

Lightning Control System

LCS version 6.2.0
Build 2019-06-25 T13.37

Release Notes

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Version 6.2 Feature Enhancements

Release Date: June 25, 2019

Hot on the heels of the v6.1 release is Lightning v6.2, which adds official support for the Carbonite Ultra.

Carbonite Ultra Support

The Ross Lightning Control System requires a Ross switcher, either a Carbonite or a Graphite. This version allows the Carbonite Ultra to be controlled via Lightning. In the Config/Devices tab the commissioner would select Carbonite from the drop down list. Lightning will read the model number and work with this switcher as it does with previous Carbonite models.

There are a few items to note about using Lightning and Carbonite Ultra. While Lightning takes care of the control it is good to understand the differences.

- The Ultra uses ME1 as the program ME (as opposed to the other Carbonite models which use the highest ME as the program ME)
- Output 3 on the Ultra is the VP multiviewer output that is used for Lightning
- MiniME2 is set to MEPPst

As well, since the program ME must be set to a certain value (either highest for previous switchers or lowest for Ultra) the drop down for the number of MEs available has been replaced with a read only text field.

Version 6.1 Feature Enhancements

Release Date: June 21, 2019

This section describes new and improved functionality included in this release. This release also provides additional stability on the existing version 6 release.

RAVE Audio Control

Additional functionality for customers using the RAVE Audio Breakout Module (ABM) with a Graphite has been improved.

When RAVE is chosen as the Microphone type in the Configuration menu an additional column appears in the Marks tab in the Engineering View called Threshold(%). This value, set on a per-Mark basis, set the threshold level that a microphone must exceed for the system to react. Representatives talk at different volumes and this new column helps to take this into account.

As well, semi automatic and full auto audio modes for RAVE have been improved for reliability.

Mic Tally

Previously mic tally was only available in semi automatic or full auto modes. Customers have requested to have mic tally be active even if the system does not act based on microphone activation. This helps the operator to identify the potential speaker as a user defined colored box is placed around any Mark with an active microphone and then the operator can manually choose which Mark they want to select.

Version 6.0 Feature Enhancements

Release Date: January 28, 2019

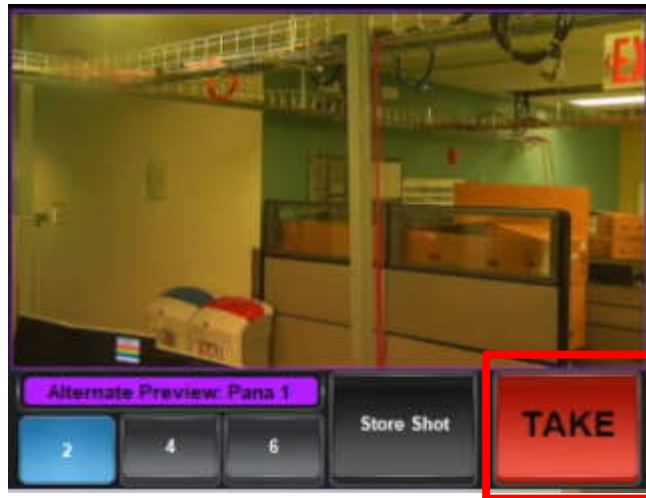
This section describes new and improved functionality included in this release.

There have been many changes to the Lightning Control System, both in the way it interacts with the switcher, but also in the general operation to greatly speed up the way operators interact with the system.

PRODUCTION INTERFACE

Take Alternate Sources to Air

Previously, to take a defined source assigned to a Mark on air the operator would push a button to send the source to the primary preview window (the second multiviewer window from the left that has a green outline), and then press the TAKE button underneath the Program window. Now, each of the (up to) three sources assigned to a Mark has a TAKE button underneath to bring that source to air without having to send it to the primary preview first. This makes it faster to bring any of the associated source to Program.



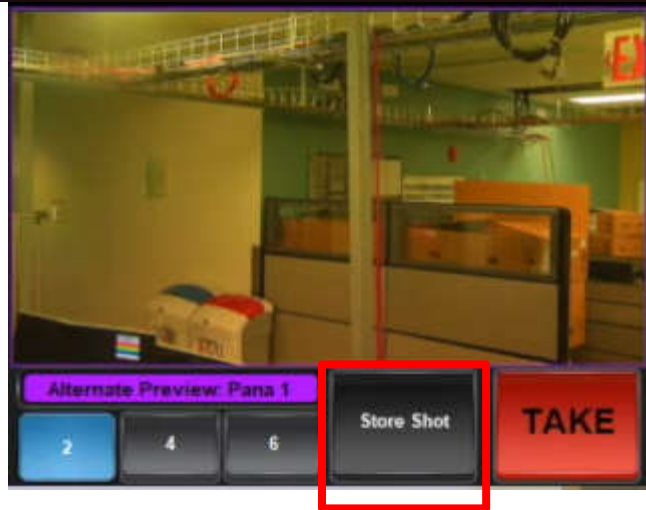
Cut/Dissolve Mode

Previous, there was a separate TAKE button for either Cut or Dissolve. Now, the operator sets the mode to either Cut or Dissolve mode by pressing the associated button and then the TAKE button underneath each source will execute a take based on which mode the system is in. The number of frame for the Dissolve is still set in the Config/Devices tab.



Store Shot

To store a shot, the operator can still tap on the multiviewer window to bring up the virtual joystick and press the Store Shot button located in the bottom right corner of the pop up window. However, there is now a Store Shot button located beside the TAKE button underneath each source. Whichever shot is currently highlighted in the source area will be overwritten when the Store Shot button is pressed. This makes storing shots much faster by allowing for a single button press to store shots, rather than taking three button presses using the previous approach.



Set Default Shot

As Lighting v6.0 has a TAKE button underneath each source the Set Default button has been moved. To access this button, tap on the multiviewer window to bring up the Camera Control pop up. Select the desired source and appropriate shot, and then press the Set Default (Shot) button in the bottom left of the pop up. Now that shot will be the one recalled when the Mark is selected.



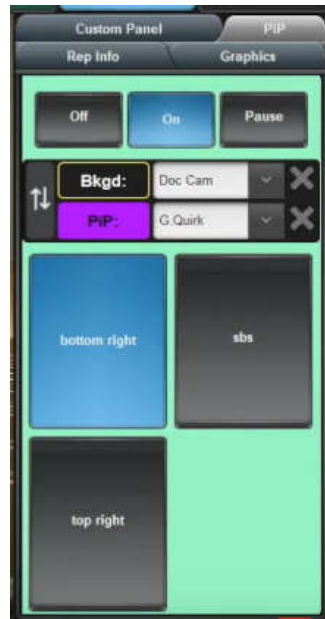
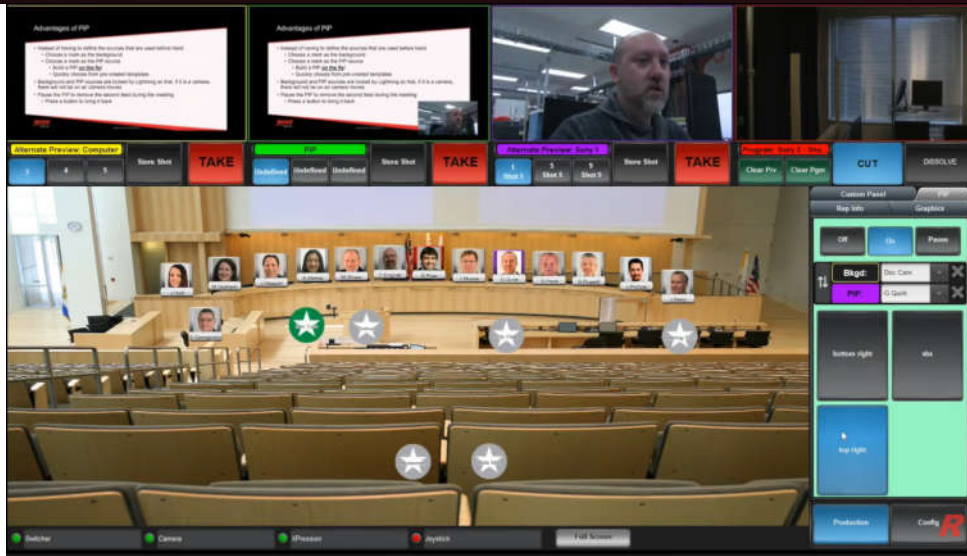
Quick Mark Selection

At the top of the Rep Info tab along the right hand side of the Production interface there is a drop down list. This list consists of all the marks that are shown on the screen. If a Rep has been assigned to a mark, the list will show the Representative's name (formatted to the same style that is chosen from the Config/Representatives tab). If a Rep has not been assigned to the mark, the name of the mark will be shown. An operator can choose a Mark from the drop down list, or simply start typing the name (matching the format) to shorten the list to quickly find the desired mark, and then press the GO button to select that Mark on preview. This is especially useful for larger chambers to quickly choose a Mark without having to locate it on the GUI.



Picture In Picture Mode

There is a new tab along the right hand side of the Production interface labeled PiP. This tab is where Picture In Picture mode is turned on/off. The button along the top turns PiP mode off (but note that the PiP is still active, it is simply removing the PiP source from the program output). To turn on PiP, the operator will choose one of the buttons that are set up in Config/Picture in Picture. This will activate PiP mode. At this point, the operator will tap a Mark to set it as the background source, and then tap a second Mark to set it as the PiP source. Note that the green preview (second multiviewer window from the left) shows the PiP as it is built, while the yellow (first multiviewer window from the left) will be show background, and purple (third multiviewer window from the left) will show the PiP source. The operator can recall different shots from the interface to move the source, or manually move the camera. Note that the mark that was selected for the Background in the Production interface will be highlighted yellow, and the mark selected for the PiP will be highlighted purple.



Pressing the TAKE button underneath the green preview (second multiviewer from the left) will bring the created Picture in Picture to program. If, during the PiP set up the operator needs to bring the background or PiP source to air, the TAKE button underneath the preview window can be pressed to take that to air and will turn off PIP mode.

If the operator wants to swap the Background and PiP sources, the swap button (arrows pointing up and down to the left of the Background and PiP identifiers) can be pressed to change the sources. To change the Background or PiP source, either press the Background or PiP button and select a Mark to override the original selection, or press the X button beside the Background or PiP source to clear the current selection.

XPression/Graphite Clips

If a Mark is associated with either an XPression or Graphite Clips player, when the Mark is tapped, the Rep Info tab on the right hand side of the Production interface changes to the Clips interface (and is reflected with a change in the name of the tab). In this interface the operator can choose a clip that is loaded from the drop down list and it will appear on the green preview (second multiviewer from the left). The operator can press buttons to Play, Pause, Cue or Eject the clip. There is a check box that will start the clip automatically when the TAKE button is pressed to bring the clip onto Program.

When a clip is playing on the Program window the operator can tap on the red Program feed (fourth multiviewer from the left) to bring up a pop up window with on air controls for the clip.

RAVE Control

If RAVE is turned on in the Config/Mic Systems tab two new buttons appear in the bottom of the Production interface. The button labeled RAVE brings up a pop up window across the Production interface. Each microphone shows an image of the rep it is associated with, a fader to control the audio levels, and buttons for Solo, Mute and PFL.

In a typical operation, when a Mark is selected and brought on program, Lightning will trigger the associated RAVE audio to turn that person's microphone on. When a new Mark is brought on program it will mute the other mics and will turn on the new person's mic.

The other button is AFV Hold (Audio Follow Video), which will turn blue when it is turned on. In this mode, mics are not turned off when a new Mark is brought on program. For example, if there is a back and forth between two representatives, one Mark would be on program, the operator would press the AFV Hold button, then when the second Mark is brought on air both mics would be hot. If the AFV Hold button is deselected then the next time a Mark is taken on air that mic would be hot, but all other mics would be muted.

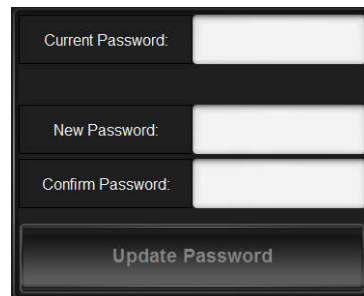
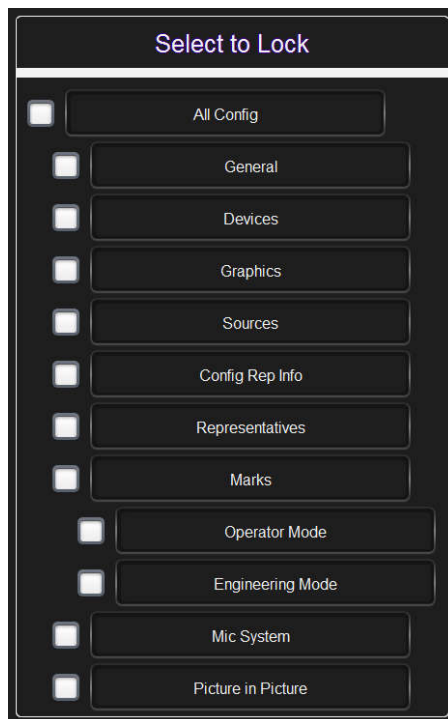
If there is a Mark that should always have a hot mic, that is set up in the Config/Marks tab in the Engineering View.

CONFIGURATION INTERFACE

Set Password

In the top left corner of the Config interface is a label called LCS Version 6.0. If the operator presses this it brings up an About LCS pop up that provides information about the Lightning Control System version. In the bottom center of this pop up is a button labeled Protection. Pressing this requires the user to enter in their password (note that when the system is first set the password is blank so the operator would simply press the Submit button to proceed).

In this area the operator can choose to require a password for a user to access the various tabs in the Config interface. This can be done on a per tab-basis or across all the Config interface.



On the right-hand side, the operator can change the password by inputting the current password, along with the new password twice and pressing the Update Password button.

Note: Ross Video has a global password to access the Config interface in the eventuality that the password is forgotten. Please contact lightning@rossvideo.com or techsupport@rossvideo.com if you need to have Ross Video reset the user password.

Production Layout Height and Width

In larger chambers all the Marks may not fit within the screen. If a Mark is moved outside the bounds of the screen, the background image will stretch to fill the space. However, as the background image is stretched, it may result in Marks no longer be positioned properly. And it required having a Mark in the bottom right corner of the background, even though that Mark may no be used and is just placed there to set up the size of the background image. Now the background height and width can be hard coded to a defined size so that Marks can be placed without worrying about them not being properly aligned. Note that if the dimensions entered are smaller than the size of the Production interface the background will automatically fill the space fully.

The image shows two input fields for layout dimensions. The top field is labeled 'Production - Layout Height:' and contains the value '0'. The bottom field is labeled 'Production - Layout Width:' and also contains the value '0'. Both fields have up and down arrow buttons on their right side for adjustment.

Recall Ultrix Salvo

In the Config/Devices tab there is a location to enter in a Salvo number, along with the port and IP address of the Ultrix. Pressing the Recall Salvo button will recall the desired salvo. This is useful if using Lightning to control a different room using the same Lightning interface. The cameras and switcher inputs may be different for this room, and recalling a salvo will change which sources are going to which destinations to have everything appear properly in Lightning.

The image shows the 'Ultrix' configuration panel. It features a title bar 'Ultrix' at the top. Below it are four input fields: 'Host', 'Port', and 'Salvo', each containing the value '0'. To the right of the 'Port' field is a 'Recall Salvo' button.

Set Switcher Options

Lightning v6 has changed the way that the software interacts with the switcher. To take full advantage of the interoperability of Ross products, the software has a direct interface with the switcher to improve speed and ensure that the systems never get out of sync. As well, most of the settings for the switcher can be configured at the press of a button.

Going into the Protection pop up (in the Config menu and selecting the LCS Version 6.0 in the top left corner and then choosing Protection in the bottom middle of the About LCS pop up) gives the user a button called Default Switcher in the top right corner. Pressing this will override all the current settings on the switcher to set up a default configuration of the switcher. There are many other settings that are made, but the main ones are:

- Use the highest ME as the program output
- Set MiniME 2 as the preview output
- Look at the number of graphics channels selected from the drop down in Config/Graphics
 - o If 0 channels selected set M1 as the program graphic and M2 as the preview graphic
 - o If 1 channel selected set the third highest input on the switcher as the program key (the alpha input should be set on the switcher Config/Input menu) and M2 as the preview graphic
 - o If 2 channel selected set the third highest input on the switcher as the program key (the alpha input should be set on the switcher Config/Input menu) and the fifth highest input on the switcher as the preview key (the alpha input should be set on the switcher Config/Input menu)
- Set the first Multiviewer to an H.4 configuration and the ME as the program output and MiniME 2 as the preview output
- Configure the Overlay as the highest input on the switcher to be the Lightning computer feed

Going into the Switcher Options menu by pressing the button in the bottom left of the Config/Devices tab will bring up the items that an operator can modify for their specific instance of Lightning if these are different than the expected defaults. This includes defining the overlay (DashBoard computer) input if different than the default set up and the overlay transparency, setting up the style for the multiviewer, and identifying the source for the character generator keys for both the preview and program views. Once these settings have been made, press the Store Settings button. In the eventuality that the switcher set up has been modified, press the Load Settings button to restore the switcher to the saved state. Note that this is different than the R-State on the switcher as the settings are stored in Lightning and pushed directly to the switcher when the load button is pressed.

This feature is very useful in case the switcher settings have been modified or for initial set up of the system.

Clear Preview and Clear Program Commands

While this feature has not changed, there was a new command added on the XPression side of things. Instead of using the RESUME [buffer ID]:[layer ID], you can now use the LAYEROFF [buffer ID]:[layer ID] command to clear the graphic on a defined layer.

Identify Mic On

When a microphone system is selected in the Config/Mic Systems tab there is a new check box to turn on Mic Open Identification, and assign a specific color. When a mic on command is received by Lightning it will put a boarder around the Mark to indicate that this person has an active microphone.

RAVE Mic Integration

Lightning is able to provide better audio when using a Graphite switcher with up to three RAVE Audio Break Out Modules (with each having up to 8 analog audio inputs). When RAVE is selected from the Config/Mic Systems drop down it provides the RAVE control and AFV Hold buttons mentioned earlier.