overdrive

Software Release Notes

OverDrive v19.2.4 – February 24, 2020

OverDrive Functionality

Bug Fixes

- Fixed an issue where the Conflicts and Exception column does not show missing clip information
- Fixed an issue where the Client was very slow to initialize with a large live rundown database (1000+ rundowns saved)
- Fixed an issue where the Alias name is missing in the TemplateEditor Bus selection dialog

OverDrive v19.2.3 – February 12, 2020

OverDrive Functionality

Enhancement

- Ability to start CG timing using a hot key

Bug Fixes

- Added support for up to 32 keys in OverDrive with Caprica (6.2)
- There is no longer a pop up when the prepared or on air shot is updated from NRCS
- Corrected an issue where prepared custom controls disappear when changing from Monitor Mode to Playout Control
- Corrected an issue where hot swap took too long to synchronize clip information from the switcher

OverDrive v19.2.2 – January 08, 2020

OverDrive Functionality

Bug Fixes

- Corrected an issue that generated exceptions in the logs when video server columns were displayed in RundownControl

OverDrive v19.2.1 – December 12, 2019

OverDrive Functionality

Enhancement

- New ability to lock source channel assignments
- New ability to visually group stories in RundownControl
- New ability to assign crosspoint by name in TemplateEditor
- New ability to choose either first or next available device channel when Cue in Advance is in use or not
- New ability to assign source to a variable on open or close when using QuickPicks
- Addition of more QuickPicks in custom view of DirectControl

Bug Fixes

- Corrected an issue where Chyron MOS objects with zero time are not being treated as manual
- Corrected an issue where RundownControl will not launch on remote workstation
- Corrected an issue where the red line moves when updating a story in iNews

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OverDrive v19.1.3 – November 22, 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where Chyron MOS objects with missing information were not parsed correctly
- Corrected an issue where re-running a story with manual CG timing was not resetting the CG

OverDrive v19.1.2 – November 20, 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where the primary client keyboard stops working while in On-Air mode
- Corrected an issue where RundownControl is slow to trigger multiple QuickAudio keywords in succession through switcher events
- Corrected an issue where an active rundown appears to be simultaneously playing and not playing when another rundown is opened
- Corrected an issue where Cue in Advance settings are not applied properly when Rundown Control is launched
- Corrected an issue where when the first timer tab is open, an additional timer tab shows up empty
- Improved connection stability between Caprica and OverDrive

OverDrive v19.1.1 – November 01, 2019

OverDrive Functionality

Added support for Acuity switcher

On-Air Mode

- Users now can enable and disable On-Air mode with a switcher event which provides the ability to build a shot that can automatically enable/disable On-Air mode at any point in the rundown.

Enhancement

- New *Enhanced Cue-In-Advance* where when feature is enabled, OverDrive will cue one less channel than is allocated to allow for more predictable cueing and allows for the last clip played to not be ejected immediately after tally is removed.
- Added ability to see Streamline asset status from Streamline server
- Added Variables View info to Floor Director
- Added UI elements identify on-air and prepared CustomControl in RundownControl
- Added support to see named memories and busses in OverDrive templates from Caprica (6.1+)
- Added clip duration progress bars in RundownControl
- Added ability to set Show Value in Variables assignment view in DirectControl
- Added dedicated Start and Stop keyboard/switcher event actions for timers
- Added ability to manually start and stop a timer that is usually triggered by an “automated” command
- Added the ability to configure a name for an OverDrive System

Bug Fixes

- Corrected a rendering issue where timed Secondary CGs taken manually do not revert to Timed state when parent shot is reprepared
- Corrected an issue where multiple font resources were being created, causing resource leaks
- Corrected an issue where hot key (asterisk) does not fire when On-Air mode is active
- Corrected an issue where RundownControl gets stuck if a new rundown is created with another rundown in playout mode when Multi-Rundown is not licensed

OverDrive v18.4.9 – February 1, 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where hot key (asterisk) does not fire when On-Air mode is active

OverDrive v18.4.8 – December 16, 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where RundownControl would not respect the transition key latch state when transitions are dynamically changed in the rundown
- Corrected an issue where Cue in Advance settings are not applied properly when Rundown Control is launched
- Corrected an issue where router names requests were timing out with Vision switchers

OverDrive v18.4.7 – November 22, 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where hot key to turn On-Air off does not work when pressed on primary rundown client
- Improved connection stability between Caprica and OverDrive

OverDrive v18.4.6 – November 12, 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where RundownControl hangs when creating a new rundown while another is playing
- Corrected an issue where Rundown Control and DirectControl have a build up of unreleased GDI objects on application re-draws
- Corrected a rendering issue where timed Secondary CGs taken manually do not revert to Timed state when parent shot is reprepared
- Corrected an issue where the primary client keyboard stops working while in On-Air mode

OverDrive v18.4.5 – October 03, 2019

OverDrive Functionality

Enhancement

- Added “shotID” reference to MOS objects

Bug Fixes

- Corrected an issue where Smart Quick Recall tabs intermittently stop dynamically updating

OverDrive v18.4.4 – September 12, 2019

OverDrive Functionality

Enhancement

- New ability use a hotkey to enable/disable On-Air mode, ensuring OverDrive clients always have priority over other applications

Bug Fixes

- Corrected an issue where the NRCS plugin stops working when a non number value is entered in audio fade rate
- Corrected an issue where RundownControl jumps to the top of the rundown when transitioning to a floated story
- Corrected an issue where toggling NRCS plugin from list view to icon view causes templates to disappear
- Corrected an issue where RundownControl stops working and displays a Java error
- Corrected an issue where the On-Air shot is lost when CG items are updated from the NRCS
- Corrected an issue where deleting devices with associated templates causes Template Editor to hang
- Corrected an issue where the OverDrive plug in will not load with Google Chrome version 76.0.3809.132

OverDrive v18.4.3 – August 21, 2019

OverDrive Functionality

Enhancement

- Improved OverDrive Clients opening times

Bug Fixes

- Corrected an issue where Quick recalls, when selected, intermittently freeze the rundown
- Corrected an issue where updates to custom ITEM_TIMEers were not displaying correct time
- Corrected an issue where loading the NRCS rundown in the Monitor client affects the OnAir shot
- Corrected an issue where NRCS plugin search results were clearing when changing the page

OverDrive v18.4.2 – August 02, 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where multiple variable preset reverse automation events were not working in CustomControls
- Corrected an issue where OverDrive displayed rundown items out of sequence
- Corrected an issue where DirectControl faders were slow to respond when moving faders on mixer
- Corrected an issue where rundown failed to load
- Corrected an issue where Smart Quick Recalls tab doesn't update upon the initial loading of a rundown

OverDrive v18.4.1 – June 28, 2019

OverDrive Functionality

Enhancements

- New NRCS Item Duration Timer to look at ITEM info instead of total STORY
- Added Global Option to the Rundown Settings under the Cue in Advance for different prediction algorithms
- **Please note: Options relating to UI elements in RundownControl have been moved from Rundown Settings to Layout Options**

Bug Fixes

- Corrected an issue where the Floor Director metadata timestamps incorrectly show a 12 hour clock instead of a 24 hour clock
- Corrected an issue where the timer doesn't follow actual clip time from the server when pre-rolled manually
- Corrected an issue where there was an ItemDuration TimingSource exception when playing LiveRundown
- Corrected an issue where "unused" was being displayed for QuickCode when left blank
- Corrected an issue where the "Take Offline" button was not active on the first pass through a rundown
- Corrected an issue where Rundown needs to be reloaded to see new RO Start/End/Dur timers from NRCS
- Correct an issue where there is an uncaught exception in Rundown client

OverDrive v18.3.4 – May 27, 2019

OverDrive Functionality

Enhancements

- When closing and reopening the NRCS plugin, the list view column sizes will be cached

Bug Fixes

- Corrected an issue where when building templates, Template Editor will incur and error message
- Corrected an issue where the child folder of the deleted parent persists in the NRCS plugin when the webpage is refreshed

OverDrive v18.3.3 – May 15, 2019

OverDrive Functionality

Enhancements

- When CG Timing is “disabled” globally or by toggling the CG shot or story, both *Manual* and timing info will be displayed

Bug Fixes

- Corrected an issue where changing folders in the NRCS with lots of icons caused the plug-in to be slow
- Corrected an issue where columns would glitch and shift in Rundown Control
- Corrected an issue where clocks on the Director’s Rundown Control client disappear momentarily when another rundown is loaded on a Coding Client

OverDrive v18.3.2 – May 3, 2019

OverDrive Functionality

Enhancements

- Improvement to show detailed status of clips from Streamline
- Added advanced configuration options for increased logging on Event Bus and Hibernate EDT

Bug Fixes

- Corrected an issue where RundownControl was occasionally freezing while retrieving XPression thumbnails
- Corrected an issue where duplicate audio sources appeared in the on-air fader list in DirectControl and the SideSlide

OverDrive v18.3.1 – Apr 16, 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where RundownControl has floating empty boxes
- Corrected an issue restoring backups from OVD 12 and below
- Corrected an issue where clip is cued on different channel in Preview
- Corrected an issue in RundownControl where “disabled” timers are restored as “manual”
- Corrected an issue where enable/disable CG timing hotkey icon was not updated when triggered through a hotkey

OverDrive v18.3 – Apr 05, 2019

OverDrive Functionality

Streamline Thumbnails

- Added the display of Streamline thumbnails in the Rundown Control Thumbnails column and in the Preview View

Custom Perspective in Direct Control

- New perspective to create a custom layout of Views

Variables Perspective in Direct Control

- New perspective to assign Variables Sources and optionally lock their values

Enhancements

- Licencing server (needs upgrading) now automatically re-activates existing product key for a new version of software
- Ability to create subfolders for shots and templates.

Bug Fixes

- Corrected an issue where rundowns were loaded with missing MOS elements
- Corrected an issue where setting variables and using them in the same shot was not 100% reliable
- Corrected an issue where NCS Customer Timer is not firing Custom Controls after first invocation

OverDrive v18.2.5 – Mar 25, 2019

OverDrive Functionality

Enhancement

- Improvement for handling incomplete roStorySend messages where Dalet removes timing information for graphics

OverDrive v18.2.4 – Mar 21, 2019

OverDrive Functionality

Bug Fixes

- Added an option to send empty cue message for missing clips or send nothing
- Corrected an issue where hotkeys could not be mapped to manual timers (stop start, reset) in RundownControl

OverDrive v18.2.3 – Mar 18, 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where Video Server clip IDs do not collapse into NRCS shots created before 17.3
- Corrected an issue where MOS Abstract Column shows info for only one clip per story
- Corrected an issue where clip timers were being displayed inconsistently

OverDrive v18.2.2 – Feb 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where on-air and prepared bars move to the wrong shots on NRCS update
- Corrected an issue where several created shots disappear from their pinned position in the Quick Recall Tab once RundownControl is closed, then eventually opened again

OverDrive v18.2.1 – Feb 2019

OverDrive Functionality

Bug Fixes

- Corrected an issue where RundownControl became “Not Responding” and showed java error message
- Corrected an issue where QuickCode does not appear on default video server template shots

OverDrive v18.2 – Jan 2019

OverDrive Functionality

Added Support for Carbonite Ultra

- Included in the driver for Carbonite Ultra: Support for Mapping Mini MEs and Multi-Screen Canvases as Program/Preset, floating or fixed MEs for OverDrive

Track Audio Variable Changes

- An added setting in RundownControl to give the option of:
  - Tracking all changes to Audio Variables in the Variables View or
  - Tracking only Show Value changes to Audio Variables in the Variables View or
  - Turning off Tracking of changes to Audio Variables in the Variables View

Variable Presets View

- A new View in RundownControl that contains 72 Configurable Variable Presets

Enhanced Variable Presets

- The Variable Presets now consist of a mandatory Variable QuickAudio and an optional Channel QuickAudio to be applied
- In addition:
  - The Variable QuickAudio can be applied to the “Next”, “Assigned”, or both Variable values
  - The Channel QuickAudio can be applied to the “Prepared” audio, “On-Air” audio, or both

Pre-prepare Next

- In RundownControl, added the ability to prepare another Primary shot without affecting the currently prepared Secondary Manual CG Shot:
  - Through the right-click menu of a Shot
  - Through the Playout Menu
  - Through a Hot-key

Enhancements

- Ability to have the Program Keyers View Buttons displayed side-by-side

Bug Fixes

- Corrected an issue where the "Grid View" option in the SQR View was flashing often when playing through a rundown
- Corrected an issue where Icelandic text was not displaying Correctedly in the Story Text View
- Corrected an issue where editing a Newsroom Shot in RundownControl would cause it to lose its QuickCode
- Corrected an issue with ‘Unknown Error’ displayed in the Web Admin System Services page for SSL support
- Corrected a rendering issue that occurred after deleting the last Live Rundown tab

OverDrive v18.1.4 – Jan 2019

OverDrive Functionality

Enhancements

- Open and Close Rundown icons are now available after RundownControl times out waiting for a rundown from the NRCS

Bug Fixes

- Corrected an issue where clearing a CustomControl in the NRCS plugin was causing shots to save inCorrectedly
- Corrected an issue in the timing of sending out roAck messages from the MosGateway
- Corrected an issue where QuickAudio was being discarded on transitions without prepare

OverDrive v18.1.3 – Jan 2019

OverDrive Functionality

Enhancement

- Added compatibility for encoded payloads from XPression

Bug Fixes

- Corrected an issue where Additional Audio was sometimes disappearing from coded shots in the NRCS plugin in Chrome
- Added an advanced debug option to block audio updates after each transition

OverDrive v18.1.2 – Dec 2018

OverDrive Functionality

Enhancements

- Close Rundown icon is now available before rundown is finished loading
- Improved stability of FloorDirector service

Bug Fixes

- Corrected an issue where CustomControls were showing as invalid in RundownControl
- Improvements to RundownControl layout persistence when loading and closing rundowns
- Corrected an issue where RundownControl could freeze during opening of a rundown when Multiple Rundowns is not licensed
- Corrected an issue where RundownControl could not play a rundown after opening another rundown
- Corrected a port offset issue for DigiCart devices in TemplateEditor
- Corrected an issue where a manual secondary CG was not prepared after an empty story
- Corrected an issue where default video server templates were ignoring itemChannel info
- Update to address an intermittent out of focus issue between DirectControl and RundownControl.

OverDrive v18.1.1 – Nov 2018

OverDrive Functionality

Enhancement

- Config for plugin is now accessed in config.xml rather than registry keys

Bug Fixes

- Corrected an issue where an SQR disappeared upon floating the story in NRCS
- Corrected an issue that was causing stories to appear at the bottom of the rundown when multiple rundowns were open
- Corrected an issue parsing MOS messages that caused stories to disappear
- Corrected an issue that would not allow users to close a rundown (when receiving a roReplace MOS message)
- Corrected an issue where the MEs and Buses tab was not showing the crosspoint list
- Corrected a timing issue for Device Audio

OverDrive v18.1 – Oct 2018

OverDrive Functionality

Audio Variables

- Variable Audio allows you to create “virtual audio sources” that act as a router or layer of abstraction when building your production.
- Users can build generic templates with Variable Audio Sources and then during show preparation or throughout a show to “route” different real channels to be used.
- During the Show the users can use Variables, QuickAudio and the new Quick Audio Grouping functionality to assign the audio using keywords -- like presenter names or studio locations – notes already used by producers and directors.

QuickAudio

- Added ability to add multiple sources to a keyword
- Added ability to set Variables with keywords
- Added ability to add keywords to Additional Audio when building templates.

OverDrive Prime now includes Multiple Rundowns feature
All OverDrive editions now include SNMP

Enhancement

- Ability to “Clear” CustomControls in Template Editor, RundownControl, and the NRCS plugin

OverDrive v17.3.16 – Nov 22, 2019

Bug Fixes

- Corrected an issue where hot key to turn On-Air off does not work when pressed on primary rundown client

OverDrive v17.3.15 – Nov 13, 2019

Bug Fixes

- Corrected an issue where the primary client keyboard stops working while in On-Air mode

OverDrive v17.3.14 – Sep 19, 2019

Enhancements

- New ability to turn On-Air mode on and off, ensuring OverDrive clients always have priority over other applications

OverDrive v17.3.13 – Mar 19, 2019

Enhancement

- Added an advanced debug option to analyze transition delays

OverDrive v17.3.12 – Mar 2019

Bug Fixes

- Corrected an issue where the on-air and prepared bars move to the wrong shots on NRCS update
- Corrected an issue where Quick Codes are not updating Correctedly from the NRCS
- Corrected an issue where Missing Clip Dialog is not following the popup checkbox settings

OverDrive v17.3.11 – Jan 2019

OverDrive Functionality

Enhancement

- Open and Close Rundown icons are now available after RundownControl times out waiting for a rundown from the NRCS

Bug Fixes

- Corrected an issue in the timing of sending out roAck messages from the MosGateway
- Corrected an issue where QuickAudio was being discarded on transitions without prepare
- Corrected an issue with missing clip warning status not appearing Correctedly
- Corrected an issue where the edit shot dialog did not pop up Correctedly when missing a clip
- Corrected an issue that affected transition performance and reliability

OverDrive v17.3.10 – Jan 2019

OverDrive Functionality

Enhancement

- Added compatibility for encoded payloads from XPression

Bug Fixes

- Added an advanced debug option to block audio updates after each transition

OverDrive v17.3.9 – Dec 2018

OverDrive Functionality

Enhancements

- Close Rundown icon is now available before rundown is finished loading
- Improved stability of FloorDirector service

Bug Fixes

- Corrected an issue where CustomControls were showing as invalid in RundownControl
- Improvements to RundownControl layout persistence when loading and closing rundowns
- Corrected an issue where RundownControl could freeze during opening of a rundown when Multiple Rundowns is not licensed
- Corrected an issue where RundownControl could not play a rundown after opening another rundown
- Corrected a port offset issue for DigiCart devices in TemplateEditor
- Corrected an issue where a manual secondary CG was not prepared after an empty story

OverDrive v17.3.8 – Nov 2018

OverDrive Functionality

Bug Fixes

- Corrected an issue parsing MOS messages that caused stories to disappear
- Corrected an issue that would not allow users to close a rundown (when receiving a roReplace MOS message)
- Corrected an issue where the MEs and Buses tab was not showing the crosspoint list
- Corrected a timing issue for Device Audio
- Update to core User Interface library to address an intermittent out of focus issue between DirectControl and RundownControl.

OverDrive v17.3.7 – Oct 2018

OverDrive Functionality

Enhancements

- Rundown table now contains a new “MOS Abstract” column
- Added a MOS CG Device option in Template Editor to allow a “Force re-cue when manually triggering Secondary Event CGs”

Bug Fixes

- Corrected an issue where on-air video source information is displayed inCorrectedly
- Corrected an issue where Toggle CG Timing was not being persisted across multiple sessions
- Corrected an exception in the log (CommandBindingFacade)

OverDrive v17.3.6 – Sep 2018

OverDrive Functionality

Bug Fixes

- Corrected an issue with predictive cue in advance.

OverDrive v17.3.5 – Sep 2018

OverDrive Functionality

Bug Fixes

- Corrected an issue where QuickAudio Keywords were not working when using default server templates.
- Additional logging information for transitions

OverDrive v17.3.4 – Sep 2018

OverDrive Functionality

Bug Fixes

- No longer sending Cue commands for manual secondary events when taking them to On-Air. Cue command will remain when manual secondary events are prepared only.

OverDrive v17.3.3 – Aug 2018

OverDrive Functionality

Configurable Rundown Control Timer Sizes

Option to increase/decrease the text and timer size to pre-determined sizes (Smallest->Extra Large) is now available.

Bug Fixes

- Corrected an issue when using arrow keys for hot keys was throwing an error.
- Performance improvement in the News Room Plugin for Filtering CustomControls.

OverDrive v17.3.2 – Jul 2018

OverDrive Functionality

Customize Rundown Table Background Colors

You can customize almost all of the background colors that RundownControl uses to report the status of shots in the Rundown table. You cannot change the background color of the prepared or on air shots. OverDrive saves your user-defined background colors with your user profile.

Bug Fixes

- Corrected an issue where moving or inserting a story was going to the bottom of the rundown in Rundown Control when multiple rundowns were open.
- Corrected an issue where having a custom timing source would stop the system from performing database replication.
- Corrected an issue that was causing delays in the Plugin when adding CustomControls to a shot.
- Corrected an issue accessing/cueing clips on video servers assigned to a crosspoint greater than 128.
- Rundown list is now sorted by start time

OverDrive v17.3.1 – Jun 2018

OverDrive Functionality

Rundown Table Columns

The Rundown table in RundownControl contains the following new columns:

- **Transition** — the transition the shot is coded to
- **Server Channel** — the server channel a video clip is cued on

Configurable short row font size

Option to increase/decrease the font size to pre-determined sizes (Smallest->Extra Large) is now available

Enhancements

- **Program keyers are treated as on-air** configuration option to treat Program keyers as on-air and report the channels used by the on-air shot as in use. When OverDrive prepares the next shot, it will perform cueing on channels not used by the on-air shot.
- **QuickAudio and QuickCode** columns are now bold and easier to read

Bug Fixes

- Corrected an issue where MOS video server templates were not distinguished between channels as defined in their device template
- Corrected an intermittent issue causing OverDrive to freeze during a hot swap

OverDrive v17.3 – Jun 2018

OverDrive Functionality

CG Triggering Options

For MOS CG shots you can select a native CG command and a CustomControl to automatically run at when OverDrive triggers a CG-IN, CG-OUT, or CG-RESUME. The commands and CustomControls to run for a trigger are set in the MOS CG device Master template. Triggers work with manual or timed CGs, and with primary shot or secondary event CGs. Table 2.1 shows how Over-Drive performs triggers under manual and timed CG control.

Table 2.1 OverDrive MOS CG Trigger Actions

Trigger	Manual CG	Timed CG
CG-IN	Click the **Transition** button to take the prepared CG online	NRCS CG IN Time
CG-OUT*	Click the **Take Offline** button in the **CG Control** view	NRCS CG OUT Time
CG-RESUME	Click the **Resume** button in the **CG Control** view	Click the **Resume** button in the **CG Control** view

**Note*: Native CG options for Out and Resume are not supported on Vision Switchers. A CustomControl must be defined.*

Rundown Table Columns

The Rundown table in RundownControl contains the following new columns:

- **FloorDirector Cue** — the FloorDirector cue associated with the shot.
- **Shot Name** — the name of the shot
- **Slug Name** — the slug name from the NRCS story associated with the shot.
- **Template Name** — the Master template name and number used in the shot.
- **Clip Information** – the clip name

Enhancements

- Devices can go up to PAN NET 64
- Postgres Database has been upgraded to version 10.3
- Optimized the code storing/accessing the Hot Keys
- ClipName has been added to the FloorDirector timers endpoint
- Restricted maximum disk space for temporary console log files to 100MB

Bug Fixes

- Restricted NRCS plugin to only allow “Audio Only” for Audio only transitions
- Update to core User Interface library to address intermittent out of focus issue between DirectControl and RundownControl.
- Correctedly publishing NRCS custom timers through FloorDirector API
- Corrected an invalid FirstChild error found in the logs
- Corrected an issue rendering Icelandic text

OverDrive v17.2.2 – May 2018

OverDrive Functionality

Bug Fixes

- Corrected the calculation of timing on CustomControl auto run delays
- Corrected an issue that was causing reverse automation CCs to skip secondary shots
- Corrected jittery clip timer issues in RundownControl and Floor Director
- Corrected an issue that was caused by active timing bar in iNews making RC lose the prepared shot
- Corrected an instance where Force Key Off was not causing a key to go off
- Corrected an issue where Rundown Control view was not being saved to the user profile

OverDrive v17.2.1 – May 2018

OverDrive Functionality

Enhancements

- Improved cleanup of the db_audit table
- Optimized the persistence of the switcher model to reduce database load
- Improved handling of error messages from Caprica
- Show the number of running CustomControls on the system status page with a warning when we approach the maximum allowed CCs at the same time

Bug Fixes

- Allow NRCS custom timers to Correctedly populate through the Floor Director API
- Corrected an issue where the database did not fully initialize
- Prevent a recurring Postgres crash
- Corrected an issue that prevented Jetty from starting up

OverDrive v17.2 – Apr 2018

OverDrive Functionality

MOS Redirection

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

Multiple MOS Video Clips in One Shot

In your NRCS, you can quickly code a shot with multiple video clips by adding the MOS video server elements to the story followed by the OverDrive Master template for the video server devices. OverDrive places the MOS video server elements in the keys of the Master template. The method the OverDrive uses to file the Master template keys depends on the match between coded MOS video server elements and number of keys in the coded Master template.

Bug Fixes

- Send CG commands for Secondary CGs even if the CG Crosspoint is on-air
- Corrected an issue handling invalid sources sent from the Switcher
- Addressed NullPointerExceptions that had previously caused the Primary Server to stop responding

OverDrive v17.1 – Mar 2018

OverDrive Functionality

2 ME Switcher Operation with OverDrive

When your OverDrive system uses a 2 ME switcher, you must configure OverDrive as follows:
• Define the Copy-Down post transition CustomControl to use with OverDrive transitions.
• Add the Copy-Down CustomControl to OverDrive transitions as a post transition CustomControl.
• Configure OverDrive to use 1 Floating ME.

This also includes Graphite and Rave Support.

Post Transition CustomControls

For all types of transitions, you can select a CustomControl to run after the transition finishes.

Configurable Transition Time Out

For all types of transitions you can set the maximum number of frames to wait for a transition to complete before advancing the rundown. An Alert dialog box opens when the Program ME transition does not take place before set maximum timeout.

Selectable Default Transition

You can select the default transition that OverDrive uses when RundownControl cannot find the transition specified in an NRCS rundown. The default transition is also the initially selected transition for new Master templates

Fixed ME Treatment

The Fixed MEs are treated as on-air check box in the Options dialog box enables you to select how OverDrive treats Fixed MEs. Select the check box to treat Fixed MEs as on-air, the default operation mode where you cannot use devices from a Fixed ME in a Floating ME. Clear the check box to use devices from a Fixed ME in a Floating ME. While playing a rundown in RundownControl you can toggle between treating Fixed MEs as on-air or off-air.

OverDrive v16.3.6 – Apr 2018

OverDrive Functionality

Enhancements

- Added an option to decide whether to show all story text, just on-air and prepared, or no story text.
- Improved performance for story text processing.

OverDrive v16.3.5 – Mar 2018

OverDrive Functionality

Bug Fixes

- Corrected an issue where Device xpt was being used to retrieve clip info instead of the device group xpt.

OverDrive v16.3.4 – Mar 2018

OverDrive Functionality

Bug Fixes

- Corrected an issue where copying/pasting XPression CGs in an NRCS caused inCorrected rendering of XPression status updates in RundownControl.
- Corrected an issue causing GUI freeze in RundownControl
- Corrected an issue causing ConcurrentModificationException in the logs

OverDrive v16.3.3 – Feb 2018

OverDrive Functionality

Enhancement

- Improved the performance of parsing MOS messages by executing on multiple threads

Bug Fixes

- Corrected an issue where FloorDirector timers weren't updated until the user interacts with Rundown Control
- Corrected an issue with Clip timer calculation when values passed are based on time of day rather than duration
- Corrected an issue where changes made to the Story in the NRCS of a shot that was prepared was rendered inCorrectedly

OverDrive v16.3.2 – Dec 2017

OverDrive Functionality

Enhanced NRCS Timing Control of MOS CG Shots and Secondary Events

A typical show can contain many CGs, which OverDrive can control using the timing set in the NRCS for the CGs in a shot. Secondary MOS CG shots that contain timing information use the associated primary shot to start the shot timer. When a primary shot goes on air, the shot timer starts running to control the secondary MOS CG shots associated with the primary shot.

Marking a CG template as a Secondary Event allows OverDrive to look ahead of the CGs and prepare the next Primary shot (Camera, Video Server…) on the PST bus. This will work in both Manual and Timed CG workflows.

FloorDirector

FloorDirector enables users to add production cues to a shot through their NRCS and or the Master template they use to create a shot. The FloorDirector Cue view in Rundown displays the production cues contained in the selected, prepared, or on-air shot. Users can also use the FloorDirector Cue view to edit, disable, or enable the production cue associated with a shot.

Using the FloorDirector API, users can also create custom DashBoard panels and web pages to display shot production cues, current rundown, story, template, shot, system status and all timing information.

Quick Code

Quick Code enables keywords entered in NRCS rundown columns to assign the six CustomControls in the Prepared Customs and the On-Air Customs views for the shots in an OverDrive rundown.

New After Transition Actions

For each Transition button in the Transitions view of RundownControl users can select the type of transition to run and an action to preform after the transition completes. The following actions are new for OverDrive v16.3.

- **Transition to Next Primary & Prepare Next** — use the selected transition to take the prepared Primary shot on air – skipping all secondary events, and then prepare the next shot in the running order.
- **Transition & Reprepare** — use the selected transition to take the prepared shot on air, and then reprepare the previously prepared shot without advancing the rundown.
- **Transition & Run Customs** — use the selected transition to take the prepared shot on air, and then run the CustomControls associated with the prepared shot. The previous on air shot becomes the prepared shot, but does not get reprepared.

Set the Number of Previous Shots to Display

In RundownControl, users can select to display 0 to 5 shots in the Rundown table ahead of the current on-air shot. When a rundown does not contain enough shots to meet the selected number of shots, the Rundown table displays the available shots.

Maintain Rundown Table View After NRCS Update

Users can configure the Rundown table in RundownControl to maintain the current view after RundownControl receives a rundown update from the NRCS.

OverDrive v16.2.18 – Apr 2018

OverDrive Functionality

Enhancement

- Added a setting to choose not to pop up the “missing clip” dialog when preparing a shot and instead simply show a toast message.

OverDrive v16.2.17 – Mar 2018

OverDrive Functionality

Bug Fixes

- Corrected an issue that caused RundownControl to freeze if a folder was deleted from Template Editor or the Plugin.
- Corrected an issue that caused RundownControl to stop responding after an uncaught exception was thrown while preparing the next shot.

OverDrive v16.2.16 – Mar 2018

OverDrive Functionality

Bug Fixes

- Corrected an issue that caused RundownControl to scroll to the top of the rundown when changes where made to the on-air shot

OverDrive v16.2.15 – Feb 2018

OverDrive Functionality

Bug Fixes

- Corrected an issue that caused RundownControl to freeze

OverDrive v16.2.14 – Feb 2018

OverDrive Functionality

Enhancements

- Improved the performance of parsing MOS messages by executing on multiple threads
- Added Cue in Advance Delay parameter to troubleshoot timing issues

Bug Fixes

- Enabled the ability to save story text colour and size between sessions
- Corrected an issue when the next transition is video only, so audio channels that are prepared will now follow the on-air settings

OverDrive v16.2.13 – Jan 2018

OverDrive Functionality

Enhancements

- UHD Support
- Option to “Send MOS Status” in video server and char gen templates

OverDrive v16.2.12 – Dec 2017

OverDrive Functionality

Device Support

- Added MOS support for ChyronHego PRIME.

Enhancements

- Added an option in MOS Video Server and MOS Char Gen device configuration “Send MOS Status”, which will send out roItemStat updates for those devices when in RundownControl “Send Playout Status to the NRCS” is also checked.
- Use default switcher frame rate or 50 when we do not receive the objTB field in a MOS message

Bug Fixes

- SQR names may contain commas
- Corrected an issue with restoring config files when a legacy setting is not recognized
- Corrected an exception in DirectControl when transitioning with many audio channels
- Corrected an issue where DirectControl CustomControl buttons with pauses would remain green after the duration of the CC
- Corrected an issue causing the on-air shot to be changed or moved when floating or unfloating a story above it in iNews
- Improvement to the performance of requesting templates and shots
- Improvement of error handling and memory performance in Plugin

OverDrive v16.2.11 – Sep 2017

OverDrive Functionality

Bug Fixes

- Cleanup of Plugin code including the removal of legacy code, enabling of gzip compression of REST API, and additional error handling for large messages
- Corrected a memory leak in the OverDrive MOS Gateway
- Corrected an issue that showed previously saved shot description in a subsequent shot
- Corrected an issue causing a deadlock in RundownControl
- Corrected an issue where selecting a camera as a crosspoint can cause the camera to re-perform a shot recall

OverDrive v16.2.10 – Sep 2017

OverDrive Functionality

Bug Fixes

- Removed F1 hot key binding to Help content in Direct Control
- Corrected an issue with DirectControl error message handling (EDT) that could cause undesired behavior in the UI
- Corrected an issue where in certain scenarios Hot Swap was causing the client to freeze
- Corrected an issue that allowed you to open the same rundown in multiple tabs (one shows as empty)
- Corrected an issue where Freezing/Unfreezing page numbers in ENPS after a rundown is loaded will change the tab to the nonactive rundown
- Corrected an issue that was displaying an invalid warning message when exiting RundownControl

OverDrive v16.2.9 – Aug 2017

OverDrive Functionality

Enhancement

- Introduced a warning pop up prior to a HotSwap when replication has not completed

Bug Fixes

- Corrected an issue where HotSwap was failing if the config.ini was incomplete
- Corrected an issue where folders where duplicated in the OverDrive Plugin if the folder name had trailing spaces
- Corrected an issue where renaming shot folder causes the shots to lose template references and become an audio only shot
- Corrected an issue where Plugin shots are not reflecting Corrected status

OverDrive v16.2.8 – Aug 2017

OverDrive Functionality

Enhancements

- Ability to modify Java Message Service persistent mode
- Added API call to enable “warm” backup for redundant Ross Switchers

Bug Fixes

- Corrected an issue when modifying stories in Dalet Galaxy causes shots to disappear in RundownControl
- Corrected an issue to display Corrected CG Timing info when using Orad Maestro CG

- Corrected an issue causing null pointer exceptions in the logs

OverDrive v16.2.7 – July 2017

OverDrive Functionality

Enhancement

- Additional logging and default logging length changed to 7 days

Bug Fixes

- Corrected an issue where RundownControl was missing NRCS updates in the rundown when multiple rundowns were open
- Corrected an issue where unfloating a story causes the story to be added to the bottom of the rundown
- Corrected an issue where RundownControl was preventing users to enter Monitor mode
- Corrected a RundownControl crash
- Corrected an issue where RundownControl was not showing or was delaying population the list of available NRCS rundowns
- Corrected an issue where hitting a hot key in DirectControl was causing a “Unable to do transition…” error message in RC
- Corrected an issue that was causing RundownControl to crash if the log file name was changed
- Corrected an issue where Playout status to NRCS option was not being persisted in RundownControl

OverDrive v16.2.6 – June 2017

OverDrive Functionality

Enhancements

- SNMP support for licensing server
- Configurable option to set the number of shots that appear in the rundown prior to the on-air shot
- 64-bit compatible plugin (for 64-bit NRCS)

Bug Fixes

- Corrected an issue when RC takes the on-air out of view if there are changes in the rundown
- Corrected an issue where MEs and Buses where being lost for certain shots in the plugin
- Corrected an issue with multiple rundowns being open and error message “Unable to do transition” being displayed
- Additional fix for redraw issues experienced in RundownControl

OverDrive v16.2.5 – June 2017

OverDrive Functionality

Enhancement

- Additional logging for cue in advance feature

Bug Fixes

- Corrected RundownControl hang experienced when opening rundown folder
- Corrected RundownControl hang on startup
- Corrected redraw issues experienced in RundownControl
- Corrected issue with gateway status LED indicator in RundownControl

- Corrected intermittent issue causing primary client displaying “OverDrive lost on air and prepared shots…” when redundant client opens the same rundown
- Corrected issue with missing AFV source fader in preview fader view in DirectControl
- Corrected MOS handling/sending of heartbeat messages to a NCS

OverDrive v16.2.4 – May 2017

OverDrive Functionality

New Features

- Advanced configuration to allow AFV to be turned OFF after transitions

Bug Fixes

- Corrected memory leak in RundownControl, and the server
- Disabled hot keys on client when RundownControl is in monitor mode
- Corrected MOS handling of roDelete messages that come from an NCS
- Corrected MOS message handling for rundowns with QR/SQR
- Corrected a deadlock in RundownControl which was causing the client to hang
- Revert nested <mos></mos> submission

OverDrive v16.2.3 – April 2017

OverDrive Functionality

Bug Fixes

- Less verbose logging for the licensing feature to unclutter and reduce the system logs.
- Proper handling MOS messages with nested <mos></mos> tags so that the messages are not truncated after the first occurrence of the ending </mos> tag.
- Fix for Rundown Control: when the open rundown dialogue is opened, and the NRCS Rundowns tab is selected and then closed without opening a story, the list of stories continues to show the story after it has been unmonitored in the NRCS.

OverDrive v16.2.2 – March 2017

OverDrive Functionality

New Features

- Extended MOS ID character limit to 64 character from 32 characters.

Bug Fix

- Prevent parent template from being deleted when it is referenced from another template.

OverDrive v16.2.1 – March 2017

OverDrive Functionality

Bug Fixes

- Corrected the UI in RundownControl to enable/display Customer Control transitions.
- Corrected ability to set shots as “First to Prepare” when rundown is detached
- Corrected issue with opening a live rundown

OverDrive v16.2.0 & Caprica 3.2 - February 2017

OverDrive Functionality

New Features

- Added support for new licensing capability for OverDrive and Caprica products
- Added ability to append live rundowns.
- Added capability to associate a master template for each MOS Video Server device
- Provide ability to define secure HTTP for OverDrive web server

Bug Fixes

- Improved communication and data shared with monitoring clients when playing a rundown.
- Share network setup between all OverDrive clients (RundownControl, DirectControl, TemplateEditor)
- Corrected memory leak issue in OverDrive server process.

Caprica Functionality

New Feature

- Caprica web page has been enhanced to configure and manage the clustering capability, load and save the disk sets, and deploy packages.

OverDrive v16.1.6 – May 2017

OverDrive Functionality

Bug Fixes

- Updated database library hibernate to 0.9.5 to address out of memory errors seen with Postgres
- Revert nested <mos></mos> submission
- Corrected MOS handling of roDelete messages that come from an NCS
- Corrected MOS handling/sending of heartbeat messages to a NCS
- Increased router response timeout from 5s to 30s

OverDrive v16.1.5 – April 2017

OverDrive Functionality

Bug Fixes

- Opening Direct Control pops up a database error window, but DC will still connect to DB.
- When roListAll MOS message is empty, the last rundown unloaded remains in Rundown Control open rundown list.
- Scrolling away from the On-Air shot, selecting another shot, and then hitting the Home key to Jump To On Air Shot is not working when using a Dalet NRCS rundown.
- Gateway truncates MOS messages when they contain nested MOS tags.

OverDrive v16.1.4 – March 2017

OverDrive Functionality

Bug Fix

- Warning icon in the Exceptions column of Rundown Control was missing when there was an incomplete video clip for the shot.

OverDrive v16.1.3 - December 2016

OverDrive Functionality

Bug Fixes

- Performance improvement to RapidRestore by not restoring the device clip table since the values will be updated when the OverDrive server connects to the switcher.
- Corrected a memory leak in RundownControl when adding Smart Quick Recalls.
- Corrected a memory leak in the OverDrive server when playing a rundown.
- Performance improvement made to the JMS messaging when playing a rundown.

OverDrive v16.1.2 - November 2016

OverDrive Functionality

Bug Fix

- Corrected issue whereby the CG information was not cleared when copying an SQR into a rundown.

OverDrive v16.1.1 - November 2016

OverDrive Functionality

Bug Fixes

- Introduced an optimization for the processing of cued in advance messages in Rundown Control to improve performance
- Adjusted the runtime parameters for RundownControl to take better advanced of the Java 8 garbage collection and memory management
- Corrected an issue with the accessibility of the Play button in RundownControl following a HotSwap operation.

OverDrive v16.1.0 & Caprica 3.1 - November 2016

OverDrive Functionality

Bug Fixes

- Adjusted parsing of the channel name for MOS templates to be case insensitive
- Corrected shot prepare mechanism to wait for operation to complete before cuing clips.
- In Rundown Control, extended ability to play a rundown from a detached window.

Enhancements

- RundownControl status view displays summary information about the defined gateways, servers, switchers, databases and opened NRCS rundowns.
- Ability to define row height as a Rundown Control option
- Update to the layout of some of the pages in the OverDrive web server to better manage different browser dimensions

Caprica Functionality

Bug Fix

- Additional check to ensure that current version Caprica is compatible with OverDrive release

OverDrive v16.0.1 & Caprica 3.0a - August 2016

OverDrive Functionality

MOS Gateway Service
The OverDrive MosGateway application is now defined as a Windows service (similar to the OverDrive server and Jetty services) as opposed to a standalone Java application in earlier releases. Therefore, the gateway service is automatically executed when the server is started. It is no longer necessary to log onto the primary or redundant servers and manually start the gateway application.
The OverDrive web server page supports the ability to configure the MOS Gateway service, view its log files and manage the service (e.g. start/stop/re-start).

Support for Multiple NRCS Gateways
The MOS Gateway capability has been expanded to support the installation, configuration, and access to different NRCS systems. This new feature allows a site to access rundowns from different MOS Gateways (and potential different types of NRCS servers) from their primary and redundant servers.
The configuration of each MOS gateway is managed from the OverDrive web server page, and the RundownControl application provides the ability to choose rundowns from any of the MOS Gateways.
Since the existing Gateway LED indicator may be insufficient when multiple MOS Gateways are defined, a new “MOS Gateway Status” view is available in RundownControl to view the status of each defined MOS Gateway.

Support for Multiple Rundowns
The OverDrive RundownControl application supports the ability to open more than one rundown simultaneously. The new feature allows a customer to open live and NRCS rundowns at the same time, to play any of the rundowns and to easily copy elements between rundowns.

First Prepared Shot
By default, the first shot in a rundown is prepared when a rundown enters into ‘Play’ mode. A new feature was added allowing the user to specify the initial shot that is to be prepared when the play button is pressed.

NRCS Timer Enhancement
The system has been extended to allow the user to define new NRCS timing sources and to modify any existing ones. The timing values are initially taken from the NRCS story and displayed by RundownControl during playout. The timing sources are managed from the OverDrive web configuration page. A default set of columns has been pre-defined and the interface allows the user to modify these values or define new entries.

Auto Advance Mode
A new feature was added as part of the execution of a rundown allowing for the automatic advancement to the next shot without user intervention. The timing between shots can be configured from either a manual timing source or using one of the new timers from the NRCS Timer Enhancement feature.

Support for Chyron Powerclips/Xclyps and XPression MOS Clips
OverDrive supports the definition of Chyron MOS Server devices and the management of this information when working with NRCS rundowns.

Support for Xpression Thumbnails
A new display column and view have been added to RundownControl to display a thumbnail of shots containing an Xpression CG. The presentation of the new rundown column or the view is optional.

Performance Improvement
During the development of version 16.0, a number of enhancements have been made to the underlying code that has resulted in the overall improvement in the performance of the system when playing a rundown.
OverDrive Web Configuration Page
The look-and-feel of the OverDrive web server has been updated. One of the major changes in the workflow provides the customer with the ability to configure both primary and redundant servers from a single location.
The new web pages include the following new capabilities:

- Definition of the primary and redundant server names,
- Setting the switcher for regular or dual redundancy modes
- Ability to start/stop/re-start the primary and redundant servers and SNMP services
- Ability to start/stop/re-start all of the MOS Gateway services

Log Configuration
The OverDrive web server has been upgraded to allow the operator to configure the type and level of logging for each type of log file. In previous releases, this logging configuration was set in the web interface or system files had to be modified on the servers and client machines.
The centralization of the log setup will simplify the debugging process and make it easier to work with Ross Video customer support staff when reporting issues.
The new interface also introduces the ability to maintain logs over a period of time or by capacity for each log file type.

Daily Backups
The Daily Backup option (configurable from the OverDrive Server web page) has been upgraded to perform a full diagnostic backup of the primary server and database. The feature allows customers to schedule daily backups of the OverDrive system and to define the number of most recent backups to be kept on the server. In earlier releases, this option only performed a backup of the OverDrive licenses.

OverDrive Server and Client Installation Process
The OverDrive server and client installation processes support the ability to install a newer version without having to first manually uninstall the existing version on the server or client workstation.
The process also includes the ability to back-up the existing system at the start of the installation process and to restore this information (or any other backup file) once the new version has been successfully installed. During the upgrade to version 16 from 15 or below, users will have to uninstall the previous version. Subsequent upgrades from 16.0 and up will not require a manual uninstallation.

OverDrive Server and Client User Interface
The OverDrive server web pages and the client application interfaces have been updated.

Support for Java 8
The OverDrive application has been upgraded to support Java 8 in this latest release. A java run-time environment is included as part of the Overdrive installation so there is no impact on the server or client systems.

Row Level Replication
The data replication process has been modified to perform row-level rather than table-level replication between the primary and redundant OverDrive databases. This performance enhancement is expected to help keep the database in better sync more quickly and efficiently.

Caprica Functionality

SideStick

- Sidestick is a new joystick device to facilitate the control of robotic cameras and DVEs.

Support for Ember Protocol

- The Studer Ember protocol has been integrated into the Caprica environment.

Licensing

- A core group of Caprica capabilities is available to customers who have purchased the Express licensing plan. The set of functionality provided under Express may vary depending on the site and additional features that may have been purchased.

OverDrive v15.8.12 – November 2017

OverDrive Functionality

Device Support

- Added MOS support for ChyronHego PRIME.

OverDrive v15.8.11 – November 2017

OverDrive Functionality

Bug Fix

- Corrected an exception in RundownControl when transitioning with many audio channels.

OverDrive v15.8.10 – October 2017

OverDrive Functionality

Bug Fixes

- Corrected issues with duplicate folders and renaming folders in the Plugin.
- Corrected an exception that led to crashes in RundownControl on a transition.
- Changed the Quick Audio “NRCS MOS Column Tag” to be case-sensitive and will update Correctedly.

OverDrive v15.8.9 – June 2017

OverDrive Functionality

Bug Fixes

- Increased router response timeout from 5s to 30s.
- Reverted change for nested MOS tags.

OverDrive v15.8.8 - April 2017

OverDrive Functionality

Bug Fixes

- Corrected an issue where audio would go to air at default level instead of 0 when faders were paired in DC.
- Ensured the Gateway will not truncate MOS messages when they contain nested MOS tags.

OverDrive v15.8.7 - October 2016

OverDrive Functionality

Bug Fixes

- Updated Hibernate library for better database handling.
- Removed the device_clip table from the rapid restore process.

OverDrive v15.8.6 - October 2016

OverDrive Functionality

Additional Functionality

- Included the ‘append’ function previously available in version 12. The function allows user to append any Live Rundown to the currently opened Live Rundown.

OverDrive v15.8.5 - October 2016

OverDrive Functionality

Bug Fix

- Corrected an issue that prevented OverDrive from determining when the CustomControl transition had completed.

OverDrive v15.8.4 - October 2016

OverDrive Functionality

Bug Fixes

- The QuickTurn column in the RundownControl interface was not being Correctedly updated when using the 'OD Template and NRCS column option.
- For Dual Switcher Redundancy mode, Corrected problem where the transitions to the redundant switcher were not being sent at the Corrected time. Also Corrected issue where transitions where being sent twice to the switcher.
- Updated missing information for the CG information column in RundownControl.
- Improved shot processing to more accurately determine when a transition has been completed.
- Restored earlier support for external still stores.

OverDrive v15.8.3 & Caprica 2.1k - August 2016

OverDrive Functionality

Bug Fixes

- Corrected an issue where a clip was being cued and taken on air inCorrectedly.
- The menu option to delete individual quick recalls or smart quick recalls was not properly enabled.
- On Vision switchers, OverDrive was not managing multi-keyers Correctedly when an 8 keyer code was being committed.
- CG MOS ID values extended from 32 to 64 in length.
- Added default MOS Server template capability for Chyron XClyps.

Caprica Functionality

Bug Fixes

- Corrected invalid clip duration and impact on timers after clips were queued by Caprica
- Corrected lag issue when performing transitions with Carbonite Black switcher
- Corrected issue with VizRT resume command

OverDrive v15.8.2 - July 2016

OverDrive Functionality

Bug Fixes

- Improved the performance in RundownControl when transitioning shots.
- Ensure that MLE settings are persisted between RundownControl sessions.
- Corrected parsing issue related to CG timing data from VizRT.
- Corrected audio fader level inconsistency between SideSlide and DirectControl.
- Resolved issue with server sync roll when doing a transition with a key.

OverDrive v15.8.1 - June 2016

OverDrive Functionality

- Added assurance that the frame rate defined on the switcher is properly maintained during the RundownControl session.
- Improved the execution and display performance in RundownControl when playing a rundown.
- Improved the performance when viewing the HotKeys panel in RundownControl.
- Corrected the issue with using the clip list filter in DirectControl.
- Ensure that for video only transitions, a change in the preview audio is independent of the program audio.

OverDrive v15.7.6 - May 2016

OverDrive Functionality

- Added support for EVS MOS
- Resolved RundownControl issue when re-starting session with detached views

OverDrive v15.7.4 & Caprica v2.1c – April 2016

OverDrive Functionality

Bug Fixes

- Improved management of earlier MOS messages
- Disable clip durations service on the backup server

OverDrive v15.7.3 & Caprica v2.1c – April 2016

OverDrive Functionality

Bug Fixes

- Corrected audio levels displayed in DirectControl and when shots are in prepared mode.
- Enhanced parsing of page numbers originating from old MOS formats

Caprica Functionality

Bug Fix

- Better management of router source names when not present.

OverDrive v15.7.2 – April 2016

OverDrive Functionality

Bug Fix

- Ensure that all shots are properly listed in the NRCS plugin

OverDrive v15.7.0 & Caprica v2.1 – March 2016

OverDrive Functionality

Smart Quick Recalls

The Smart Quick Recalls (SQR) makes operating OverDrive during shows which combine scripted elements along with unscripted events simultaneously as efficient as possible. It provides auto-generated quick recalls from the rundown called 'Smart Quick Recalls' (SQR) based on NRCS or rundown columns, template numbers or device types.
The SQR views appear in the RundownControl application and provide similar functionality to Quick Recalls

Support for Anvato

The Anvato AutoCut device has been added as a new device for the QuickTurn capability.

Alerts log dialog added to RundownControl

A new alerts log panel has been added to the RundownControl interface (under the View->Log menu item). The new feature will allow the operator to view at any inconsistencies raised by the OverDrive switcher and server. Previously, these alert messages were only displayed to the user at the beginning of their RundownControl session.

Caprica Functionality

Web User Interface

A new web-enabled interface is available to allow operators to more easily manage their Caprica installation. The new interface displays the current status of the Caprica installation and allows the operator to start and stop the service. It also offers the ability to access the log files.

OverDrive v15.6.6 & Caprica v2.0 – February 2016

OverDrive Functionality

QuickAudio

The Quick Audio feature will allow the operator to modify the audio definitions of shots in a rundown from a set of keywords provided in the NRCS story. When the shots are initially sent (or re-sent) by the NRCS, OverDrive will add or modify the audio channel definitions for each shot depending on the keywords provided in the NRCS MOS data.

The QuickAudio definitions are managed in the TemplateEditor and the capability is enabled from the OverDrive web interface.

Device Swap Permission Setting

A new permission setting has been added to the OverDrive user profile definition to control access to the Device Swap capability.

By default, all users have access to the Device Swap button in the RundownControl interface to view the set of available devices, cameras, audio and QuickTurn settings. With this new option enable, the operator will have the option to change and perform a Device Swap operation.

The definition and modification of user profiles are managed from the OverDrive web interface.

Acuity Support

Added support for 0.5ME and 8 keyers provided by OverDrive.

Hot-Swap and Status Notification Enhancements

Users are no longer required to do a connection swap on secondary clients after performing a Hot-Swap. The OverDrive server will notify the clients that a hot-swap has been performed and each client will automatically perform a connection swap to the newly active server.

After a hot-swap, OverDrive will highlight the last prepared shot in yellow to let the user know where they were in the rundown and facilitate the recovery.

Caprica Functionality

Additional CustomControl Management Commands in DashBoard

When an operator inserts or appends the event to a CustomControl in DashBoard, the system will apply the change and execute the CustomControl immediately. However, there are cases where the operator may want to apply a change but not execute the CustomControl immediately. Therefore, 2 new buttons have been added to the user interface allowing the operator to only insert or append a change without executing the CustomControl.

Device Swap Capability

A new capability has been added to the DashBoard application to swap the ports for connecting to a switcher. The user interface allows the operator to define the primary and alternate network ports for connecting to a switcher, and to perform the swapping between the defined ports.

The ability to define CustomControl to select the configuration and initiate the device swapping is also available, and all configurations are retained by the system following a reboot.

Caprica Server Redundancy

The Caprica Redundancy feature provides greater reliability to customers by supporting the ability to configure and manage a primary and redundant Caprica server.

The capability will automatically manage the configuration settings for both Caprica servers by keeping their data synchronized and automatically seamlessly swapping operations between the servers when required.

OverDrive v15.6 & Caprica v1.4 – January 2016

OverDrive Functionality

Improve management of video server clips, still store files router information

As part of 15.6, the information from video servers, still stores and routers are stored in the database to better optimize access to the information by the OverDrive server and the client applications. The information is automatically updated when the OverDrive server connects with the switcher.

As part of the optimization of the communication between the switcher and the OverDrive server, device groups have been introduced allowing the operator to logically group templated physical devices. Each device group will only request information from the physical device once, and it will share this information with the set of associated template devices.

Enhanced filtering dialog

A new filtering dialog has been added in the NRCS plugin and RundownControl for selecting a video clip, still store entry or router value. The new filtering mechanism has been enhanced to operate for efficiently with large data sets.

SNMP Support

An SNMP agent has been introduced allowing the operator to monitor the status of their existing infrastructure and the status of the OverDrive components from any standard SNMP monitoring tool.

Support for CustomControl Autoruns

Added support for CustomControl (CC) autoruns for ‘On-Air’ and ‘Both’ modes with the Acuity switcher. The ‘On-Air’ mode allows the CustomControl to automatically run when the shot goes on air. The ‘both’ mode will run the CustomControl when the shot is prepared and once again when it goes on air.

NRCS Conformance

Added conformance for ENPS 7.4.3 and iNews 5.3

Caprica Functionality

Support for SpotOn

The SpotOn real-time audio playback supports stereo and surround files, and can allow for up to 320 audio clips loaded for instant playback.

OverDrive v15.5 & Caprica v1.4 – August 2015

OverDrive Functionality

NRCS Plugin Interface Re-design

A number of enhancements have been made to the Newsroom plugin to improve the user experience and system performance. Beginning in the v15.5 release, the plugin will display the shots (or templates) with a fixed number of entries per page (rather than all the entries at the same time). A new set of buttons has been added to the interface allowing the user to navigate to between pages and to set the number of entries per page. The change applies to both the icon and table views. A new sorting criteria has also been added to the icon view allowing the operator to order the icons by shot name, last modified date, creation date, and template number/shot name.

Support for PixelPower Timed CGs

The ability to support timed CGS from a PixelPower device has been added to OverDrive.

Additional support for CustomControl Autoruns

Added support for CustomControl (CC) autoruns for ‘On-Air’ and ‘Both’ modes. The ‘On-Air’ mode allows the CustomControl to automatically run when the shot goes on air. The ‘both’ mode will run the CustomControl when the shot is prepared and once again when it goes on air.

MOS Data Enhancement
The MOS format data for the NRCS has been upgraded to include the transition and device names.

A new configuration parameter has been added to the OverDrive server to direct the loading of the devices and transitions from the NRCS gateway. By default, the system will associate the devices and transitions with the local installation using the pre-defined unique identifier. Depending on the customer environment, the system will also allow for these MOS objects to be linked with the local environment using the transition or device name.

Installation and Management of the OverDrive Gateway

The OverDrive Gateway is installed as part of the OverDrive Server installation, and the Gateway application is automatically started when the user logs into the system. The Gateway application can be minimized to the Windows taskbar. The application cannot be terminated by pressing the 'X' button at the top right of its window – this action will simply minimize it to the taskbar again. Instead, the Gateway is terminated by selecting the 'Exit' command when right-clicking over its icon in the taskbar. It should be noted that the Gateway is now uninstalled along with the OverDrive Server.

Miscellaneous enhancements

- The OverDrive user interface has been updated to the 'Program' bus as the 'Background' bus. As well, the reference for floating MLEs has also been updated from "MLE 1" and "MLE 2" to "First MLE" and "Second MLE". The changes are reflected in both the RundownClient and the NRCS plugin.
- The OverDrive Server Web Backup page has been updated to allow the operator to sort the rows by the backup name or date in ascending or descending order. The row sorting is defined by selecting the column headers.

Caprica Functionality

Switcher Support

Support added for the Ross Video Carbonite Black switcher.

Enhanced macro definition for Sony 8000g switcher

Previously, Caprica allowed for 20 macros to be defined starting at position 200. In the new release, the number of macros has been increased to 32 and the start position is configurable. The default start position is set to 200.

RossTalk in Caprica

Support for RossTalk in Caprica has been extended to support the full set of CustomControl commands.

Router resource management UI

Dashboard interface is available for Caprica to define the inclusion and exclusion set of sources and destinations for routers.

OverDrive v15.4.4 – June 2015

Prepared CustomControls

Expanding beyond Caprica to Vision in support for the prepared autorun CustomControls. This feature requires the vision release v18.1a or greater.

Server

Removed an OverDrive sluggishness condition triggered by restarting the switcher panel while OverDrive is running.

RundownControl

- Audio Channel levels remain intact after performing a device swap.
- Resolved an intermittent issue that would prevent enabling monitor mode for some rundowns

ActiveX NRCS Plugin

- Drag and drop works for shots supporting router devices
- Added a paging scheme and a search capability to the NRCS plugin

OverDrive v15.4.3 – June 2015

Server

Resolved a race condition where RundownControl was provided the program MLE to prepare the next shot. Users observed that RundownControl would skip ahead in the rundown.

RundownControl

Allow RundownControl to continue connecting to the server following a change in the server's IP address.

OverDrive v15.4.2 – May 2015

RundownControl

- Corrected content in the popup window when a user enters monitor mode
- IP address or Host name can be used to establish connectivity to the OverDrive server
- Reference to floating MLE changed from 'First MLE' or 'Second MLE' to '1st MLE' or '2nd MLE'

RapidRestore

- CustomControl information associated with RundownControl Quick Recalls are Correctedly restored.

Template Editor and ActiveX NRCS Plugin

- Replaced the term Program with the term Background on the MLE and BUS Tab

ActiveX NRCS Plugin

- Correctedly display the MLE and Bus order when a user chooses to edit a template or shot.
- Reference to floating MLEs in the plugin are labelled similarly to RundownControl ('1st MLE' and no longer 'MLE 1')
- Added the device name to the MOS abstract information

QuickTurn

- Added a QuickTurn configuration option "OverDrive Templates and NRCS Column" to control the encoding of video

OverDrive v15.4.1 – March 2015

RundownControl

RundownControl will re-prepare the prepare-next and the prepare previous command if a timeout situation occurs with the switcher

OverDrive v15.3.1 – December 2014

RundownControl

Enhancement to the MOS data format exchanged between OverDrive and the NRCS system.

OverDrive v15.3 – October 2014

Gateway

Introducing a checkbox allowing users to disable heartbeat messages sent to the NRCS system. Disabling heartbeat messages should be done if the user observes intermittent disconnects.

RapidRestore

Fixed some issues relating to RapidRestore to ensure that upgrades to Release 15 were backward compatible and the intended behavior of templates/shots is maintained.

RundownControl

Reducing the time it takes to load NRCS Rundowns

OverDrive v15.2.6 – February 2015

Audio Faders

Optimized the functionality to ensure that audio faders are Correctedly portrayed in DirectControl and the SideSlide module

OverDrive v15.2.5 – November 2014

Hot Keys

Hotkey mapping definitions remain intact and continue to function

OverDrive v15.2.4 – August 2014

Audio

Enhanced the audio functionality to ensure that the Corrected fader levels are reported in DirectControl and SideSlide

OverDrive v15.2.2 – August 2014

RundownControl

Preventing a client's RundownControl view from scrolling to the top of the running order when another RundownControl client opens a rundown.

OverDrive v15.2 – July 2014

RundownControl

- Changing PGM MLE message to less intrusive balloon notification
- Increasing the width of the scroll bar in the rundown display window

ActiveX NRCS Plugin

- Expanding the ActiveX plugin to support Dalet.
- Supporting drag and drop functionality with IE8
- Consistently opening up the ActiveX edit window when a NRCS shot is double clicked.

OverDrive v15.1.1 – August 2014

Shot Editor

Enhancing the CustomControl layout in the shot editor. The enhancements allow the user to associate CustomControls with the shot or to quickly revert to the CustomControls associated with the master template.

Crosspoint Names

Crosspoint *names* are now displayed as a part of the shot summary in RundownControl and the ActiveX plugin in addition to the crosspoint numbers.

Hot Swap

Improving the reliability and performance of hot swaps.

Expanded Memory

Supporting all memories available on the switchers.

CustomControl Transitions

Addressing a race condition that prevents the next shot to be prepared because OverDrive was not notified in time that the CC transition completed.

Audio Channel List

OverDrive no longer displays all 240 audio channels names and now limits itself to the audio channels configured on the audio mixer.

NRCS Coding

- Retaining shot information found in ActiveX plugin when the user creates the NRCS shot.
- Properly managing the additional audio channels that are altered while editing a template through the ActiveX plugin.

RundownControl

- Preventing a second RundownControl client from taking control when entering monitor mode. Also ensure the state of the rundown in the controlling RundownControl Client is mirrored in the RundownControl client that is in monitor mode.
- Eliminating the Save User Preference pop up each time a user closes RundownControl and automatically saving the updated preferences.
- Supporting additional scenarios where floating stories in the NRCS client causes the view in RundownControl to change.

OverDrive v14.1.6 – June 2014

RundownControl

Added robustness functionality to prevent RundownControl from locking up

OverDrive v14.1.3 – February 2014

iNEWS

- ActiveX plugin Corrected to enable editing of OverDrive 12 in the iNews rundown.
- Shots dragged into rundown have the Corrected audio channels listed

RunDownControl

RundownControl properly reflects the list of CustomControls defined on the switcher

Template Editor

Support 3 digit wipe number for transitions

OverDrive v14.1.2 – January 2014

DirectControl

Adjustment to get the Corrected list of audio channels in OverDrive after recalling a snapshot on the Studer Vista (check trademark)

OverDrive v14.1.1 – December 2013

NRCS Plugin Usability Improvements

The user interface of the new NRCS plugin has been streamlined to improve usability. Relevant buttons for updating and saving shots appear on the upper toolbar of the NRCS plugin and the user no longer needs to scroll to the bottom to apply changes to an edited shot.

Improved support for Fixed MLE templates

The new plugin now supports templates with one fixed MLE. RundownControl flags shots and quick recalls associated with a fixed MLE template.

Crosspoint Names

Crosspoint names are now displayed as a part of the shot summary in RundownControl in addition to the crosspoint numbers.

Updated RundownControl Table Scroll Position

Supporting additional scenarios where floating stories in the NRCS client causes the view in RundownControl to change.

NRCS Rundown Redundancy

Enhanced OverDrive data distribution mechanisms to ensure that the Rundown is accurately presented on all RundownControl clients in a redundancy configuration before and after performing a hot swap.

OverDrive v14.1 – November 2013

CustomControl

Expanded OverDrive to support CustomControls on banks 13 through 24.

CustomControl Rows

Restored the maximum number of CustomControl rows in RundownControl to 18.

NRCS Plugin Relaxed Constraint on Character Sets

Shot names and other fields within the NRCS Plugin now allow the user to enter characters beyond the ASCII character set. This is still limited to the extended ASCII character set and does not imply full Unicode support.

iNEWS NRCS Plugin

Ensured that the OverDrive plugin retains the IP address of the OverDrive server so that the user does not need to manually re-enter the IP address every time.

QNEWS and Octopus NRCS

Added support for the objSlug field within the ActiveX NRCS plugin which is needed when working with QNEWS and Octopus.

Server Sync Roll clip status notification

Enhanced RundownControl user interface displays to ensure that the Corrected clip status information is present.

Resource Usage Scenario

Modified the evaluation of on-air sources for systems configured to use the program MLE as an effects MLE. This is a common scenario for two MLE systems.

OverDrive v14 to v15.4 – March 2015

Acuity Switcher Support

Support has been added for the Acuity switcher. The OverDrive system supports all the Acuity panels: Acuity 1S, Acuity 2M, Acuity 2X, Acuity 3M, Acuity 3, and Acuity 4.

QuickTurn column enhancement

The QuickTurn capability has been enhanced to ignore leading and trailing spaces from the NRCS column. Therefore a field containing one or more space characters will be considered as blank by the system.

A new mode has been added that combines the 'NRCS Column' and 'Shot Template' modes.

Live Rundowns Moved to the Database

Live rundowns are no longer saved in a file format in a directory. They are now saved in the database which gets automatically backed up when run in a redundant OverDrive server configuration.

3rd Party Switcher Support

Utilizing the Caprica third party device controller OverDrive now provides an automation platform that works with non-ROSS switchers whilst providing all the device control traditionally enjoyed by OverDrive users. The set of supported production switchers includes Ross Video Carbonite and Synergy SD, Grass Valley Kayak, and Sony MVS-8000G. Please contact ROSS for details of currently supported 3rd Party switchers or to discuss the support of your desired switcher.

NRCS Plugin Relaxed Constraint on Character Sets

Shot names and other fields within the NRCS Plugin now allow the user to enter characters beyond the ASCII character set. This is still limited to the extended ASCII character set and does not imply full Unicode support.

Displaying MOS CG Abstract

A new configuration option has been added in Rundown Control (under Tools->Options->Rundown Settings). By default the system will display as much of the abstract as possible beginning from the start of the text. When the option "Compress the MOS CG display String" has been checked, the system will display the start and end portions of the text.

OverDrive v12.0.9 – January 2014

RundownControl

Added control logic to prevent duplicate device entries from being entered into the OverDrive Database. The additional database entries would slow down the launch of RundownControl application.

OverDrive v12.0.8 – November 2013

CG MOS Objects Folders

Resolved an issue where the configured folder in the OverDrive template for MOS objects did not get appended CG graphic name.

Server Robustness

Added control logic to properly manage updates to the database when dealing with large burst of switcher updates

Support for NSML video-id MOS server workflow

For a MOS Server workflow that relies on the clip id field being interpreted without a MOS server object in the roStorySend message, a default OverDrive template may now be realized. This is enabled by a setting in RundownControl Options.

Updated Cued Shot information

Removed the vagueness in the shot cued text in RundownControl.

Server Sync Roll

Added robustness functionality to address:

- timing issues cueing back to back video server clips
- the order of playout channels
- the synchronization of the redundant channel playing

Resource Usage Scenario

Modified the evaluation of on air sources for systems configured to use the program MLE as an effects MLE. This is a common scenario for two MLE systems.

VizRT

In support of the VizRT PepTalk interface to initialize channels, OverDrive playing a rundown sends additional MOS data to the switcher in support of the VizRT Channel initialization interface

CG Timers

Enhanced the ENPS Control-G syntax Character Generator support to handle MOS objects that have no tags and also added an enhancement to handle different timer formats (1:23 and 1'23")

OverDrive v12.0.7 – August 2013

CTV Inscriber Workflow

Provided support for reading and applying renderer and folder mapping metadata from the Inscriber MOS GatewayENPS7.1 support.

ENPS 7.1 Support

OverDrive works with ENPS7.1.2.2044 or better.

Octopus and QNEWS objSlug support

Confirmed that the objSlug field is populated when dropping OverDrive MOS objects into an Octopus or QNEWS NRCS.

OverDrive v12.0.6 – July 2013

RundownControl Latch Key Display

RundownControl accurately reflects the latched state of each program key on startup.

RundownControl NRCS Status

RundownControl gateway status light now reflects the connectivity of the OverDrive MOS gateway to the currently configured NRCS**.**

Audio Mixer Status

Audio fader levels are immediately reflected in DirectControl upon connection to the switcher.

Resizable Index Column

The RundownControl index column can now be resized.

OverDrive v12.0.5 – May 2013

RundownControl Hotkey Assignment

Corrected an issue where re-assigning a hotkey to certain actions would negate the assignment for other actions with the same default key combination.

RundownControl Table Scroll Position

Added logic to maintain the current scroll position within the rundown table as the News Room Control System (NRCS) adds, moves or removes above and below the current viewport position.

MOS Server Workflow for Quantel Video Servers

Added support for the Quantel MOS object to OverDrive MOS messaging system

Audio Channel Name Correctedion for Large Audio Mixers

Removed the limitation of only 128 switcher configured channel names being passed along to OverDrive.

Audio Only Transition

Recent switcher versions (16.1d or greater) introduced a special cut command that allows OverDrive to perform a transition that only affects audio. To enable this option in OverDrive:

1. Stop the OverDrive server service
2. Log onto the OverDrive server machine and open C:\ross\OverDrive\workspace\Server\.metadata\.plugins\overdrive.server\Configuration.ini
3. Add the following line

   audio.cut.enabled=true
4. Start the OverDrive server service
5. If applicable, do the same for your redundant server

DirectControl Hotkey Options

Introduced two configurable key stroke options in DirectControl. The first option prevents key strokes from being passed to RundownControl when DirectControl has focus. The second disables key strokes that affect audio fader movements within DirectControl.

OverDrive v12.0.4 – March 2013

Workaround for ENPS Story Timer Reset

A configurable option was introduced to work around a known issue in certain ENPS versions where the story timer resets when an roItemStat PLAY message is received from OverDrive (even for subsequent items within the story). To enable this workaround:

1. Close RundownControl
2. Open C:\ross\OverDrive\workspace\RundownClient\.metadata\.plugins\overdrive.rundownclient\Configuration.ini
3. Add the following lines:

   primary.gateway.nrcs.notify.play.story.change.only=true

redundant.gateway.nrcs.notify.play.story.change.only=true

4. Start RundownControl

Backup and restore of audio memories

Backup and restore procedures will no longer loose audio memories and stereo pairing information

OverDrive v12.0.3 – March 2013

Production Cues

Removed all restrictions identified in the OverDrive 12.0.2 production cue support.

Story Slug Characters

Removed filtering that prevented special non alpha numeric characters from appearing in the story slug field.

OverDrive v12.0.2 – February 2013

2 MLE Systems

Corrected a race condition where OverDrive could not prepare a transition because it believed that both MLEs were in use on a 2 MLE system.

Video Server Clip Names

When viewing details or editing a shot, long clip names used to push other details from the user's view. Now we limit the presentation of the clip name to the first few and last few characters, preserving the format of all other shot details.

OpenMedia use VIDISPINE MOS objects

Added support for video servers requiring the use of vidispine objects.

Video Server channel cuing

Addressed an issue where the second channel of a video server would always be selected upon starting a rundown.

CG Timing Information

CG Timing information is stopped if a user action is performed to jump to another shot in the rundown. A double click, a prep next, or a prep previous hotkey action will stop the timing information. A switcher GPI event will not affect the CG timing information.

Production Cues

A production cue or presenter instruction will be interpreted and the formatted text will appear in the story text area of RundownControl. Bold, underlined and italic text will also now be displayed, although the format is stripped in our view. Presently we realize the restriction that the text cannot be a combination of the above. That is, you will not see a bold production cue or italic underlined text.

Two Channel Video Servers

Fixed a bug to allow RundownControl to successfully take and prepare two consecutive shots involving a video server with two channels.

MOS Message Parsing

RundownControl can parse the entire content of a roStorySend message even if the CG timing information is poorly formatted.

RundownControl Timer Countdown

Fixed a bug that broke the clip duration timer functionality.

RundownControl Default MOS Server

Fixed a bug so that the default MOS server Master template will populate the rundown even if the server is not on the background bus.

OverDrive v12.0.1 – November 2012

UTF-8 Audio Channel Names

Correctedive content added to support UTF-8 audio channel names arriving from the switcher.

Hot Key Assignments

A limited set of Hot Key assignments are no longer supported which include ALT + F, ALT + T, ALT + H, ALT + Enter, ALT + - (minus). It is strongly recommended that any new hot key assignment is tested in DirectControl to ensure that RundownControl acknowledges the hot key event. Existing hot key assignments are preserved over an upgrade.

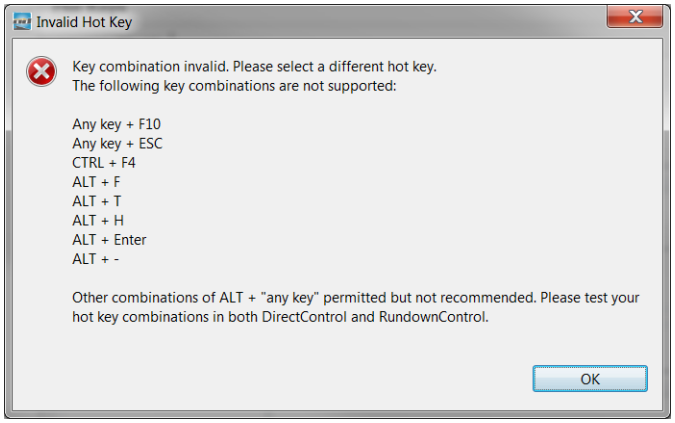

Figure 1 *Invalid Hot Key Dialog Box*

Crosspoint template

If a “Select Crosspoint” template had missing information while in the Rundown table, the user would be prompted to supply the XPT when the shot is prepared. Previously, this supplied XPT information would not be realized in the resulting prepare and take.

Autorun CustomControl deletions

NRCS deletions of autorun CustomControls are properly reflected in RundownControl.

OverDrive v12 to v14 – November 2013

Redesigned ActiveX Plugin

In OverDrive 14, the newsroom ActiveX plugin has been fully redesigned. With a pleasing look and feel and a user friendly split and collapsible layout, the new plugin integrates well into the newsroom environment. Users can now easily manage templates and shots by organizing them into folders (please see below for more on shots). The complete redesign of the “shot editor” inside the plugin allows for an easier access to modify and update CustomControls, audio channels, and other shot attributes. When working with the server clip list, the plugin allows the user can filter the list based on a given criteria.

Introduction of Shots

OverDrive 14 now allows for persisting shots directly in the database. In the newsroom ActiveX plugin, users can build shots from templates and cache them in the database for re-use. For an easier identification the shots can be customized with different shot icons. Clip information can also be pre-filled in shots allowing for a quicker workflow. This eliminates the additional step of first dragging a template into the newsroom rundown and then editing the template to fill in the clip data. Once a customized shot is cached in the database, it can be added to any number of stories by a simple drag and drop. If the user so desires, the dragged in shot in the story can be further edited and customized.

Shots created in the newsroom plugin can also be assigned as QuickRecalls in RundownControl. This allows for a customized consistent workflow. Once assigned as a QuickRecall, if the user so desires, it can be further customized independently of the parent template.

Please refer to the documentation for details on Template -> Shot relationship and which attributes are propagated from a parent template to a shot and which ones are not.

Newsroom Column Based QuickTurn Segments

With OverDrive 14, users can enter QuickTurn segment names directly in the newsroom environment. Please refer to the documentation for details on how to setup the columns in the newsroom. As in the past template based segmenting is also supported in OverDrive 14.

QuickTurn Encoding Status in GlobalView

Similar to clips’ cue status, QuickTurn encoding status is now reflected in RundownControl GlobalView. One needs to enable the QuickTurn column in RundownControl to view the encoding status. Another QuickTurn enhancement that is new in OverDrive 14 is the ability to enable/disable encoding on the fly from the RundownControl toolbar. For example, one may choose to keep QuickTurn disabled during rehearsals.

Live QuickRecall Updates for Monitoring Clients

Assigning and editing of QuickRecalls are now immediately reflected on the monitor clients. In the past, this required a restart of the monitoring RundownControl application.

Number of Master Templates Increased to Four Digits

Number of master templates available in the TemplateEditor has now been increased to 9900. In the past the maximum number of templates allowed was 900. The increased number of templates also comes with an intelligent auto increment counter. The increment counter tries to find the first available number when a template is created. Users can either choose to accept the suggested template number or choose a new one. Subsequent new templates will automatically pick the next available number from the last saved one. If the TemplateEditor is re-launched, the increment counter will go back and will find the first available number from start.

TemplateEditor – Last Selected tab is Now Remembered

For ease of use, the last edited tab is now remembered when saving a template so that it opens up to the same tab the next time a template is edited.

Live Rundowns Moved to the Database

Live rundowns are no longer saved in a file format in a directory. They are now saved in the database which gets automatically backed up when running in a redundant OverDrive server configuration.

File Association for RapidRestore Backup Files

A minor enhancement was added in OverDrive 14 where by users can launch the RapidRestore application directly by simply double clicking the .odv5 backup file.

OverDrive Frame Rate Matches the Video Input Frame Rate

The video frame rate configured on the switcher is now reflected in OverDrive – in particular in calculating Auto-run CustomControl offsets.

Fast and Snappy Redesigned Database

The OverDrive database has been refactored in version 14. It now supports an increased number of templates and its performance has been increased.

Separate Color Coding for MOS-Server Shots

A separate color coding is now applied in RundownControl for MOS-Server shots so that they can be easily differentiated from MOS-CG shots.

OverDrive v11.0.2 – July 2012

Adjustable rows in RundownControl

Introduced a field that sets the display size for a row in RundownControl. The new field in the C:\ross\OverDrive\workspace\RundownClient\.metadata\.plugins\overdrive.rundownclient\configuration.ini file is rundown.normal.row.height=n, where n is the row height size specified. The default row size would set n to 60.

Gray out MOS ID field for ControlAir

Ensure that the MOS ID field remains grayed out in the TemplateEditor Device dialogue for the ControlAir MOS Video Server.

OverDrive v11 to v12 – November 2012

Dual Switcher Redundancy

This feature introduces support for the control and 'hot-swap' of 2 physical Switchers. This is used in combination with the OverDrive 'dual server' redundancy feature and allows the user to eliminate the Switcher as a single point of failure. Should the 'primary' Switcher fail (or some element of the switcher and its connected equipment should fail) then OverDrive can cleanly swap to the 'secondary' Switcher which it will have kept aligned with the original primary Switcher.

Each Switcher must be configured identically, and have access to an equivalent set of peripheral devices and media, to ensure continued Corrected operation of the rundown.

The user can choose to fully duplicate or fully share the peripheral equipment, but in the case of 'fully shared' devices the user is responsible for 'switching' this equipment from one Switcher to the other using some form of A/B Switch. Similarly, it is also the users' responsibility to arrange for the downstream broadcast devices to select the output/s from the appropriate Switcher when such a switchover is performed.

Audio Fader Module Support

Support for the new Ross Vision 'Audio Fader' module - introduced with release 15.0a of the Vision Switcher.

When using the OverDrive DirectControl application in audio mode, the touch screen audio faders will now control or follow the physical audio faders of the Audio Fader Module. This provides for a convenient and enhanced user experience for OverDrive operators needing to make quick changes to audio levels.

CustomControl Commands

This new feature allows the specification of a CustomControl 'command' on the Switcher which can be sent to OverDrive to be interpreted and actioned in RundownControl. There are two types of commands that can be specified 'predefined' and 'assignable'. There are 8 'predefined' commands (such as 'Prepare Next') that can be selected on the Switcher, along with many 'numbered' assignable commands - i.e. 107. The assignable 'numbered' commands need to be mapped on OverDrive to define how they will be interpreted.

These commands can be attached to Switcher 'CustomControls' (CC) so that when that CC is executed, the command in question will be sent as a message to OverDrive RundownControl. This functionality can now be used in place of GPI's, thereby saving on valuable and limited GPI's whilst also providing a clearer view of what action is being carried out.

½ MLE Support

Half MLE support on the ROSS Switcher enables users to have an additional PGM MLE and Mix DSKs. These additional resources were previously not available to OverDrive but are now introduced to OverDrive V12.0.0.

All mix and multi DSKs are shown to the user as external DSKs in the 'Program Keyers area' of RundownControl and in the 'DSK area' of DirectControl.

Floating DVE Support

Prior to OverDrive V12.0.0 the Switcher would automatically change the DVE floating mode to 'fixed' as soon as OverDrive was connected. This restricts some power users from doing complex Squeeze and Tease effects and DVE transitions using additional DVE channels from the adjacent MLE.

Now, in OverDrive V12.0.0, the DVE floating mode can remain enabled when working with OverDrive. Although this feature unlocks the potential to do many more spectacular effects on an OverDrive system the user needs to be aware and calculate the appropriate allocation of DVE resources when building a show from OverDrive. Failure to do so might result in OverDrive being unable to prepare the next shot due to a lack of resources.

OverDrive v10.0.7 – October 2012

RundownControl on air shots

Correctedive content introduced to ensure the on air and prepared status is Correctedly represented when an item is added or removed from a story above the on-air shot.

OverDrive v10.0.6 – September 2012

Crosspoint and clip information persistence

Crosspoint and clip information is retained when a shot is added as a quick recall or an incomplete shot is added to a Live rundown. The clip information is retained when RundownControl transitions off the template.

Eliminate Popup error for empty Live rundown

Removed a popup error when inserting the first shot for a new Live rundown.

OverDrive v10.0.5 – June 2012

Support for large MOS messages

This fix addresses the timeout events that previously existed between the OverDrive MOS Gateway and the NRCS. It was only realized when very large MOS messages were being received, usually a roCreate or roList for a very large rundown.

ActiveX plug-in keyword search

Plug-in script improvements to ensure keyword search works consistently.

Cue in advance

Corrected a race condition which could lead to a clip being aired from further down in the rundown.

OverDrive v10.0.4 – May 2012

Disabled Camera State

Added additional camera state checks in RundownControl to ensure that a disabled camera does not recall shot information when it transitions to on air.

Clip duration audit Correctedion

Added robustness content to make the clip duration request overflow work to its maximum of 200 items.

Take and Prep Next

Eliminate a race condition in RundownControl associated with GPI triggered events. RundownControl will now queue incoming GPI events and ensure processing.

iNEWS move multiple Correctedion

Correctedion in the handling of the MOS roStoryMoveMultiple message generated when iNEWS users drag and drop a set of stories within the NRCS client. This fix keeps the RundownControl table aligned with the running order in iNEWS.

Eliminate unexpected CustomControl popup

Inserted a fix to ensure that the CustomControl popup warning does not appear in RundownControl when it is running in Monitor Mode, unless that instance of RundownControl performed a CustomControl Hot Key stroke. The monitoring RundownControl had been reacting to hot keys coming in when DirectControl had focus.

Logging hot key in RundownControl

Introduced a troubleshooting enhancement where RundownControl hot key strokes are now logged. The additional information will help in the analysis of future field issues.

OverDrive v10 to v11 – January 2012

UTF-8

With this feature OverDrive now supports UTF-8 Unicode character sets in conjunction with Switcher and Device protocols. It is now possible to accept, process, and display UTF-8 characters on the OverDrive user interface. Data may be entered directly on the OverDrive GUI or received from the NCS via MOS. More specifically, OverDrive has now been tested and qualified to support Traditional Chinese character sets along with the ENPS NCS.

Server Sync Roll

This feature applies to Video Servers (both MOS and non-MOS) and provides the ability to define pairs of 'redundant' Video Server channels which can then be loaded and synchronously rolled these channels automatically. In the event of Video Server failure, or some problem loading a clip to a particular channel, this provides the ability to quickly switch between the primary and redundant channel.

Deko CG-Timing

OverDrive release 11 now extends the CG-Timing feature to support DEKO MOS CG servers. During creation of a rundown in an NRCS, such as ENPS or iNEWS, a DEKO MOS CG element can be placed in the rundown and the DEKO plugin can now be used to specify the 'time in' and 'time out' or 'duration' for the CG element. This timing info will be passed via the MOS XML protocol and will be displayed and used by OverDrive RundownControl.

OverDrive v9.3 to v10 – September 2011

PostgreSQL Database

Architectural enhancements have allowed OverDrive to replace its internal database with PostgreSQL “the worlds most advanced open source database”. This new database increases reliability, speed and adds capabilities never before possible.

User Profiles

Building on the flexibility of GlobalView: create multiple profiles that include screen layouts, button assignments and hotkeys for every user, show or use of the system. Log in with your profile to experience a system tailored to you.

QuickTurn New Media Workflow

Take your productions to the web with QuickTurn – a new technology that allows you to manage and create alternately formatted content as the rundown plays. QuickTurn provides interfaces to supported web encoders to record show segments in real-time, using tags specified within the newsroom or Live rundown. Support for Stream The World and DigitalRapids media encoders is included.

CustomControl Transition Type

Tighten up the timing of animated transitions using the new CustomControl transition type. Create a CustomControl that loads and runs the effect, include a transition on the switcher then attach it to one of the transition buttons within RundownControl.

GlobalView Server Clip Status Enhancements

Many UI enhancements have been included to ensure the visibility of clip status, duration, warnings and errors do not get lost as the rundown is advanced. Status continues to be shown when a shot is prepared or on-air.

Auto Advance CG for Chyron

This new feature extends the capabilities of auto advance integration to the Chyron CG family. Use the Lyric plug-in to attach timing information to graphics and have OverDrive advance automatically.

New interfaces

The following new interfaces have been integrated into OverDrive version 10.0.0:

- Autocue QNews Newsroom
- Chyron XClyps Server MOS
- Nexio Server MOS

OverDrive v8.1.1 to v9.3

Windows 7 and Server 2008 Support

Use Windows 7 or Windows Server 2008 to OverDrive your facility! All versions of these operating systems are now fully supported, and can be used to host OverDrive clients or newsroom systems running the OverDrive ActiveX plugin (please refer to your newsroom system vendor for a list of supported OS version for the newsroom client itself).

GlobalView GUI

The new GlobalView GUI leverages the extra display area of widescreen monitors by offering the user customizable views suited to their operational and production requirements. Each RundownControl module can be resized or moved – even to a second display – creating a work environment with the perfect mix of rundown-based and 'on-the-fly' tools.

GlobalView allows the operator to add columns displaying specific device channels to the rundown. This feature provides a 'global view' of all devices under control showing media and position data as well as status.

NKeyers

The NKeyer feature offers the user control of all 4 keyers per switcher MLE, in addition to keyers associated with the MultiKeyer option. Keyer Link/Latch operation is available for each keyer allowing the operator to bring any key on with the shot transition.

Timer Enhancements

Additional timer capabilities have been added to allow automatic execution of CustomControls when timers reach specified values. Use these timers to trigger external events, roll music, or use your imagination to come up with other purposes. There are 6 timers and each timer can have up to 6 events added.

NRCS CG Timing

OverDrive v9 supports CG timing information from the ENPS ctrl 'G' tool. This feature allows automated CG playback from timing coded into the NRCS. iNEWS and NRCS ActiveX support are planned to follow in later releases.

Channelized CG Commands

This new feature extends the capabilities of OverDrive CG MOS integration by exposing control of required template animation and channel management settings for supported graphic systems.

New DirectControl CutBus

The Switcher CutBus in DirectControl has been fully redesigned to provide additional and quicker access to switcher crosspoints and all 4 MLE keyers plus DSK. Color coding has been added to aid the APC operator in quickly determining the status of all switcher busses.

Inscriber Compound Template Support

All restrictions removed – support for any number, length and language of tags has been added. New capabilities have been added to the Inscriber character generator interface that allows the use of compound and relocatable templates.

Icon Theme Packs

Introducing Icon Theme Packs to OverDrive, install custom themed picons for your installation today! Contact your sales coordinator for details.

Auto Advance CG

Usable with XPression and Inscriber CG device families, Time In and Time Out values entered from the respective CG plugin can now be tied to autorun CustomControls. This new capability allows production to set times for graphics to take, advance, and take out graphic objects automatically!

New interfaces

The following new interfaces have been integrated into OverDrive version 9.2.0:

- Dalet Newsroom
- XPression, Miranda, ORAD and Pixel Power CG MOS
- Quantel MOS
- Dalet NRCS
- Vinten PTZ control
- Inscriber CG MOS enhancements

OverDrive v8.0 to v8.1.1

Ross XPression MOS

Take control of your XPression CG using the new MOS Interface with OverDrive. Add XPression MOS elements to any newsroom playlist and have them interpreted automatically into rundown items for playback using RundownControl.

Miranda Vertigo MOS

Take control of your Miranda Vertigo CG using the new MOS Interface with OverDrive. Add Vertigo MOS elements to any newsroom playlist and have them interpreted automatically into rundown items for playback using RundownControl.

ORAD Maestro MOS

Take control of your ORAD Maestro CG using the new MOS Interface with OverDrive. Add Maestro MOS elements to any newsroom playlist and have them interpreted automatically into rundown items for playback using RundownControl.

CG Display Enhancements

Get the real picture with detailed graphic information (as provided by your MOS CG vendor) now displayed for each graphic added to a rundown.

Timer Enhancements

A better way of updating clip time information and relating them to on-screen timers has been provided.

Dalet Newsroom

Another newsroom has been added – enjoy the full capability of our MOS interface within the Dalet newsroom environment. A full ActiveX control is provided to add elements to playlists, and a full MOS connection is supported to allow for updates and changes being made in real-time.

OverDrive v7.0 to v8.0.3

Backup Redesign

Corrected problems with the backup system to make it more user-friendly, and switch faster. Changes will allow Corrected use of backup modes, and not require manual copying of data between primary and backup. Support for both client-on-server and true client/server deployments included!

Code Cleanup and Best Practices

We've cleaned up our code based on findings from new development tools (Coverity, jConsole, etc.) and customer investigations, as well as implemented a process called "Best Practices" that ensures future code is written in the best possible form.

Tool Cleanup

Internal versions of tools that are used by the OverDrive system have been evaluated and upgraded where appropriate – we are now based on Java 1.6!

SideCar Logging Enhancements

Logs have been improved within the sidecar client application, making troubleshooting easier and faster.

Cue In Advance Cleanup

A number of efficiency changes have been made to the "Cue in Advance" feature as part of the version 8 developments, making it perform more reliably and quicker.

Multiple Rundown Backend

The MOS Gateway is smarter, and now tracks multiple rundowns at the same time sent from the newsroom. This Correcteds a number of messaging issues when multiple rundowns are made active at the same time, and allows faster rundown loading.

MOS Message Threads

A number of adjustments have been made to MOS message processing to remove a condition that would allow some messages to be processed out of order. The system now processes one message at a time.

OverDrive v6.1 to v7.0

Newsroom Computer System Functionality

ActiveX Graphics

Nu-look graphics and color schemes have been added to make the visual experience more appealing!

ControlAir

Eliminate cut & paste errors by having OverDrive automatically fill templates with clip information added to iNEWS rundowns using AVIDs ControlAir automation-assist program.

Chyron MOS

Add Chyron graphic elements into the rundown using Chyron's LUCY plug-in, and control play out using RundownControl.

Bug Fixes

Corrected a bug that may have caused duplicate rundown items when using the iNEWS NRCS.

Changed MOS message handling to eliminate one method of having rundown items appear out of order when using the ENPS NRCS.

Corrected a number of inconsistencies with CG clip data in RundownControl and ActiveX.

OverDrive Server Functionality

Bug Fixes

Updated backup mode options to make it more clear what action the option would perform when selected.

Added a progress bar to show progress towards entering backup mode.

Corrected an issue that may have resulted in errors when re-launching the Overdrive server.

RundownControl Functionality

Crosspoint Bus Select

Eliminate hundreds of templates by selecting crosspoints directly within your templates using the new crosspoint device! The crosspoint device can be added to any bus, and button selection performed either in the RundownControl, or within in the plug-in.

Still Store Device

Take control of your switcher's internal MLE and Global stores, and add effects to your templates using the new Still Store device. The device manages still and animation loading as well as resource selection.

Template Filtering

Bring organization back into your newsroom by creating filters for your templates. Keywords can be added to any template, and filters added to easily display only the set of templates desired at any given time.

Prepared Shot CustomControls

CustomControls that have been added to a shot are now visible when that shot is prepared. Relative CustomControls that are run from the prepared shot now run against the switcher's Preset bus, instead of the Program bus.

Column Shading

Added shading the first rundown column to more clearly display elements that belonged to the same shot.

Bug Fixes

Changed the handling of devices and device crosspoints to increase stability and keep assigned crosspoints from becoming unassigned.

Sped up TemplateEditor launch.

Sidecar Functionality

Sidecar Menu

A brand new menu system has been added to the sidecar, set display options, change button functions, and peruse diagnostic results all on the sidecar unit itself.

Bug Fixes

Modified the touch controls on the audio faders to make controls more responsive.

Changed message handling to simplify startup and connection procedures.

Corrected data handling for button assignments that were resulting in buttons becoming grayed out when the button was valid.

DirectControl Functionality

Bug Fixes

Changed mouse and keyboard event handlers to be more consistent, buttons should now perform their actions in the same way across the application.

OverDrive v5.01 to v6.1

Newsroom Computer System Functionality

ActiveX

A new drop-down window has been added to allow the user to quick select templates.

OverDrive Server Functionality

Licensing

The OverDrive server now requires licenses to be installed to allow RundownControl and DirectControl clients to connect. Keys have been made independent of the local time on the OverDrive PC. Please contact technical support to get your new license keys!

New Server Hardware

A rack-mount server option is now available, and is equipped to allow multiple RundownControl and DirectControl clients to connect from other workstations, or run them locally.

Backup Mode

Updates have been made to the operation of backup mode, and better indications have been added to allow the user to better monitor the status of getting into and out of backup mode. Backup files have also been split to allow each PC to retain its own settings while still backing up global preferences. Clients can now easily choose which server to connect to.

RundownControl Functionality

Sticky QuickRecall

QuickRecalls now stick to the rundown where they have been added and can now be saved as part of that rundown, or deleted when the rundown is closed.

Prepared Shot CustomControls

CustomControls that have been added to a shot are now visible when that shot is prepared. Please note that the CustomControls are the same and relative CustomControls continue to operate on the Program bus when run from the Prepared Shot CustomControl buttons.

Link/Latch DSK

Attach a DSK to any transition! Link any DSK to background transitions.

Rundown Timers

New timer options have been added, and the number of timers has been expanded to 6.

Single-line Character Generator Display

Options have been added to display MOS CG elements as a single-line, allowing more elements within the rundown to be displayed. This option is independent of the single-line display option for OverDrive elements.

Device Based Audio

Hear your servers roar by attaching the audio for them directly to your switcher templates – no more guessing which device channel OverDrive is going to choose!

Audio Fade Rates

Change the audio fade rate that the system uses on a template-by-template basis, or lock it to the video transition rate to enhance your audio presentation!

System Monitor Status Bar

The System Monitor display area has been removed, and a single-line status bar has been added to capture information previously displayed in the system monitor area (and so much more).

Device Disable

Disable control of any camera, audio or server device to allow manual operation at any time.

Router Mnemonics

Select router sources via their mnemonic name instead of number, support for routers that send this information is here

MOS Server Support – NewsQ, BitCentral and Gallery/Sienna

Support for MOS objects added via the NewsQ or Gallery/Sienna plug-ins has been added, along with support for BitCentral objects. OverDrive now extracts clip information from these objects and matches these clips with OverDrive elements that include MOS Server devices.

Clip Cue Status

Status is displayed for server clips after a cue is attempted – the reason for a cue failure is displayed if possible, or a timeout if no status is received.

Expanded MOS CG Support

The MOS CG interface has been expanded to include items added via the Deko, Inscriber and Chyron MOS plug-ins. It is also now embed CG items added to ENPS via the CG tool (Ctrl-G) within the Overdrive rundown.

RapidRestore Functionality

This tool has been completely redesigned, and now operates in a Wizard-like fashion with multiple backup and restore options. It is now possible to create backups from within the OverDrive server itself, without shutting the program down.

DirectControl Functionality

A/B Toggle for Wheatstone

Change the displayed buttons on the audio control screen to toggle between the A and B levels on Wheatstone audio faders.

Audio Fade Rates

Change the audio fade rate that the system uses, or set it to the video transition rate.

OverDrive v4.01 to v5.01

OverDrive MOS Gateway Functionality

The MOS Gateway functionality has been expanded. All newsrooms now communicate through the MOS Gateway, which sends both News and Live rundown information to multiple instances of RundownControl.

Newsroom Computer System Functionality

Newstar System

Create, edit and playback rundowns using the Newstar System. Custom widget allows publication of template information to the MOS Gateway, and updates via file export. Columns containing template number and clip information can be added to any lineup.

ActiveX

A new drop-down window has been added to allow the user to quick select templates.

OverDrive Server Functionality

Backup Mode

Updates have been made to the Backup Mode setup screen to make things more understandable.

RundownControl Functionality

Save As

It is now possible to save your newsroom rundowns as light rundowns. Store MOS rundowns as OverDrive rundowns for easier access in the future. News text and other MOS information are not saved when converting MOS rundowns. Use Save As to save rundown fragments for later editing or to append newsroom rundowns.

Cue Shots in Advance

Regain visibility of your servers using the Cue Shots in Advance feature! Overdrive now allows devices to be prepared as soon as possible, and on as many channels as possible. Multiple channels of server can now be prepared and ready to go simultaneously. This feature is optional; the functionality can be disabled if desired.

MOS CG Integration

Embed graphic elements in the rundown, generated using native MOS tools from VizRT or Deko, and perform playback seamlessly with Overdrive elements.

Options Menu Redesign

The options dialog has been redesigned to allow easier access to settings, and the tabbed view takes less screen space to display.

RapidRestore

The tool has been updated to restore settings and rundowns from versions 2.01, 3.01, 3.02, and 4.01 in addition to backup/restore of version 5.00 files and database.

DirectControl Functionality

Enhanced Audio Interface

Modifications to the audio interface have been made to make many commonly used controls more accessible and a status bar has been added to provide more feedback.

Audio Mute

The ability to mute and un-mute audio channels has been added to all supported audio mixers.

OverDrive v3.02 to v4.01

Functionality

MD and MD-X Support

Support has been added for Synergy MD and MD-X switchers. The following switchers may be controlled using the OverDrive system: Synergy 2 MD, Synergy 2 MD-X, Synergy 3 MD-X, Synergy4 MD-X. All control features are available whether connecting to a multi definition or standard definition switcher.

Newsroom Computer System Functionality

Autocue Q-News System

Create, edit and playback rundowns using the Autocue Q-News System. Custom plug-in allows addition of template information to queue elements, and publish via the Q-Series MOS Export Server and OverDrive MOS Gateway.

OverDrive Server Functionality

Backup Mode

A new mode to automatically back up system data has been added. Backup mode provides a link between a primary and redundant system and allows template, shot and rundown information to be continuously backed up between the two systems.

✶ The backup and primary systems must be on the same network for backup functions to operate.

Network Configuration

Tools have been added to the server to configure your network connection, used when connecting to a Synergy MD or MD-X switcher. Tabs have been added to allow setting of IP properties of the switcher, and to set serial or Ethernet control.

RundownControl Functionality

Save As

It is now possible to save your newsroom rundowns as light rundowns. Store MOS rundowns as OverDrive rundowns for easier access in the future. News text and other MOS information are not saved when converting MOS rundowns.

More Quick Recalls and Customs

The number of available Quick Recall and assignable CustomControl buttons have been increased.

More CustomControls for On-Air Shot Events

The number of available Shot Event buttons has been increased from 4 to 6.

System Monitor Window

A new window has been added to contain system information; this replaces the pop-up messages and provides a central spot for collecting important messages.

RapidRestore Functionality

The tool has been updated to restore settings and rundowns from versions 2.01, 3.01 and 3.02, in addition to backup/restore of version 4.01 files and database.

DirectControl Functionality

Keystroke Handling Improvement

Keyboard enhancements have been added to allow keystrokes to be passed through to the RundownControl.

OverDrive v2.01 to v3.01

Newsroom Computer System Functionality

Audio/Transition/CustomControls in Shot

Used for reducing the number of templates in the system! Add audio information, transition information and CustomControl information to each shot as it is created. Controls in the newsroom plug-in have been modified to allow editing shot data to customize each shot from the template.

Clip Editing Enhancements

Clip editing has been modified to allow information for video servers, routers, robotic cameras, CGs, audio servers and Aux busses to be entered. Devices have been sorted onto two screens to organize layouts.

RundownControl Functionality

Audio/Transition/CustomControls in Shot

Used for reducing the number of templates in the system! Specify the audio channels and levels to be used in each shot, along with which CustomControls (along with auto-run settings) and transitions to use. Every shot is loosely based on a template, and can be edited independently for each QuickRecall button, or placed in a rundown.

New Devices

New types of devices have been added. These devices are connected to the Synergy for control but not attached to a video input. Details for each device type and clip format can be found below.

Audio Server

Server clips for Digicarts has been added. Clips are specified using drive, folder and cut numbers. It is possible to add only the drive and folder as a default for future cut selection.

Router, no Xpt

Entering the level, source and destination specifies router clips. Multiple routers can be added to each shot to allow multiple changes.

Aux Bus

Specify the bus number and the input to be assigned to any Aux bus. Multiple aux busses can be added to each shot to allow multiple changes.

Story Text

View story text published from the newsroom system. A new view has been added to display the story text published with every rundown from the newsroom. The view will automatically follow the script as the rundown is taken.

TemplateEditor Functionality

Fixed-MLE Templates

Enhancements have been made to allow templates to be created against a specific MLE. These fixed-MLE templates allow direct control over physical MLEs to expand production control beyond the newsroom. Configure the switcher to specify Fixed-MLE and Floating-MLE resources. Mix both fixed and floating templates within a rundown to create different effects.

RapidRestore Functionality

The tool has been updated to restore files from version 2.01, in addition to backup/restore of version 3.01 files and database.

DirectControl Functionality

Audio GUI changes

Several enhancements have been made to the look and feel of the audio portion of the application, allowing it to be used both through the touch screen interface and the mouse. QuickRecall buttons have been added that can be assigned individual channels or audio scenes to change controlled channels at the touch of a button. CustomControls are available from the audio screen to enhance control over audio sources. Multiple channels can be selected and controlled using the mouse wheel.

Video Server GUI

Version 3 now features a video server control GUI. This GUI allows direct control of any video server connected to the switcher. Clip cue, play, pause, frame forward and back, fast forward and rewind are controlled by the GUI. The loaded clip and current timecode is displayed. Any clip can be assigned to a Quick Recall button and given an icon to represent it for one touch playback.

OverDrive v1.03 to v2.0

Newsroom Computer System Functionality

I-News Interface

The MOS interface to I-NEWS allows rundowns created in the NCS to be used in OverDrive. The interface allows for real-time changes in the NCS rundown to appear. Included with the interface is an Active X plug-in for each NCS desktop. The I-NEWS MOS gateway option from AVID is required for this interface.

Playout Status for ENPS and I-NEWS

Playout status feedback can now be sent via the MOS interface from RundownControl to the I-NEWS and ENPS NCS. On-air and prepared shots status is now visible to all newsroom clients.

Multiple Shots per Story

Used for reducing the number of lines in a rundown! It is possible to add more than one template to each story/segment within I-NEWS or ENPS. Templates will be displayed in the proper order in RundownControl.

- Any existing Active X controls need to be re-installed before using this feature.

RundownControl Functionality

Use Program MLE as Effects MLE Mode

This mode allows the use of the Program MLE to prepare shots. When in this mode, the Program MLE's PST bug, DSK1 and DSK2 will be used to prepare shots. The mode can be selected from the Tools, Options dialog.

Synergy 2 Support

When connected to a Synergy 2, the Use Program MLE as Effects MLE mode is always active.

Pop Up Error Messages

When an error occurs that results in a pop up warning being displayed on Synergy, the pop up message will also appear in the RundownControl.

Enhanced CustomControl Support

CustomControls created in Synergy are now automatically updated and available for use in the TemplateEditor and RundownControl. CustomControls are identified by name making it easier for the user to manage this powerful tool. All existing CustomControl templates will be replaced.

Mini-Timelines

Allows CustomControls to auto-run when a shot is taken to air. A user defined delay allows CustomControl execution to be staggered to create powerful effects.

Synergy GPI Control

The ability to trigger events within RundownControl from GPIs has been added. Each GPI can be configured to start, stop or transition through a rundown. GPIs must be enabled on the Synergy switcher for this feature to function.

Icon Capture

Using the capture tool, it is possible to capture an image from the on-air shot and use it as a picture icon in the Switcher templates and on Quick Recall buttons. All images captured are placed in a sub-folder that can be selected from the image chooser dialog.

New Icons

There have been a number of new icons added to the icon library.

Fade To Black

It is now possible to configure any of the transition buttons to perform a fade or cut to black. Right click on the transition button to open the configuration screen and select the Fate To Black transition type. The fade rate can be configured in the same spot. Selecting a fade rate of 0 will result in a Cut type transition instead of a Dissolve.

Device Clip Entry

Specific clip formats have been added to support each type of controlled device. Details for each device type and clip format can be found below.

Router Clip Entry

Router clips can be entered using Level and Input values. Router switching will occur when a shot using the router is prepared.

CG Clip Entry

CG clips are entered using a folder/file/tag format. CGs clips will load the appropriate labels from the CG once a valid folder and file are entered. It is possible to enter a blank, or re-use the existing text in the tag already on the CG.

VTR Clip Entry

VTR clips are now entered using timecode for in-time, out-time and duration. Any two of the three entries are required while the third is calculated. VTRs will shuttle to the Corrected in-time when a shot using them is prepared. VTRs will automatically stop playing after the duration has passed.

Server Clip Names

Server clip names are now available when entering clip information for shots using video servers. A list of clips on each video server appears in a drop-down in the Edit Shot dialog. New clips added to the server are immediately available.

It is also possible to manually refresh the clip list using the “Reload Devices” button. When this button is pressed, the system will reload all clip information for all devices used in the selected shot. A progress dialog will appear while the clip list is being refreshed.

Single Channel Devices

Back to back shots using devices are now available. Selecting the “Back To Back” option when creating the device in the TemplateEditor allows this mode of operation. These devices will have clips cued when the shots using them are taken to air, rather than when they are prepared.

Multiple Transition Handling

The system will now ignore “Take” and “Take and Prepare” commands while a transition is in progress. It will also queue DSK auto trans commands when they cannot currently be performed. This prevents accidentally advancing the rundown.

TemplateEditor Functionality

Audio/Video Only Templates

Enhancements have been made to allow templates to be created containing video elements, audio elements, or both.

Audio Follow Video (both)

Templates with both audio and video components will result in audio and video changes when prepared. Audio channels which are not associated with the video inputs involved in the shot can be explicitly added.

Audio Only

Templates with audio only components will result in no video change when the shot is prepared or taken. Audio channels must be added explicitly.

Video Only

Templates with video only components will result in no audio change when the shot is prepared or taken. Audio channels may be explicitly added, in which case these channels only will be modified to the specified levels.

Back To Back

It is possible to assign any device to be usable back to back. This means that Overdrive will select the first on-air crosspoint for the device when preparing it. No warnings will be displayed when a back to back devices are on-air and used in the next shot.

RapidRestore Functionality

RapidRestore is a new tool for quickly backing up and restoring templates, client configuration, and rundowns. The user can select the target directory and files to backup/restore.

DirectControl Functionality

Audio UI changes

Several enhancements have been made to the look and feel of the audio portion of the application, allowing it to be used using the touch screen interface.

Robotic Camera GUI

Version 2 now features a robotic camera GUI. This GUI allows direct control of any camera connection to the switcher. Pan/tilt, zoom, elevator, focus and iris control are adjustable directly from the GUI. Camera presets can be saved and recalled for each camera. Each camera preset can be assigned to a Quick Recall button and given an icon to represent it.

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