab

Item	Parameters	Description
Caption Settings		
Caption Logging Mode	Errors Only*	The UltraScape Closed Caption system creates event logs which are not user accessible but may be required by Ross Technical Support. Do not set to All unless instructed by Ross Technical Support.
	All	
Captions in Use (read-only)	#	Indicates the quantity of captions currently displayed across the UltraScape Multiviewer system

Configuring an UltraScape Head to Display Metadata

Once the Ultrascap-CA license is enabled, the Clip Data display object can be added to any single PiP of a layout¹. A Clip Data display object is a five-line field that is auto-populated with the following Evertz® DreamCatcher™ metadata found in the embedded ANC packets:

- Clip Name — the top line reports the name assigned to the clip assigned to the PiP.
- Clip ID — the second line reports the Clip identifier in the format of Page/Bank/Slot/Angle of the cued content. For example, a line that displays 1/2/3/4
- Playlist Name — the third line reports which playlist the cued content was sourced from.

1. Caption options may not be visible/accessible if license is not enabled.

- Playlist Status — the fourth line reports the overall playout speed as a percentage (%).
- Clip Time Remaining — the bottom line reports the runtime of the currently cued content in the format of HH:MM:SS.

To add a Clip Data display object to a layout

1. Create or load a layout in the UltriScape Layout Editor.
2. From the **Objects** toolbar, click **CLIP DATA**.
3. Select the PiP that will display the closed caption metadata.
4. Click **Apply**.
5. Save the layout as outlined in “**Saving a Layout**”.

To re-size a Clip Data display object

1. From the **Objects** toolbar, click **SELECT**.
2. Select the Clip Data display object you wish to re-size.
The box displays with a dotted yellow border with white nodes at the corners.
3. Hover your cursor over the box and expand its size using the provided tools.

Using PiP Templates

Once you have configured a PiP, you can save it as a PiP template to be applied to other PiPs in the same layout, or other active layouts. Note that a PiP template only captures the objects and their placement on the PiP and not the PiP Simulation Color.

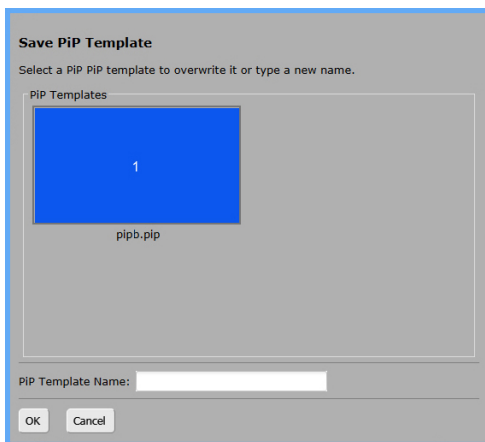
To save a PiP as a new template

1. Create or load a layout in the UltriScape Layout Editor.
2. Configure the objects of the PiP as required.
3. From the **Objects** toolbar, click **SELECT**.
4. Select the PiP.

The PiP displays with a dotted yellow border.

5. From the main toolbar, click **SAVE PiP**.

The **Save PiP Template** dialog opens.



6. In the **PiP Template Name** field, type a unique identifier.
7. Click **OK** to save the current PiP settings as a new PiP template and close the dialog.

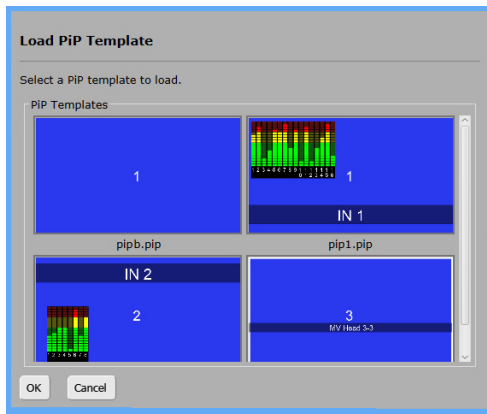
To apply a PiP template

1. Create or load a layout in the UltriScape Layout Editor.
2. From the **Objects** toolbar, click **SELECT**.
3. Select the PiP to apply the template to.

The PiP displays with a dotted yellow border.

4. From the main toolbar, click **LOAD PiP**.

The **Load PiP Template** dialog opens.

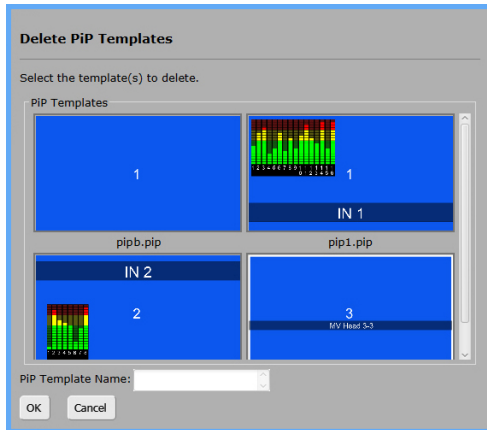


5. Select a template from the list.
6. Click **OK** to apply the template to the selected PiP and close the dialog.

To delete a PiP template

1. From the main toolbar, select **File > Delete PiP**.

The **Delete PiP Templates** dialog opens.



2. Select a template from the list.
3. Click **OK** to apply the template to the selected PiP and close the dialog.

Any PiPs that had the template applied are not affected, but the PiP template will no longer be made available for applying to future PiPs.

Managing the Layouts

This chapter outlines general tasks such as how to save a layout, load a layout, exporting/importing layouts, and deleting layouts.

Saving a Layout

Before a layout can be assigned to a UltraScape Head, you must first publish the layout and make it available to the Multiviewer system. Once a layout is published, it is available for use by all UltraScape Heads in your routing system and appears in the Activate Layout area of the UltraScape Head interface.

To save a layout to the database

1. Create or load a layout in the UltraScape Layout Editor.
2. Edit your PiPs as required.
3. Save your layout changes.
4. From the main toolbar, select **File > Save to Ultracore**.
The **Save Layout** dialog opens.
5. To overwrite a previously published layout in the Ultracore system:
 - a. Select a layout to overwrite from the provided list.
 - b. Click **OK**.
6. To publish the layout as a new layout in the Ultracore system:
 - a. Type a unique identifier for the layout in the **Layout Name** field.
 - b. Click **OK**.

Saving a Layout as a Local Copy

When you save a layout, it saves a local copy to the computer running your DashBoard client. To make the layout available to the routing system, you must publish the layout as outlined in “**Saving a Layout**”.

To save a layout to the local DashBoard client computer

1. Create or load a layout in the UltraScape Layout Editor.
2. Edit your PiPs as required.
3. From the main toolbar, select **File > Save to Local**.
The **Save to Local** dialog opens.
4. Type a unique identifier for the layout in the Layout Name field.
5. Click **OK** to save your changes.
The **Save to Local** dialog closes.

Loading a Previously Saved Layout

Loading a saved layout automatically clears the Layout Editor workspace.

To load a previously saved local layout

1. From the main toolbar, select **File > Load from Local**.

The **Open Layout** dialog opens.

2. Select a layout from the provided list.
3. Click **OK**.

The Load Layout dialog closes and the UltraScape Layout Editor workspace updates with the selected layout.

To load a previously saved layout in Ultracore

1. From the main toolbar, select **File > Load from Ultracore**.

The **Load Layout** dialog opens.

2. Select a layout from the provided list.
3. Click **OK**.

The Load Layout dialog closes and the UltraScape Layout Editor workspace updates with the selected layout.

Archiving the Layouts

A layout can be archived by saving it as a *.lay file to a specified location. This enables you to import and export an archived layout.

★ This feature requires DashBoard v8.2 or higher and Ultrix software version 2.0 or higher.

Exporting a Layout

You create an archive of a layout (as a *.lay file) using the options in the **System Status > Transfer** tab.

★ The following information is not captured: hardware specifics, and license settings.

To export an UltraScape layout

1. In the Tree View of DashBoard, double-click the **System Status** node.

The **System Interfaces** display in the DashBoard window.

2. Select the **Transfer** tab.
3. Select the **UltraScape Layout** tab.
4. Locate the **Export UltraScape Layout** area on the tab.

5. Use the **Layout** field to select the layout to export.
6. Click **Browse...** to specify the location to save the *.lay file to.

The **Save As** read-only field updates with the selected path and layout name.

7. Click **Export**.

The **Downloading Archive** dialog opens to report the status of the export.

Importing a Layout

Once a layout is imported from the archive to your system, you can select it from the list of layouts to load in the **UltriScape > Layout Editor > Load from Local** menu and the **Head Selection > Activate Layout** area.

To import an UltriScape layout

1. In the Tree View of DashBoard, double-click the **System Status** node.
The **System Interfaces** display in the DashBoard window.
2. Select the **Transfer** tab.
3. Select the **UltriScape Layout** tab.
4. Locate the **Import UltriScape Layout** area.
5. Select the *.lay file you wish to import as follows:
 - a. Click **Browse...**
The **Open** dialog opens.
 - b. Use the **Open** dialog to specify the *.lay file to import.
 - c. Click **Open** to close the dialog and load the file.
6. Click **Import**.
The **Uploading Archive** dialog opens to report the status of the transfer.
7. Verify that the imported layout is now available for selection in the following locations:
 - a. **UltriScape > Layout Editor > Load from Ultracore** menu
 - b. **UltriScape > Head Selection > Activate Layout** area

Deleting a Layout

★ If the layout is not displayed in the **Delete Layout** dialog, it is currently in use by a UltriScape Head.

To delete a layout from the Ultracore system

1. From the main toolbar, select **File > Delete Layout from Ultracore**.
The **Delete Layout** dialog opens.
2. Select the layout from the provided list.
3. Click **OK** to delete the layout from the Ultracore system.

Clearing the Workspace

Changes to layouts and PiPs take effect if you save the new settings. You can clear the workspace and start over and any unsaved changes to the current layout will be discarded.

To clear the workspace

- From the main toolbar, select **Edit > Clear All**.
The workspace area is now blank.

Assigning a Layout to an UltraScape Head

This chapter summarizes how to assign a layout to an UltraScape Head.

For More Information on...

- assigning a Head to a router output, refer to **“To assign an UltraScape Head to a router output”**.
- the UltraStream licensed feature, refer to the ***Ultrix User Guide*** for your router.

Before You Begin

Keep the following in mind when configuring an UltraScape Head:

- The UltraScape Layout Editor look matches the output UltraScape Head to the pixel. The output is selectable between either 1080p or 1080i. Refer to **“To assign an UltraScape Head to a router output”**.
- The UltraScape license is on a per head basis. When not licensed, the UltraScape Layout Editor is available, but you cannot assign any layouts to an UltraScape Head.
- Ancillary data is stripped, except for audio; SMPTE 352 and AFD packets are re-generated and output by the system.
- The output aspect ratio is always 16:9
- If a PIP is set to follow a router destination, audio levels reflect any processing done (gain, shuffle etc.).
- If a PIP is set to follow a source, it reports the source audio information without any processing.
- Ultrix does not support Unicode characters.

Head Selection Interface

The Head Selection interface is organized into a series of tabs, each representing an enable Head. Each Head Selection tab is divided into three areas: Activate Layout (top area), Source Selection (middle area), and Settings (bottom area).

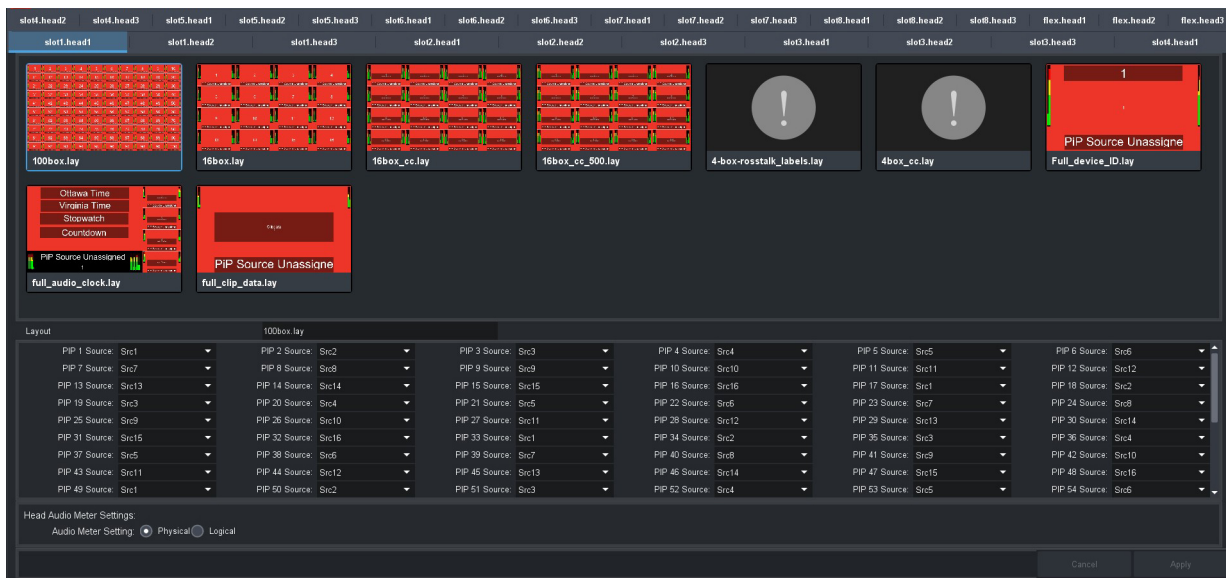


Figure 3 Example of the Head Selection Interface

Activate Layout Area

The Activate Layout area is the top half of the interface. This area provides a visual representation of each layout that is enabled in your routing system. Multiple routers can load a layout at the same time. Each PiP is numbered (1, 2, 3 etc.) to enable quick identification when assigning sources. The currently selected Layout for the UltraScape Head output displays a blue border, and its name is displayed in the Layout Name field. In the example above, the `L16box_all.lay` is selected. A layout will appear gray to indicate the PiP sizes within the layout do not match the current settings. These layouts cannot be selected for UltraScape output until the Configuration > PiP Layout > PiP Size Selection settings for PiP A and PiP B match those on the layout.

Source Selection Area

You assign sources to a PiP using the list provided in the Source Selection area of the UltraScape Head interface. The menu for each PiP lists the input signals available via the IN sockets for the Ultrix router you are configuring the UltraScape Head for. The number of PiP menus depends on the number of tiles in the currently selected layout.

Head Audio Meter Settings

The Head Audio Meter Settings enable you to specify whether the audio bars on PiPs represent the audio that is embedded in the SDI stream (Physical mode), or if audio bars on PiPs display audio levels based on a source's logical definition (Logical mode).

For More Information on...

- the Head Audio Meter Settings, refer to **"Audio Meter Modes Setup"**.

Assigning a Layout to an UltraScape Head

Each UltraScape Head in your system can use the same layout, or different layouts depending on your needs. Both instances share the same layout properties, but can have different sources assigned to each PiP. The list of available sources to assign to each PiP depends on the currently loaded database for the Ultrix router.

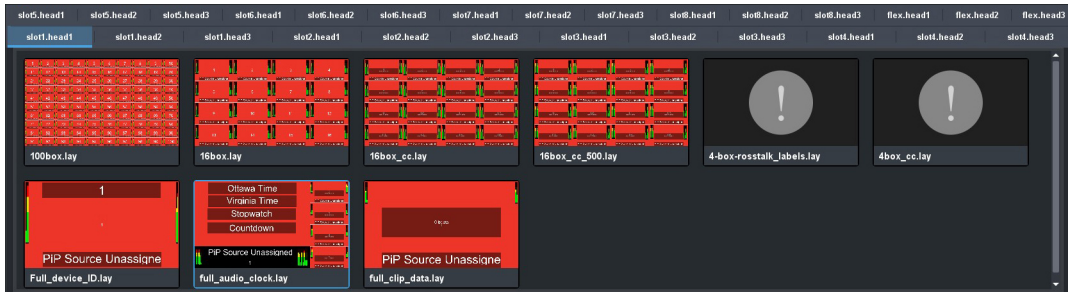
To assign a layout to an UltraScape Head

1. Double-click the Ultrix router in the Basic Tree View of DashBoard.
2. Expand the UltraScape node.
3. Double-click the **Head Selection** node.

The **Head Selection** tab displays in the right side of the DashBoard window. Each UltraScape Head displays as a sub-tab in this window.

4. Select a layout from the **Activate Layout** area of the tab.

The **Head Selection** tab updates to list the number of PiPs in the selected layout. In the example below, `full_audio_clock.lay` is selected.



5. Click **Apply** at the bottom of the **Head Selection** tab.

Assigning Sources to PiPs

This chapter summarizes how to assign router sources to PiPs in a layout.

For More Information on...

- assigning an UltraScape Head to a router output, refer to “**Assigning an UltraScape Head to a Physical Router Output**”.

PiP Layout Mapping Overview

This section provides examples to illustrate the PiP assignment in a layout where:

- **x** is the slot number counted from the top of the layout starting at 1.
- **n** is the UltraScape Output Head number. The actual physical port this output appears on is defined by the **Port License** tab of the Ultrix Hardware Interface.

Example using the LAYOUT-01 Template

This template is a 2+8 layout with a total number of 10 PiPs available to map.

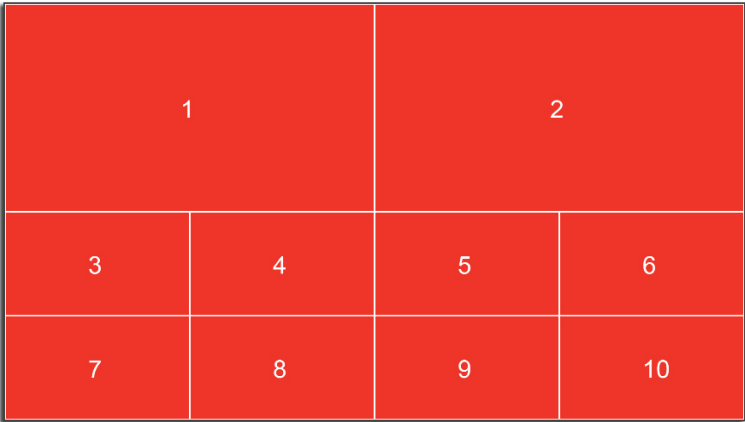


Figure 4 Example of the LAYOUT-01 Template

Table 4 outlines the destination assignment for each PiP in the LAYOUT-01 template.

Table 4 PiP Layout Mapping — LAYOUT-01 Template

PiP Number	Destination Assignment
1	Ultrix.slot x .head n -pip[1]
2	Ultrix.slot x .head n -pip[2]
3	Ultrix.slot x .head n -pip[3]
4	Ultrix.slot x .head n -pip[4]
5	Ultrix.slot x .head n -pip[5]

Table 4 PiP Layout Mapping — LAYOUT-01 Template

PiP Number	Destination Assignment
6	Ultrix.slot x .head n -pip[6]
7	Ultrix.slot x .head n -pip[7]
8	Ultrix.slot x .head n -pip[8]
9	Ultrix.slot x .head n -pip[9]
10	Ultrix.slot x .head n -pip[10]

Example using the LAYOUT-02 Template

This template is a 2x2 layout with a total number of 4 PiPs available to map. In this example, the user altered the template to utilize shared PiPs.

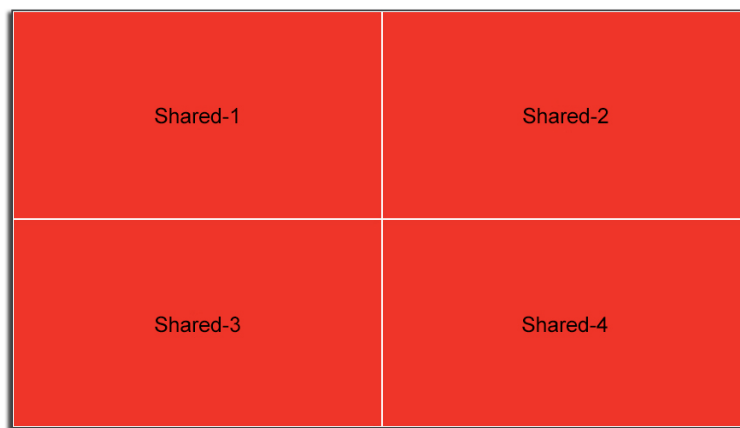


Figure 5 Example of the LAYOUT-02 Template

Table 5 outlines the destination assignment for each PiP in the LAYOUT-02 template.

Table 5 PiP Layout Mapping — LAYOUT-02 Template

PiP Number	Destination Assignment
1	Ultrix.slot 0 .head n -pip[1]
2	Ultrix.slot 0 .head n -pip[2]
3	Ultrix.slot 0 .head n -pip[3]
4	Ultrix.slot 0 .head n -pip[4]

Multiple Heads

If multiple heads are configured, destination assignments must be defined for all heads and PiPs.

Table 6 PiP Layout Mapping — Multiple Heads

Name	Destination Assignment
MV Head 1	Ultrix.slot1.head1.sdi.ch1
MV1 PiP1	Ultrix.slot1.head1-pip[1]
MV1 PiP 2	Ultrix.slot1.head1-pip[2]
...more MV1 PiP Assignments	
MV Head 2	Ultrix.slot2.head1.sdi.ch1
MV2 PiP1	Ultrix.slot2.head1-pip[1]
MV2 PiP 2	Ultrix.slot2.head1-pip[2]
...more MV2 PiP Assignments	

Assigning a Source to a PiP

A PiP source is controlled by routing just like any destination. Each PiP can be configured as a 'direct source' take operation or a 'destination follow' operation (where they switch to the same input signal that a destination is switched to).

Each PiP in a layout is assigned a video signal from the Head Selection interface. If the input signal includes embedded audio, the audio is included in the UltraScape Head output.

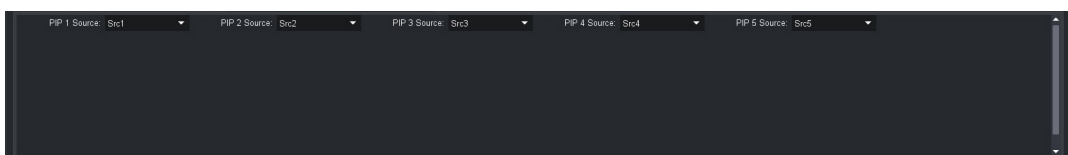
The source selection area is for initial setting and quick visual changes. The Ultrix router can override these selections by directly routing to the PiP destinations. The Head control source selection area may not update to show current status if direct control changes have been applied.

When assigning new sources to the PiPs of an UltraScape Head, you can display sources:

- of different formats on the same head at one given time.
- with no assumed timing relationship on the same head at one given time.

To assign a source to a PiP

1. Assign a layout to the UltraScape Head. Refer to **"To assign a layout to an UltraScape Head"**.
- ★ The options in the **PiP Source** menus depend on the sources and destinations configured in the currently loaded database.
2. For each PiP in the layout, select a source from its **PiP Source** menu. Choose from the following:
 - **Normal** — The PiP displays the source that the **Destination** the PiP is assigned to is currently switched to (e.g. a PiP acts like a regular router destination). Refer to **"To assign an UltraScape destination in the database"** for information on assigning PiPs to Destinations. This is the default setting for all PiPs.
 - **Src #** — The PiP displays the specified Source in the database.
 - **Follow Dest #** — The source that the PiP displays is dependent on the source routed to the specified Destination. For example, PiP 5 is set to Follow Dest 10. If the user switches Dest 10 to Src 3, PiP 5 displays Src 3. If Dest 10 then switches to Src 30, PiP 5 will then display Src 30.



3. Click **Apply** at the bottom of the **Head Selection** tab.

Audio Meter Modes Setup

This chapter outlines how to set up and monitor audio meters for PiPs that are configured for Normal or Default Source modes. There are two source modes when configuring audio meters:

- **Physical Source** mode — the audio bars on PiPs represent the audio that is embedded in the SDI stream. This is the default mode.
- **Logical Source** mode — the audio bars on PiPs display audio levels based on a source's logical definition. The bars index from left to right (meter port channel 1 represents the leftmost audio meter bar, and meter port channel 16 represents rightmost possible audio meter bar).

Overview

A PiP containing a defined audio meter object may be configured to represent the audio from a variety of sources as outlined in **Table 7**.

Table 7 Audio Meter Settings

PiP Mode	Audio Meter Mode	
	Physical	Logical
Source	Audio from the SDI source	Router audio channels
Normal	Audio from routed SDI source	Routed audio channels
Dest Follow	Audio from destination SDI	Audio from destination SDI

By default, UltraScape Heads will be in Physical mode, which shows the levels for the audio embedded in the SDI stream currently displayed on the PiP.

To enable an UltraScape Head to show display audio metering based on the logical source definition, select **Logical** from the **Head Audio Meter Settings** menu in the **Head Selection** interface.

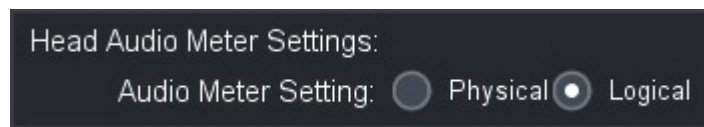


Figure 6 Head Audio Meter Settings Menu

Note that when activated, the Logical Mode setting:

- is global to the UltraScape Head and it affects all PiPs defined on the Head that are not set to **Dest Follow**. The Logical mode is enabled regardless of which layout is applied to the UltraScape Head.
 - causes the affected PiPs to ignore the meter channels assignment made in the active layout's PiP definition (which are only used for Physical mode). The same number of meter bars defined in the PiP is still displayed.
 - requires that PiP meter ports be assigned in the logical database to map the meter to audio channels; otherwise no audio levels will be displayed for PiPs that are set to **Normal** or **Source #**.
- ★ Audio meters on PiPs set to **Dest Follow**, by definition, will always show what has been embedded into the output SDI stream, regardless of the Head Audio Meter Setting.

Configuring the Audio Meter Logical Source Mode

In order for the PiPs to display logical source audio levels, the audio meters' ports must be assigned to logical destinations associated with the UltriScape PiPs.

Each available PiP SDI port in the system will now have associated with it 16 'meter' ports; one for each possible audio bar in a meter. These ports should be mapped to the audio levels within the database. The bars index from left to right (meter port channel 1 represents the leftmost audio meter bar, and meter port channel 16 represents rightmost possible audio meter bar). It is not required to add meter port entries to the database for bars that will not be shown in a PiP. **Figure 7** provides an example where the SDI for the video source and two audio (A1 and A2 levels) for the metering.

	ID	Tally	Name	Description	Level 1 (SDI)	Level 2 (Audio 1)	Level 3 (Audio 2)
Dest 66	66		Dest 66		Ultrix.slot1.head1-pip[2].sdi.ch1	Ultrix.slot1.head1-pip[2].meter.ch1	Ultrix.slot1.head1-pip[2].meter.ch2

Figure 7 Example of Defining the Audio Meter Ports

There are two stages to configuring Audio Meter Logical Source mode support:

1. UltriScape Layout and Head Configuration
2. Logical Database Configuration

Audio Meter Behaviors

Table 8 summarizes the behaviors for the Audio meters in Physical vs. Logical mode under various switching scenarios. Note for all "Logical" switching scenarios, the assumption is that the UltriScape Layout/Head is configured for meters and that the appropriate meter ports have been assigned to the database as required.

Table 8 Expected Audio Meter Behavior

Audio Meter Source Mode	Source Port Definition	Input License	Result
Logical	No Logical Audio defined	No	Bars active (Physical shown)
Logical	No Logical Audio defined	Yes	No bar activity
Logical	Logical Audio defined	Yes	Bars Active (Logical shown)
Logical	Logical with pass-through port	Yes	Bars Active (Logical shown, Physical on pass-through)
Logical	Port set to 'Bypass'	Yes	Bars Active (Physical shown)
Physical	No Logical defined	No	Bars active (Physical shown)
Physical	No Logical defined	Yes	Bars active (Physical shown)
Physical	Logical Audio defined	Yes	Bars active (Physical shown)
Physical	Logical with pass-through port	Yes	Bars active (Physical shown)
Physical	Port set to 'Bypass'	Yes	Bars active (Physical shown)

Notes

- If the input port is from an UltriMix enabled slot, then the logical definition can be used to route the audio.
- To see the physical audio associated with an UltriMix input, there would need to be an additional source defined in the logical database that has the appropriate pass through (or audio ports)

assigned (similar to defining “breakaway” audio sources) (or the user can set the UltriScape Head to Physical mode).

Configuration Example

Consider the following scenario: a bilingual source is defined where the English audio appears on embedded channels 1 and 2, and the French audio appears on embedded channels 3 and 4 and a PiP destination is defined to have audio metering showing 2 channels.

Table 9 Example 1

SDI Level		Level A1	Level A2
Source Name			
Src 1 EN	Slot1.in[1]	Slot1.in[1].ch1	Slot1.in[1].ch2
Src 1 FR	Slot1.in[1]	Slot1.in[1].ch3	Slot1.in[1].ch4
Destination Name			
PiP1	Head1-pip[1]	pip[1].meter.ch1	pip[1].meter.ch2

When the user routes source 'Src 1 EN' to the PiP, it will display the SDI from Slot1.in[1] port, and the embedded audio channels 1 and 2 will be mapped to the PiP meters 1 and 2.

When the user routes source 'Src 1 FR' to the PiP, it will display the SDI from Slot1.in[1] port, and the embedded audio channels 3 and 4 will be mapped to the PiP meters 1 and 2.

UltriScape Layout and Head Configuration

When activated, the Logical Mode setting is global to the Head and affects all PiPs defined on that Head that are not in **Dest Follow** mode. The Logical Mode is enabled regardless of which layout is active on the Head.

To enable logical source mode on a PiP of an UltriScape Head

1. Define an UltriScape layout with PiPs that include audio meters as outlined in “**Adding a Block of Audio Meters**”.
 2. Activate the layout on the required UltriScape Head as outlined in “**Assigning a Layout to an UltriScape Head**”.
 3. Define the sources for each PiP in the layout as outlined in “**Assigning a Source to a PiP**”.
 4. Make a note of which PiPs in the layout display the audio meter bar(s) you wish to configured. This information is required when assigning meter ports in the database.
- ★ The audio meters on PiPs set to **Dest Follow** mode always represent what has been embedded into the output SDI stream, regardless of the Head’s Audio Meter setting.
5. Select **Logical** from the **Head Audio Meter Settings** menu located at the bottom of the Head Selection tab.
- ★ To disable the Logical Mode, select **Physical** from the Head Audio Meter Setting menu.

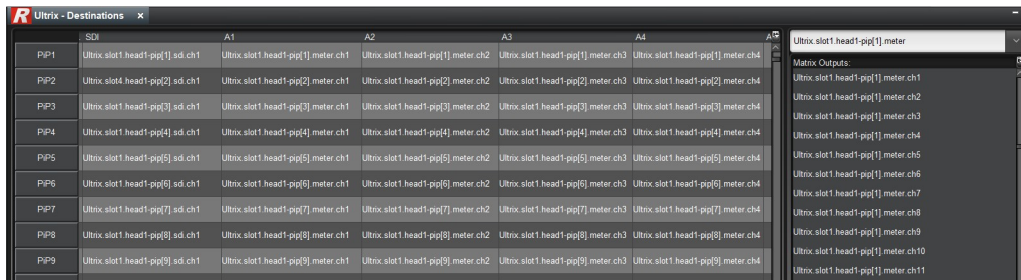
Logical Database Configuration

This section outlines the database configuration steps necessary to enable Logical Source Audio meter support on a UltraScape PiP and Head.

To assign PiP audio meter ports to Multiviewer PiP Destinations

1. Double-click the **Destinations** node located under the **Database** node.

The **Destinations** tab opens. The **Matrix Outputs** list, located to the far right, displays the PiP meter ports for licensed UltraScape Heads, as shown below. Note that you may need to scroll through the list, or use the provided drop-down menu, to locate the PiP meter ports.



2. Assign the UltraScape Head to a Destination in the database as outlined in “Assigning an UltraScape Head to a Physical Router Output”.
3. Assign a PiP audio meter port to level for that Head Destination as follows:
 - ★ The database level to which the meter bar’s port is assigned determines the signal for which the bar will display audio meter data when switched. The bar will display the audio meter data from the audio port channel assigned to the corresponding level of a logical source when switched to the PiP destination.
 - a. Select the first cell in the first **Level** column of the **Destination** row for the Head output.
This will be the first meter bar in the PiP.
 - b. Choose a PiP meter output from the available **Matrix Outputs** list.
The meter outputs are labeled as `Ultrix.slot#head#-pip[#].meter.ch#`. For example, to assign the first bar for the second PiP of Head 3, you would select `Ultrix.slot#head3-pip[2].meter.ch1`.
 - c. Click **Assign**.
4. Repeat step 3 for each audio meter bar you want to assign.
5. Click **Apply** at the bottom of the **Destinations** tab to save your changes.
- ★ It is not required to add meter port entries to the database for bars that will not be shown in a PiP.

Clock Control

The procedure for operating a clock in UltriScape is the same for either countdown or stopwatch types. There is no control option for time-of-day clocks.

For More Information on...

- the Clock Control interface, refer to “**Clock Control Interface**”.

To use a clock

1. Configure your clock type(s) as outlined in “**To define a clock**”.
2. Add a clock to an UltriScape layout as outlined in “**To add a clock to a PiP**”.
3. Assign the layout to an UltriScape Head as outlined in “**Assigning a Layout to an UltriScape Head**”.
4. Double-click the **Clock Control** sud-node in the UltriScape tree.

The **Clock Control** tab opens.

5. Select the row for the Clock ID for the stopwatch you wish to use.
6. Use the buttons in the right toolbar to control the clock. Choose from the following:
 - **PLAY** — starts the stopwatch or countdown timer.
 - **RESET** — stops the stopwatch or countdown timer and resets it 00:00:00.
 - **PAUSE** — temporarily stops the stopwatch or countdown timer without resetting to start point. Click this button again to re-start the clock.

Using RossTalk with UltriScape Clock Objects

Table 10 outlines the supported RossTalk commands for UltriScape Clock state control and reporting messages where:

- **id** represents the unique “global clock id” associated with a clock time source. Note that more than one clock display element may point to the same time source clock id.
- **state** represents the current or requested state for the clock / time source. Valid state values are:
 - › run — the clock (or timer/stopwatch) is running. The time-of-day clocks always reports ‘run’.
 - › stop — the clock is in a stopped state and reflects the default time for its type (e.g. timer: full timer value, stopwatch: 0:0:0.0). This is only valid for stopwatch/timer type.
 - › pause — the clock is paused and displays the current time value. When returned to ‘run’ it will resume counting from the current time value. This is only valid for stopwatch/timer type.
 - › end — a timer has counted fully down and reached 0 time remaining. This is only valid for timer type notifications/responses.
 - › set — set the timer value to “value”.

Table 10 UltriScape Clocks — Supported RossTalk Commands

Received Message	
Command	Description
TIMER id:RUN	Request Timer ID to start/resume
TIMER id:STOP	Request Timer ID to stop
TIMER id:PAUSE	Request Timer ID to pause
TIMER id:END	Request Timer ID to end
TIMER id:SET:hh:mm:ss.s	Request to set Timer value

Monitoring Options

A Multiviewer layout can include Alarms display objects. When an alarm condition is triggered, as defined in the Alarming Configuration interface, the UltraScape output displays an error message until the condition is no longer detected.

Overview

The steps to add an Alarms display object on a Multiviewer layout are as follows:

1. Ensure an Ultrascap-CA license is enabled on the router. Refer to **“Software License Keys”**.
2. Create a Multiviewer layout using the Layout Editor. Refer to **“Creating a Layout”**.
3. Add an Alarms display object to the PiP(s). Refer to **“Adding an Alarm Display Object to a Layout”**.
4. Assign the layout to an UltraScape Head. Refer to **“Assigning a Layout to an UltraScape Head”**.
5. Specify the alarm messages to report on the layout. Refer to **“Selecting an Alarm Condition to Monitor”**.

This chapter outlines how to add an Alarms display object to a Multiviewer Layout (step 3), and specify what conditions to monitor (step 5).

Adding an Alarm Display Object to a Layout

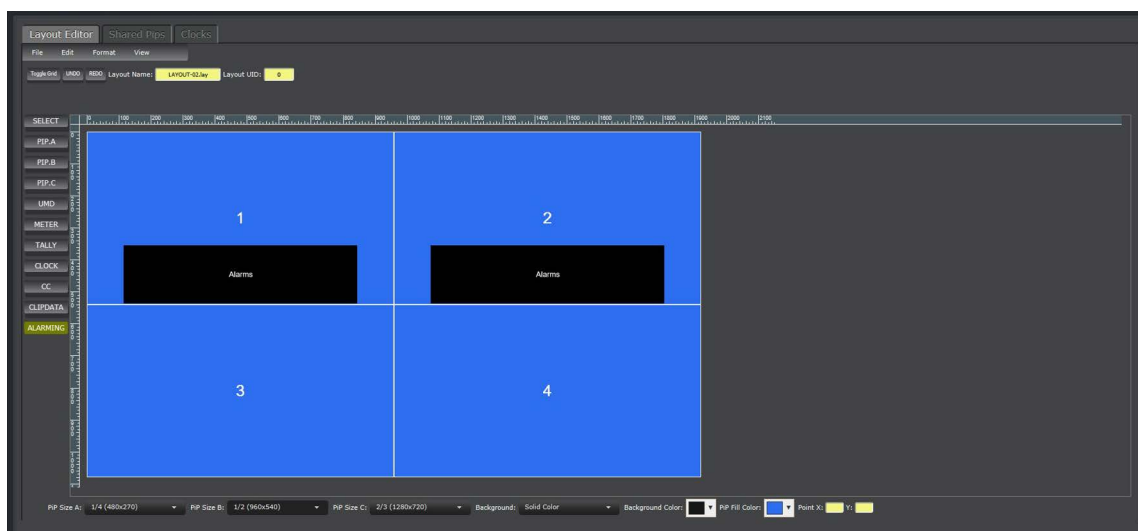
Adding an Alarm display object is much like adding a layout object as outlined in **“Adding Objects to a Layout”**.

To add an Alarm display object to a layout

1. Create or load a layout in the UltraScape Layout Editor.
2. From the **Objects** toolbar, click **Alarming**.
3. Select the PiP that will display the Alarms display object.

The Alarms object on the PiP automatically displays **“Alarms”**.

In the example below, the user added an Alarms object to PiP 1 and PiP 2.



4. If required, re-position the Alarms display object on the PiP.
5. Save the layout as outlined in “**Saving a Layout**”.

Selecting an Alarm Condition to Monitor

Once the Alarm display objects are added to the PiP(s), and the layout is assigned to an UltraScape Head, proceed to configure what messages the layout will report. The content of the Alarm display object is configured using the options in the Alarming Configuration interface.

To access the Alarming Configuration interface

1. Launch the DashBoard client.
2. Locate the **Ultrix** node in the Tree View.
3. Expand the **Ultrix** node to display a list of sub-nodes in the Tree View.
4. Double-click the **Alarming Configuration** sub-node.

The Alarming Configuration interface opens in the DashBoard window.

Video Monitoring

The Video Alarms tab arranges the options in a table where each row represents a specific router port and the columns are the monitoring options. Each port can be configured for monitoring as required.

To enable video monitoring

1. Display the **Alarming Configuration** interface as outlined in “**To access the Alarming Configuration interface**”.
2. Select the **Alarming Config** tab.
3. Select the **Video Alarms** sub-tab.

ID	Video Black	Video Black Hysteresis (ms)	Video Freeze	Video Freeze Hysteresis (ms)	Video LOS	Video LOS Hysteresis (ms)	Video Format	Video Format Hysteresis (ms)	Caption Presence	Caption Presence Hysteresis (ms)
slot1.auxa-q[1] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.auxb-q[1] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.auxc-q[1] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.auxd-q[1] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[1] sdi.ch1	<input checked="" type="checkbox"/>	0	<input checked="" type="checkbox"/>	0	<input type="checkbox"/>	0	1080/50	0	Any	0
slot1.in[2] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[3] sdi.ch1	<input type="checkbox"/>	0	<input checked="" type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[4] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[5] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[6] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[7] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[8] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[9] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[10] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0
slot1.in[11] sdi.ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0	<input type="checkbox"/>	0	Alarm Off	0	Any	0

4. Locate the row for the first port you wish to monitor.
5. To trigger an alarm when the video signal is set to black:
 - a. Select the **Video Black** box.
 - b. Use the **Video Black Hysteresis** to specify the number of seconds the video is set to black before an error is reported.
6. To trigger an alarm when there is an extended amount of time with no active picture changes:

- ★ If there is a loss of signal that produces a frozen image, and the Video LOS alarm is enabled for the port, a Video LOS message takes precedence.
 - a. Select the **Video Freezes** box.
 - b. Use the **Video Freezes Hysteresis** (ms) to specify the number of milliseconds the signal is set to a single frame of video before an error is reported.
- 7. To trigger an alarm when a valid SDI signal is no longer detected:
 - a. Select the **Video LOS** box.
 - b. Use the **Video LOS Hysteresis** (ms) to specify the number of milliseconds a valid SDI signal is absent before an error is reported.
- 8. To trigger an alarm when the input video format does not match the user's selected format:
 - ★ The video format is reported on the PiP to help the diagnose the problem.
 - a. Select the **Video Format** box.
 - b. Use the **Video Format Hysteresis** (ms) to specify the number of milliseconds the signal is incompatible before an error is reported.
- 9. To trigger an alarm for monitoring the closed caption data of a signal:
 - ★ The closed caption format is reported on the PiP to help the diagnose the problem.
 - a. Select the **Caption Format** box.
 - b. Use the **Caption Format Hysteresis** (ms) to specify the number of milliseconds the closed captioning data is lost before an error is reported.

Audio Monitoring

The Audio Alarms tab arranges the options in a table where each row represents a specific audio channel and the columns are the monitoring options. Each audio channel can be configured for monitoring as required.

To enable audio monitoring

1. Display the **Alarming Configuration** interface as outlined in “To access the Alarming Configuration interface”.
2. Select the **Alarming Config** tab.
3. Select the **Audio Alarms** sub-tab.

ID	Audio LOS	Audio LOS Hysteresis (ms)	Audio Silence	Audio Silence Hysteresis (ms)
slot1_AUVA-m[1] audio ch1	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch2	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch3	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch4	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch5	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch6	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch7	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch8	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch9	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch10	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch11	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch12	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch13	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch14	<input type="checkbox"/>	0	<input type="checkbox"/>	0
slot1_AUVA-m[1] audio ch15	<input type="checkbox"/>	0	<input type="checkbox"/>	0

4. Locate the row for the first audio channel you wish to monitor.
5. Use the **Audio Silence Threshold** (ms) field to specify the maximum number of milliseconds any audio channels are silent before an alarm is triggered.
6. To trigger an alarm when there is invalid audio signal:
 - a. Select the **Audio LOS** box.
 - b. Use the **Audio LOS Hysteresis** (ms) to specify the number of milliseconds a valid audio signal is absent before an error is reported.
7. To trigger an alarm when the audio signal is muted or silent for a specific channel:
 - a. Select the **Audio Silence** box.
 - b. Use the **Audio Silence Hysteresis** (ms) to specify the number of milliseconds the audio signal is muted/silent before an error is reported.

Monitoring via an UltraScape Output

To be used for alarming, a PiP must include an Alarms display object; and is assigned to a source that has at least one alarm trigger enabled.

When an alarm is triggered, an error message displays on the output to indicate the status. Once the error status is cleared (such as when the Video LOS alarm is enabled, the signal is lost but then the signal is restored), the error message no longer displays. **Figure 8** shows that Src 1 is reporting two errors: a loss of video and a loss of audio.



Figure 8 Example of a PiP Reporting Two Alarm Messages via an UltraScape Output

Monitoring via the Alarming Status Tab in DashBoard

The Alarming Status tab provides a summary of the alarms currently triggered. Select an UltraScape Head from the MV Head list to filter the Messages area.

Alarming Config		Alarming Status
Detected Alarms:		
MV Heads:	IP	Messages
slot1 head1		2023-04-12 05:40:24 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is ACTIVE
slot1 head2		2023-04-12 05:40:20 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is INACTIVE
slot1 head3		2023-04-12 05:40:16 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is ACTIVE
slot2 head1		2023-04-12 05:40:04 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is INACTIVE
slot2 head2		2023-04-12 05:40:01 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is ACTIVE
slot2 head3		2023-04-12 05:39:57 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is INACTIVE
slot3 head1		2023-04-12 05:39:53 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is ACTIVE
slot3 head2		2023-04-12 05:39:41 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is INACTIVE
slot3 head3		2023-04-12 05:39:37 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is ACTIVE
slot4 head1		2023-04-12 05:39:33 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is INACTIVE
slot4 head2		2023-04-12 05:39:30 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is ACTIVE
slot4 head3		2023-04-12 05:39:17 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is INACTIVE
		2023-04-12 05:39:13 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is ACTIVE
		2023-04-12 05:39:10 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is INACTIVE
		2023-04-12 05:38:59 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is ACTIVE
		2023-04-12 05:38:55 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is INACTIVE
		2023-04-12 05:38:51 PIP 124 Source slot1.in[1] sdi.ch1 alarm Video Freeze is ACTIVE

Figure 9 Example of Messages Reported in the Alarming Status Tab

UltraScape Menus Overview

The UltraScape licensed feature provides the following nodes in the tree view: Configuration, Layout Editor, and Head Selection. Double-click a node to displays its interface in the DashBoard window. This chapter summarizes the nodes, tabs, menus, and parameters for the UltraScape feature.

For More Information on...

- the DashBoard client software, refer to the ***DashBoard User Manual***.
- navigating the interfaces in DashBoard, refer to “**Accessing the UltraScape Interfaces**”.

UltraScape in DashBoard

The first node provides access to the UltraScape Layout Editor, and UltraScape Head interfaces. UltraScape is the integrated Multiviewer for Ultrix routers. Use the UltraScape Layout Editor to manage the layouts and the UltraScape Head to assign sources to the UltraScape Head outputs. You must have at least one UltraScape license key installed to access the UltraScape interfaces.

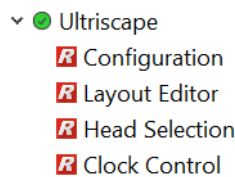


Figure 10 UltraScape Nodes

Terminology

Throughout the Dashboard interface, actual sockets (inputs and outputs) of a router (or matrix) are referred to by hierarchical dotted notation: **Frame.Slot.Port.Type.Channel** where:

- **Frame** identifies the physical router chassis housing the matrix/matrices.
- **Slot** identifies which slot in the matrix the socket is located in.
- **Port** identifies the physical input or output socket.
- **Type** identifies the generic signal type (e.g. SDI, audio).
- **Channel** identifies the audio channel within an SDI stream.

These designators may be assigned more user friendly names if required by editing the **Port Labels** interface.

Licenses > UltraScape Tab

The UltraScape tab reports on the number of UltraScape licenses installed, and the number of UltraScape Heads enabled on the Ultrix router. From this tab, you can assign an UltraScape Head to a physical OUT socket on the router.

- ★ At least one UltraScape license must be installed for a slot before you can assign an UltraScape Head to a router output in that slot.

The UltraScape tab is organized into three columns:

- **Head** — read-only fields that report the physical address name of an UltraScape output.
- **Port** — used to enable/assign an UltraScape Head.
- **Format** — used to select the an UltraScape output format.

Configuration Interface

The Configuration interface is the first node listed under the main UltraScape node. This interface provides global layout editor settings that apply to all UltraScape layouts and heads in the current database. From this interface you can specify the Global PiP settings, tally colors, and tally label behavior.

PiP Layout Tab

Table 11 summarizes the options displayed in the Layout Editor Settings > PiP Layout tab.

Table 11 Layout Editor Settings — PiP Layout Tab

Item	Parameters	Description
PiP Size Selection		
PiP Size A	#	Specifies the default dimensions of the PiP Size A template for all layouts created with the current database. The default is 1/4 (480x270).
PiP Size B	#	Specifies the default dimensions of the PiP Size B template for all layouts created with the current database. The default is 1/2 (960x540).
PiP Video Alignment		
Video	Overlap	The PiP border overlaps the video image. The PiP Border Width Override fields are set to read-only.
	Frame	The PiP border frames the video image. The video image is modified to fit inside the PiP but not overlap the border.
PiP Border Width Override		
Border	#	Sets the border width (in number of pixels) for all layouts created with the current database
PiP SD Aspect Ratio		
SD is	4:3	270Mbit SD SDI is 4x3 format
	16:9	270Mbit SD SDI is of 16x9 format
Audio Meter		
Auto Meter Standard	-20dBFS	Audio meter green to yellow transition equates to audio level of -20dBFS
	-18dBFS	Audio meter green to yellow transition equates to audio level of -18dBFS
Cancel	Click this button to cancel the settings. No changes to the PiP Layout tab will be made.	
Apply	Click this button to apply the new tab settings.	

Tally Settings Tab

Table 12 summarizes the options displayed in the Layout Editor Settings > Tally Settings tab.

Table 12 Layout Editor Settings — Tally Settings Tab

Item	Parameters	Description
Tally Lamp Color		
Tally # ^a	Red	When the tally is active (on), the tally object is set to red in the UltraScape layout. By default, Tally 0 is set to Red.
	Green	When the tally is active (on), the tally object is set to green in the UltraScape layout. By default, Tally 1 is set to Green.
Tally Label Text Settings		
Source Mode	overwrite	When a PiP is assigned to Src # in the Head Selection interface, and the Label Type is set to Tally, the label text is determined by the tally label.
	append	When a PiP is assigned to Src # and the Label Type is set to Tally, the label text is src : tally where: <ul style="list-style-type: none"> • src — represents the source label defined in the Ultrix database. • tally — represents the text defined by the tally label.
Follow Dest Mode	overwrite	When a PiP is assigned to Follow Dest # in the Head Selection interface, and the Label Type is set to Tally, the label text is determined by the tally label.
	append	When a PiP is assigned to Follow Dest # and the Label Type is set to Tally, the label text is dest : tally where: <ul style="list-style-type: none"> • dest — represents the destination label defined in the Ultrix database. • tally — represents the text defined by the tally label.
Tally Behavior Settings		
When both tallies are on:	Red tally only	Only the red tally indicator is lit. The green is off.
	Both tallies lit	Both the red and green tally indicators are lit.

- a. The function of Tally 0 and Tally 1 is determined by the TSL UMD protocol version as outlined in the *Ultrix User Guide*.

Label Settings Tab

Table 13 summarizes the options displayed in the Layout Editor Settings > Label Settings tab.

Table 13 Layout Editor Settings — Label Settings Tab

Item	Parameters	Description
Label Settings		
Label Background Opacity	0 to 100	Adjusts the background transparency level of all label boxes in all PiPs of all UltraScape Heads where: <ul style="list-style-type: none">• 0 — The label background is completely opaque. Only the label text is visible.• 100 — The label background is completely transparent; the video in the PiP is visible through the label background.

Caption Settings Tab

Table 14 summarizes the options displayed in the Layout Editor Settings > Caption Settings tab.

Table 14 Layout Editor Settings — Caption Settings Tab

Item	Parameters	Description
Caption ANC Logging		
Caption Logging Mode	Errors Only*	The UltraScape Closed Caption system creates event logs which are not user accessible but may be required by Ross Technical Support. Do not set to All unless instructed by Ross Technical Support.
	All	
CEA-608 Settings		
Extended character automatic backspace	Selected	Enables support for the limited set of CEA-608 extended characters (including backspaces). Select this option if your external devices require extended ASCII characters
	Cleared	Disables this feature

Layout Editor Interface

The Layout Editor interface is the second node displayed under the main UltraScape node in the Tree View. The UltraScape Layout Editor provides a central workspace with menus and options set into toolbars for customizing a layout. The interface also includes three tabs at the top: Layout Editor, Shared PiPs, and Clocks.

Layout Editor Tab

The Layout Editor tab includes a toolbar at the top of the interface, the workspace in the middle, rulers along the top and left side of the workspace, and a toolbar for selecting and adding objects to the layout. From the UltraScape Layout Editor interface you can edit, load and save layouts, add objects to a layout, and modify the tiles within a layout.

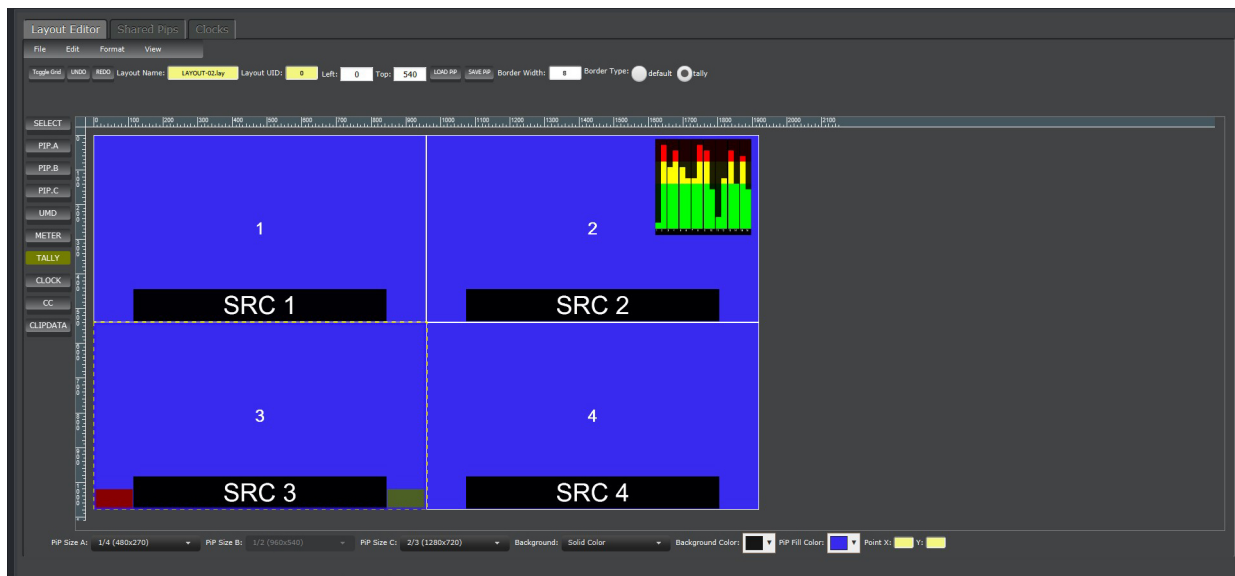


Figure 11 Example of the Layout Editor with a Loaded Layout

Main Toolbar

The Main toolbar is located under the Layout Editor tab. (**Figure 12**) The options are organized into two areas: a row of menus at the top, and a row of buttons and fields on the bottom. The buttons and fields will change depending on what is selected in the workspace.

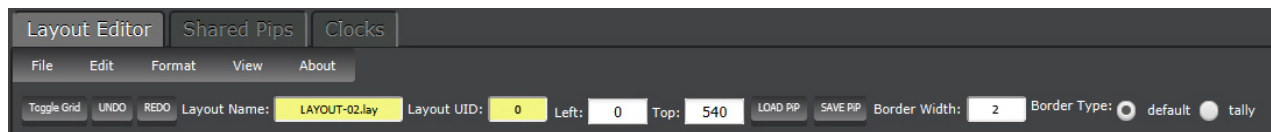


Figure 12 Layout Editor — Main Toolbar when a PiP is Selected

Table 15 outlines the menus and buttons available from the Main toolbar.

Table 15 Main Toolbar Menus and Buttons

Name	Description
File	Provides options for loading templates, publishing layouts to the UltraScape Head interface, opening a previously saved layout, managing PiP templates, and saving the changes to the currently loaded layout.
Edit	Provides options, such as copy, paste, delete, and select all, for managing the objects in the currently loaded layout.
Format	Provides global options for distributing the PiPs within a layout.
View	Provides options for changing how the loaded layout is currently displayed in the UltraScape Layout Editor. The default is 100%.
About	Provides information about the UltraScape software.
Toggle Grid	Click to toggle to display or hide the workspace grid. The grid is hidden by default. To change the dimensions of the grid, select Format > Grid and use the Configure Grid dialog to specify the grid spacing (in number of pixels). You must also select the User Spacing check box to apply the new dimension.
UNDO	Reverses the last change made to the layout.

Table 15 Main Toolbar Menus and Buttons

Name	Description
REDO	Repeats the last change made to the layout.
Layout Name	Displays the filename of the layout currently loaded in the UltraScape Layout Editor workspace.
Layout UID	Displays the unique identifier of the layout currently loaded in the UltraScape Layout Editor workspace. This is an auto-generated number.
LOAD PiP	This button only displays when you click a PiP on the loaded layout. Enables you to load and apply a previously saved PiP template.
SAVE PiP	This button only displays when you click a PiP on the loaded layout. Use it to save the current PiP as a template to be recalled and applied to other PiPs.
Border Width	This field only displays when you click a PiP on the loaded layout. Use this field to specify the border width in number of pixels and lines.
Border Type	This field only displays when you click a PiP on the loaded layout. Use this field to define the border applied to the selected PiP.

UltraScape Layout Editor Keyboard Shortcuts

Table 16 outlines the keyboard shortcuts for the UltraScape Layout Editor.

Table 16 Keyboard Shortcuts

Task	Keyboard Shortcut
File Menu	
New Layout	Alt+N
Load from Local	Ctrl+Shift+O
Save to Local	Ctrl+Shift+L
Delete from Local	Ctrl+Shift+D
Load from Ultracore	Alt+O
Save to Ultracore	Alt+S
Delete from Ultracore	Alt+D
Load Layout Template from Ultracore	Alt+T
Load PiP from Ultracore	Shift+O
Save PiP to Ultracore	Shift+S
Delete PiP from Ultracore	Ctrl+D
Upload Background Image	Ctrl+Shift+U
Edit Menu	
Undo	Ctrl+Z
Redo	Ctrl+Shift+Z
Copy	Ctrl+C
Paste	Ctrl+V
Clear All	Ctrl+Shift+C
Delete	Del

Table 16 Keyboard Shortcuts

Task	Keyboard Shortcut
Select All	Ctrl+A
Refresh	F5
View Menu	
Zoom 100%	Ctrl+0
Zoom 50%	Ctrl+5
Zoom 25%	Ctrl+2

Objects Toolbar

The Objects toolbar is located on the left side of the interface and provides tools for adding and editing the objects in a loaded layout. Objects are elements that you can place, re-size, and re-position as required within the layout.

Table 17 outlines the menus available from the Objects toolbar. Refer to **“Managing the Objects in a Layout”** for more details.

Table 17 Objects Toolbar Icons

Name	Description
SELECT	This pointer tool enables you to select objects and PiPs in the loaded layout. When selecting a PiP, the overlay settings are displayed in the Main toolbar. Select more than one PiP to make global overlay changes to the layout.
PIP A	Enables you to add a new pre-defined PiP A to the layout. Specify the settings for PiP A in the Layout Editor > Configuration tab.
PIP B	Enables you to add a new pre-defined PiP A to the layout. Specify the settings for PiP B in the Layout Editor > Configuration tab.
PIP C	Enables you to add a new pre-defined PiP C to the layout. Specify the settings for PiP C using the PiP Size C menu located in the Bottom toolbar.
UMD	Enables you to add a new label box on the loaded layout.
METER	Enables you to add a new set of audio meters on the loaded layout.
TALLY	Enables you to add tally lamps to the selected PiP. Refer to the Ultrix User Guide for details.
CLOCK	Enables you to add a clock to the layout. Specify the settings for the clock in the Layout Editor > Clocks tab.
CC	Enables you to add a Closed Caption display object to a PiP. Refer to “Displaying Closed Caption Data” .
CLIPDATA	When the Ultriscope-CA license is enabled, you can add a Clip metadata display object to a PiP. Refer to “Configuring an UltraScape Head to Display Metadata” .

Bottom Toolbar

The Bottom toolbar of the interface enables you to customize the overall look of the currently loaded layout.

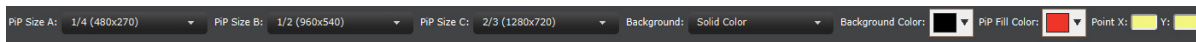


Figure 13 Layout Editor — Bottom Toolbar Example

Table 18 outlines the menus available from the Bottom toolbar.

Table 18 Bottom Toolbar Menus

Name	Description
PiP Size A	Specifies the dimensions for Local PiP A. This applies to the current layout using PiP A created/edited during this session.
PiP Size B	Specifies the dimensions for Local PiP B. This applies to the current layout using PiP B created/edited during this session.
PiP Size C	Specifies the dimensions for Local PiP C. This applies to the current layout using the PiP C applied during this session. Note that each layout can only include a maximum of one PiP C tile.
Background	Specifies the background the entire layout (solid color or a loaded still image). The default is Solid Color.
Background Color	Specifies the layout background color when Background is set to Solid Color. The default is black.
PiP Fill	Specifies the background of the PiPs in the layout. Choose from a Solid Color or 75% Color Bars.
PiP Fill Color	If you set the PiP Simulation to Solid Color, this menu enables you to specify the color for the PiP backgrounds in the Layout Editor and UltraScape Head interfaces
Point X	Indicates the horizontal position of your cursor on the Layout Editor workspace
Point Y	Indicates the vertical position of your cursor on the Layout Editor workspace

Shared PiPs Tab

The Shared PiPs tab lists the configured PiPs to be shared by various layouts in this database. From this tab you can assign the operation mode, the video source, the audio mode, and specify the audio bar numbering scheme.

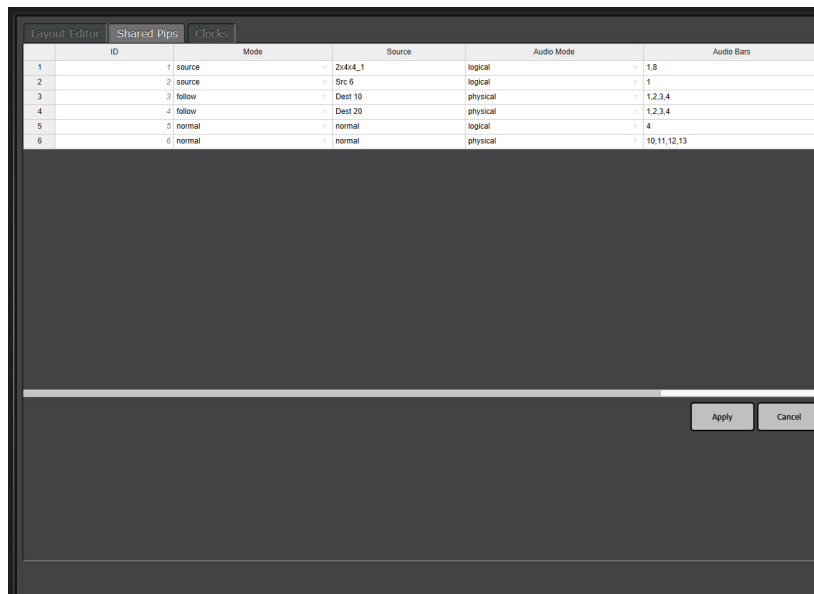


Figure 14 Example of the Shared PiPs Tab

Table 19 summarizes the options displayed in the Layout Editor Settings > Shared PiPs tab.

Table 19 Layout Editor — Shared PiPs Tab

Item	Parameters	Description
ID (read-only)	#	The unique identifier for the Shared PiP
Mode	Normal	The PiP does not monitor a specific resource; the Source is automatically set to Normal
	Follow	The PiP monitors a specific destination (as specified in the Source column of this tab)
	Source	The PiP monitors a specific source (as specified in the Source column of this tab)
Source	#	Specifies the resource the PiP will monitor when Mode is set to Follow or Source
Audio Mode	Logical	The PiP audio signals use the source/destination logical mapping.
	Physical	The PiP audio signals map to the physical IN connection on the rear panel. Use the Audio Bars field to specify which channels to included in the PiP UltraScape Head output
Audio Bars	#	Specifies up to 16 audio channel(s) the PiP will monitor; separate each channel with a comma (e.g. 1,2,3,4)

Clocks Tab

Table 20 summarizes the options displayed in the Layout Editor Settings > Clocks tab.

Table 20 Layout Editor — Clocks Tab

Item	Parameters	Description
ID (read-only)	#	The numerical identifier for the clock
Name	<text>	Assigns a unique identifier for the clock
Type	timeofday	The clock reports the time of day as determined by the NTP Server it is using
	stopwatch	The clock functions as a free running timer that counts up from 00:00. The count will reset after a maximum of 23:59:59.
	countdown	The clock counts down from a value specified by the user
TZ Offset	+/-HH:MM	Specifies an offset to the reported time zone value
Time Value	HH:MM:SS	Specifies the value the clock counts down from (when Type is set to countdown)

Head Selection Interface

The Head Selection interface is displayed by selecting the third node listed under the UltraScape node in the Basic Tree View of Dashboard. The interface displays a tab for each UltraScape Head. From the Head Selection interface you can recall a layout and assign it to an UltraScape Head, assign matrix sources to each PiP of a layout (any router source can be assigned to a head), assign a layout to an UltraScape Head and display it in the head output.

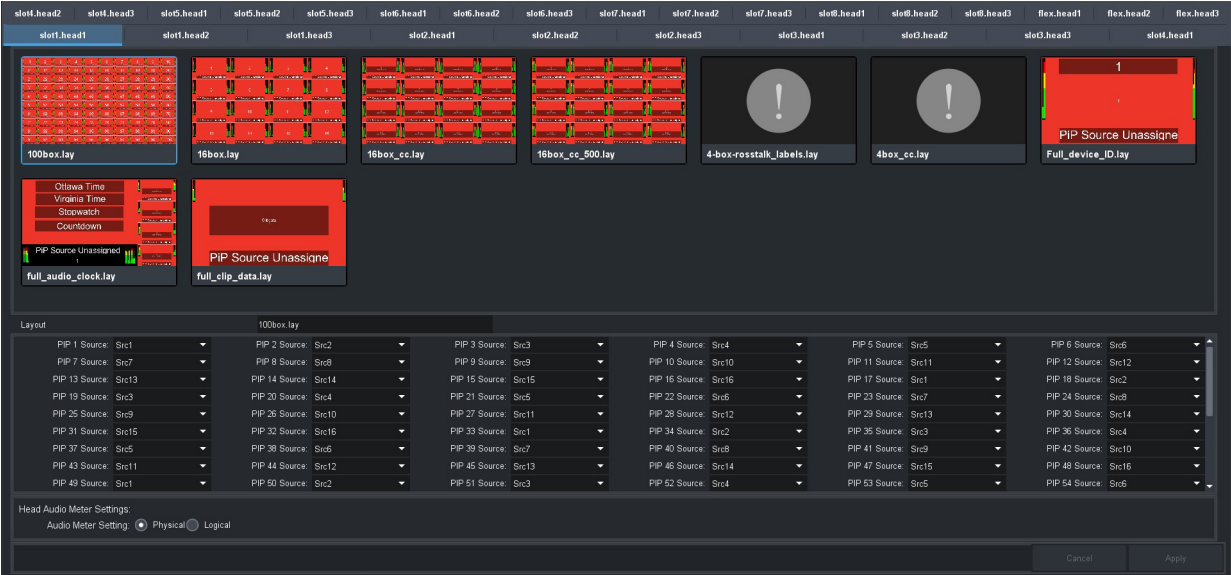


Figure 15 Example of the Head Selection Interface

Clock Control Interface

The Clock Control interface is displayed by selecting the fourth node listed under the UltraScape node in the Basic Tree View of Dashboard.

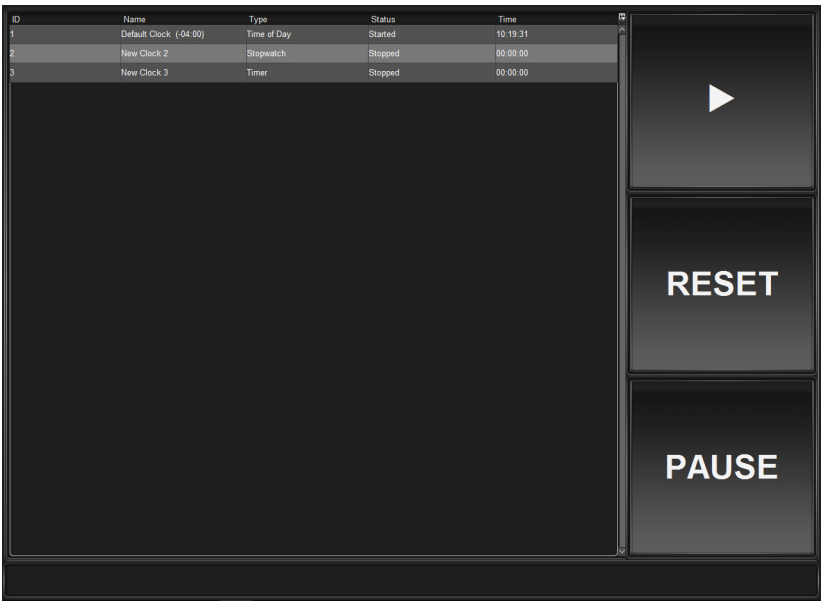


Figure 16 Example of the Clock Control Interface

The interface is organized into two distinct areas: a table that lists the configured clocks in the database and a toolbar with function buttons.

Configured Clocks Area

The table lists, in numeric order based on the ID automatically assigned to each clock, the clocks that are configured for the current database.

Clock Buttons

Some buttons are only available on count down timers and stopwatch clock elements.

Alarming Configuration

Use the options in the **Alarming Configuration** interface to specify what messages the layout will report.

Alarming Config

The options are organized into two sub-tabs: Video and Audio.

Video Alarms

Table 21 summarizes the options displayed in the Alarming Config > Video Alarms sub-tab. Each row in the sub-tab represents a specific input port.

Table 21 Alarming Config — Video Alarms Tab

Item	Parameters	Description
Video Black	Selected	Triggers an alarm when the video signal is set to black
	Cleared	An alarm is not reported for this condition
Video Black Hysteresis	#	Specifies the number of seconds the video is set to black before an error is reported
Video Freeze	Selected	Triggers an alarm when there is an extended amount of time with no active picture changes
	Cleared	An alarm is not reported for this condition
Video Freeze Hysteresis (ms)	#	Specifies the number of milliseconds the signal is set to a single frame of video before an error is reported
Video LOS	Selected	Triggers an alarm when a valid SDI signal is no longer detected
	Cleared	An alarm is not reported for this condition
Video LOS Hysteresis (ms)	#	Specifies the number of milliseconds a valid SDI signal is absent before an error is reported
Video Format	Selected	Triggers an alarm when the input video format does not match the user's selected format
	Cleared	An alarm is not reported for this condition
Video Format Hysteresis (ms)	#	Specifies the number of milliseconds the signal is incompatible before an error is reported

Table 21 Alarming Config — Video Alarms Tab

Item	Parameters	Description
Caption Format (read-only)	#	Reports the closed caption data of a signal
Caption Format Hysteresis (ms)	#	Specifies the number of milliseconds the closed captioning data is lost before an error is reported

Audio Alarms

Table 22 summarizes the options displayed in the Alarming Config > Audio Alarms sub-tab.

Table 22 Alarming Config — Audio Alarms Tab

Item	Parameters	Description
Audio Silence Threshold (ms)	#	Specifies the maximum number of milliseconds any audio channels are silent before an alarm is triggered
Audio LOS	Selected	Triggers an alarm when there is invalid audio signal
	Cleared	An alarm is not reported for this condition
Audio LOS Hysteresis (ms)	#	Specifies the number of milliseconds a valid audio signal is absent before an error is reported
Audio Silence	Selected	Triggers an alarm when the audio signal is muted or silent for a specific channel
	Cleared	An alarm is not reported for this condition
Audio Silence Hysteresis (ms)	#	Specifies the number of milliseconds the audio signal is muted/silent before an error is reported