



Omneon ProDrive™

Installation and User's Guide

Release 1.2

Omneon, Inc. • ProDrive™ • Installation and User's Guide

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Software Release

Release 1.2

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CHAPTER 1

Introduction

This guide provides information on how to install and use the Omneon ProDrive application. Choose from the following sections:

- [About Omneon ProDrive](#)
- [Understanding the ProDrive Overview Window](#)
- [Locating the Latest Documentation on the Omneon Web Site](#)
- [Technical Support](#)

About Omneon ProDrive

Omneon ProDrive™ is an integrated media control system for Omneon Spectrum™ System and MediaDeck™ broadcast servers, combining ingest, preparation, and clip playout functions for up to six broadcast channels into a single application.



Omneon ProDrive

Using ProDrive, you can:

- Control content on your Spectrum or MediaDeck server from anywhere on the network
- Capture content according to a schedule, or use the crash record feature
- Capture content from tapes while simultaneously controlling the source VTR via serial protocol
- Create playout schedules
- Review clips, specify in and out points, and create sub-clips, all from your desktop – or rename, move, copy and delete content

ProDrive supports from one to six simultaneous playout or ingest ports, providing true flexibility to configure the system to meet your requirements.

ProDrive can be installed on any PC computer running Windows XP® or Windows Vista with TCP/IP connectivity to a Spectrum or MediaDeck server.

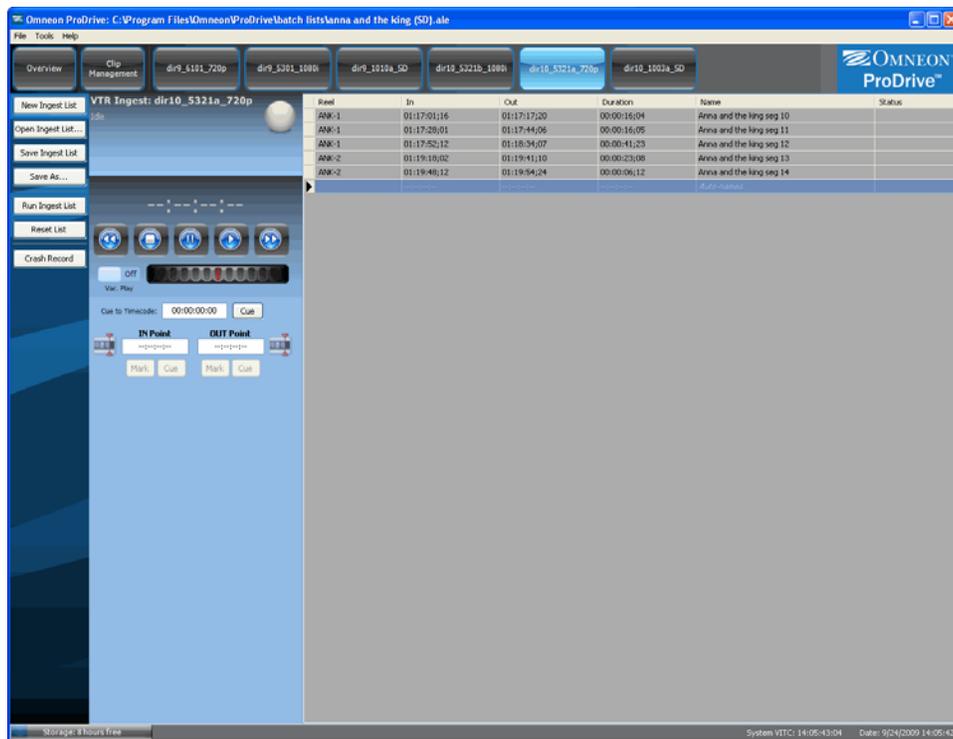
Powerful Ingest Features

ProDrive provides a range of ingest features for capturing content to your Omneon Spectrum Server or Omneon MediaDeck and preparing it for transmission.

The Crash record feature allows operators to instantly specify capture content that is being fed to a port. Crash records can run for a specified duration to create a clip on your server. Clips can then be scheduled for playout on another port while being recorded.

ProDrive's schedule management feature enables users to view, edit and create new scheduled record items at any time of day for any duration. At the specified time, your server will switch to record mode and capture your desired content.

VTR Ingest allow you to capture content from your tapes while simultaneously controlling the source VTR via serial protocol. With VTR Ingest, you can create an ingest list based on the content of a tape, and then capture and digitize all marked sections from that tape. This feature captures content from multi-segment tapes and handles long-form content that spans multiple tapes. Ingest lists can also be created in external applications and imported into ProDrive.

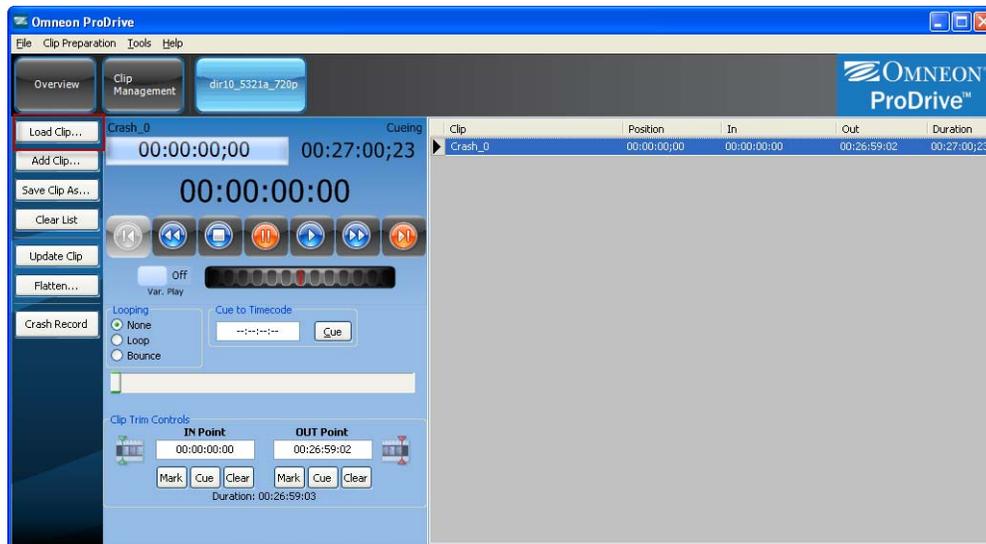


VTR Ingest

Flexible Clip Preparation

ProDrive provides comprehensive clip preparation to ensure that the content stored on your Server or Omneon MediaDeck is ready for transmission whenever you need it.

Any clip on your server can be loaded into the ProDrive application and controlled just as if it were a clip on a VTR, using any appropriately configured port on your server. Operators can jog and shuttle through the clip, find points of interest, mark new in and out points, and create new sub-clips based on this data.



Clip Preparation

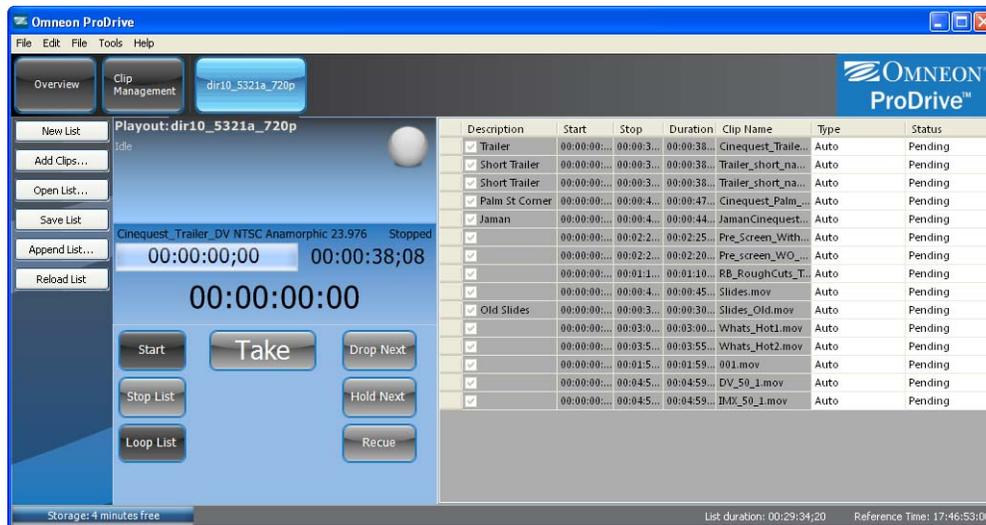
Extensive Playout Options

ProDrive provides comprehensive content playout features in the same intuitive user interface. Individual clips (or even sections of clips) can be loaded onto a port and either played out immediately or scheduled for playout at a specific time.

Operators are also able to create playout lists containing multiple clips from your server. ProDrive supports complex transmission rules such as list looping, configuring Auto-follow, Manual, or Hard-timed Events. New clips arriving on the server can immediately be inserted into an active list at any desired location within the list.

ProDrive can also import playlists from Omneon PlayTool, making it easy to integrate into existing workflows or other parts of your business.

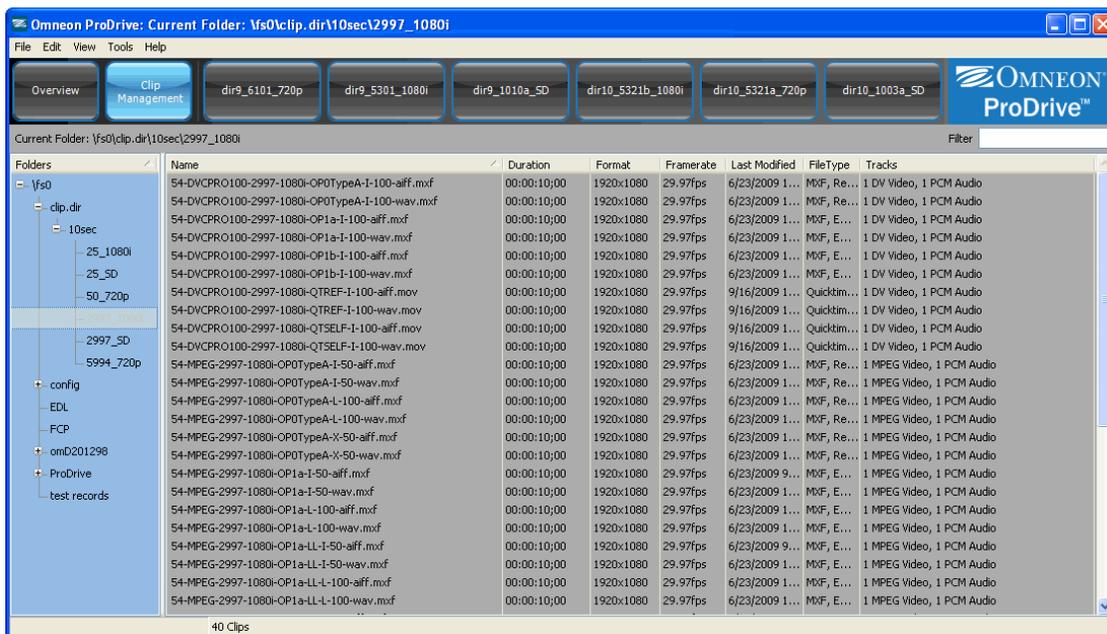
Full logging of transmission output is provided, making it easy to compare schedules and as-run content – ensuring that what went to air matches what was intended.



Clip Playout

Manage Clips Easily

The clip management features in ProDrive help you to manage the content stored on your server. . With a full explorer view of the server’s contents, you can rename, move, copy and delete clips, all from your desktop. Even with complex reference or self-contained clips, a consolidated view makes your content manageable and accessible. Folder structures within the server can also be created and organized with ProDrive.



Clip Management

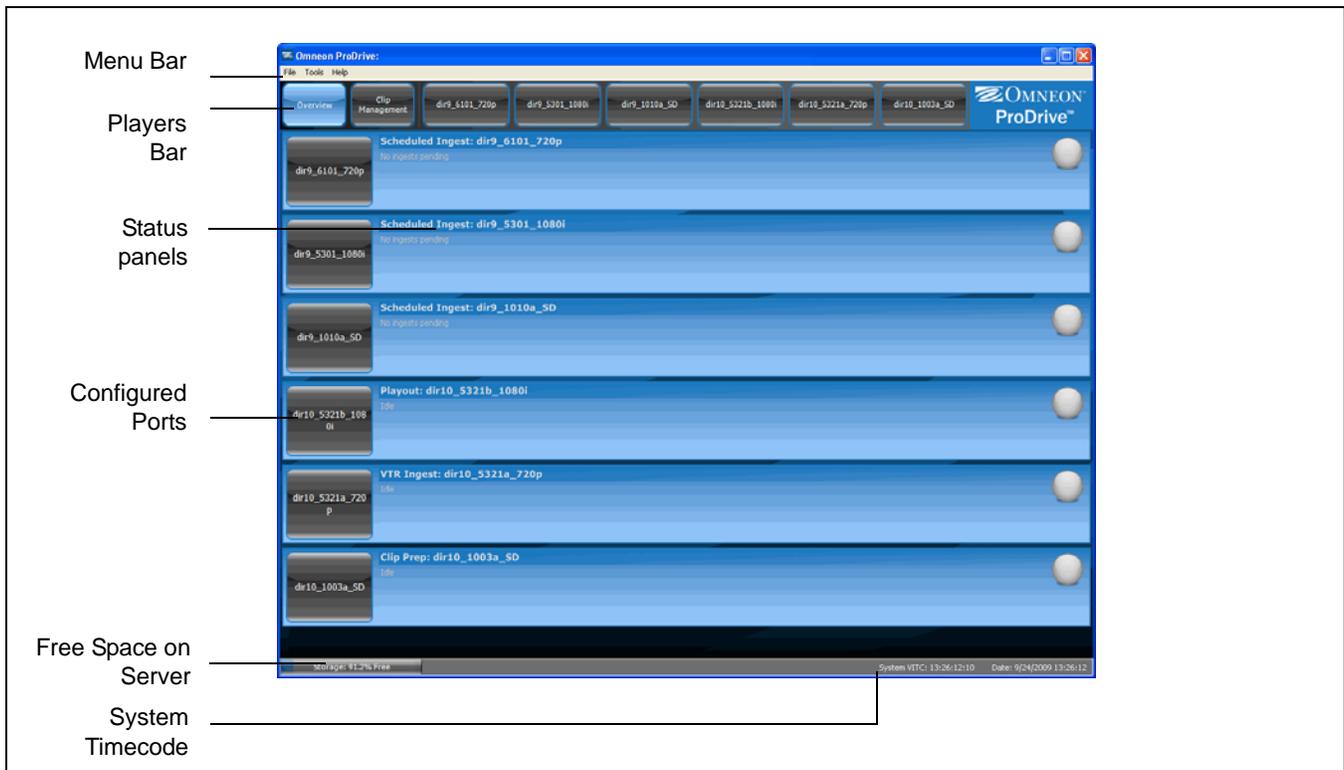
Summary

Paired with the Omneon server of your choice, ProDrive provides a complete solution to get you on air quickly and painlessly. Fast to set up and easy to learn and use, it is the ideal companion for your Spectrum or MediaDeck Server.

Understanding the ProDrive Overview Window

When the ProDrive application starts, the Overview window displays. This window contains access to all ProDrive configured Players as well as Clip management.

The Overview window is arranged into different groups of controls and displays. From top to bottom, these are the Menu bar, the Players bar, and the Status Panel area.



Status Panels

As you configure Players in ProDrive, panels are added to the Overview window. The panels provide a quick status of all functions currently in operation in ProDrive.

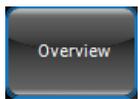
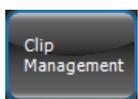
Table 1. Overview—Panels

	<p>Shows the status of each port (OK, Error, or Warning) and a description of the state (idle, playing, or recording).</p> <p>When active, clip names and timecodes are also displayed. If the status is Error or Warning, a brief description of the problem is shown. For playout channels, the next clip (if any) is shown below the current clip.</p>
	<p>Indicates the process is idle.</p>
	<p>Indicates a normal operating condition.</p>
	<p>Indicates record stop button. This button is only available for scheduled ingest.</p>
	<p>Indicates a Warning condition that requires user intervention. For example, in a Playlist, an item may be cued but the Take button needs to be clicked. In a VTR Ingest, the Warning may be issued when you need to change reels.</p>
	<p>Indicates an Error condition that requires user intervention. For example, in a Playlist, the clip for the next event may be missing. In a VTR Ingest, the Warning may be issued because an ingest failed to occur, or the ingest was invalid.</p>
	<p>Shows the free space on the media server. This value is base on the configuration of the Players and is shown as a percentage of the total storage available.</p>
	<p>Shows the system timecode in HH:MM:SS:FF (hours:minutes:seconds:frames).</p>
	<p>Shows the current date and time according to the media server.</p>

Players Bar

The Players bar, which appears at the top of the Overview window, provides access to all ProDrive functions. The Overview and Clip Management buttons always appear in the window. Other buttons, one for each configured Player, only appear after you configure that Player for a specific role of either Playout, VTR Ingest, Clip Prep, or Scheduled Ingest. The buttons can be configured with a name and graphic of your choice.

Table 2. Overview— Default Buttons

	Displays the Overview window which provides access to all ProDrive configured Players as well as media management.
	Displays the Clip Management window which provides the following functions: <ul style="list-style-type: none"> • Ability to view the server’s file system • Create, rename, move, copy, and delete directories • Rename, move, copy, and delete clips

Menus

Table 3. Overview—Menus

File	<ul style="list-style-type: none"> • Exit—closes ProDrive and exits the application.
Tools	<ul style="list-style-type: none"> • Configuration— opens a system setup window for ProDrive • VTR Control—opens a VTR transport control window for VTRs connected to the PC serial com port(s) • View Log—displays the event log at the bottom of the window.
Help	<ul style="list-style-type: none"> • About—provides license and build information about the installed ProDrive release.

Overview List Buttons Sort Order

The top row buttons, Overview List buttons, and Player configuration tabs display alphabetically based on the user defined name. Alphabetizing follows the standard Microsoft rules. For more details, go to: [http://msdn.microsoft.com/en-us/library/bb759947\(VS.85\).aspx](http://msdn.microsoft.com/en-us/library/bb759947(VS.85).aspx). Symbols sort in ASCII sort order and display before numbers in a list. See <http://www.asciitable.com>. See **Table 4** for an example of the sorting order.

Table 4. Overview—List Buttons Sorting Order Example

The following items:	Are sorted as follows:	A standard string would sort as follows:
1984 3M Company 007 James Bond 101 short stories 600 new churches 3-D movies	3-D movies 3M Company 007 James Bond 101 short stories 600 new churches 1984	007 James Bond 101 short stories 1984 3-D movies 3M Company 600 new churches

Locating the Latest Documentation on the Omneon Web Site

The latest product technical documentation, as well as information provided for older releases, is available at:

<http://www.omneon.com/service-support/documentation.php>

Technical Support

Omneon provides many ways for you to obtain technical support. In addition to contacting your Distributor, System Integrator, or Omneon Account Manager, you can contact the Omneon Technical Support department as follows:

For support in the Americas:

- Telephone (Toll Free): +1(888) OVN SPT1 (686 7781)
- Telephone (Local): +1(408) 585 5200
- Fax: (408) 521 2191
- Email: support@omneon.com
- <http://www.omneon.com/service-support>
- <ftp://ftp.omneon.com/Updates/Omneon/Current/>

For support in Europe, Middle East, and Africa:

- Telephone: +44 1252 555 450
- Fax: +44 1252 377 171
- Email: emeasupport@omneon.com
- <http://www.omneon.com/service-support>
- <ftp://ftp.omneon.com/Updates/Omneon/Current/>

For support in Russia and CIS

- Telephone Number: +7 495 506 5981
- Fax: +7 495 937 8290
- Email: RUsupport@omneon.com
- <http://www.omneon.com/service-support>
- <ftp://ftp.omneon.com/Updates/Omneon/Current/>

For support in Japan:

- Telephone: +81 3 5565 6737
- Fax: +81 3 5565 6736

- Email: japansupport@omneon.com
- <http://www.omneon.com/service-support>
- <ftp://ftp.omneon.com/Updates/Omneon/Current/>

For support in China (mainland):

- Telephone: +86 10 8391 3313
- Fax: +86 10 8391 3688
- Email: chinasupport@omneon.com
- <http://www.omneon.com/service-support>
- <ftp://ftp.omneon.com/Updates/Omneon/Current/>

For support in Asia Pacific (other territories):

- Telephone: +65 6671 1499
- Fax: +65 6671 1454
- Email: apacsupport@omneon.com
- <http://www.omneon.com/service-support>
- <ftp://ftp.omneon.com/Updates/Omneon/Current/>

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CHAPTER 2

Installing ProDrive

In this Chapter

- [System Requirements](#)
- [System Compatibility](#)
- [What Gets Installed](#)
- [Installing ProDrive](#)
- [About ProDrive Licensing](#)
- [About the Omneon Media API DLL and ProDrive](#)

System Requirements

Prior to installing ProDrive, your PC must conform to the following minimum requirements, and must be connected via Ethernet to your facility's LAN:

- 2.4 GHz Pentium 4 or equivalent CPU
- 256 megabytes (MB) of RAM
- 1 gigabyte (GB) hard drive, or the minimum required for your operating system
- At least 30 megabytes of free disk space
- Windows XP, or Windows Vista ®
- Display resolution should be set to 1024 x 768 *minimum*
- Network access to a media server and SystemManager PC
- A Sony RS 422-compatible VTR with at least 1 serial com port (for the VTR Ingest feature only)

Cable Requirement for VTR Ingest

A VTR control cable is required to connect a VTR to MediaPorts associated with Players controlled by ProDrive. Omneon has qualified and validated the USB to RS-422 control cable available from Addenda Electronics for use with ProDrive. You can purchase the RS-USB/4 product directly from <http://www.addenda.com/addenda-elect/products/rsUSB4.php> or from other retailers.

System Compatibility

ProDrive is compatible with Omneon Spectrum™ System software version 5.4 or later.

What Gets Installed

The application consists of a ProDrive installer, packaged in a .zip file. The .zip file also include a PDF of this guide.

Installing ProDrive

To install:

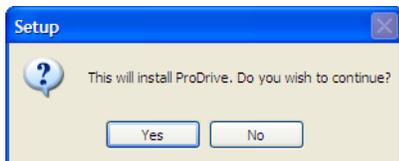
1. Log on to the computer on which you want to install ProDrive.

NOTE: During the installation process, an Omneon\ProDrive directory is created in the user's Application Data directory. You will need read and write permissions to this directory to complete the installation.

2. If you have not already done so, open the **ProDrive.zip** folder that you downloaded from the Omneon support Web site and extract the files using the password provided by Technical Support. Contact Technical Support for assistance.
3. Locate the **ProDrive-installer.exe** file icon.



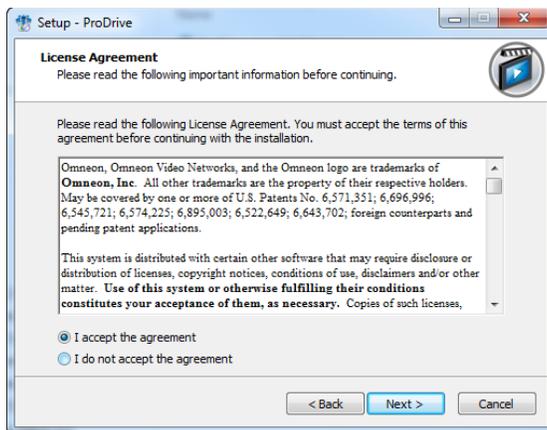
4. Double-click the **ProDrive-installer.exe** icon to begin the installation.



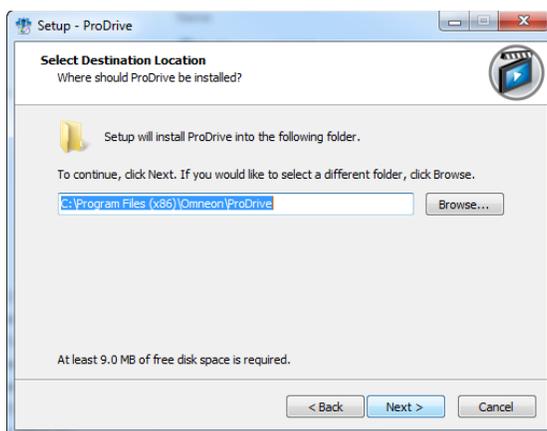
5. Click **Yes** to continue.



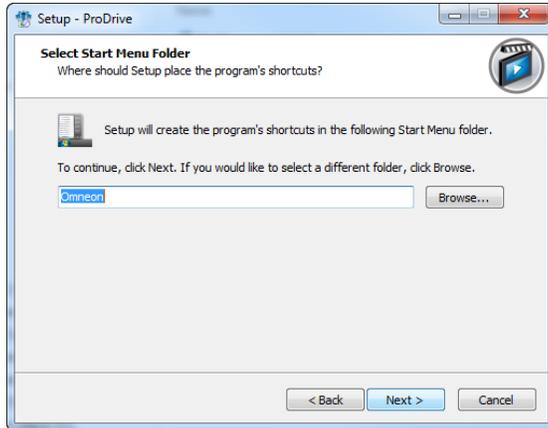
6. Click **Next** and then follow the installation steps to install ProDrive.



7. Click the agreement radio button and then **Next**.



8. Click **Next** to select the default destination location. By default, the application is installed to:
 C:\Program Files\Omneon\Prodrive for Windows XP
 C:\Program Files(x86)\Omneon\Prodrive for Windows 7



9. Click **Next** to create the shortcut key.



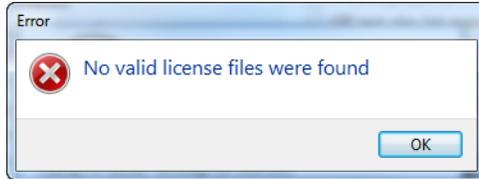
10. Click **Finish** when installation is complete.

About ProDrive Licensing

When ProDrive is first installed, it will operate as an “Evaluation Copy”. The evaluation copy allows you to view some of the screens and dialogs of the software. You must, however, install a license to be able to ingest, edit, or playout media clips.

If you wish to launch ProDrive for evaluation purposes and do not yet have a valid license, do the following:

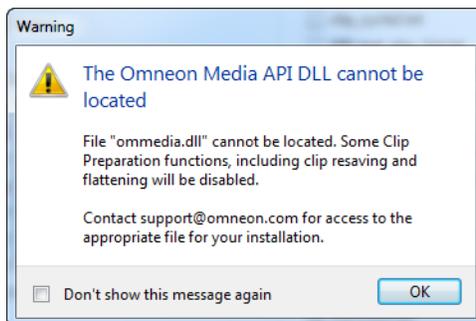
1. Launch the ProDrive application. You may encounter three different messages if you don't have the correct configuration. Click **OK** in these message boxes and contact Harmonic for help:
 1. If you don't have a valid license, you will see:



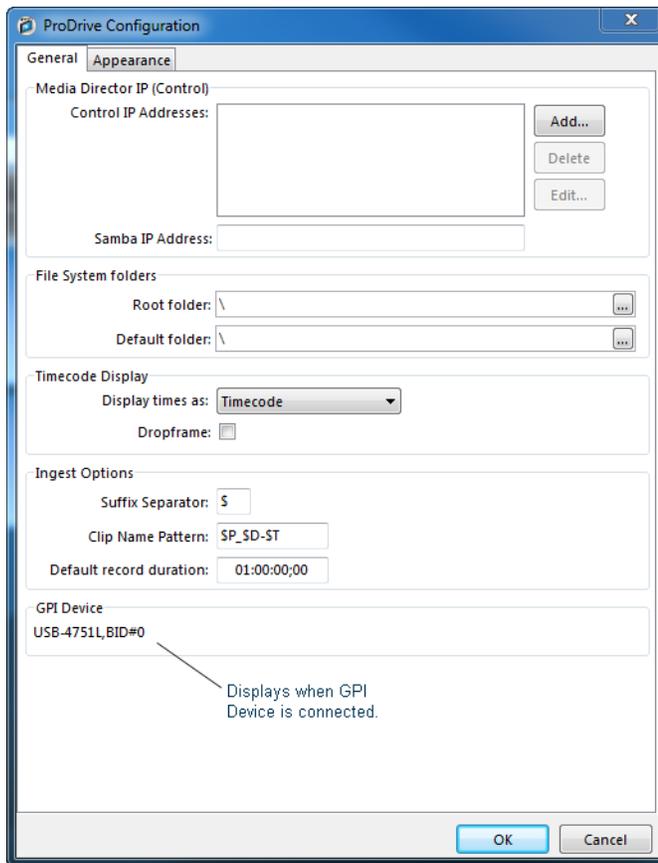
2. If the Advantech driver is not installed, ProDrive will report an error upon start up. Either install the driver if GPI control is required, or, click the **Don't show this message again** message checkbox in the dialog window.



3. If the commedia.dll file cannot be located, you will see:



2. Click **OK**. The ProDrive Configuration window appears as shown below.



Note: *The GPI Device box displays when your computer is connected to a GPI Device.*

If this is a new installation, the **Not Connected** message displays in the bottom right hand corner of the Overview screen. This occurs because the application cannot access the prodrive.cfg file, since it does not yet exist. Enter the Samba IP address of the Spectrum server and define the root directory, and then click **OK** to create the prodrive.cfg configuration file and to proceed with your evaluation.

Obtaining a Valid License

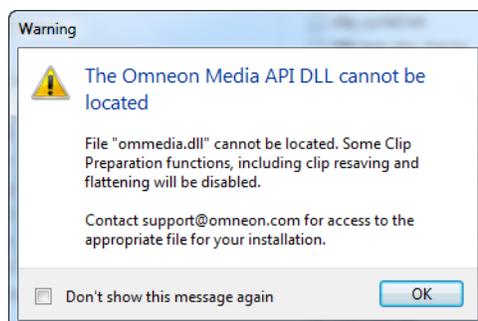
ProDrive requires a valid license to operate the application. Typically, Omneon emails you a license file upon receipt of your order. If you experience difficulties obtaining the license file, contact Omneon [Technical Support](#). Once you obtain the file, place it in the same directory as your copy of ProDrive. For example: C:\Program Files\Omneon\ProDrive. Ensure the license file ends in `.lice` and *not* `.lic`. For example: `ProDrive_license.lice`. When you install a ProDrive license, the software will operate fully.

To determine if your version is correctly licensed, launch ProDrive and select **Help > About** from the Menu bar. The **About** box displays information about each license installed, together with their expiration dates



About the Omneon Media API DLL and ProDrive

A copy of the Omneon Media API DLL (`ommedia.DLL`) is required to enable the Save As and Flatten features available in the ProDrive application. This DLL *is not packaged* in the ProDrive executable. If you do not have a copy of this DLL, the following error message appears when you attempt to log on to the application.



To obtain a copy of the DLL, compatible with the Spectrum software version running on your system, contact Omneon [Technical Support](#). Once you receive the file, save it to the location where `ProDrive.exe` is installed. The default location in Windows XP is `C:\Program Files\Omneon\ProDrive`. For Windows 7 it is `C:\Program Files(x86)\Omneon\ProDrive`.

CHAPTER 3

Configuring ProDrive

In this Chapter

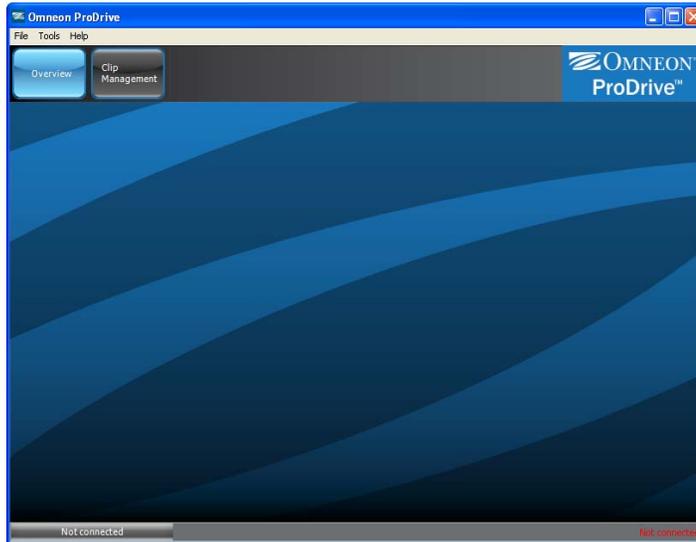
- [Starting ProDrive](#)
- [Configuring a Media Server](#)
- [Limiting Access to the ProDrive Configuration Screens](#)
- [Customizing the Appearance of Events](#)
- [Assigning Roles to Players](#)
- [Disabling a Player for Use With ProDrive](#)
- [About Configuration and Log Files](#)

Starting ProDrive

To start:

1. Click **Start > Programs > Omneon > ProDrive**.

The Overview window opens.



NOTE: A **Not Connected** message appears in the bottom right corner of the window if ProDrive has not yet been configured. Proceed to [Configuring a Media Server](#) for instruction on how to configure the application.

NOTE: Running multiple instances of ProDrive on the same PC is not supported.

Configuring a Media Server

Ensure the following is completed before configuring a media server for control by ProDrive:

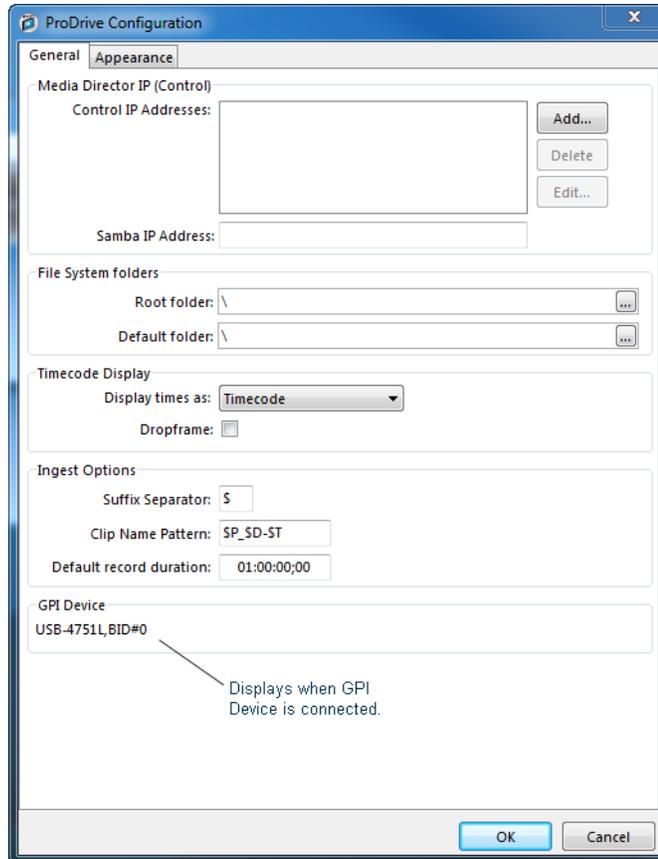
- All Players and media servers must have valid reference. VITC is mandatory if you are running either playout or scheduled ingest, AND you have selected VITC reference as the time synchronization source for that Player role. During a crash record, having VITC (or any reference) available is not a requirement but it is recommended.
- All Players to be used by ProDrive must:
 - Be activated and their control set to Manual, VDCP or BVW. Refer to “Player Configuration” in the *Omneon SystemManager User’s Guide* for step-by-step information.
 - Have “Last Frame Freeze” set to 0.
- “Clock Ref” VITC line values from within a media server configuration must be set correctly for your system.
- The “Time Zone” value from within a media server configuration must be set correctly for your system.

NOTE: Simultaneous control of Players using ProDrive and other controlling devices such as a DNF box is not recommended. A DNF box is not capable of controlling a ProDrive Playlist.

To configure the media server IP address:

1. From the Omneon ProDrive menu bar, click **Tools > Configuration**.

The ProDrive Configuration window opens to the **General** tab.



NOTE: Configuration window opens automatically if no file system/media director has been specified.

Ingest Options	See step # 6.
-----------------------	---------------

2. Click the **Add** button to the right of the Control IP Addresses box and enter the current name, DNS name, or IP address of the media server host.

Tip: *Omneon recommends using the IP address of the media server instead of the DNS name.*

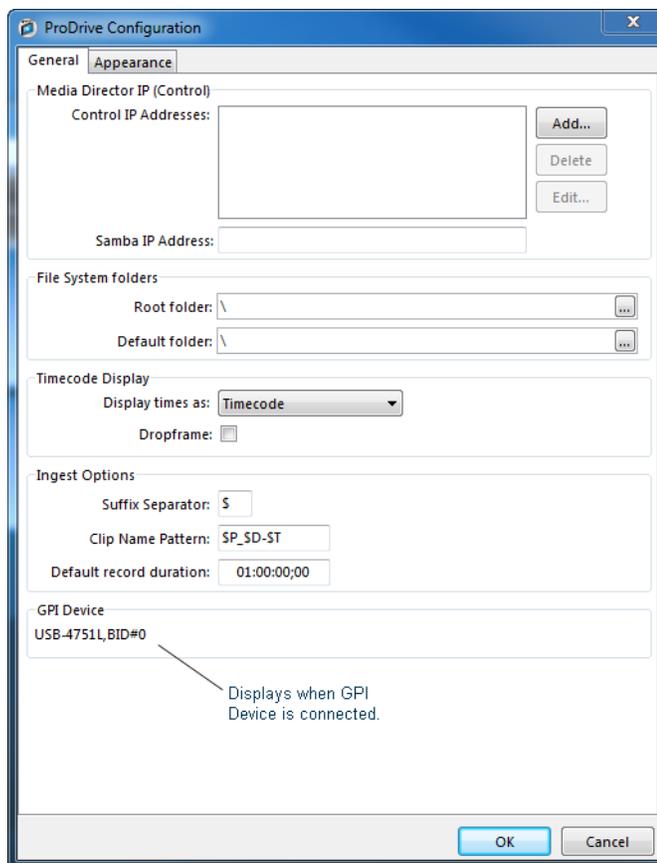
3. Click **OK**.

To check a media server host's current name, click the Configuration tab in the SystemManager application. The name appears beside the small media server icon.

NOTE: Your system can have multiple MediaDirectors but they must all use the same filesystem. ProDrive must be associated with a media server host before it can be linked to a Player on that host.

If the connection is successful, new tabs are added to the ProDrive Configuration window for each Player configured on that media server.

NOTE: The number of Players you can control is limited by your ProDrive license. The maximum number of Players is six.



4. Replace the **Samba IP Address** with the IP address of your file system.

NOTE: Each ProDrive installation can talk to only one filesystem at a time.

- Specify the **File System Root** folder, **Default Folder**, and **Timecode Display**, as required.

NOTE: The File System Root Folder is generally fs0 and is case sensitive. This value defines the default path to which Clip Management will open. You can find this value on the Disk Utilities screen in the SystemManager application.

Tip: Whenever you need to enter a folder name, use the "..." button to open a dialog to browse to available folders. This avoids problems with directory case-sensitivity.

- Specify the **Ingest Options** including **Suffix Separator**, **Clip Name Pattern**, and **Default Record Duration**.

<p>Ingest Options</p>	<p>Shows the following ingest options:</p> <ul style="list-style-type: none"> Suffix Separator—When ProDrive creates new media clips, it may append a number to clip names to distinguish multiple attempts to create the clip. Use this option to separate a number appended by ProDrive from the parent clip name. For example, if you try to ingest MYCLIP several times with a suffix of "-", then files MYCLIP, MYCLIP-1, MYCLIP-2 will be created. <p>Note: For clip names which end in a number, a new media clip will get a name which increments the last number of the parent clip; the clips will not have suffix separators. For example, if you try to ingest SPORT1 several times, files SPORT2, SPORT3, SPORT 4 etc will be created, assuming that SPORT2, SPORT3, and SPORT4 do not already exist.</p> <ul style="list-style-type: none"> Clip Name Pattern—Use for crash record only. The default pattern is \$P_\$D_\$T_1, where \$P is the current Player name, \$D is the current date (dd-mmm-yy), and \$T is the current time (hhmmss). Edit this pattern, if required, using any combination of Unicode characters. Refer to About the Automatic Renaming of Sub Clips Using Clip Patterns for additional information. Default record duration—shows the default record duration for all crash record events across all channels in the format hh:mm:ss:ff.
<p>GPI Device</p>	<ul style="list-style-type: none"> Supports the Advantech 4751L 50pin to USB external device (P/N: USB-4751L-AE, http://www.advantech.com/products/USB-4751L/mod_ABF6F937-9C73-4198-B3ED-D97A611482C8.aspx). <p>For more information see GPI Triggers.</p>

- Click **OK**.

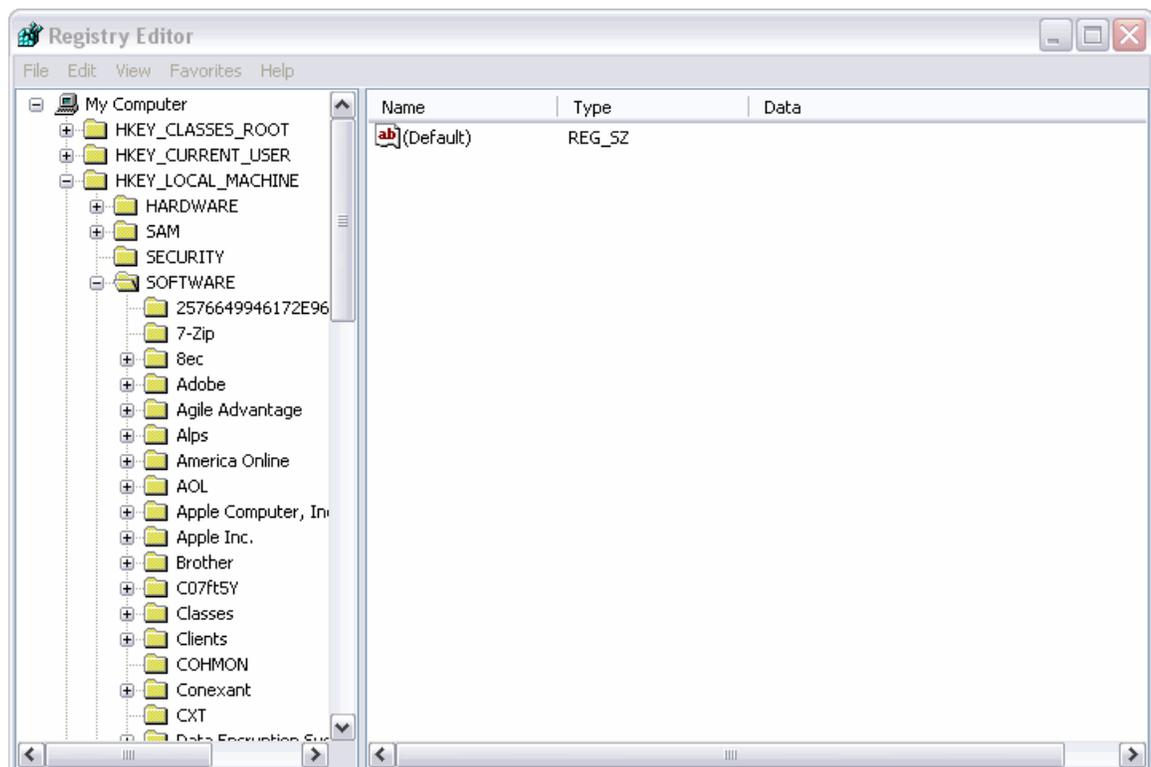
Limiting Access to the ProDrive Configuration Screens

ProDrive Configuration screens are, by default, openly accessible and configurable by any user of the ProDrive application. However, password protection can be applied to the ProDrive Configuration screens using the Windows Registry Editor. Once a password is set, users who attempt to access the Configuration screen will be prompted to enter a password before gaining access.

To set a password:

1. Ensure you have installed ProDrive version 1.1 or later.
2. In Windows, click on **Start > Run**.
3. Enter `regedit` in the text field.
4. Click **OK**.

The Registry Editor window opens.



5. Navigate to:
My Computer > HKEY_LOCAL_MACHINE > SOFTWARE > Omneon > ProDrive > Config (for Windows XP)
Computer > HKEY_LOCAL_MACHINE > SOFTWARE > Wow6432Node > Omneon > ProDrive > Config (for Windows 7)
6. In the right hand panel, right click and select **New > String Value**.
7. Type `Password` and then press **Enter**.

8. Double click Password.

An Edit String dialog opens.



9. In the **Value data:** enter a password of your choice.
10. Click **OK**.
11. Close the Registry Editor

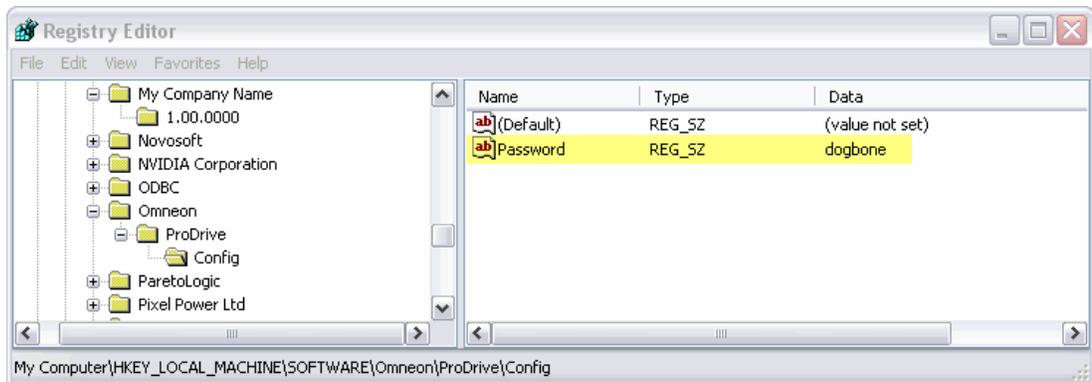
To verify or edit an existing password:

1. Open a Registry Editor Window.
2. Navigate to:

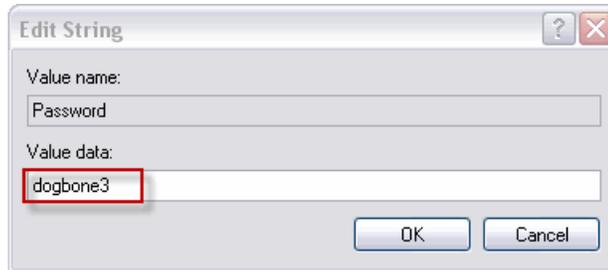
My Computer > HKEY_LOCAL_MACHINE > SOFTWARE > Omneon > ProDrive > Config (for Windows XP)

Computer > HKEY_LOCAL_MACHINE > SOFTWARE > Wow6432Node > Omneon > ProDrive > Config (for Windows 7)

3. In the right hand panel, view the existing password in the data column as shown below.



Edit the password by double-clicking password and revising the text in the Value data field as shown below.



4. Click **OK** to save any changes.

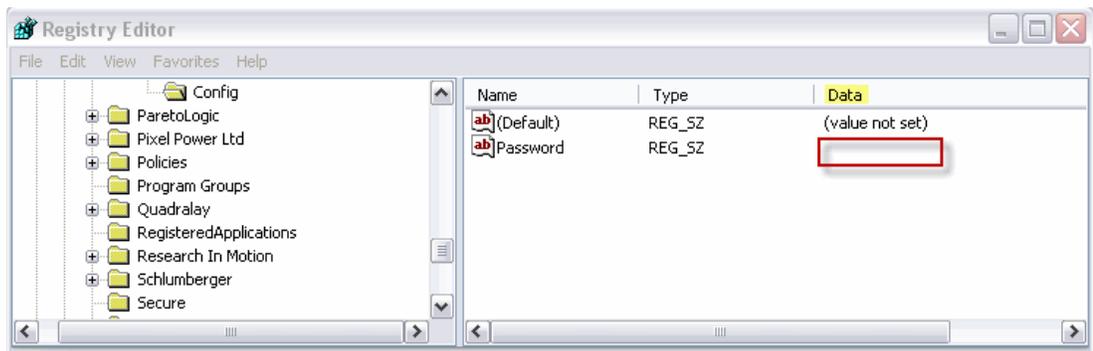
To check if a password has been set:

1. Open a Registry Editor Window.
2. Navigate to:

My Computer > HKEY_LOCAL_MACHINE > SOFTWARE > Omneon > ProDrive > Config (for Windows XP)

Computer > HKEY_LOCAL_MACHINE > SOFTWARE > Wow6432Node > Omneon > ProDrive > Config (for Windows 7)

If a password has been set, it appears in the data column of the right hand panel. If a password is not set, the data column for password is blank as shown below.



Customizing the Appearance of Events

ProDrive assigns default colors to event status, types, and durations so these parameters can be easily distinguished in the ProDrive interface. If desired, you can assign your own color preferences to these Events.

To customize:

1. From the Omneon ProDrive menu bar, click **Tools > Configuration**.
The ProDrive Configuration window opens.
2. Click the **Appearance** tab.



Table 5. ProDrive Configuration—Appearance Tab

Event Status	Current (VTR Ingest)	The clip which is currently being ingested from tape to server.
	Cued (Playlist)	The clip or file specified is cued for playout.
	Ready	The clip has been loaded onto the media server timeline.
	Waiting	The clip or file is hard-timed but has not yet reached its start time.
	Playing	The clip or file specified is currently playing out
	Invalid	The clip or file specified is invalid or missing.
	Pending	The clip or file is scheduled to play, but is not yet playing and not yet pre-loaded for playing.
	Disabled	The Event specified has been disabled for use.
	Completed	The clip or file specified has successfully finished playing out or ingesting.
	Completed - Error	The clip or file specified has finished playing with errors.

Table 5. ProDrive Configuration—Appearance Tab (Continued)

Event Types	Manual Events	The clip or file specified will be started manually.
	Auto Events	The clip or file specified will start .
	Hard-timed Events	The clip or file specified will start at the specified time.
Event Duration	Truncated Events	The clip or file specified has been truncated by a following hard-timed event.

- Choose the **Event Status**, **Event Types**, or **Event Duration** you want to change.
- Click the **Paint** icon: .



- Select the color you want to assign.
- Click **OK**.
- When you are done assigning colors to Events, click **OK**.

Assigning Roles to Players

ProDrive can control Players that have been configured in the Omneon System Manager application. Each Player can be configured in ProDrive to function in one of the following roles:

- **None**—Disables the Player for use by ProDrive.
- **Playout**—Enables the Player for automated clip playout. See [Playing Out Clips](#) for more information.
- **VTR Ingest**—Enables the Player for VTR Ingest operations from VTRs. See [Performing a VTR Ingest](#) for more information.
- **Scheduled Ingest**—Enables the Player for scheduling ingests at specified times and dates. See [Performing a Scheduled Ingest](#) for more information.
- **Clip Preparation**—Enables the Player for previewing and editing of media clips. See [Preparing Clips](#) for more information.

ProDrive is available in one to six channel versions. The six channel version enables any combination of in/out ports that the hardware supports.

Disabling a Player for Use With ProDrive

To disable:

1. From the Omneon ProDrive menu bar, click **Tools > Configuration**.

The ProDrive Configuration window opens.

2. In the toolbar, click a **Player** tab.
3. Select the **None** option.

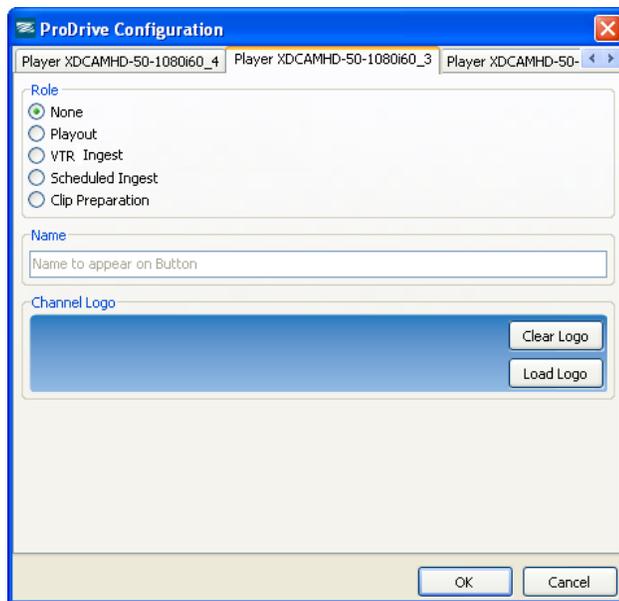


Table 6. ProDrive Configuration—Player Tab

Role	Selects the role assigned to the Player. Refer to Assigning Roles to Players .
None	Disables the Player for use by ProDrive.
Name	(Optional) Assigns a name to the button that appears in the Overview Window, as well as the button that appears in the top row of buttons. The default name is the one configured using SystemManager.
Channel Logo	(Optional) Assigns a logo (in png. format) to the button that represents this Player. The logo appears in the Overview window as well as the top row of buttons. Click Load Logo to use a logo; click Clear Logo to remove it. Note that all images are resized to 48 x 48 pixels. Supported file types include .bmp, .jpg, .tif, and .png.

4. Click **OK**.

About Configuration and Log Files

Once you configure the ProDrive software, the application creates a configuration file (prodrive.cfg) and a directory for each configured Player/channel. This file, and all log files for the application, resides in the user's Application Data Directory.

If ProDrive was installed by the user "Administrator" then the following path is created and used by the executable: C:\Documents and Settings\Administrator\Application Data\Omneon\ProDrive

NOTE: Folder locations are specific to the operating system and language in use. In Windows Vista®, for example, the typical folder used is C:\Users<username>\AppData\Roaming\Omneon\ProDrive.

If a different user, such as "Joe" then logged on to the same PC and launched ProDrive, the version of ProDrive that opens will not be configured for any MediaDirectors or Players. This is normal behavior since the application was looking for a configuration file in C:\Documents and Settings\Joe\Application Data\Omneon\ProDrive

Tip: *Since the configuration file is not shared, each user must configure their own system. Omneon recommends you login to the PC as an administrator, install and configure the application, and then copy the prodrive.cfg file to each users Application Data\Omneon\Prodrive directory.*

CHAPTER 4

Performing a VTR Ingest

In this Chapter

- [Overview](#)
- [Enabling a Player for VTR Ingest](#)
- [Configuring a COM Port for VTR Control](#)
- [Understanding the VTR Ingest Window](#)
- [Understanding the VTR Ingest List](#)
- [Managing VTR Ingest Lists](#)
- [Managing Clips in VTR Ingest Lists](#)
- [Managing a VTR Ingest](#)

Overview

VTR Ingest capabilities allow you to capture content from your tapes while simultaneously controlling the source VTR via serial protocol. In addition, you can create an ingest list based on the content of a tape, and then capture and digitize all marked sections from that tape. This feature captures content from multi-segment tapes, and also handles long-form content that spans multiple tapes. Ingest lists can also be created in external applications and imported into ProDrive.

Enabling a Player for VTR Ingest

Before enabling a Player for VTR Ingest, do the following:

- Using SystemManager, ensure the Player is configured for Play and Record, or Record.
- Connect a serial com port on the PC where ProDrive is installed to an RS-422 remote control port on a VTR. Refer to [Cable Requirement for VTR Ingest](#) for information about obtaining the recommended cable.
- Make sure the VTR and MediaPort have matching reference black.
- Connect the SDI out of the VTR to the SDI in on the MediaPort.

To enable:

1. From the Omneon ProDrive menu bar, click **Tools > Configuration**.
The ProDrive Configuration window opens.
2. In the Configuration window, click the desired Player's tab.
3. Select the **VTR Ingest** option.

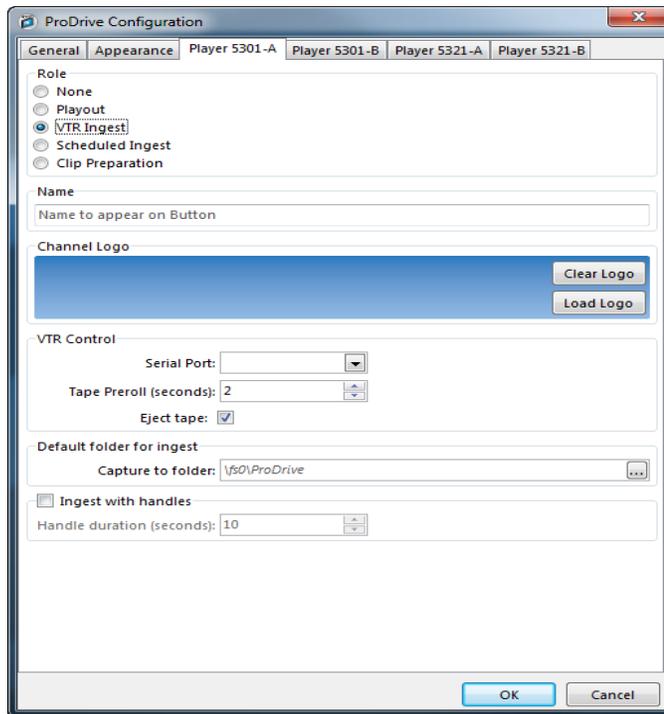


Table 7. ProDrive Configuration—Player Tab

Role VTR Ingest	Enables the Player for VTR Ingest operations from video tape recorders.
Name	(Optional) Assigns a name to a button that represents a Player in playout or ingest roles. The button appears in the Overview window. The default name is the one configured in Omneon SystemManager.
Channel Logo	(Optional) Assigns a logo to the button that represents this Player. The logo appears in the Overview window. Click Load Logo to use a logo; click Clear Logo to remove it. Note that all images are resized to 48 x 48 pixels. Supported file types include .bmp, .jpg, .tif, and .png.
VTR Control Serial Port	Choose the serial port through which ProDrive will control this VTR.
Tape Preroll	Select the number of seconds for the tape to roll before the inpoint.

Table 7. ProDrive Configuration—Player Tab (Continued)

Eject Tape	This option is checked by default. You can de-select this option to configure the system to not eject the tape after the last ingest completes.
Default folder for Ingest Capture to folder	Specifies the folder where the ingested clips are captured. If no value is defined here, then the Default folder for Ingest value defined on the General Tab will be used.
Ingest with Handles	Select this parameter if you want to have the cut ingested with additional content before the inpoint and after the endpoint. The copy will still play from in point to out point, but adding handles lets you widen the clip duration at a later time.
Handle Duration (seconds)	Specifies a value, in seconds, for the handle length.

4. Configure the parameters you want.
5. Click **OK**.

Buttons appear in the ProDrive toolbar representing the Player you have configured for VTR Ingest.

Configuring a COM Port for VTR Control

ProDrive can be configured to control a single VTR for either a specific Player, or for general use, not tied to a specific channel. Follow these steps to do either:

1. Connect the VTR's remote control cable to a COM port on the PC.

NOTE: This can be a serial COM port, or the USB connection if you have a USB to Serial dongle.
2. Enable the remote button on the VTR.
3. Determine if the VTR is going to be a general use VTR, or used for the specific purpose of VTR ingest, for example the Player's Role is configured for VTR Ingest.

For general use (not tied to a specific channel): Go to **Tools > VTR Control** and select the COM port connected to the VTR. A VTR control panel opens.

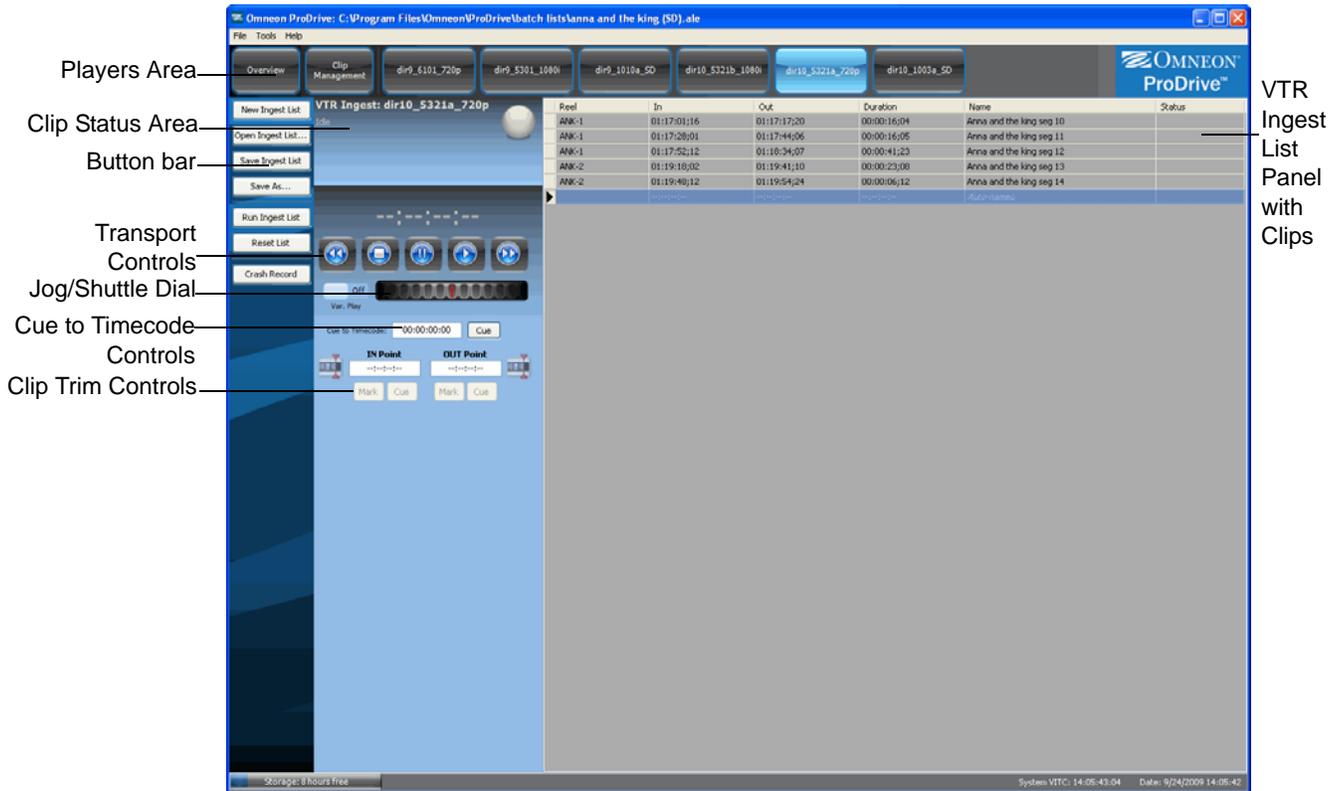
For a Specific Player: Go to **Tools > Configuration > Player Tab > VTR Control/Serial Port**.

NOTE: Multiple VTRs connected to multiple COM ports are supported; each can be assigned to a different Player, or for general use.

NOTE: The Tools/VTR Control function cannot be used to control a VTR already assigned to a ProDrive VTR Ingest channel.

Understanding the VTR Ingest Window

The VTR Ingest window is arranged into different groups of controls and displays. From top to bottom, these are the Players area, Clip Status area, Transport controls, Jog/Shuttle dial, Cue to Timecode controls, Clip Trim controls, and a VTR Ingest List panel that contains clips for ingest. A Button bar is provided on the left side of the window.



Controls

Table 8. VTR Ingest—Controls

	<p>Shows the name of the Player and current status of the ingest process: Idle, Cueing to, or [1/N] Ingesting.</p>
	<p>Indicates the process is idle.</p>
	<p>Indicates a normal operating condition.</p>

Table 8. VTR Ingest—Controls (Continued)

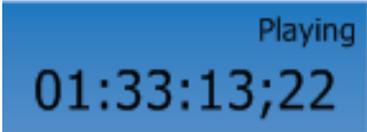
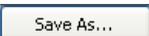
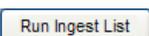
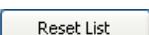
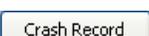
	<p>Indicates a Warning condition that requires user intervention. For example, in a Playlist, an item may be cued but the Take button needs to be clicked. In a VTR Ingest, the Warning may be issued when you need to change reels.</p>
	<p>Indicates an Error condition that requires user intervention. For example, in a Playlist, the clip for the next event may be missing. In a VTR Ingest, the Warning may be issued because an ingest failed to occur, or the ingest was invalid.</p>
	<p>Shows the current timecode location of the clip HH:MM:SS:FF (hours:minutes:seconds:frames) during playout. Also shows the transport status of the VTR in the upper right corner. If this timecode is displayed, then you have successful communication with the VTR via the serial port.</p> <p>NOTE: Note that this is VTR timecode and not server timecode.</p>
	<p>(Rewind) Plays the VTR in reverse.</p>
	<p>(Stop) Stops the playback of the VTR.</p>
	<p>Plays (pauses) the VTR.</p>
	<p>Plays the VTR.</p>
	<p>(Fast Forward) Plays the VTR forward at 2x.</p>

Table 8. VTR Ingest—Controls (Continued)

	<p>Enables manual control of tape by moving the Jog/Shuttle dial as follows:</p> <ul style="list-style-type: none"> • moving the dial to the left changes the clip's current speed to the next faster reverse speed. • moving the dial to the right changes the clip's current speed to the next faster forward speed. <p>The following transport speeds are supported, as multiples of normal forward play: -32, -16, -8, -4, -2, -1, -1/2, -1/4, -1/16, -1/32, 0, 1/32, 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32.</p> <ul style="list-style-type: none"> • moving the dial to the left or the right by one click jogs forward or backward, one frame at time. • clicking and holding the dial for a couple of seconds switches between jog and shuttle mode.
	<p>Cues the VTR to the specified timecode. Enter the timecode values in the fields provided, then press the Cue button.</p>
	<p>Modifies performance of Jog/Shuttle and JKL keys to use slower speeds for fine control. Shuttle control now runs at max +/- 2x speed.</p>
	<ul style="list-style-type: none"> • Mark [IN Point], Mark [OUT Point]— These two buttons set the inpoint and outpoint of the material on the tape which you want ingested. Once ingested, the clip's SOM and EOM are set to match these frames. Clicking a Mark button sets that point on the VTR's current frame. Both the inpoint and outpoint are <i>inclusive</i>; the frames thus marked are the first and last frames to be shown during clip playback. • Cue [IN Point], Cue [OUT Point]— These two buttons cue to the in point or outpoint of the VTR/tape. • Clear [IN Point], Clear [OUT Point]— Clicking a Clear button clears the corresponding marked point. <p>Duration — Shows the duration of the tape segment between the inpoint (SOM) and outpoint (EOM).</p>

Buttons

Table 9. VTR Ingest—Buttons

	Clears the current VTR Ingest list from the VTR Ingest List panel.
	Opens an existing VTR Ingest list in the VTR Ingest List panel.
	Saves the current batch list using the default name batchlist.aie.
	Saves the current VTR Ingest list to a directory and name of your choice.
	Runs the VTR Ingest list currently loaded in the VTR Ingest List panel.
	Resets the VTR Ingest list to the beginning.
	Puts the MediaPort in record mode and begins recording whatever signal is currently going to the SDI IN of that port. The port used is the same as the port configured for this role; in this case, VTR ingest. Crash records can be configured to run for a specified duration, creating a clip on your media server, and clips can be scheduled for playout on another port while being recorded.

Menus

Table 10. VTR Ingest—Menus

File	<ul style="list-style-type: none"> • Exit—closes ProDrive and exits the application.
Tools	<ul style="list-style-type: none"> • Configuration—configures ProDrive. • VTR Control—opens a VTR transport control window for VTRs connected to the PC serial com port(s). • View Log—displays the event log at the bottom of the window.
Help	<ul style="list-style-type: none"> • About—provides information about the ProDrive release.

Understanding the VTR Ingest List

A VTR Ingest list is based on the content of a tape and contains the following information:

- Heading
- Video format
- FPS
- Tape number
- Start time
- End time
- Duration
- Track number
- Name

VTR Ingest lists use the Avid Log Exchange (ALE) format. Lists can be created in ProDrive or in an external applications and imported into ProDrive. You can create them with a text editor and save them with a .ale extension.

The following illustration shows an example of a VTR Ingest list.

Heading						
FIELD_DELIM	TABS					
VIDEO_FORMAT	NTSC					
FPS	29.97					
Column	Start	End	Duration	Track	Name	
Tape						
Data						
101	01:17:01;16	01:17:17;20	00:00:16;05	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 10	
101	01:17:28;01	01:17:44;06	00:00:16;06	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 11	
101	01:17:52;12	01:18:34;07	00:00:41;24	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 12	
101	01:19:18;02	01:19:41;10	00:00:23;09	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 13	
101	01:19:48;12	01:19:54;24	00:00:06;13	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 14	
102	01:17:01;16	01:17:17;20	00:00:16;05	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 15	
102	01:17:28;01	01:17:44;06	00:00:16;06	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 16	
102	01:17:52;12	01:18:34;07	00:00:41;24	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 17	
102	01:19:18;02	01:19:41;10	00:00:23;09	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 18	
102	01:19:48;12	01:19:54;24	00:00:06;13	VA1A2	/FS0/Prodrive/Batch/Anna and the king seg 19	

Managing VTR Ingest Lists

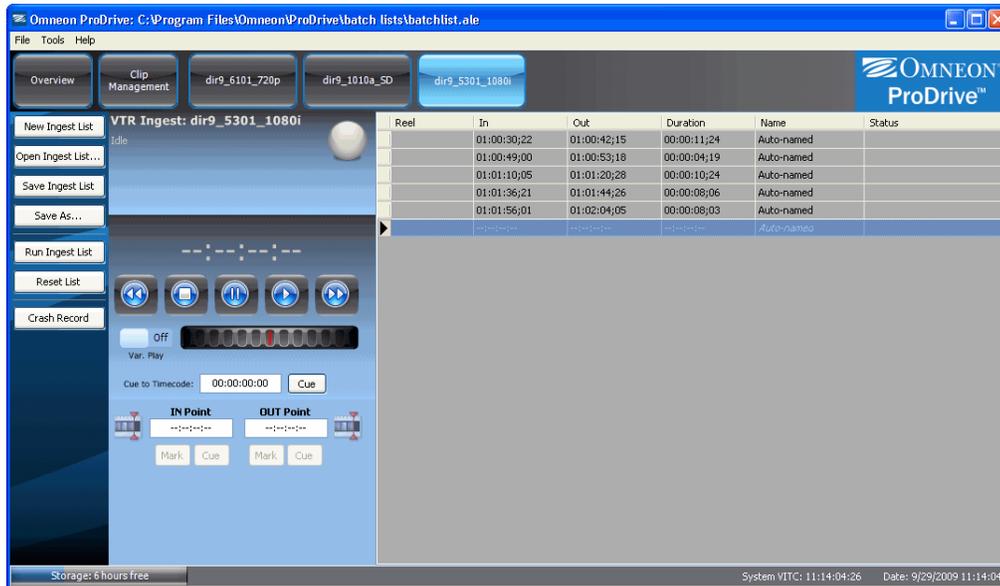
This section provides the following procedures:

- [Creating VTR Ingest Lists](#)
- [Opening VTR Ingest Lists](#)
- [Clearing VTR Ingest Lists](#)

Creating VTR Ingest Lists

To create a VTR Ingest list:

1. From the Omneon ProDrive toolbar, click the Player configured for VTR Ingest.



2. Do the following:
 - a. On the Transport controls, click **Play**.
The tape begins to play.
 - b. Using a monitor, watch the tape and determine the inpoint and outpoint for this clip.
 - c. Using the **In Point** and **Out Point** controls, mark the inpoint and outpoint for this clip.
3. Repeat step 2 for each clip you want to add.

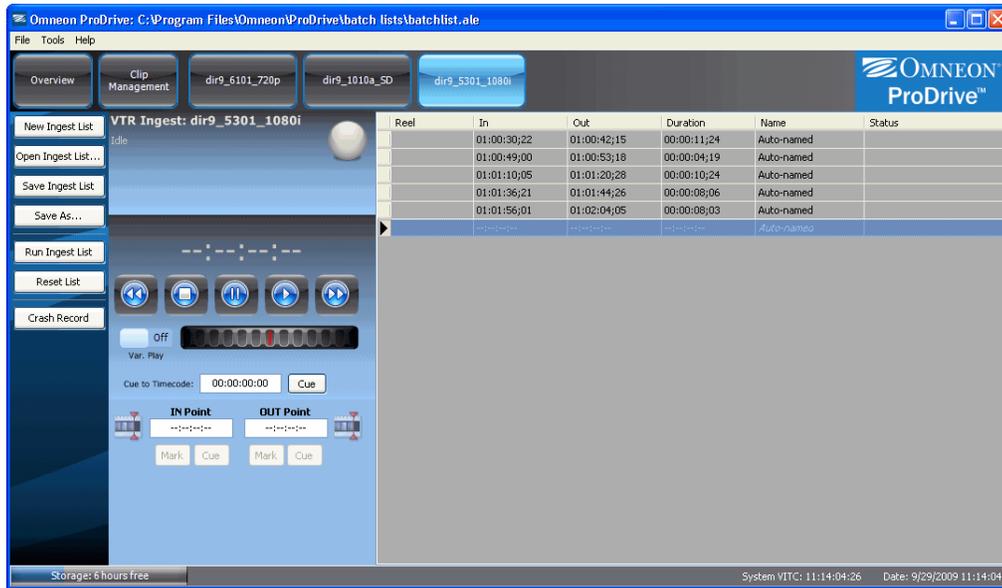
NOTE: You can use the Transport controls, Jog/Shuttle dial, and Cue to Timecode tools to locate the time or frame you want to mark in the clip.

4. On the Transport controls, click **Stop**.
5. When you are done, click **Save Ingest List** using a name and directory of your choice. Retain the .aie file extension.

Opening VTR Ingest Lists

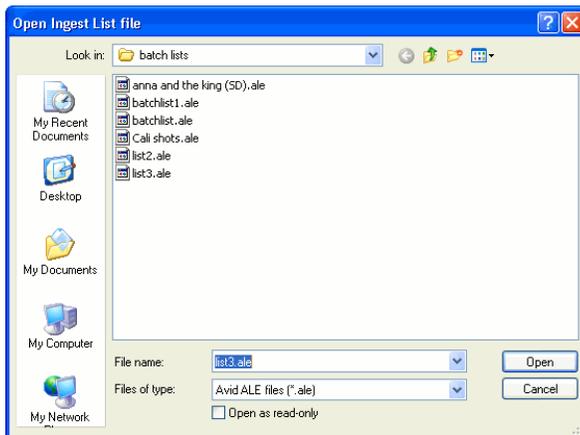
To open a VTR Ingest list:

1. From the Omneon ProDrive toolbar, click the Player configured for VTR Ingest.



2. In the VTR Ingest window button bar, click **Open Ingest List**.

The Open Ingest List File window opens.



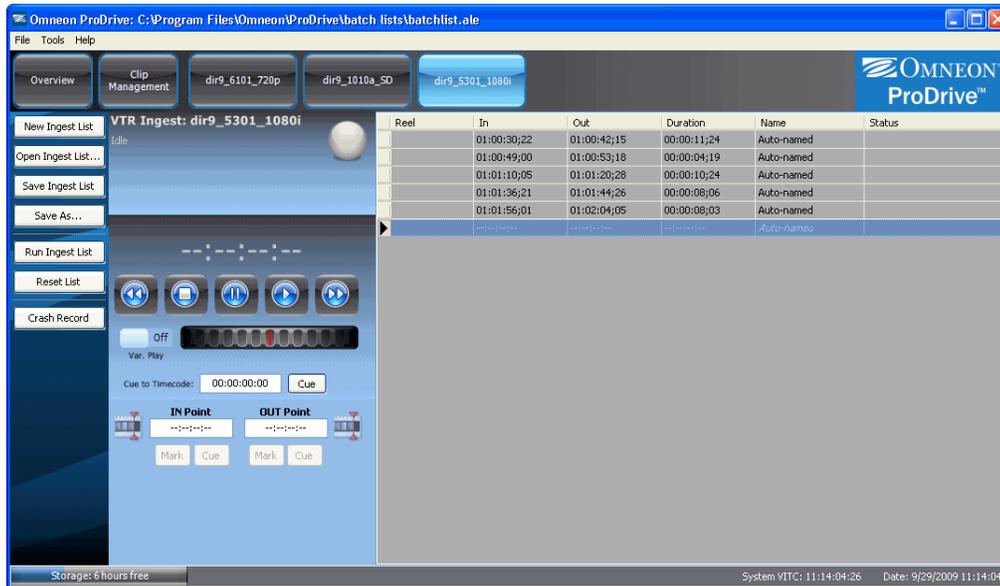
3. Select the VTR Ingest list you want.
4. Click **OK**.

The VTR Ingest list is loaded in the VTR Ingest List panel.

Clearing VTR Ingest Lists

To clear a VTR Ingest list:

1. From the Omneon ProDrive toolbar, click the Player configured for VTR Ingest.



2. In the VTR Ingest window button bar, click **New Ingest List**. A confirmation dialog appears. Click **Yes** to clear the Ingest List.

Managing Clips in VTR Ingest Lists

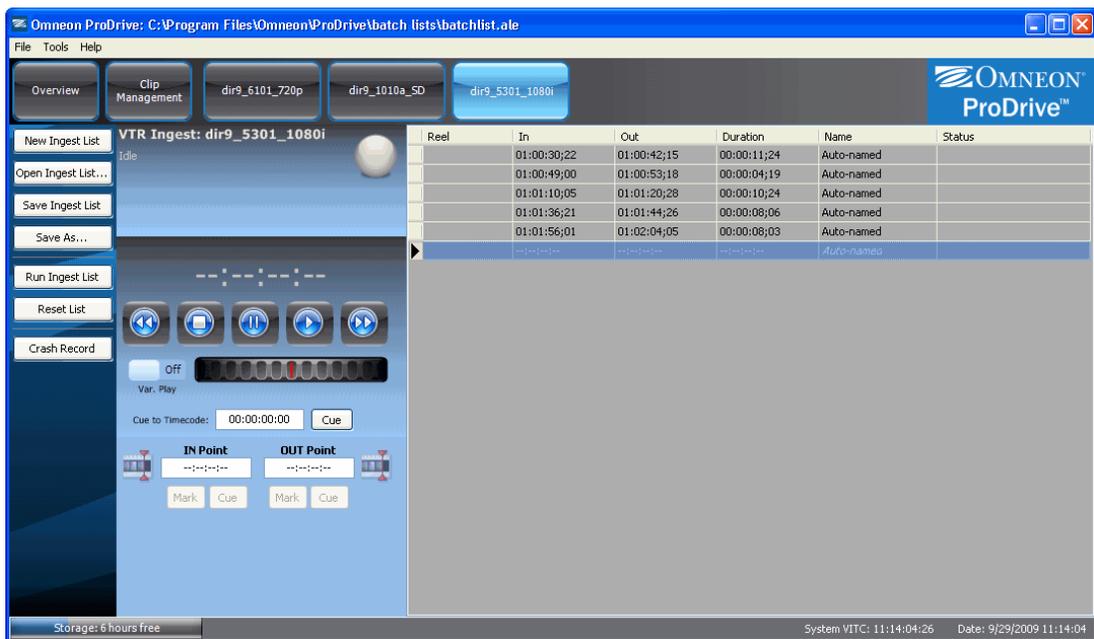
This section provides the following procedures:

- [Adding Clips to a VTR Ingest List](#)
- [Editing Clips in a VTR Ingest List](#)
- [Deleting Clips from a VTR Ingest List](#)
- [Cueing Clips in a VTR Ingest List](#)

Adding Clips to a VTR Ingest List

To add clips to a VTR Ingest list:

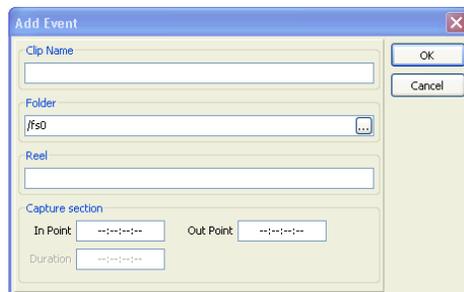
1. From the Omneon ProDrive toolbar, click the Player configured for VTR Ingest.



2. Right-click the VTR Ingest List panel and select **New Clip**.



The Add Event window opens.



3. In the **Clip Name** field, enter a name for the clip.
4. In the **Folder** field, browse to the folder where the clip will be saved.
5. In the **Reel** field, enter the reel number.

Use this field if the clip is part of a VTR Ingest list that spans multiple reels.

6. In the **Capture section**, enter the **In Point** and **Out Point** for the clip.

The duration is calculated for you.

7. Click **OK**.

The clip is added to the VTR Ingest List panel.

8. Repeat steps 1 through 7 for each clip you want to add to the VTR Ingest list.
9. When you are done, click **Save Ingest List** using a name and directory of your choice. Retain the .ale file extension.

Editing Clips in a VTR Ingest List

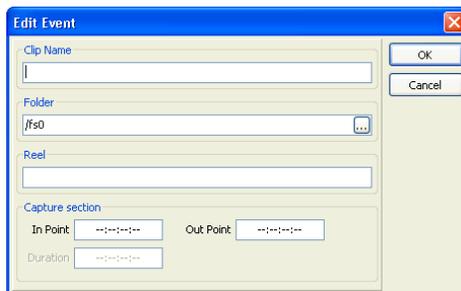
To edit a clip in a VTR Ingest list:

1. From the Omneon ProDrive toolbar, click a Player configured for VTR Ingest.



2. Right-click the clip you want in the VTR Ingest List panel and select **Edit Clip**.

The Edit Event window opens.



3. In the **Clip Name** field, enter a name for the clip.
4. In the **Folder** field, browse to the folder where the clip will be saved.
5. In the **Reel** field, enter the reel number if the clip is part of a VTR Ingest list that spans multiple reels.
6. In the **Capture section**, enter the **In Point** and **Out Point** for the clip.

The duration is calculated for you.

7. Click **OK**.
8. When you are done, click **Save Ingest List** using a name and directory of your choice. Retain the .ale file extension.

Deleting Clips from a VTR Ingest List

To delete a clip from a VTR Ingest list:

1. From the Omneon ProDrive toolbar, click a Player configured for VTR Ingest.



2. Right-click the clip you want in the VTR Ingest List panel and select **Delete Clip** or press Delete on your keyboard.

NOTE: No confirmation is required to delete a clip.

3. When you are done, click **Save Ingest List** using a name and directory of your choice. Retain the .ale file extension.

Cueing Clips in a VTR Ingest List

The Cue Clip function cues the VTR to the current time in the selected clip.

To cue a clip in a VTR Ingest list:

1. From the Omneon ProDrive toolbar, click the Player configured for VTR Ingest.



2. Right-click the clip you want in the VTR Ingest List panel and select **Cue Clip**.

Managing a VTR Ingest

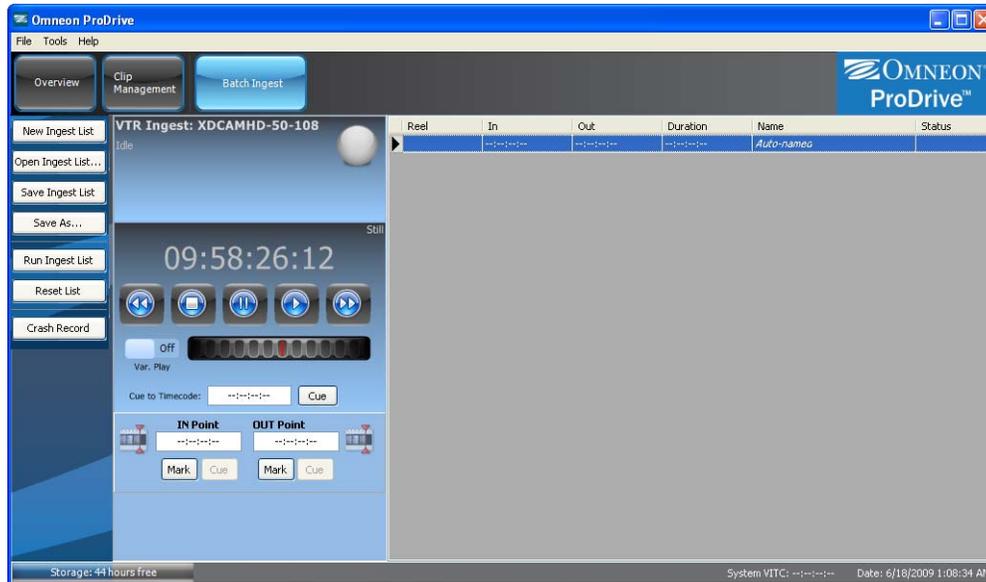
This section explains how to perform the following procedures:

- [Running a VTR Ingest](#)
- [Skipping to the Next Clip](#)
- [Stopping a VTR Ingest](#)

Running a VTR Ingest

To run a VTR Ingest:

1. From the Omneon ProDrive toolbar, click a Player configured for VTR Ingest.



2. Create or open a VTR Ingest list. The VTR Ingest list is loaded in the VTR Ingest List panel
3. In the VTR Ingest window button bar, click **Run Ingest List**.
ProDrive begins the ingest process.
4. If multiple reels are required, the current reel is ejected and you will be prompted to insert the next reel in a multi-reel ingest.



5. Insert the next tape and click **OK**.
6. To complete the VTR Ingest process, allow all clips to be ingested.

When the process is done, ProDrive will eject the tape in the VTR, and the status will return to Idle.

Skipping to the Next Clip

To skip to the next clip in a VTR Ingest:

1. From the VTR Ingest window, click **Skip**.
 - If the ingest of the current clip has not yet begun, the current event will be skipped and the remaining items in the list will be ingested.
 - If the the ingest of the current clip has already begun, the ingest will stop, the partial clip will be deleted from the server, and the remaining items will be ingested.

Stopping a VTR Ingest

To stop a VTR Ingest:

- From the VTR Ingest window, click **Abort**.

The VTR Ingest process stops and the VTR status changes to **Idle**.

Rerunning a VTR Ingest

To rerun a VTR Ingest:

1. From the VTR Ingest window, click **Reset List**.

The list status clears, as if it had never run.

2. Click **Run Ingest**

The ingest process begins. If the clip name is already present at the specified location on the server, it will not be reingested and the status will show invalid; the event will be skipped.

NOTE: To reingest material such as replacing a clip, go to **Clip Management** and delete the old clip first before rerunning the ingest.

CHAPTER 5

Performing a Scheduled Ingest

ProDrive's schedule management features enables users to view, edit, and create new scheduled record items at any time of day, for any duration. At the specified time, your media server will switch to record mode and capture your desired content.

The following topics are covered in this chapter:

- [Understanding the Scheduled Ingest Window](#)
- [Enabling a Player For Scheduled Ingest](#)
- [Managing Scheduled Ingest Lists](#)
- [Managing Scheduled Ingest Events](#)

Understanding the Scheduled Ingest Window

The Scheduled Ingest window is arranged into different groups of controls and displays. From top to bottom, these are the Players Area and Clip Status Area. A Button bar is provided on the left side of the window. The Scheduled Ingest List panel is on the right.



Controls

Table 11. Scheduled Ingest—Controls

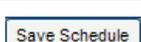
<p>Scheduled Ingest: XDCAMHD-50-10</p>	<p>Shows the name of the Player and current status of the ingest process: Idle, Cueing to, or [1/N] Ingesting.</p>
	<p>Indicates the process is idle.</p>
	<p>Indicates a normal operating condition.</p>
	<p>Indicates a Warning condition that requires user intervention. For example, in a Playlist, an item may be cued but the Take button needs to be clicked. In a VTR Ingest, the Warning may be issued when you need to change reels.</p>

Table 11. Scheduled Ingest—Controls (Continued)

	<p>Indicates an Error condition that requires user intervention. For example, in a Playlist, the clip for the next event may be missing. In a VTR Ingest, the Warning may be issued because an ingest failed to occur, or the ingest was invalid.</p>
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Buttons

Table 12. Scheduled Ingest—Buttons

	<p>Clears the current scheduled ingest list from the Scheduled Ingest List panel.</p>
	<p>Opens an existing scheduled ingest list in the Scheduled Ingest List panel.</p>
	<p>Saves the current scheduled ingest list to a directory and name of your choice.</p>
	<p>Puts the MediaPort in record mode and begins recording whatever signal is currently going to the SDI IN of that port. The port used is the same as the port configured for this role; in this case, Scheduled ingest. Crash records can be configured to run for a specified duration, creating a clip on your media server.</p>

Menus

Table 13. Scheduled Ingest—Menus

File	<ul style="list-style-type: none"> • New Schedule—clears the Scheduled Ingest panel enabling you to load a new ingest list. • Open Schedule—opens a Scheduled Ingest List. • Save Schedule—saves the current loaded Scheduled Ingest List using the name and directory of your choice.
Edit	<ul style="list-style-type: none"> • New Event—creates a new event. • Delete Event—deletes the selected event from the Playlist panel. • Edit Event—edits the selected event.
Tools	<ul style="list-style-type: none"> • Configuration—configures ProDrive. • VTR Control—selects the COM through which ProDrive communicates with the VTR. • View Log—displays the event log at the bottom of the window.
Help	<ul style="list-style-type: none"> • About—provides information about the ProDrive release.

Enabling a Player For Scheduled Ingest

To enable a Player for scheduled ingest:

1. From the Omneon ProDrive menu bar, click **Tools > Configuration**.
The ProDrive Configuration window opens.
2. In the Configuration window, click on the desired Player's tab.
3. Select the **Scheduled Ingest** option.

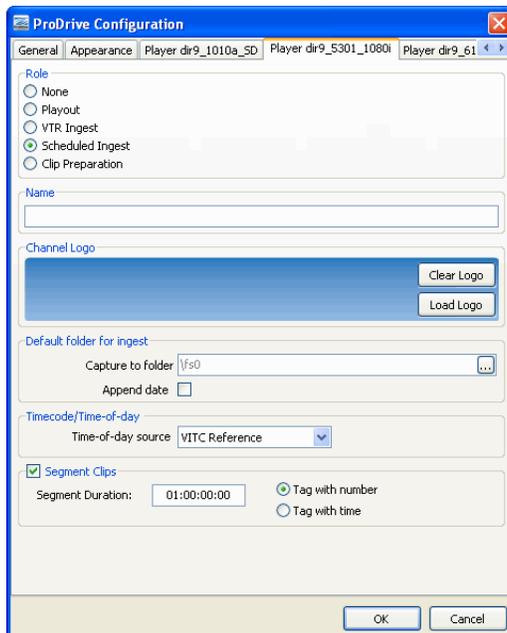


Table 14. ProDrive Configuration—Player Tab

Role Scheduled Ingest	Enables the Player for scheduled ingest at specified times and dates.
Name	(Optional) Assigns a name to the button that appears in the Overview Window, as well as the button that appears in the top row of buttons. The default name is the one configured using SystemManager.
Channel Logo	(Optional) Assigns a logo to the button that represents this Player. The logo appears in the Overview window as well as the top row of buttons. Click Load Logo to use a logo; click Clear Logo to remove it. Note that all images are resized to 48 x 48 pixels. Supported file types include .bmp, .jpg, .tif, and .png.
Default folder for Ingest Capture to folder	Specifies the folder where the ingested clips are captured. The default folder is defined in the general tab under Default folder for ingest .

Table 14. ProDrive Configuration—Player Tab (Continued)

Default folder for Ingest Append Date	Adds the current date to the end of the specified clip name. The date is in the following format : YYMMDD, i.e. clipname_091001. By checking this option, Append Date is always enabled from within the Scheduled Ingest screen. You can uncheck this option when a record event is created/scheduled.
Timecode/Time of Day Time-of-day Source	Specifies the the time source used for issuing timed event commands such as playing or recording at a specific time of day. <ul style="list-style-type: none"> • Local PC Time—uses the local time on the client PC as the time reference. • Player LTC—uses the Linear timecode (LTC) of the Player as the time reference. • Media Director Time—uses the media server time as the time reference. • VITC Reference—uses SMPTE Vertical interval timecode (VITC) as the time reference. For frame accuracy, Omneon recommends using VITC Reference for Payout and Scheduled Ingest roles. Both the media server and MediaPort should be supplied reference from the same VITC reference source.
Segment Clips	Specifies that the Segment Clip option for each scheduled ingest will be on by default.
Segment Duration	Specifies the default segment length in hh:mm:ss:ff. The maximum number of segments allowed per record event is 48. For example, if you have a 24 hour record event and you want it segmented, then you should not use a segment duration of less than 00:30:00:00. If you do, then the number of segments above 48 will not be recorded. Similarly, if you have a 12 hour record event, the minimum segment duration would be 00:15:00:00.
Segment Duration: Tag with Number	Sequentially, beginning with 1, appends a number to the Clip Name for each segment that is created. i.e. ingest_1, ingest_2, ingest_3.
Segment Duration: Tag with Time	Appends the time of day the clip is created to the Clip Name for each segment that is created. i.e. ingest_221500, ingest_221700, ingest_221900.

4. Configure the parameters you want.
5. Click **OK**.

Managing Scheduled Ingest Lists

This section provides the following procedures:

- [Assigning a Scheduled Ingest List for a Player](#)
- [Clearing Scheduled Ingest Lists](#)
- [Saving Scheduled Ingest Lists](#)

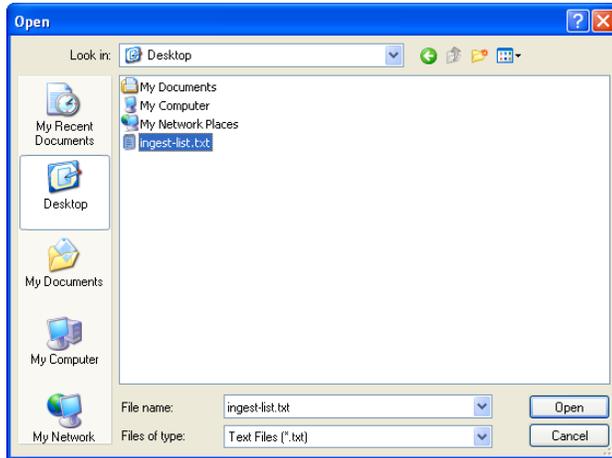
Assigning a Scheduled Ingest List for a Player

To assign a scheduled ingest list to a Player:

1. From the Omneon ProDrive Player's Area, click the Player configured for scheduled ingest.
2. In the Scheduled Ingest window button bar, click **Open Schedule**.



The Open window appears.



3. Select the scheduled ingest list you want.
4. Click **OK**.

The scheduled ingest list is loaded in the Scheduled Ingest List panel.

Clearing Scheduled Ingest Lists

To clear a scheduled ingest list:

1. From the Omneon ProDrive Player's Area, click the Player for which you want to clear the Scheduled Ingest List.



2. In the Scheduled Ingest window button bar, click **New Schedule**.

The Scheduled Ingest List is cleared in the Scheduled Ingest List panel.

Saving Scheduled Ingest Lists

To save a scheduled ingest list:

1. From the Omneon ProDrive Player's Area, click a Player configured for scheduled ingest..



2. Edit the list, as required.

See [Editing Events in a Scheduled Ingest List](#) for more information.

3. In the Scheduled Ingest window button bar, click **Save Schedule**.

Save the schedule using a name and directory of your choice.

Managing Scheduled Ingest Events

This section provides the following procedures:

- [Adding Events to a Scheduled Ingest List](#)
- [Editing Events in a Scheduled Ingest List](#)
- [Deleting Events in a Scheduled Ingest List](#)

Adding Events to a Scheduled Ingest List

To add an event to a Scheduled Ingest list:

1. From the Omneon ProDrive Player Area, click the Player configured for scheduled ingest.



2. Right-click anywhere in the Scheduled Ingest List panel and select **New Event**.

The Add Scheduled Event window opens.

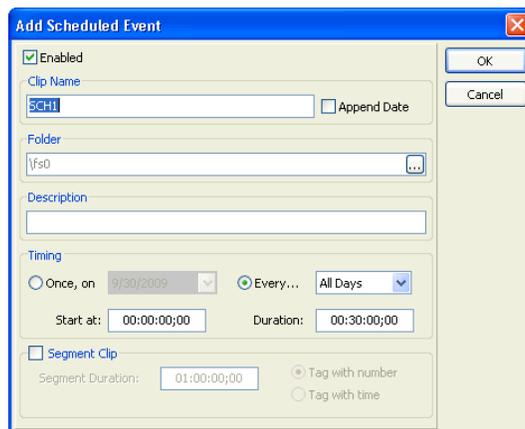


Table 15. Add Scheduled Event

Enabled	Enables the event for ingest.
Clip Name	Specifies the name of the clip being ingested.
Append Date	Appends the date (YYMMDDAY) the clip is created to the Clip Name defined above i.e. ingest_090917, ingest_090919, ingest_090921.
Folder	Specifies the folder in which the clip will be ingested.
Description	Provides a description of the ingest. Note that this description is not saved as part of the clip’s metadata. It is solely used in the ProDrive’s GUI.
Timing: Once, on	Specifies the day and time of the ingest.
Timing: Every...	Specifies the days and time at which the clip will be ingested. (You can choose one day or all days, but not some of the days)
Timing: Start at	Specifies the start time in 24-hour format, HH:MM:SS:FF (hour:minutes:seconds:frames)
Timing: Duration	Specifies the duration of the clip being ingested in HH:MM:SS:FF (hours:minutes:seconds:frames) for the ingest to begin..
Segment Clip	Segments the clip according to the specified duration. <ul style="list-style-type: none"> • Tag with number—Sequentially, beginning with 1, appends a number to the Clip Name defined above for each segment that is created. i.e. ingest_1, ingest_2, ingest_3. • Tag with time—Appends the time of day the clip is created to the Clip Name defined above for each segment that is created. i.e. ingest_221500, ingest_221700, ingest_221900.

3. Configure the parameters you want.
4. Click **OK**.

The event is added to the Scheduled Ingest List panel.

NOTE: The schedule will reflect any currently active recording for the port that is configured for that instance of Scheduled Ingest.

5. Repeat steps 1 through 4 for each ingest event you want added to the Ingest schedule.
6. When you are done, click **Save Schedule** using a name and directory of your choice. Retain the .txt file extension.

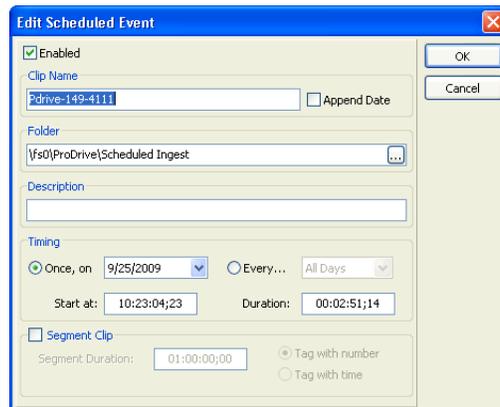
Editing Events in a Scheduled Ingest List

To edit an event in a scheduled ingest list:

1. From the Omneon ProDrive Player Area, click the Player for which you need to edit the Scheduled Ingest List.



2. Right-click the desired event in the Scheduled Ingest List panel and select **Edit Event**.
The Edit Scheduled Event window opens.



3. Configure the parameters you want.
See [Adding Events to a Scheduled Ingest List](#) for more information.
4. Click **OK**.

Deleting Events in a Scheduled Ingest List

To delete an event in a scheduled ingest list:

1. From the Omneon ProDrive Player Area, click the Player configured for scheduled ingest.



2. Right-click the desired event in the Scheduled Ingest List panel and click **Delete Event**.
No confirmation is necessary.

CHAPTER 6

Preparing Clips

In this Chapter

- [Overview](#)
- [Understanding the Clip Preparation Window](#)
- [Enabling a Player for Clip Preparation](#)
- [Managing Clips and the Clip Prep List](#)

Overview

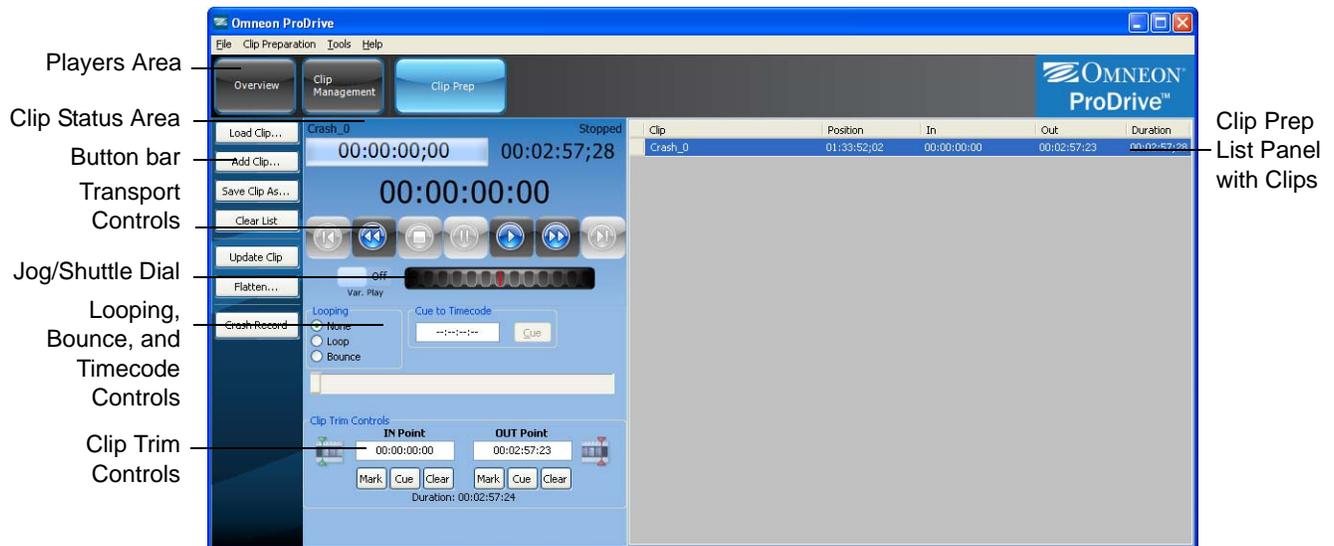
ProDrive provides clip preparation tools for trimming the in and out points of existing clips, creating new sub-clips from existing clips, and combining multiple clips into a single new clip (flattening), to ensure that the content stored on your media server is ready for transmission whenever you need it. Using ProDrive, you can load any available clip from your media server into any ProDrive configured Player and play, pause, rewind, fast forward, to review, edit, and update the Start of Media (SOM) and End of Media (EOM) of that clip.

You can jog and shuttle through the clip, find points of interest, mark new in and out points, and create new sub-clips based on this data or flatten individual clips into a new file.

Understanding the Clip Preparation Window

The Clip Preparation window is arranged into different groups of controls and displays. From top to bottom, these are the Players Area, Clip Status Area, the Transport Controls, Shuttle Controls, Looping Controls, Cue to Timecode Controls, and the Clip Trim Controls. A Button bar is provided on the left side of the window. A Clip Prep List panel appears on the right.

Preparing Clips



Controls

Table 16. Clip Preparation—Controls

	Shows the name of the clip.
	Indicates the process is idle.
	Indicates a normal operating condition.
	Indicates a Warning condition that requires intervention. For example, in a Playlist, an item may be cued but the Take button needs to be clicked. In a VTR Ingest, the Warning may be issued when you need to change reels.
	Indicates an Error condition that requires user intervention. For example, in a Playlist, the clip for the next event may be missing. In a VTR Ingest, the Warning may be issued because an ingest failed to occur, or the ingest was invalid.
	Shows the status of the clip: Stop, Pause, Forward, Rewind, Pause, or Playing.

Table 16. Clip Preparation—Controls (Continued)

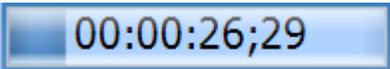
	<p>Shows duration elapsed, as represented by the timecode and progress bar. This will be displayed as Time Count or Frame Count, depending on the setting used in the General Configuration tab. If Frame Count is used, this will be displayed in frames, otherwise this is displayed as a Time counter.</p>
	<p>Shows the duration remaining. This will be displayed as Time Count or Frame Count, depending on the setting used in the General Configuration tab. If Frame Count is used, this will be displayed in frames, otherwise this is displayed as a Time counter.</p>
	<p>Shows the current position of the clip in HH:MM:SS:FF (hours:minutes:seconds:frames). This will be displayed as Timecode, Time Count, or Frame Count depending on the setting used in the General Configuration tab.</p>
	<p>(Previous clip) Plays the previous clip. Note that Previous Clip/Page up typically moves to the head of the previous clip. If you are NOT at the head of the current clip however, this control will move you to the head of the current clip instead.</p>
	<p>(Rewind) Plays the clip at -8x.</p>
	<p>(Stop) Stops the playback or recording of a clip.</p>
	<p>Plays (pauses) the clip at 0x, presenting a still frame. If no clip is loaded, black is played.</p>
	<p>Plays the clip at 1x (normal play mode).</p>
	<p>(Fast Forward) Plays the clip at 8x.</p>
	<p>(Next clip) Plays the next clip. Note that Next Clip/Page down always moves you to the head of next clip - unless you are already at the last clip, in which case, it moves you to the tail of the last clip.</p>
	<p>When on, limits speed to +/- 2x .</p>

Table 16. Clip Preparation—Controls (Continued)

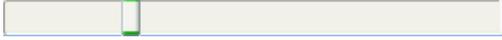
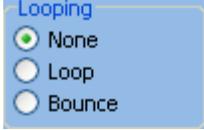
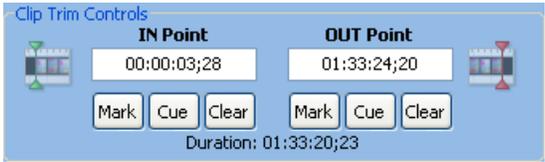
	<p>Controls the jog/shuttle dial as follows:</p> <ul style="list-style-type: none"> • moving the dial to the left changes the clip's current speed to the next faster reverse speed. • moving the dial to the right changes the clip's current speed to the next faster forward speed. <p>The following transport speeds are supported, as multiples of normal forward play: -32, -16, -8, -4, -2, -1, -1/2, -1/4, -1/16, -1/32, 0, 1/32, 1/16, 1/8, 1/4, 1/2, 1, 2, 4, 8, 16, 32.</p> <ul style="list-style-type: none"> • moving the dial to the left or the right by one click jogs forward or backward, one frame at time.
	<p>Tracks and enables manual control of the shuttle process. Press and hold to switch between jog and shuttle modes, as for VTR ingest.</p>
	<p>Specifies the following looping options:</p> <ul style="list-style-type: none"> • None—Disables looping and bounce. • Loop—Causes the clip list, which can be comprised of a single clip, or multiple clips loaded in the Clip Prep list area, to restart upon reaching its end. In this mode, the clip plays continuously until Stop is clicked. Inactive clips (not shown in red) can be selected and moved while the Player is in Loop mode. Note that the Player must be stopped before the Loop mode can be activated. • Bounce— Repeatedly plays a clip from its IN point and OUT point and then back again. In this mode, the clip reverses when it reaches its OUT point, playing back and forth. NOTE: Bounce mode works only with DV clips. It does not work with MPEG I-frame or Long GOP clips. <p>NOTE: Looping and Bounce are only applicable when the clip is being controlled through Clip Preparation.</p>
	<p>Cues the clip to the specified timecode. Enter the timecode values in the fields provided.</p>

Table 16. Clip Preparation—Controls (Continued)

	<ul style="list-style-type: none"> • Mark [IN Point], Mark [OUT Point]— These two buttons set the clip’s inpoint and outpoint — the starting and ending frames for clip playback. Clicking a Mark button sets that point on the clip’s current frame. Both the inpoint and outpoint are <i>inclusive</i>; the frames thus marked are the first and last frames to be shown during clip playback. • Cue [IN Point], Cue [OUT Point]— These two buttons cue to the in point or outpoint of the clip. • Clear [IN Point], Clear [OUT Point]— Clicking a Clear button clears the corresponding marked point. <p>Duration — Shows the duration of the clip between the inpoint (SOM) and outpoint (EOM).</p> <p>NOTES:</p> <ul style="list-style-type: none"> • When no inpoint is set, the default inpoint is the first frame of the clip and the corresponding Clear button is grayed-out and disabled. • When no outpoint is set, the default outpoint is the last frame of the clip and the corresponding Clear button is grayed-out and disabled.
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Buttons

Table 17. Clip Preparation—Buttons

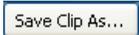
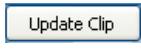
	<p>Loads a clip from the selected director to the Clip Prep List. You can now manage the clip with ProDrive using the Transport controls and perform clip editing procedures using the Looping, Cue to Timecode, and Clip Trim controls.</p>
	<p>Adds a clip from the selected directory to the Clip Prep List panel.</p>
	<p>Saves a new clip in the defined directory with the file name you specify. Clips must be I-Frame only and have the exact same attributes including: number and type of video tracks, number and type of audio tracks, format, and frame rate. LGOP clips are not distinguished from I-Frame.</p>

Table 17. Clip Preparation—Buttons (Continued)

	<p>Clears the Clip Prep List panel.</p>
	<p>Updates the selected clip with the changes you made.</p>
	<p>Flattens the selected clips into a new clip with the file name you specify. Clips to be flattened together must be I-Frame only and have the exact same attributes including: number and type of video tracks, number and type of audio tracks, format, and frame rate. LGOP clips are not distinguished from I-Frame but will not flatten correctly.</p> <p>NOTE: Save As and Flatten are very similar. Flatten performs a Save As, then loads the newly created clip onto the timeline, replacing the existing timeline contents.</p>
	<p>Allows you to begin an ingest using the currently selected Player. Crash records will run for the specified duration, creating a clip on your media server, and clips can be scheduled for playout on another port while being recorded.</p>

Menus

Table 18. Clip Preparation—Menus

File	<ul style="list-style-type: none"> • Exit—closes ProDrive and exits the application.
Clip Preparation	<ul style="list-style-type: none"> • Load Clip—loads a clip from the selected directory to the Clip Prep List. • Add Clip—adds a clip from the selected directory to the Clip Prep List panel. • Save As—saves a new clip in the defined directory with the file name you specify. The default name presented for sub clips depends on the name of the parent clip. If the parent clip has a datetime at the end, then the default name is the parent name with an updated datetime. If the parent clip has a sequence number, then the next free number in sequence is used. If the parent clip has neither, then a sequence number is added using the suffix separator configured as part of the ingest options in the Configuration General tab. <p>Note: The datetime appended to the end of a clip name is the time at which the Save As dialog box was opened. Close the dialog box and reopen the box to ensure the current date and time is appended to the clip name.</p> <ul style="list-style-type: none"> • Update—updates the selected clip or clips with the changes you made. • Load Latest Recording—loads the most recent Crash Record clips from the current session known by ProDrive. VTR, scheduled ingest clips, or clips ingested from another session, or via a different application will not be loaded.
Tools	<ul style="list-style-type: none"> • Configuration—configures ProDrive. • VTR Control—opens a VTR transport control window for VTRs connected to the PC serial com port(s). • View Log—displays the event log at the bottom of the window.
Help	<ul style="list-style-type: none"> • About—provides information about the installed ProDrive release.

Enabling a Player for Clip Preparation

To get started:

1. From the Omneon ProDrive menu bar, click **Tools > Configuration..** The ProDrive Configuration window opens.
2. Select the tab for the desired Player.
3. Select the **Clip Preparation** option.

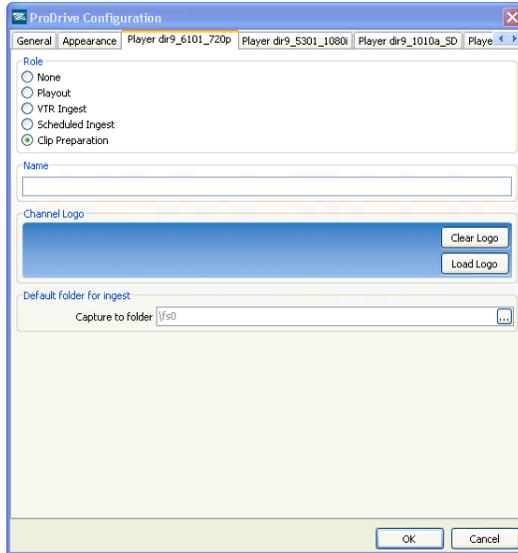


Table 19. ProDrive Configuration—Player Tab

Role Clip Preparation	Enables the Player for the manual previewing, preparation, and editing of media clips.
Name	(Optional) Assigns a name to the button that appears in the Overview Window, as well as the button that appears in the top row of buttons. The default name is the one configured using SystemManager.
Channel Logo	(Optional) Assigns a logo to the button that represents this Player. The logo appears in the Overview window as well as the top row of buttons. Click Load Logo to use a logo; click Clear Logo to remove it. Note that all images are resized to 48 x 48 pixels. Supported file types include .bmp, .jpg, .tif, and .png.
Default Folder for ingest Capture to folder	Specifies the folder where the ingested clips are captured when a Crash Record is performed, or when new content is created from either flattening or creating new sub-clips.

4. Configure the parameters you want.
5. Click **OK**.

Managing Clips and the Clip Prep List

This section describes the following tasks:

- [About Opening Clips](#)
- [Adding Clips to the Clip Prep List](#)
- [Updating Clips](#)
- [Loading Clips](#)
- [Creating New Clips](#)
- [Flattening Clips](#)
- [Recording Clips \(Crash Record\)](#)
- [Ejecting Clips](#)
- [Clearing Clips](#)

About Opening Clips

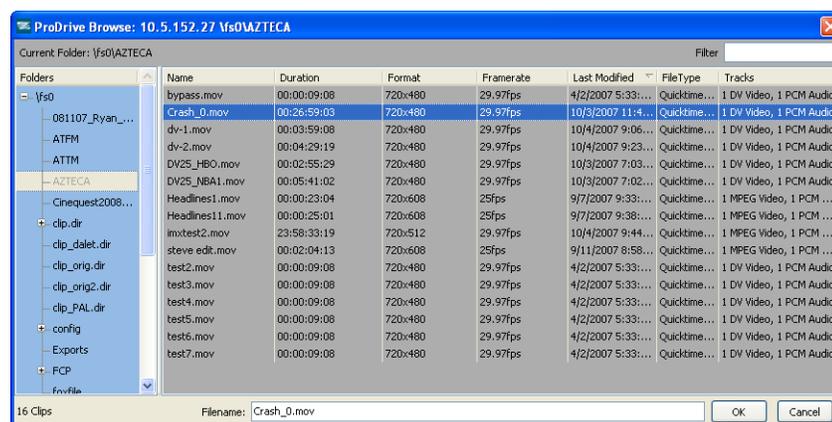
Right clicking on a clip allows you to view the clip “Open” option. When you click “Open”, the clip opens with the application assigned for that file extension in Windows. For example, if you have QuickTime installed, “.mov” clips will open in QuickTime Viewer.. VLC MediaPlayer (<http://www.videolan.org/vlc>) can open .MXF files with embedded essence. If “Open” is greyed out, no application has been assigned to open the file extension of the particular clip.

Adding Clips to the Clip Prep List

To add a clip:

1. From the Omneon ProDrive Player Area, select the Player you have configured for Clip Preparation.
2. From the Omneon ProDrive menu bar, click **Clip Preparation > Add Clip**.

The Clip Management window opens.



3. Select the clip you want to add.

NOTE: You can select multiple clips using the Ctrl or Shift key.

4. Click **OK**.

The selected clips appear in the Clip Preparation window.

5. Repeat **Step 2** through **Step 4** for each clip you want to add.

Tip: You can reorder clips in the Clip Preparation List panel by dragging and dropping them to a new location in the list.

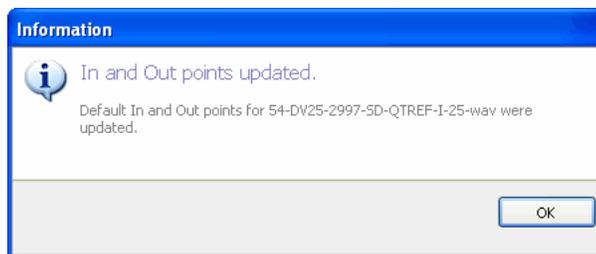
Updating Clips

Updating a clip involves changing its inpoint, outpoint, or both and then saving the updates/changes.

To update a clip:

1. From the Omneon ProDrive Player Area, select a Player you have configured for Clip Preparation.
2. From the Clip Preparation List panel, select the clip you want to update.
3. Using the **Clip Trim Controls**, mark the new **IN Point** and **OUT Point**.
4. In the Clip Preparation window button bar, click **Update Clip**.

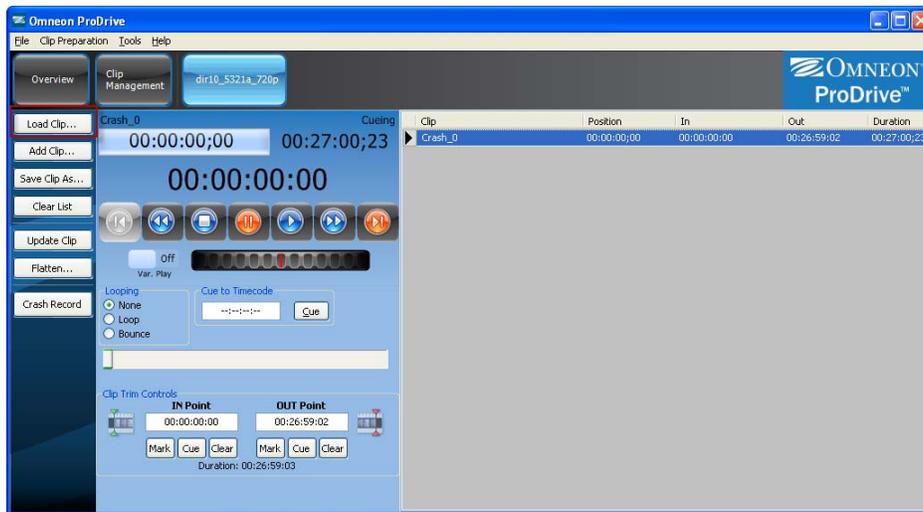
A window opens with details of the updates.



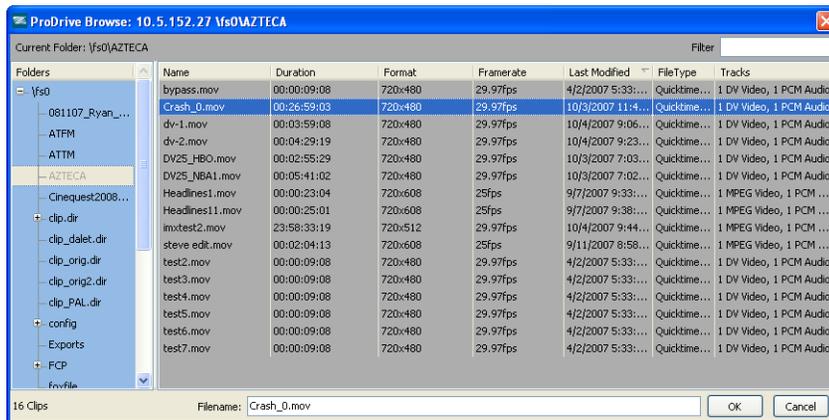
Loading Clips

To load a clip:

1. From the Omneon ProDrive Player Area, select a Player you have configured for Clip Preparation.
2. In the Clip Preparation window button bar, click **Load Clip**.



The Clip Management window opens.



3. Select the clip you want.
4. Click **OK**.

The clip appears in the Clip Preparation window and is loaded in the Player. You can now manage the clip with ProDrive using the Transport controls and perform clip editing procedures using the Cue to Timecode, and Clip Trim controls.

Creating New Clips

To create a new clip from an existing clip:

1. From the Omneon ProDrive Player Area, select the Player you have configured for Clip Preparation.
2. From the Clip Preparation List panel, select the clip you want to duplicate.
3. In the Clip Preparation window button bar, click **Save As**.

The Clip Management window opens.

4. In the **File Name** field, enter the new name for the new clip.
5. Click **OK**.

Now you can edit the duplicate clip and make changes to the media without affecting the original clip.

Flattening Clips

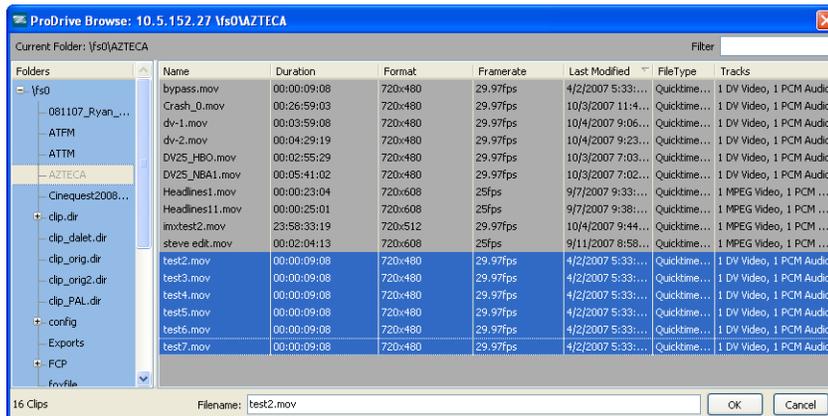
Flattening clips involves merging multiple clips in the order in which they appear in the Clip Preparation window into a single clip.

To flatten clips into one clip:

1. From the Omneon ProDrive Player Area, select a Player you have configured for Clip Preparation.
2. In the Clip Preparation window button bar, click **Load** or **Add Clip**.



The Clip Management window opens.



3. Select the clips you want to flatten.
4. Click **OK**.

The clips appear in the Clip Preparation window.

- (Optional) Using the **Clip Trim Controls**, mark the new **IN Point** and **OUT Point** for each clip.
- In the Clip Prep window button bar, click **Flatten**.

The Clip List window opens.

- In the **File Name** field, enter the name for the flattened clips.
- Click **OK**.

The flattened clip replaces the previous clips in the Clip Prep list panel.

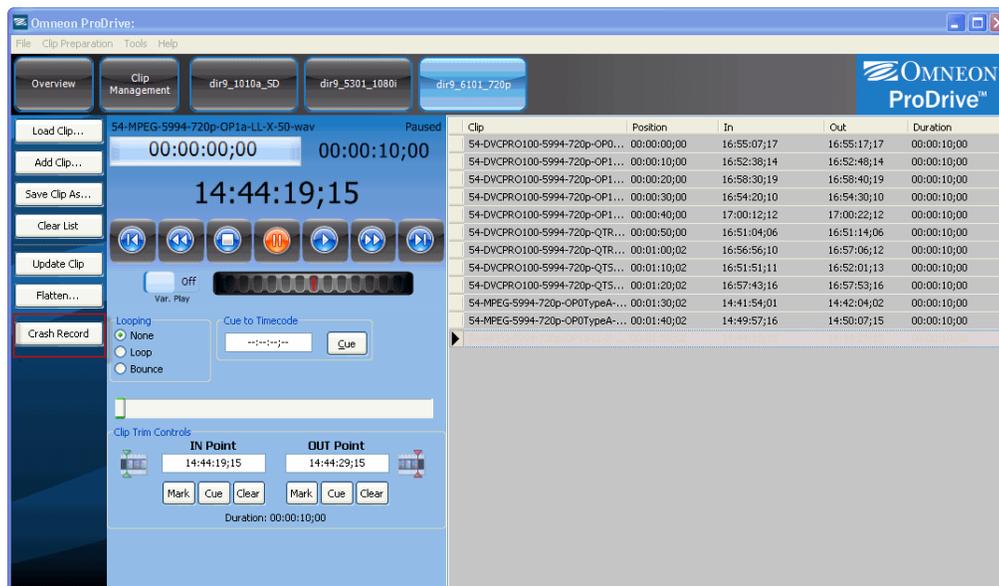
NOTES: Flattening of clips only works frame accurately for I-Frame content. Clips to be flattened should be of the same format and wrapper type.

Recording Clips (Crash Record)

A Crash Record allows you to record a clip without having to name the clip or set up its recording duration. This type of recording is beneficial when a quick recording is required.

To crash record a clip:

- From the Omneon ProDrive Player Area, select a Player you have configured for Clip Preparation.
- In the Clip Preparation window button bar, click **Crash Record**.



The Crash Record window opens.



3. (Optional) Specify a new **Clip Name** for the clip.

NOTE: If no name is specified, the system will auto assign a name. The system will assign a name based on the default clip name pattern as specified in the **Configuration > General Tab > Ingest Options**.

4. (Optional) Specify a new **Destination Folder** for the clip.

NOTE: The default path, as defined in the Configuration window, will appear in gray.

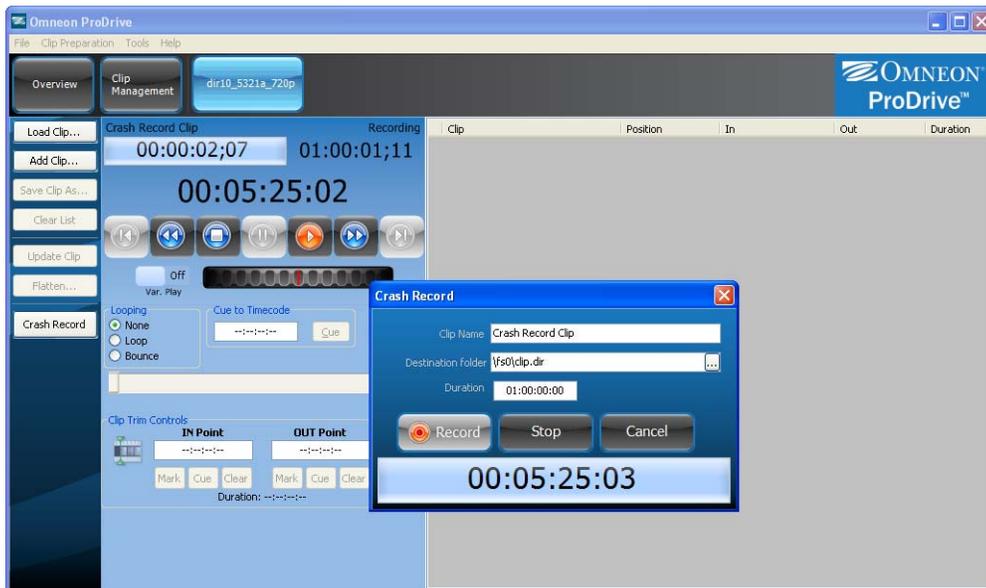
5. (Optional) Specify the **Duration** for the clip to run.

NOTE: The system will assign a duration based on the Default clip duration as specified in the **Configuration > General Tab > Ingest Options**.

6. To start a crash record, do the following:

- a. Click **Record**.

Content that is currently being fed to the ingest port is recorded and created on the media server.



NOTE: While the clip is being recorded on the ingest port, you can schedule other clips for playout on a playout port.

- b. To cancel and discard the crash record, click **Cancel**.
- c. To stop and save the crash record, click **Stop**.

NOTE: While the crash record dialog is open, it is not possible to access other areas of ProDrive. To access other areas of ProDrive click on the X in the upper right corner of the Crash Record dialog window. This closes the window without stopping the record. The record will continue in the background until the specified duration has been reached.

NOTE: Clicking on **Crash Record** from within the Clip Prep window displays the current status of any ingest that port is doing.

7. When the process is done, click **OK**.

NOTE: While the crash record is in progress, you can adjust the duration if required. Enter a new duration and the record duration will update.

Ejecting Clips

To eject a clip:

1. From the Omneon ProDrive toolbar, select the Player you have configured for Clip Preparation.
2. From the Clip Prep List panel, right-click the clip you want to remove from the list and select **Eject Clip** from the menu.

Clearing Clips

To clear all clips from the Clip Preparation List panel:

1. From the Omneon ProDrive toolbar, select the Player you have configured for Clip Preparation.
2. In the Clip Preparation window button bar, click **Clear List**.

All clips in the Clip Preparation List panel are cleared.

CHAPTER 7

Playing Out Clips

In this Chapter

- [Overview](#)
- [Enabling a Player for Payout](#)
- [Understanding the Payout Window](#)
- [Understanding the Payout List Text File](#)
- [Managing Playlists](#)
- [Managing Payout Events](#)
- [Playing Clips](#)

Overview

ProDrive provides comprehensive content payout features in the same user interface. Individual clips (or even sections of clips) can be loaded onto a port and either played out immediately or scheduled for payout at a specific time.

You can also create playlists containing multiple clips from your Omneon media server. ProDrive supports complex transmission rules such as entire list loops, dynamically handling changes to the list's contents. New clips arriving on the server can immediately be inserted into an active list at any desired point.

ProDrive can also import playlists from Omneon PlayTool, making it easy to integrate into existing workflows or other parts of your business.

Full logging of transmission output is provided, making it easy to compare schedules and as-run content – ensuring that what went to air matches what was intended.

Enabling a Player for Payout

To enable a Player for playing out clips:

1. From the Omneon ProDrive menu bar, click **Tools > Configuration**.

The ProDrive Configuration window opens.

2. From the Omneon ProDrive toolbar, click a **Player** tab.

3. Select the **Playout** option.

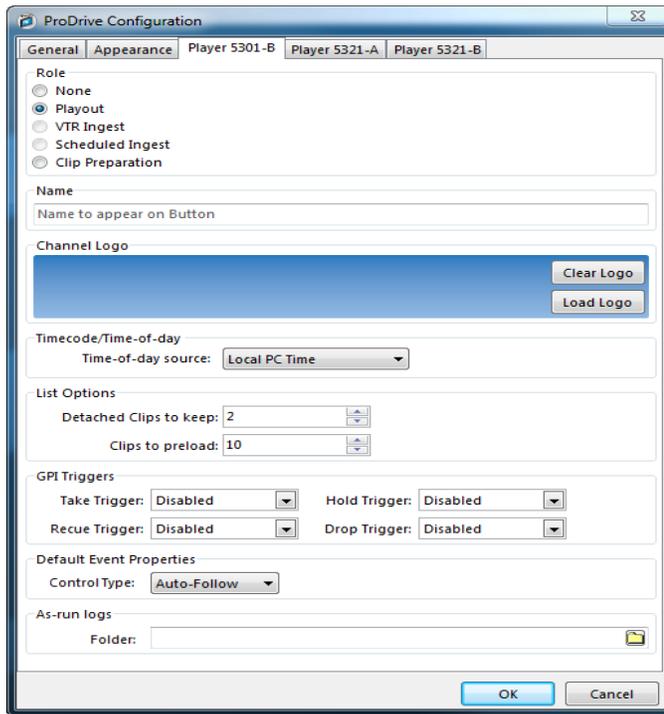


Table 20. ProDrive Configuration—Player Tab

Role Playout	Enables the Player for automated clip playout.
Name	(Optional) Assigns a name to a button that represents a Player in playout or ingest roles. The button appears in the Overview window. The default name is the one configured in Omneon SystemManager.
Channel Logo	(Optional) Assigns a logo to the button that represents this Player. The logo appears in the Overview window. Click Load Logo to use a logo; click Clear Logo to remove it. Note that all images are resized to 48 x 48 pixels. Supported file types include .bmp, .jpg, .tif, and .png.

Table 20. ProDrive Configuration—Player Tab (Continued)

Timecode/Time of Day Time-of-day Source	<p>Specifies the time source used for issuing timed event commands such as playing or recording at a specific time of day.</p> <ul style="list-style-type: none"> • Local PC Time—uses the local time on the client PC as the time reference. • Player LTC—uses the Linear timecode (LTC) of the Player as the time reference. • Media Director Time—uses the media server time as the time reference. • VITC Reference—uses SMPTE Vertical interval timecode (VITC) as the time reference. For frame accuracy, Omneon recommends using VITC Reference for Payout and Scheduled Ingest roles. Both the media server and MediaPort should be supplied reference from the same VITC reference source.
List Options	<ul style="list-style-type: none"> • Detached Clips to keep— the number of completed items kept in view in the Playlist. If this is set to 5, the Playlist will show up to the last 5 completed or “Detached” clips. • Clips to Preload—the number of items loaded on the Player’s timeline and or in cue, including the currently playing clip. If this is set to 5 the playlist will show one item Playing, and 4 Ready. Refer to About Adding Placeholder Events to Playlists for important information.
GPI Triggers	<p>Use to define triggers for:</p> <ul style="list-style-type: none"> • Take • Hold • Recue • Drop <p>You cannot reuse a port within a channel, but you can share ports across channels.</p> <p>Note: Supports the Advantech 4751L 50pin to USB external device (P/N: USB-4751L-AE, http://www.advantech.com/products/USB-4751L/mod_ABF6F937-9C73-4198-B3ED-D97A611482C8.aspx).</p>
Default Event Properties	<p>Use to insert or add events to a playlist. This will be the default event type. The options are:</p> <ul style="list-style-type: none"> • Auto-Follow • Hard-Timed • Manual
As-Run Logs	<p>Use to define the location where you want to save the As-Run logs. If traffic ID exists, it will be saved to As-Run logs. See Table 25.</p>

4. Configure the parameters you want.
5. Click **OK**.

About Adding Placeholder Events to Playlists

If a “placeholder” for a clip that is not present yet is put in a Playlist, the list will fail to start and return to idle state. This may occur in the following situations:

- There are several sequential placeholders all with a duration of 00:00:00:00 and no clip is defined.
- There are several sequential missing clips all with a duration of 00:00:00:00 but the clip is defined.
- Several events are dropped in order to hit a particular Hard-Timed event

To reduce the possibility of running into these issues, Omneon recommends that you set the **Clips to Preload** value to a large number such as 10.

Understanding the Playout Window

The Playout window is arranged into different groups of controls and displays. From top to bottom, these are the Clip Status Area, Timecode, Playout Controls. A button bar is provided on the left side of the window. The Playlist panel is on the right.

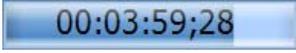
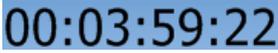
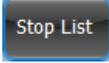
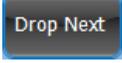
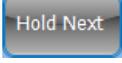
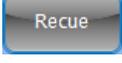
Controls



Table 21. Playout—Controls

	Shows the name of the clip.
	Indicates the clip playout process is idle.
	Indicates a normal operating condition.
	Indicates a Warning condition that requires user intervention. For example, in a Playlist, an item may be cued but the Take button needs to be clicked. In a VTR Ingest, the Warning may be issued when you need to change reels. .
	Indicates an Error condition that requires user intervention. For example, in a Playlist, the clip for the next event may be missing. In a VTR Ingest, the Warning may be issued because an ingest failed to occur, or the ingest was invalid.
	Shows the status of the clip: Stopped, Paused, Forward, Rewind, Paused, or Playing.

Table 21. Playout—Controls (Continued)

	<p>Shows duration elapsed, as represented by the timecode and progress bar. This will be displayed as Time Count or Frame Count, depending on the setting used in the General Configuration tab. If Frame Count is used, this will be displayed in frames, otherwise this is displayed as a Time counter.</p>
	<p>Shows the duration remaining. This will be displayed as Time Count or Frame Count, depending on the setting used in the General Configuration tab. If Frame Count is used, this will be displayed in frames, otherwise this is displayed as a Time counter..</p>
	<p>Shows the current position of the clip in HH:MM:SS:FF (hours:minutes:seconds:frames). This will be displayed as Timecode, Time Count, or Frame Count depending on the setting used in the General Configuration tab.</p>
	<p>Starts the selected clip cued for playout..</p>
	<p>Activates the currently loaded list. The first item in the list Cues.</p>
	<p>Loops the playlist so that once the last event in the playlist plays, the first event starts playing again. If Loop is enabled then the List options (Detached Clips to Keep, Clips to Preload) are ignored.</p>
	<p>Takes the next clip cued for playout and plays it out.</p>
	<p>Drops the next clip cued for playout.</p>
	<p>Holds the next clip cued for playout and waits for your action.</p>
	<p>Recues the current clip back to the beginning of that clip.</p>

Playlist Column Layout

You can change and customize the playlist column layout.

Change Column Order

- a. Left-click on column header.
- b. Drag and drop the column to the new location.

Show and Hide Columns

- a. Right-click on the column header that you want to show or hide.
- b. Select the **Visible Columns** option from the menu.
- c. Choose **Reset** to go back to the factory default settings.

Column changes are automatically saved and applied to all Playout channels.

An Event List contains the following information:

Table 22. Event List Column Descriptions

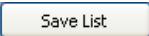
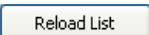
Checkbox	Shows if the event is Enabled for playout: Checked - event is enabled Not checked - event is not enabled. The entire line will also be grayed out and the Status will shows Disabled.
Description	Descriptive information for event added by user. This is not tied to clip metadata.
Clip Name	Name of clip to be played for this event
Start	hh:mm:ss:ff when event starts (time of day) "If this is a Hard-timed event with a date specified, the date will appear to the right of the Start time mm/dd/yyyy
Stop	hh:mm:ss:ff when event stops
Duration	hh:mm:ss:ff for event
Type	Control Type defining how this event will start (Manual, Hard, Auto)
Status	Shows state of Event/Clip, possible states are: "Ready - Event is scheduled for playback and the Clip is on the player's timeline but not yet cued "Cued - Event is scheduled for playback, clip is loaded into the Player and is cued to the specified in point "Playing - Clip is currently playing "Pending - Event is scheduled for playback but the Clip is not yet on the player's timeline "Detached - Event is complete "Missing - Event is scheduled but clip is missing. This event will be skipped if no corrective action is taken. "Disabled - Event is scheduled but not enabled for playout. This event will be skipped.
Traffic ID	Shows the customer provide traffic identifier for this event/clip

The following illustration shows an example of a playlist with clips.

Description	Clip Name	Start	Stop	Duration	Type	Status	Traffic ID
<input checked="" type="checkbox"/>	TC_window_burn_1.mov	10:16:09;12	10:16:19;12	00:00:10;00	Manual	---	12357
<input checked="" type="checkbox"/>	TC_window_burn_2.mov	10:16:19;12	10:16:29;12	00:00:10;00	Auto	---	1241
<input checked="" type="checkbox"/>	TC_window_burn_3.mov	10:16:29;12 10/12/2011	10:16:39;12	00:00:10;00	Hard	---	77895
<input checked="" type="checkbox"/>	TC_window_burn_4.mov	10:16:39;12	10:16:49;12	00:00:10;00	Auto	---	44579
<input type="checkbox"/>	TC_window_burn_5.mov	10:16:49;12	10:16:59;12	00:00:10;00	Auto	Disabled	12358
<input checked="" type="checkbox"/>	TC_window_burn_6.mov	10:16:59;12	10:17:49;14	00:00:50;00	Auto	---	2345678
<input checked="" type="checkbox"/>	TC_window_burn_7.mov	10:17:49;14	10:18:39;16	00:00:50;00	Auto	---	797098710
<input checked="" type="checkbox"/>	TC_window_burn_8.mov	10:18:39;16	10:19:29;18	00:00:50;00	Auto	---	8-09-u0=u-0=
<input checked="" type="checkbox"/>	TC_window_burn_9.mov	10:19:29;18	10:20:19;18	00:00:50;00	Auto	---	475768768m89tm89
<input checked="" type="checkbox"/>	TC_window_burn_10.mov	10:20:19;18	10:21:09;20	00:00:50;00	Auto	---	86568,r79
<input checked="" type="checkbox"/>	TC_window_burn_1.mov	10:21:09;20	10:21:19;20	00:00:10;00	Auto	---	1111
<input checked="" type="checkbox"/>	TC_window_burn_2.mov	10:21:19;20	10:21:29;20	00:00:10;00	Auto	---	1123
<input checked="" type="checkbox"/>	TC_window_burn_3.mov	10:21:29;20	10:21:39;20	00:00:10;00	Auto	---	555
<input checked="" type="checkbox"/>	TC_window_burn_4.mov	10:21:39;20	10:21:49;20	00:00:10;00	Auto	---	7777
<input checked="" type="checkbox"/>	TC_window_burn_5.mov	10:21:49;20	10:21:59;20	00:00:10;00	Auto	---	45678
<input checked="" type="checkbox"/>	TC_window_burn_6.mov	10:21:59;20	10:22:49;22	00:00:50;00	Auto	---	9876543
<input checked="" type="checkbox"/>	TC_window_burn_7.mov	10:22:49;22	10:23:39;24	00:00:50;00	Auto	---	876543
<input checked="" type="checkbox"/>	TC_window_burn_8.mov	10:23:39;24	10:24:29;26	00:00:50;00	Auto	---	7168.79870r695e
<input checked="" type="checkbox"/>	TC_window_burn_9.mov	10:24:29;26	10:25:19;28	00:00:50;00	Auto	---	686e8,79.7t0

Buttons

Table 23. Playlist—Buttons

	Clears the Playlist panel, enabling you to load a new playlist list.
	Add one or more clips to the Playlist.
	Opens a playlist list in the Playlist panel.
	Saves the current playlist list using the name and directory of your choice.
	Appends the selected playlist list to the current list in the Playlist panel.
	Reloads the current Playlist.

Menus

Table 24. Playout—Menus

File	<ul style="list-style-type: none"> • New List—clears the Playlist panel enabling you to load a new playout list. • Open List—opens a playout list in the Playlist panel. • Save List—saves the current playout list using the name and directory of your choice. • Exit—closes ProDrive and exits the application.
Edit	<ul style="list-style-type: none"> • Cut—removes the selected event from the Playlist panel. • Paste—pastes the selected event in the Playlist panel. • Delete Events—deletes the selected Events from the Playlist panel. • Copy—copies the selected event in the Playlist panel. • New Event—creates a new event. • Delete Events—deletes the selected Events from the Playlist panel. • Edit Event—edits the selected event. • Select All—selects all Events in the Playlist panel.
Tools	<ul style="list-style-type: none"> • Configuration—configures ProDrive. • VTR Control—selects the COM port through which ProDrive communicates with the VTR. • View Log—displays the event log at the bottom of the window.
Help	<ul style="list-style-type: none"> • About—provides information about the ProDrive release.

Understanding the Playout List Text File

Playlists can be created in ProDrive, or in an external application and imported into ProDrive. You can create them with a text editor, using tabs to separate the fields, and then save them with a .txt extension.

A Playlist contains the following information:

Table 25. Playlist Text File Definitions

Clip	Clipname with path.
Start	hh:mm:ss:ff when event starts (time of day).
Stop	hh:mm:ss:ff when event stops.
Duration	hh:mm:ss:ff for event, if left blank, event uses clip duration.
TrafficID	This is where the traffic sequence number should be placed.
Date	yyyy-mm-dd when event is to run.
Type	Trigger Type for event (Manual, Hard, Auto).
Description	Descriptive information for event added by user. This is not tied to clip metadata.
Enabled	Indicates if event should play or not (0 - enabled, 1 - disabled).
In point	hh:mm:ss:ff, of clip's timecode for first frame, if left blank, event uses clip default In point.

The following illustration shows an example of a playout list.

```

\fs0\ProDrive\TC_window_burn_15.mov 00:00:00;00 00:00:00;00 00:00:30;00 55abcxy Auto this is the clip description 0 18:10:00;00
\fs0\ProDrive\TC_window_burn_14.mov 00:00:00;00 00:00:00;00 00:00:30;00 452ppx Auto this is the clip description 0 18:09:55;00
\fs0\ProDrive\TC_window_burn_13.mov 00:00:00;00 00:00:00;00 00:00:30;00 wxyv123 Auto this is the clip description 0 18:10:13;20
\fs0\ProDrive\TC_window_burn_12.mov 00:00:00;00 00:00:00;00 00:00:30;00 494u5p9 Auto this is the clip description 0 18:10:03;20
\fs0\ProDrive\TC_window_burn_11.mov 00:00:00;00 00:00:00;00 00:00:30;00 4rf7ik0 Auto this is the clip description 0 18:09:53;20
\fs0\ProDrive\TC_window_burn_10.mov 00:00:00;00 00:00:00;00 00:00:50;00 poomj7t Auto this is the clip description 0 18:09:53;20
    
```

NOTE: When manually creating a playlist and running with drop frame, be sure to account for drop frame in the start time and duration columns. Use 00:00:00;00 instead of 00:00:00:00.

Managing Playlists

This section explains how to manage playlists and contains the following topics:

- [Opening Playlists](#)
- [Appending Playlists](#)
- [Saving Playlists](#)
- [Clearing Playlists](#)
- [About Status Updates to the Playlist](#)

Opening Playlists

To open a playlist:

1. From the Omneon ProDrive toolbar, click a Player configured for payout.
2. In the Payout window button bar, click **Open List**.

The Open List window opens.

3. Select your list and then click **Open**.

Appending Playlists

To append a playlist:

1. From the Omneon ProDrive toolbar, click a Player configured for payout.
2. In the Payout window button bar, click **AppendList**.

The Append List window opens.

3. Select your list and then click **Append**.

The list is appended to the current one in the Playlist panel.

Saving Playlists

To save the current playlist:

1. From the Omneon ProDrive toolbar, click a Player configured for payout.
2. Edit the playlist, as required.

Go to [Editing Payout Events](#) for information.

3. In the Payout window button bar, click **Save List**.

The Save As dialog window opens.

4. Specify a name and location for the list

5. Click **Save**.

The list is saved using a name and directory of your choice.

Clearing Playlists

To clear a playlist:

1. From the Omneon ProDrive toolbar, click a Player configured for playout.
2. In the Playout window button bar, click **New List**.

The current list is removed from the Playlist panel and you can now open a new playlist.

About Status Updates to the Playlist

The system checks for missing clips, updates, and changes to duration and In/Out points and applies the following rules:

- If a clip is missing, the **Status** changes to **Missing**, in red.
- If a clip exists but is recording, the duration reflected in the event list will be equal to the current known duration.
- If a clip had been missing but now exists, the status will change to either Pending or Ready, depending on if that clip is outside or inside the Cue window (Clips to Preload).
- To ensure that you can view the active event in the playout window, configure the **Clips to Keep** value in the Player configuration to a number that will fit within the screen size that you use.

Any time the ProDrive application is opened, and the system is configured for playout, the system will try to “Join” the Player’s state. Thus, if you close the ProDrive application and there are Events on a Player’s timeline that are being played, the next time you open the ProDrive application, ProDrive will try to figure out where in the Playlist you are, then join/start that list .

- When a clip goes from **Pending** to **Ready**, the system does another check on that clip to get the latest information.
- If you wish to edit a clip, open the Edit window and click **Ok**. The system will do a check and get the latest information. A clip is considered edited even if you only just open the Edit window.

Managing Playout Events

This section explains how to manage playout event. It covers the following topics:

- [Creating Playout Events](#)
- [Editing Playout Events](#)
- [Copying and Pasting Playout Events](#)
- [Cutting Playout Events](#)
- [Deleting Playout Events](#)

- [Selecting All Playout Events](#)

Creating Playout Events

To create:

1. From the Omneon ProDrive toolbar, click a Player configured for playout.
2. Right-click anywhere in the Playlist panel and select **New Event**.

The Add Playout Event window opens.

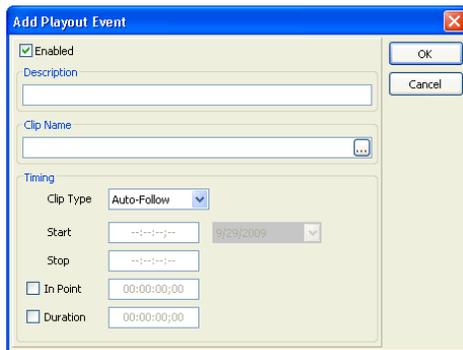


Table 26. Add Playout Event

Enabled	Enables the Event for playout.
Description	Provides a description of the Event.
Clip Name	Selects the Event you want from the default directory.
Timing: Clip Type	<ul style="list-style-type: none"> • Auto-Follow—Enables the Event to play out after the preceding Event finishes. • Hard-Timed—Enables the Event to playout according to the scheduled start date and time. • Manual—Enables the Event to playout only when you initiate a Take command. This can be accomplished using the Take button, setting a GPI trigger, or using the keyboard keys by clicking Ctrl + T. Manual events take precedence over Hard-Timed events.
Timing: Start	Specifies the start time and date for Hard-Timed configured Event.
Timing: Stop	Specifies the end time and date for Hard-Timed configured Event.
Timing: In Point	Causes the clip to start playing from the specified point in HH:MM:SS:FF (hours:minutes:seconds:frames). The selected clip is cued to the specified timecode location.
Timing: Duration	Specifies the duration of the clip playout in HH:MM:SS:FF (hours:minutes:seconds:frames).

3. Configure the parameters you want.

4. Click **OK**.

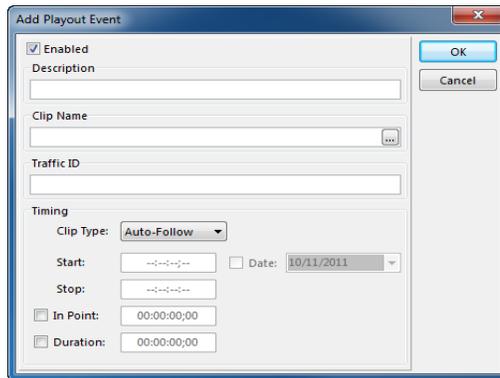
The new event is added to the Clip Playout list.

Editing Playout Events

To edit a playout event:

1. From the Omneon ProDrive toolbar, click a Player configured for playout.
2. Right-click the event you want in the Playlist panel and select **Edit Event**.

The Edit Playout List window opens.



3. Configure the parameters you want.

See [Creating Playout Events](#) for more information.

4. Click **OK**.

NOTE: There is a 5 second lockout on events. This means you cannot initiate a Drop Next or otherwise edit the Next event if the current event is within 5 seconds of completing.

Black can flicker on output:

Black can flicker momentarily on the output when the event following a Cued Held event is edited.

1. Start a playlist.
2. Take the first event.
3. While the first event is playing, click **Hold Next**. Event #2 is now Held.
4. Wait for the first event to complete. You will see a freeze of the first frame of the clip for event #2, the held event.
5. Edit event #3 by doing a Drop Next, Disabling or Enabling, or editing the event to use a different clip.

When any of the edits in step 5 are done, output goes black momentarily while the timeline changes are made.

Copying and Pasting Playout Events

To copy and paste playout event(s):

1. From the Omneon ProDrive toolbar, click a Player configured for playout.
2. Right-click the event(s) you want in the Playlist panel and select **Copy**.
3. Right-click anywhere in the Playlist panel, and select **Paste**.

The Event(s) are copied and pasted to the Playlist panel.

Cutting Playout Events

To remove an event from a Playlist so you can paste it elsewhere, cut the event.

To cut a playout event:

1. From the Omneon ProDrive toolbar, click a Player configured for playout.
2. Right-click the Event you want in the Playlist panel and select **Cut**.

Deleting Playout Events

To permanently remove an event from a Playlist, delete the Event.

To delete a playout event:

1. From the Omneon ProDrive toolbar, click a Player configured for playout.
2. Right-click the event you want in the Playlist panel and select **Delete Event**.

A confirmation window opens.

3. Click **Yes**.

Selecting All Playout Events

To select:

1. From the Omneon ProDrive toolbar, click a Player configured for playout.
2. Right-click anywhere in the Playlist panel and select **Select All**.

All Events in the Playlist panel are now selected.

Playing Clips

To play one or more clips:

1. From the Omneon ProDrive toolbar, click a Player configured for playout.
2. Do one of the following:
 - In the Playout window button bar, click **Open List**.
Load the list you want to play.
 - In the Playlist panel, right-click anywhere in the panel and select **New Event**.
Create the new Events you want to play.
3. To start playout, click **Start**.
4. Depending on how your event or playlist is configured, do one or more of the following:
 - If the event is Auto-follow, click **Take** to start the first event.
 - To deactivate the list and keep currently loaded clips from playing out, click **Stop**.
 - To manually trigger the next cued Event to play, click **Take**.
 - To drop the next clip cued for playout, click **Drop Next**.
 - To hold the next clip cued for playout and wait for your next action, click **Hold Next**.
 - To recue the current clip back to the beginning, click **Recue**. Press **TAKE** to start the clip playing.

CHAPTER 8

Managing Clips

In this Chapter

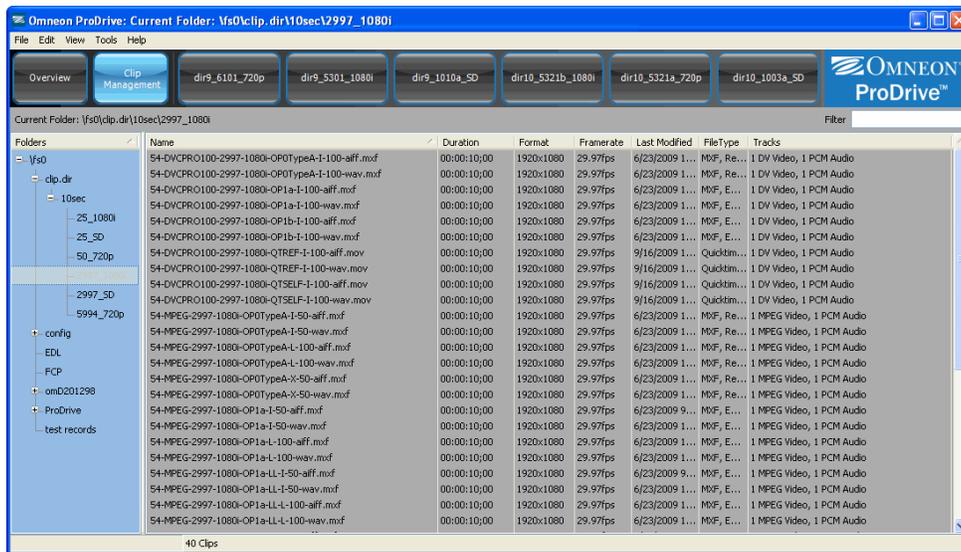
- [Overview](#)
- [Viewing Clips](#)
- [Managing Clips](#)
- [Adding Custom Metadata to Clip User Data](#)
- [Managing Clip Folders](#)

Overview

The clip management features in ProDrive help you to manage the content stored in your Omneon media server. With a full explorer view of the server's contents, you can rename, move, copy and delete clips, all from your desktop. Even with complex reference or self-contained clips, a consolidated view makes your content manageable and accessible. Folder structures within the media server can also be created and organized with ProDrive.

Understanding the Clip Management Window

The Clip Management window displays clips for use by ProDrive. The default directory is specified during system configuration.



The window contains a scrollable, multi-column list of clips in the file system. The list is arranged in alphabetical order and shows all clips in the current directory. You can resize the columns by clicking and dragging the boundary between the column headers. Click any of the columns to sort the clips based on what you clicked.

Table 27. Clip Management

Name	Shows the name of the clip, along with the file extension.
Duration	Shows the total clip length (regardless of stored in-points and out-points).
Format	Shows the aspect ratio of the clip.
Framerate	Shows the frame rate of the clip.
Last Modified	Shows the date and time the clip was created or last modified.
FileType	Shows the video file type.
Tracks	Shows the number of video and separate audio channels that have been recorded.

You can also filter the list of clips based on search criteria. In the **Filter** box, enter your search criteria to only show those clips containing the string in the name.

The default sort order when listing clips through a cliplist is newest to oldest (not alphabetical). This applies to:

- Clip Management
- Clip Prep - Load Clip
- Clip Prep - Add Clip
- Playback - Add Clips

Menus

Table 28. Clip Management—Menus

File	<ul style="list-style-type: none"> • Exit—Quits ProDrive.
Edit	<ul style="list-style-type: none"> • Delete—Deletes the selected clip. • Rename—Renames the selected clip. • Properties—Displays the clip’s properties. • Select All—Selects all clips in the list.
View	<ul style="list-style-type: none"> • Simple—Shows the default clip list. • Complex—Allows you to independently modify essence and clip files. • Refresh—Refreshes the list.
Tools	<ul style="list-style-type: none"> • Configuration—Configures ProDrive. • VTR Control—Selects the COM port through which ProDrive communicates with the VTR. • View Log—Displays the event log at the bottom of the window.
Help	<ul style="list-style-type: none"> • About—Provides information about the ProDrive release.

Viewing Clips

This section provides the following topics:

- [Filtering Clips](#)
- [Viewing Clips in a Folder](#)
- [Viewing Clip Properties](#)

Filtering Clips

To filter clips based on their name:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. In the **Filter** field, enter the search criteria you want.

ProDrive filters the table based on your search criteria.

Viewing Clips in a Folder

To view a description of a clip:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. Hover the pointer over the clip you want.

A description of the clip appears in a pop-up window.

Viewing Clip Properties

To view the properties of a clip:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. Right-click the clip you want.

3. Select **Properties** from the pop-up menu.



Table 29. Clip Management—Clip Properties

Name	Shows the clip name.
Type	Shows the clip file type, along with the frame rate. For example, Quicktime Reference 29.97 fps or MXF Embedded 29.97 fps.
Size	Shows the size of the clip in megabytes.
Duration	Shows the total clip length (regardless of stored in and out-points) in HH:MM:SS:FF (hours:minutes:seconds:frames).
Last Modified	Shows the date and time the clip was last modified.
Created	Shows the date and time the clip was created.
In Point (SOM)	Shows the in point time code.
Out Point (EOM)	Shows the out point time code.
First Frame	Shows the first frame of the media in HH:MM:SS:FF (hours:minutes:seconds:frames).
Last Frame	Shows the last frame of the media in HH:MM:SS:FF (hours:minutes:seconds:frames).
Protected	Indicates if the clip cannot be edited.
Playable	Indicates the clip is ready to play.
Record in progress	Indicates the clip is being recorded.
Property	Lists the tracks and user data associated with the clip.
Value	Lists all metadata associated with the clip such as Type, Title, Sample Ratio, Aspect Ratio, Channels, Sample Rate, BitRate, Bits per unit, Format, and Media File.

Managing Clips

This section provides the following topics:

- [Selecting Clips](#)
- [Sorting Clips](#)
- [Renaming Clips](#)
- [Copying Clips](#)
- [Moving Clips](#)
- [Deleting Clips](#)
- [Changing to Complex View](#)

Selecting Clips

To select one or more clips:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. Do one or more of the following:
 - Use the **Arrow** keys to move the highlight, or click the mouse on the clip you want.
 - Hold down **Shift** and click to select a continuous range.
 - Hold down **Ctrl** and click to select a discontinuous range.

Sorting Clips

To sort clips by one or more criteria:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. Click the table column header you want to use to sort.

The table is sorted in ascending or descending alphabetical, numerical, or chronological order, depending on the selected column.

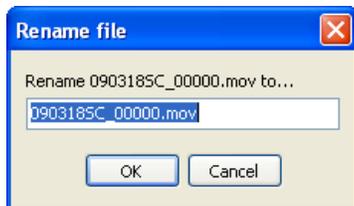
Renaming Clips

To rename a clip:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. Right-click the clip you want to rename and select **Rename** from the pop-up menu.



3. In the **Rename file** pop-up window, enter the new file name.
4. Click **OK**.

Copying Clips

To copy a clip:

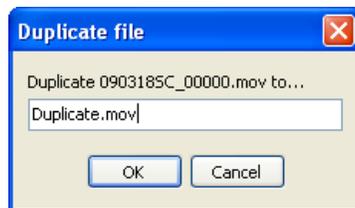
1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. Ensure the display is in **Simple** view.

Tip: To change to Simple view, click **View > Simple**.

3. Right-click the clip you want.
4. Select **Duplicate** from the pop-up menu.
5. In the **Duplicate file** pop-up window, enter the name of the duplicate file.



6. Click **OK**.

ProDrive starts to duplicate the clip. The status of the “copy” operation is displayed in the status bar at the lower left corner of the window.

Moving Clips

To move a clip from one folder to another:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. Ensure the display is in **Simple** view.

Tip: To change to Simple view, click **View > Simple**.

3. Select the clip you want.
4. Drag the clip to the Folders panel on the left and drop the clip on the sub-folder you want to contain it.

Deleting Clips

To delete a clip:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. Right-click the clip you want to delete.

Tip: To select multiple clips, hold down the CTRL key while right-clicking on each clip you want to delete.

3. Select **Delete** from the pop-up menu.

A confirmation window opens.

4. Click **OK**.

NOTE: If a clip's "Protection Bit" has been set by an external application (such as an automation system), the system will be unable to delete the clip.

Changing to Complex View

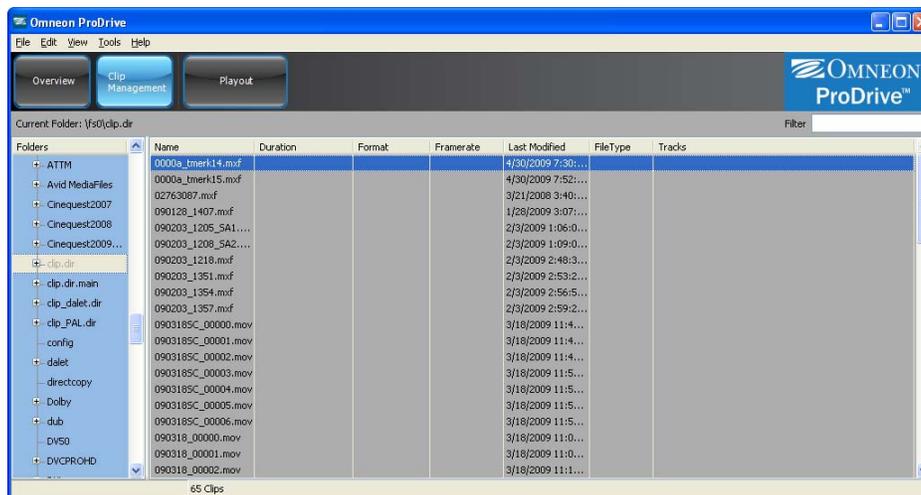
To change the clip management display to complex view:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. From the Menu bar, select **View > Complex**. Click **Yes** in the Confirmation pop-up window.

The Clip Management window displays in complex view.



Adding Custom Metadata to Clip User Data

Starting with release 1.1, ProDrive allows you to add custom metadata to the user data of a clip. The metadata is then permanently stored in the clip and can be viewed by any application accessing the clip. The first step is to create an XML file where the custom metadata is defined. The XML file then provides additional fields for user input during Crash Recording and the saving of clips.

To create an XML file:

1. Close the ProDrive application.
2. Open a text file named “metadata” and save as “metadata.xml” to the location where ProDrive.exe is installed. The default location is C:\Program Files\Omneon\ProDrive.
3. Open “metadata.xml” and enter text following the format in this sample:

```
<?xml version="1.0" encoding="UTF-8"?>
<metadata>
  />
  <item name="TYPE"
    default=""
    prompt="Enter the content type,i.e. News, Sports, CA, etc"
    displayname="TYPE"
    maxlength="20"
  />
  <item name="TITLE"
    default=""
    prompt="Enter the title here"
    displayname="TITLE"
    maxlength="20"
  />
</metadata>
```

Note the following:

- **Item name:** The key name in the user metadata. Valid characters are US ASCII only. For example: `<item name="TYPE"`
- **default:** The pre-filled value which appears in the text box for Crash Record or Save-As/Flatten. Full unicode is supported. For example: `default="clip"`
- **prompt:** The instructions which appear in the text box for Crash Record or Save-As/Flatten if no other data is present, and the text box is not in focus. Full unicode is supported. For example: `prompt="Enter the content type,i.e. News, Sports, CA, etc"`
- **displayname:** The name of the metadata field that the user will see. It appears to the left of the text box. Full unicode is supported. For example: `Displayname="TITLE"`
- **maxlength:** The maximum length value which defines the numbers of characters the user can enter in the UI. The Default is 100. For example: `maxlength="20"`

To view or edit the custom metadata of a clip:

1. Launch the ProDrive application.

You can view custom metadata for a clip at any of the following locations:

Crash Record

- a. Select a Player you have configured for Clip Preparation.
- b. In the **Clip Preparation** window button bar, click **Crash Record**.

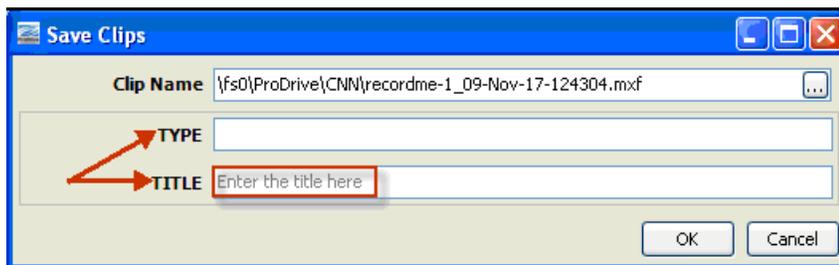
The Crash Record dialog opens.



The Crash Record window above shows the custom data added to the sample file in [To create an XML file:](#)

Save As

- a. Select a clip to save.
- b. The **Save Clips** window opens.

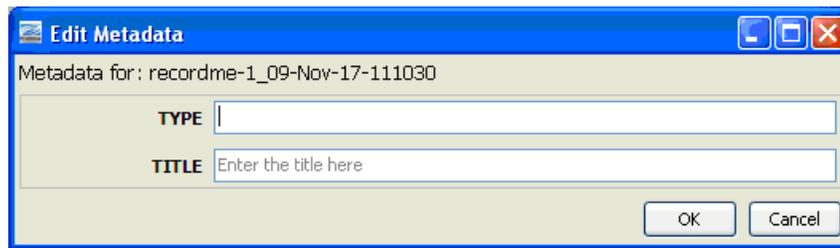


The **Save Clips** window above shows the custom data added to the sample file in [To create an XML file:](#)

Edit Metadata

- a. Select a Player you have configured for Clip Preparation.
- b. In the **Clip Preparation** window right click the desired clip and select **Edit Metadata**.

The **Edit Metadata** dialog opens.



Note: Metadata can be also viewed in the tooltips on the Media Management and Clip Prep/playout screens.

- c. Edit the text fields as required

NOTE: When editing the .mov clip's metadata of an active ingest, you must wait until the clip ingest is complete.

Managing Clip Folders

This section provides the following topics:

- [Exploring Folders](#)
- [Creating Folders](#)
- [Renaming Folders](#)
- [Refreshing Folders](#)
- [Deleting Folders](#)

Exploring Folders

To explore:

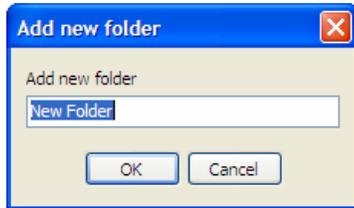
1. From the Omneon ProDrive toolbar, click **Clip Management**.
The Clip Management window opens.
2. From the **Folders** panel, right-click the root folder.
3. Click **Explore Folder** from the pop-up menu. The contents of the folder display in a Windows Explorer window.

Creating Folders

To create a new folder:

1. From the Omneon ProDrive toolbar, click **Clip Management**.
The Clip Management window opens.

2. From the **Folders** panel, right-click the folder you want to contain the new folder.
3. Click **New Folder** from the pop-up menu.

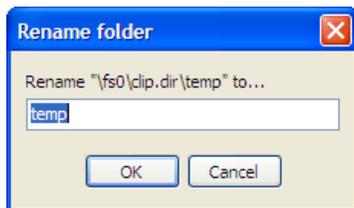


4. In the **Add New Folder** field, enter a name for the new folder.
5. Click **OK**.

Renaming Folders

To rename a folder:

1. From the Omneon ProDrive toolbar, click **Clip Management**.
The Clip Management window opens.
2. From the **Folders** panel, click  to expand the folders.
3. Right-click the folder you want.
4. Click **Rename Folder** from the pop-up menu.



5. In the **Rename folder** pop-up window, enter the new folder name and click **OK**.

Refreshing Folders

The Refresh Folders option refreshes the display of the "folder tree", rather than the list of files within a folder. To refresh, press F5 or View/Refresh from the Clip Management screen to update the folder tree and to refresh the clips list.

Deleting Folders

To delete a folder:

1. From the Omneon ProDrive toolbar, click **Clip Management**.

The Clip Management window opens.

2. From the **Folders** panel, click  to expand the folders.
3. Right-click the folder you want.
4. Click **Delete Folder** from the pop-up menu.

A confirmation window opens.

5. Click **OK**.

To prevent deleting clips:

1. In Windows, click on **Start > Run**.
2. Enter `regedit` in the text field.
3. Click **OK**.

The Registry Editor window opens.

4. Navigate to:

My Computer > HKEY_LOCAL_MACHINE > SOFTWARE > Omneon > ProDrive > Config (for Windows XP)

Computer > HKEY_LOCAL_MACHINE > SOFTWARE > Wow6432Node > Omneon > ProDrive > Config (for Windows 7)

5. In the right hand panel, right click and select **New > DWORD**.
6. Add PreventDeletes as a DWORD value to the registry and then press **Enter**.
7. Double click DWORD.

An Edit DWORD dialog opens.

8. In the **Value data:** type in 0 to allow deletes. Or, type in 1 to prevent deletes.
9. Click **OK**.
10. Close the Registry Editor.

APPENDIX A

Reference Information

In this Appendix

- [Clip Preparation Keyboard Commands](#)
- [VTR Keyboard Commands](#)
- [List Control Keyboard Commands](#)
- [About the As-Run Log Header List](#)
- [About Authentication for Omneon MediaDirector 2202 Systems Working with ProDrive](#)
- [About Fault Handling in ProDrive](#)
- [About the Automatic Renaming of Sub Clips Using Clip Patterns](#)

Clip Preparation Keyboard Commands

Use the following commands when doing clip preparation.

Transport Controls	
	Key Press and Explanation
Play	Ctrl+A
Pause	k (lower case K or caps lock + K)
Pause/Play Toggle	Spacebar
Stop	Shift + spacebar
Reverse (Play Reverse)	j (lower case J)
Reverse faster (Play Reverse faster)	Press j (lower case) repeatedly (1x, 2x, 4x, 8x, 16x, 32x)
Step Back 1 frame	Left arrow
Forward (Play Forward)	l (lower case L)
Forward faster (Play Forward faster)	Press l (lower case) repeatedly (1x, 2x, 4x, 8x, 16x, 32x)
Step Forward 1 frame	Right arrow

Go to In Point	Shift I (upper case I)
Go to Out Point	Shift O (upper case O)
Go to Previous Clip	Page up
Go to Next Clip	Page down
Close Crash Record Dialog	Shift+click Record (button) once recording has started.
Edit Controls	
Mark In	i (lower case I)
Mark Out	o (lower case O)

VTR Keyboard Commands

Use the following commands when doing VTR Ingest.

Transport Controls	
	Key Press and Explanation
Play	Ctrl+A
Pause	k (lower case K)
Pause/Play Toggle	Spacebar
Reverse (Play Reverse)	j (lower case J)
Step 1 frame back	Left arrow Left arrow = 1 frame Shifted left arrow = 5 frames Ctrl left arrow = 1 second Shift+ Ctrl left arrow = 1 minute <ul style="list-style-type: none"> Note that some VTRs cannot be accurately “jogged in this way”; some VTRs may jog less than a frame, some more.
Step 5 frames back	Shift + left arrow Tape reverses 5 frames.
Reverse 1 sec. back	Ctrl + left arrow Tape reverses 1 second.
Reverse 1 min. back	Shift + Ctrl + left arrow Tape reverses 1 minute.
Forward (Play Forward)	l (lower case L)
Forward faster (Play Forward faster)	Press l (lower case) repeatedly (1x, 1.9x, 3.2x)

Step Forward 1 frame	Right arrow Right arrow = 1 frame Shifted right arrow = 5 frames Ctrl right arrow = 1 second Shift+ Ctrl right arrow = 1 minute <ul style="list-style-type: none"> Note that some some VTRs cannot be accurately “jogged in this way”; some VTRs may jog less than a frame, some more.
Go to In Point	Shift I (upper case I)
Go to Out Point	Shift O (upper case O)
Edit Controls	
Mark In	i (lower case I)
Mark Out	o (lower case O)

List Control Keyboard Commands

Use the following commands to manipulate clip lists.

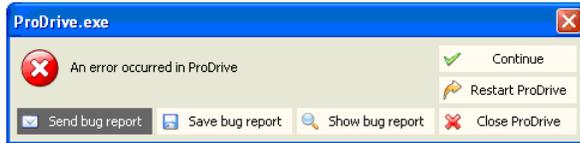
List Controls	
	Key Press and Explanation
Start/Stop List	Ctrl+O. Toggles between starting and stopping a Playlist.
Take List	Ctrl+T
Drop Next Event	Ctrl+D
Hold Next Event	Ctrl+H. The list pauses after the current clip finished and you see the first frame of the Held item.
Recue Current Event	Ctrl+R

About ProDrive.exe Error Messages and Logs

In ProDrive, Error Logs can be manually or generated.

Generated Error Messages and Logs

ProDrive generates a standard error message, shown below, if it encounters an issue which it does not know how to handle..



This message does not necessarily mean the application will not continue to operate correctly. When this message appears, click “Save bug report” and provide the requested details. Once saved, a text file is created which contains general details about the local PC hardware, configuration of the ProDrive system, error details, process, modules, call stacks that can be used to help determine the cause of the unexpected behavior. This file can then be sent to Omneon Technical Support, if requested.

Once the file is created, click “Continue” to close the dialog and return to the ProDrive application. If you continue to experience this error message, click “Restart ProDrive”.

Generating a Manual Error Message and Log

If you experience an issue with your ProDrive system that does not result in the auto-generated message mentioned in [Generated Error Messages and Logs](#) , you can manually generate an error message and save details of the system at the time of the behavior.

To generate an error message:

1. From the ProDrive toolbar click **Help > About**.
Version and licensing information appears in a dialog.
2. Press Shift*.
A ProDrive.exe error message to appear.
3. Choose one of the following options:
 - **Save bug report:** Enter the requested details.
 - **Send bug report:** Generates an issue report and sends it to support@omneon.com.
 - **Save bug report:** Saves the details of the bug report as a text file to a location you specify. You can enter contact information such as name, email, phone number, and facility name as well as notes about when the issue occurred.
 - **Show bug report:** Shows the information in the text file.

About the As-Run Log Header List

The As-run log header list is the header list for Playout As-run logs. As-run logs reside in the c:\Documents and Settings\User\Application Data\Omneon\ProDrive\Channel Name, where user is the login used to access the PC and install ProDrive, as well as the user who is currently logged in.

The As-Run file name is:

asrun-date-time.txt

where date is the date when the schedule ran and time is the time when the schedule began.

The location of the As-Run log is defined in the Player configuration screen. See [As-Run Logs](#).

Table 30. As-Run Column Definitions

Event Number	Item order in the playlist
Date	YYYYMMDD when playlist started playing
On air Time	HH:MM:SS:FF when playlist started playing
Channel Name	Name of channel from ProDrive (corresponds to the player configured in this Role)
Play Type	Control type for the event; Manual, Auto (Auto-follow), Hard (Hard-Timed)
Actual Start Time	HH:MM:SS:FF when event actually started.
Fixed Start Time	HH:MM:SS:FF when event was due to start (scheduled start time).
Duration	HH:MM:SS:FF (full duration of event, not clip duration).
SOM	HH:MM:SS:FF of clip SOM (In-point) as played.
Clip Title	Clip filename.
Status	Clip status.
TrafficID	Traffic Sequence number.

The following illustration shows an example of an As-Run log.

16	20111003	16:34:48:00	5301-A	Auto	16:34:54;22	16:34:55;12	00:00:30;00	18:10:00;00	\\fs0\prodrive\TC_window_burn_15.mov	OK	55abcxy
17	20111003	16:34:48:00	5301-A	Auto	16:35:25;14	16:35:25;14	00:00:30;00	18:09:55;00	\\fs0\prodrive\TC_window_burn_14.mov	OK	452ppx
18	20111003	16:34:48:00	5301-A	Auto	16:35:55;14	16:35:55;14	00:00:30;00	18:10:13;20	\\fs0\prodrive\TC_window_burn_13.mov	OK	wxyv123
19	20111003	16:34:48:00	5301-A	Auto	16:36:25;16	16:36:25;16	00:00:30;00	18:10:03;20	\\fs0\prodrive\TC_window_burn_12.mov	OK	494u5p9
20	20111003	16:34:48:00	5301-A	Auto	16:36:55;16	16:36:55;16	00:00:30;00	18:09:53;20	\\fs0\prodrive\TC_window_burn_11.mov	OK	4rf71k0
21	20111003	16:34:48:00	5301-A	Auto	16:37:25;18	16:37:25;18	00:00:50;00	18:09:53;20	\\fs0\prodrive\TC_window_burn_10.mov	OK	poomj7t

About Authentication for Omneon MediaDirector 2202 Systems Working with ProDrive

Omneon MediaDirectors support a variety of Access Control Settings, selected from the **Access Control Screen** in the SystemManager application. In general, Access Control Settings for MediaDirector 2202 can be configured in the same manner as you would with any other Omneon MediaDirector, with one exception:

- If you set the **Authentication Type** to **LDAP** and **Guest Allowed** to **No**, take these additional steps in the exact order:
 - Mount the file system on the PC which is running ProDrive, using the CIFS user name and password.
 - Configure ProDrive to communicate with the MediaDirector 2202.

About Fault Handling in ProDrive

ProDrive continually sends commands to Players and monitors the return status. If a Player stops responding, ProDrive will report “No Comms” in the Players status for that Channel. Buttons that actively affect the Player, such as transport controls in Clip Prep and Start List in the Payout screen, are disabled.

When switching Player tabs in the Overview or Clip Management screen, an error message may appear if a connection cannot be made to the Player. This does not affect playout or ingest, but may impact operations using the GUI. If you switch to the Player channel and continue to see an error message, switch away from the channel and then back to it to restore the connection. If this fails, close and reopen ProDrive to reestablish communication.

Frequently Asked Questions

What happens if the Player and/or the media server needs rebooting?

- Due to a Spectrum Player API limitation, communication will need to be reestablished if the network is disabled, a cable is removed, or a Player is deactivated/reactivated through SystemManager.
- If a playlist is active, playout will run in the absence of communication up to the end of the Players’ timeline. If communication is re-established before the timeline finishes, ProDrive will continue seamlessly. If the timeline has finished, playout will stop, and you will need to manually restart ProDrive.
- If a Scheduled Ingest is active, ingests in progress run without communication. If communication is missing when an ingest is due to start, it will not start but will begin shortly after communication is restored.
- If a VTR Ingest is active the VTR Ingest "Skip/Abort/Retry" messages appears.
- Flatten/Save as operations are reliant on the Media API and as such could fail if there is no communication to the media server or Player. Player control buttons such as transport controls are disabled if there is no communication to the Player.
- For Clip Management operations, Windows error messages are used for most cases. With “background” operations such as copies, four retries are made and errors are shown in the ProDrive log file.

What happens if the PC on which ProDrive is running loses network communication to the Director?

Refer to [What happens if the Player and/or the media server needs rebooting?](#).

What happens if the media server loses power when upgrading a Spectrum system or a similar situation? Do I need to reboot the media server and the MediaPorts after upgrading the firmware?

Yes, restart ProDrive once the media server has completed rebooting.

What happens when a MediaPort loses power or a media server loses communication with a MediaPort while upgrading a Spectrum system? Do I need to reboot the media server and MediaPorts after upgrading the firmware?

ProDrive has no knowledge of communications between a MediaPort and a media server. It does not report on such problems.

What happens if the media server loses communication with the Player if it's configuration has changed. Do I need to deactivate a Player to change it's configuration?

Deactivating/reactivating a Player is similar to what happens if either a Player or a media server needs rebooting, except all clips loaded on the timeline are lost. For ingest, ProDrive restarts the ingest. For playout, the playout list stops and needs to be restarted.

About the Automatic Renaming of Sub Clips Using Clip Patterns

The Clip Name Pattern option on the ProDrive Configuration screen allows you to specify how new crash record clips are named. Clip Patterns can contain the following special sequences that get expanded as required:-

“\$P” = current player name

“\$D” = current date (dd-mmm-yy)

“\$T” = current time (hhmmss)

“\$\$” = a single dollar sign

The default pattern is “\$P_\$D-\$T_1”.

Note the behavior in the following circumstances:

- When using \$P, \$D, and \$T in the default clip name for consecutive Crash Records where the Crash Record dialog remains open between ingests, default clip names with a time suffix (\$T) are not incremented with the proper time of "now" for consecutive ingests. Instead they are auto incremented with a number and the suffix separator.. Refer to the following table for examples of the naming behavior.

Suffix Separator	Default Name	Resulting Sub Clip Name	Notes
- (dash)	\$P-\$D-\$T	1st record = player-10-Jan-18-144500 2nd record = player-10-Jan-18-144500-1 3rd record = player-10-Jan-18-144500-2	Since the default name ends in a Date and Time, the entire name is preserved and the Suffix Separator is applied and incremented.
Blank - no value defined	Clip\$P	1st record = Clipplayer 2nd record = Clipplayer1 3rd record = Clipplayer2	The base name "clipplayer" exists so the base name is used and incremented
Blank - no value defined	Clip\$D	1st record = Clip10-Jan-181 2nd record = Clip10-Jan-181 3rd record = Clip10-Jan-281	Since the default name ends in a Date and Time, the entire name is preserved and the Suffix Separator is applied and incremented.
_ (underscore)	\$PClip	1st record = playerClip 2nd record = playerClip_1 3rd record = playerClip_2	The base name "playerClip" exists so the base name is used and incremented.
-(dash)	\$DClip	1st record = 10-Jan-18Clip 2nd record = 10-Jan-18Clip-1 3rd record = 10-Jan-18Clip-2	This order preserves the Date part of the name, then applies an incremented value to the end.
Blank - no value defined	\$TClip	1st record = 153112Clip 2nd record = 153112Clip1 3rd record = 153112Clip2	This order preserves the Time part of the name, then applies an incremented value to the end.
-(dash)	Clip\$T	1st record = Clip153112 2nd record = Clip153113 3rd record = Clip153114	Since the name ends in just the time, the time value is seen as just a six digit number and is therefore incremented as a normal number. No suffix separator is used.

- If a clip name has a time suffix, but not a date part, the time will be treated as a six-digit sequence number and auto incremented without the suffix separator. For this reason, Omneon does not recommend using default clip names with time suffixes only.

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