



## DC-ONE REPLAY SYSTEM

### OPERATION GUIDE

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	The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user to the presence of un-insulated, dangerous voltage within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.
	The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (i.e.: servicing) instructions in the literature accompanying the product.

- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Don't use this apparatus near water.
- Clean only with a dry cloth.
- Don't block any ventilation openings.
- Install in accordance with the manufacturer's instructions.
- Don't install near any heat sources such as radiators, heat registers, stoves, or other apparatuses (including amplifiers) that produce heat.
- Don't defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than other. A grounding-type plug has two blades and a third grounding prong. The wide blade or third prong is provided for your safety. If the plug provided does not fit into your outlet, consult an electrician to replace the obsolete outlet.
- Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- Only use attachments/accessories specified by the manufacturer
- Unplug this apparatus during lightning storms, or when unused for long periods of time.
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**WARNING:**

TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, **DO NOT** EXPOSE THIS APPARATUS TO RAIN OR MOISTURE

**WARNING:**

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**WARNING:**

TO COMPLETELY DISCONNECT THIS EQUIPMENT FROM THE AC MAINS, DISCONNECT THE POWER SUPPLY CORD PLUG FROM THE AC RECEPTACLE

**WARNING:**

THE MAINS PLUG OF THE POWER SUPPLY CORD SHALL REMAIN READILY OPERABLE

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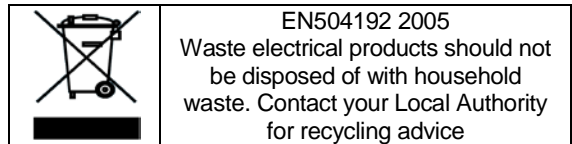
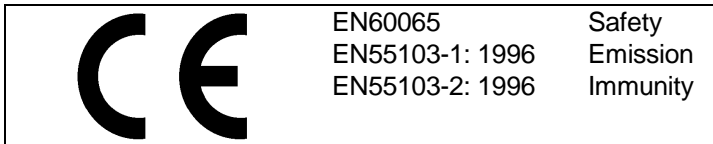
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This equipment with the CE marking complies with both the EMC Directive (2004/108/EC) and the Low Voltage Directive (2006/95/EC) issued by the Commission of the European Community.

Compliance with these directives implies conformity to the following European standards:

- EN60065 Product Safety
- EN55103-1 Electromagnetic Interference Class A (Emission)
- EN55103-2 Electromagnetic Susceptibility (Immunity)

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to the European Union EMC directive. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.



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## NOTE

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This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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## REVISION HISTORY

<u>REVISION</u>	<u>DESCRIPTION</u>	<u>DATE</u>
1.0	First release	July 2018

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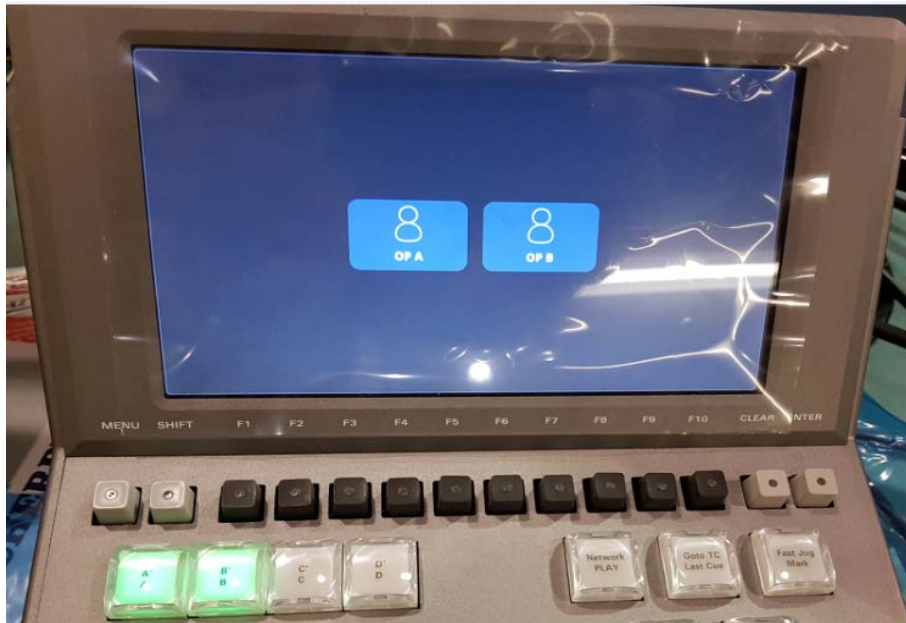
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**DC-RCP-10 BOOT UP**

- The very first thing you must do is power on the Panel. (DC-RCP-10).
- You will be given an option to choose whether you are Operator A or Operator B.
- Choose OP A for the following configuration steps.
- If you plan to add a 2<sup>nd</sup> Operator, they must choose “OP B”
- See Figure i-1 below.



**Figure i-1: Choose Operator off of Panel**

## DC-ONE STARTUP/CONFIGURATION WIZARD



**Note** \*This Configuration Wizard is assuming the user has purchased the extra license features of +2 I/O and +1 OP. The scenario below is 8 I/O and 2 Ops. DC-ONE is default to have 6 I/O and 1 OP.

1. On initial start up, the menu below will be seen. Being by clicking “ADD NEW”. The System Status bar on the right side is displaying which inputs/outputs you have connected, as well as the video standard they are bringing into the system. You can also see REF, LTC, and have the ability to change the Time.

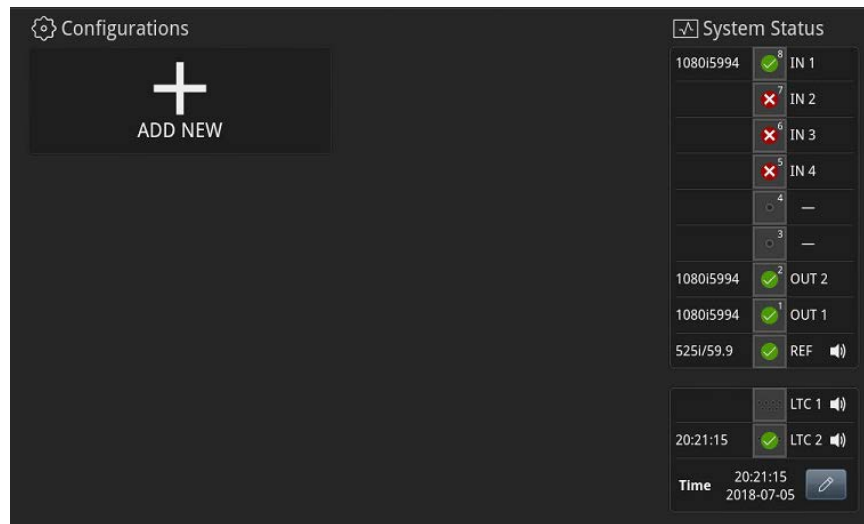


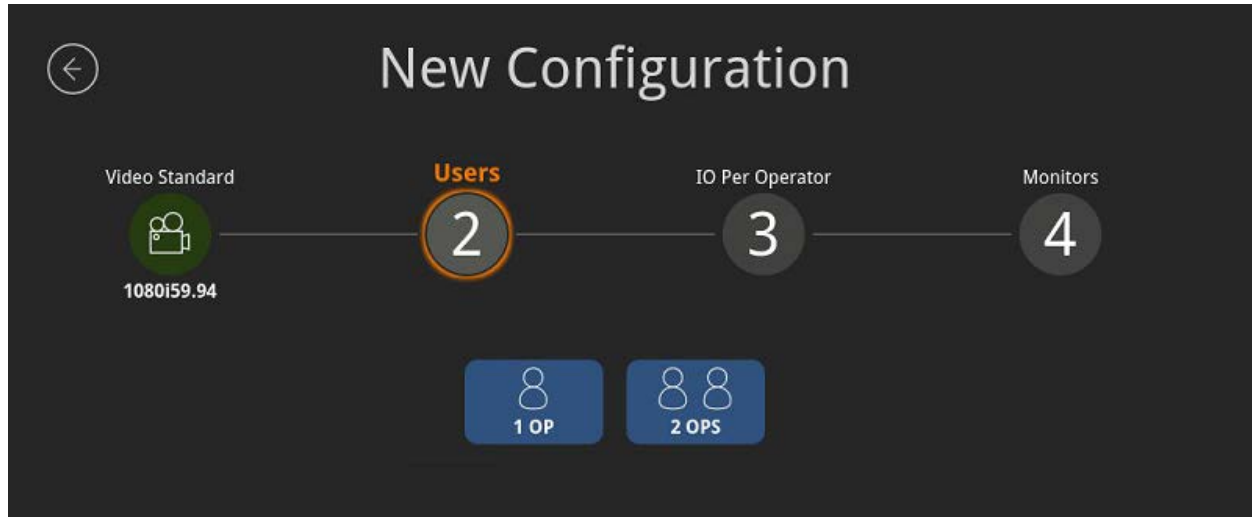
Figure A-1: ADD NEW DC-ONE Configuration

2. A New Configuration is being configured. Pick your Video Standard. Single Operator can skip steps 3 & 4.



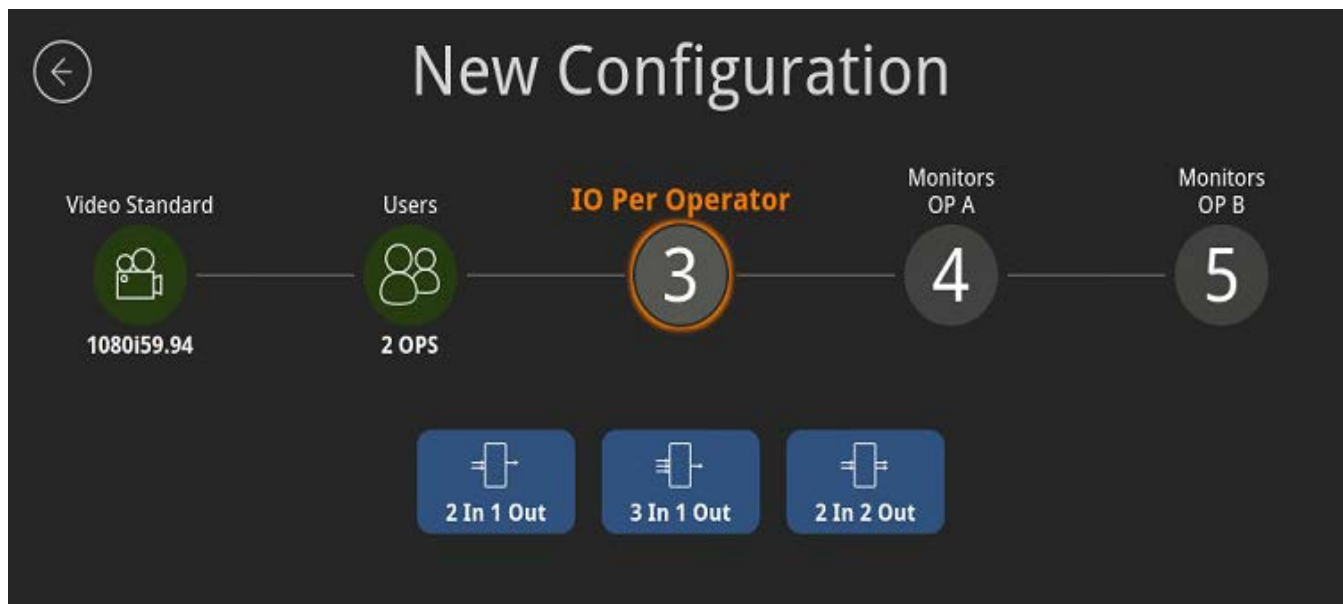
Figure A-2 : Selecting Video Standard

- Next, pick the amount of user's your setup will have. (Notice the previous option "Video Standard" is locked in and green. When an option is green that means you can click on it and edit).



**Figure A-3: Selecting Amount of Users**

- Next, pick the amount of Inputs/Outputs you will be using. If 1 OP is chosen, the I/O options will be 4x2, 6x2 and 4x4. If 2 OPs were chosen, the options will be 2x1, 3x1 and 2x2.



**Figure A-4: Selecting Inputs/Outputs**

- If 2 User's were chosen, select the amount of Monitors Operator A will be using. The user will be able to choose a 1 Monitor layout, or 2 Monitors in a horizontal or vertical layout.

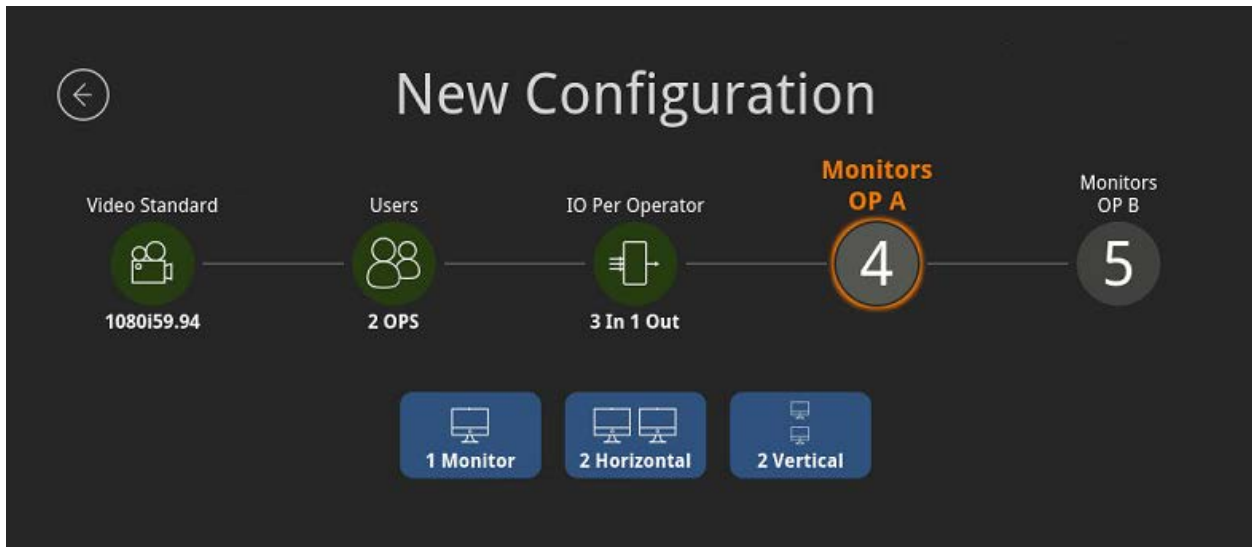


Figure A-5: Selecting number of Monitors

- If 2 Monitors were selected, options to configure your left and right monitors will be shown. Chose a Refresh Rate.

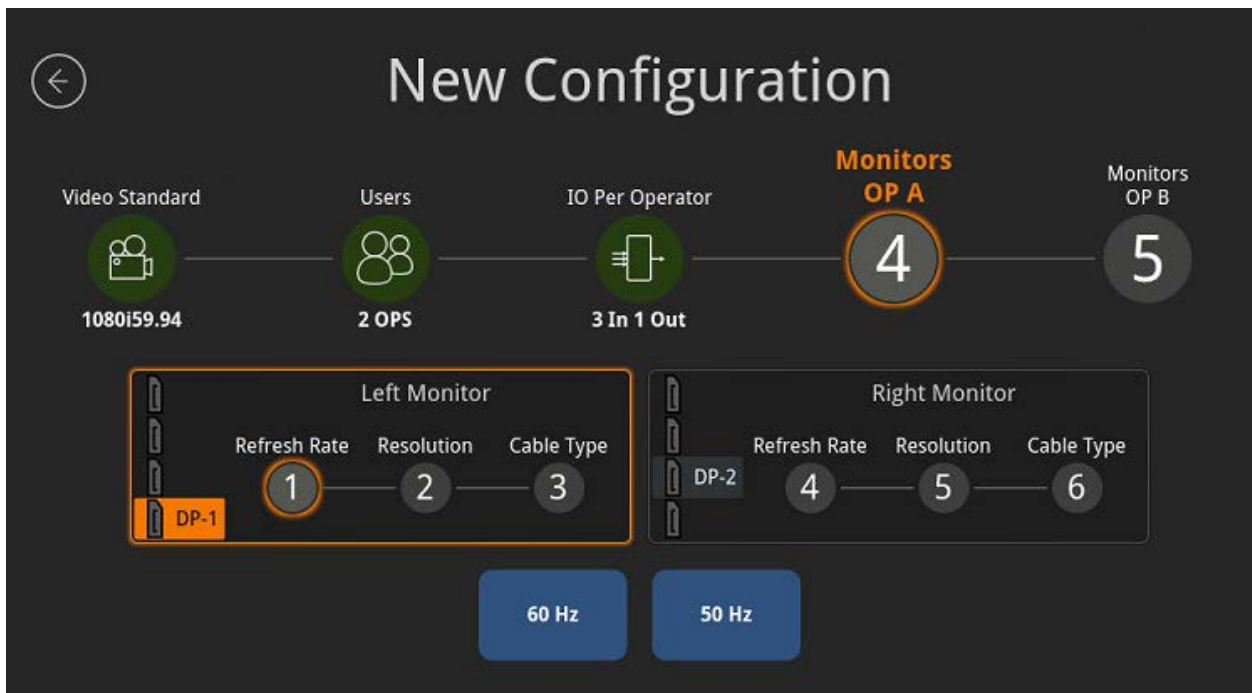
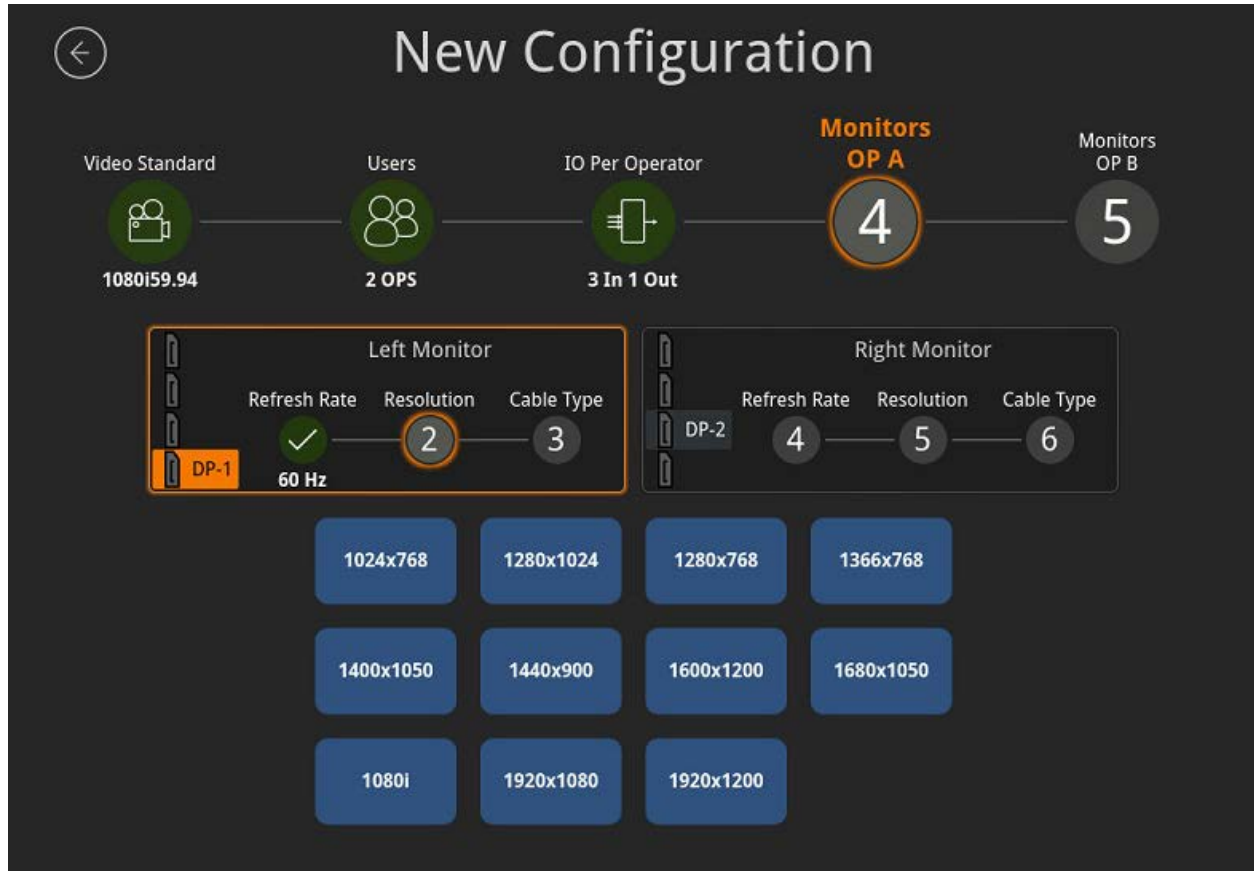


Figure A-6: Selecting Monitor Specs – Refresh Rate



7. After Refresh Rate is chosen, choose the resolution of the monitor you are using.



**Figure A-7: Selecting Monitor Specs – Resolution**

8. Finally, choose the cable type being used from your DC-ONE to the monitor. Display Port to Display Port (DP -> DP), Display Port to DVI (DP -> DVI), or Display Port to HDMI (DP -> HDMI).

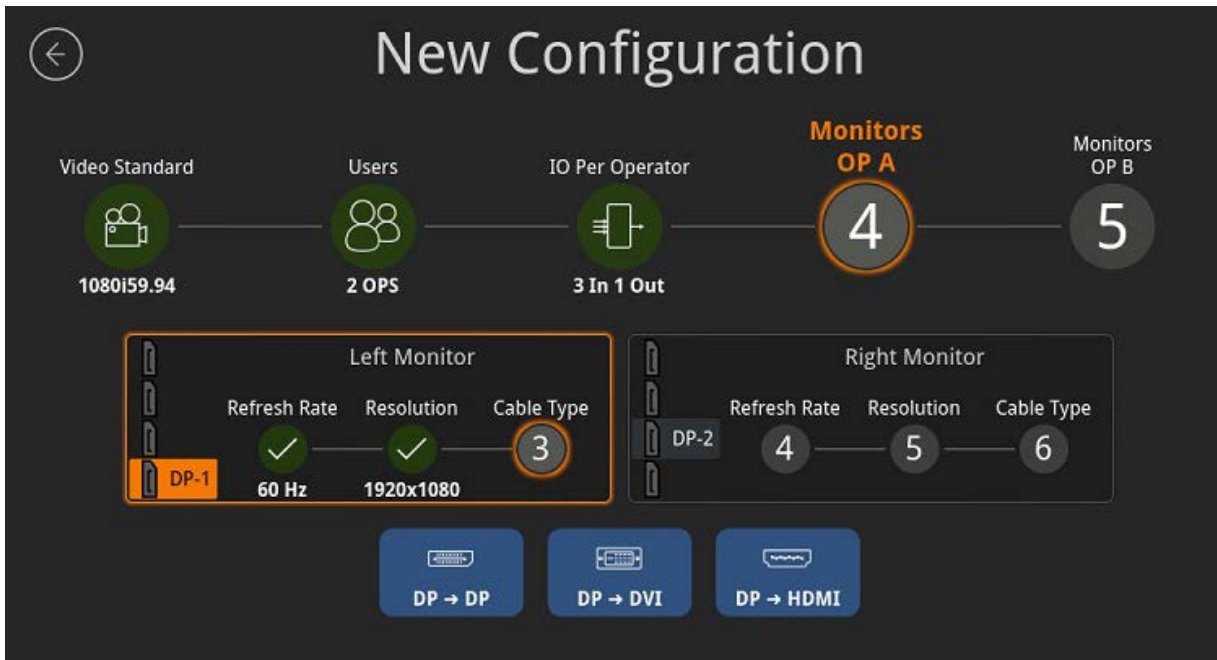


Figure A-8: Selecting Monitor Specs – Cable Type

9. If you wish to use the same settings for your right monitor, click yes under the option “Duplicate monitor?” If you wish to configure your right monitor differently, select “NO” and repeat steps 6-8.

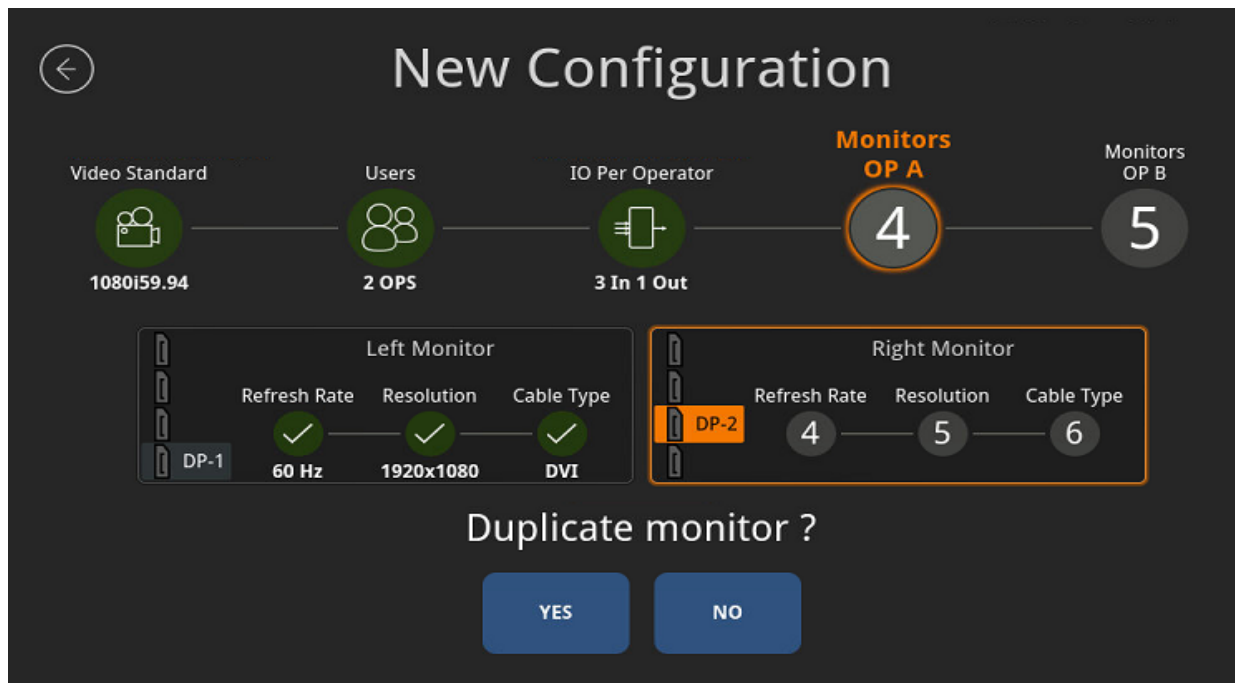


Figure A-9: Selecting Monitor Specs – Duplicate Monitor?

10. For Operator B’s monitors, the same process can be applied. You also have the option to quickly configure your monitors the same as Operator A’s.

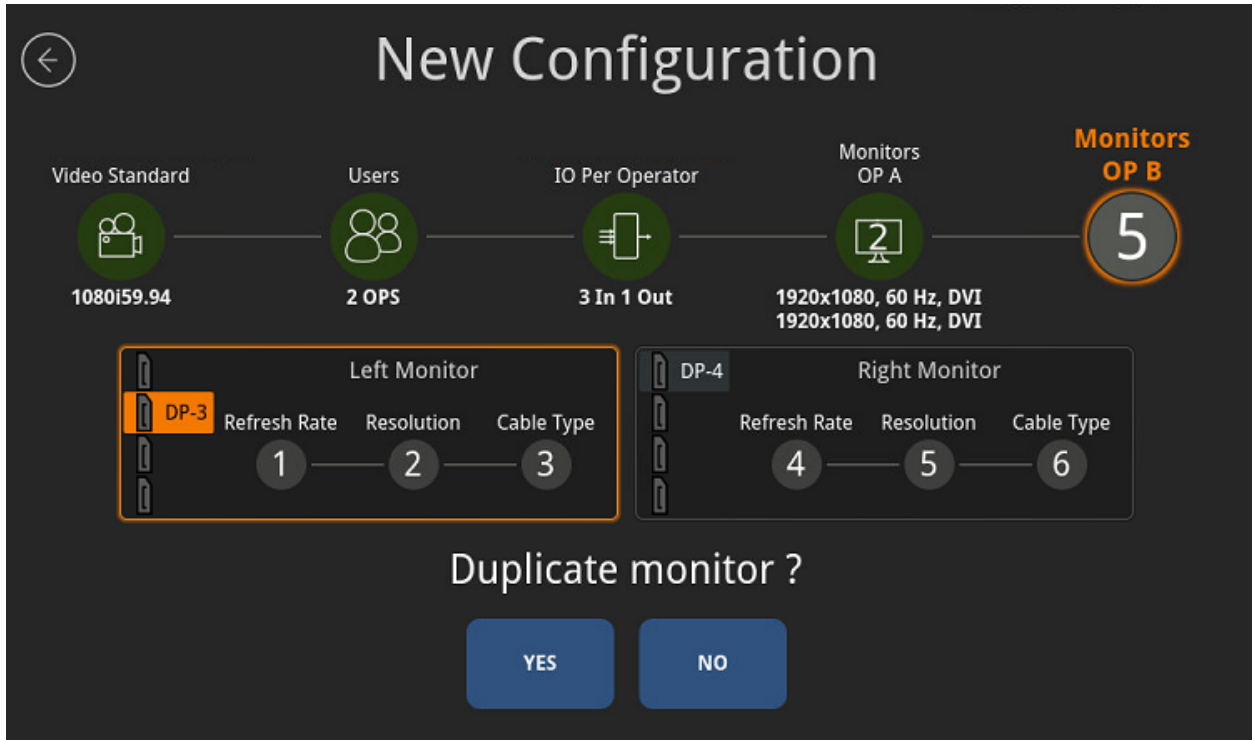


Figure A-10: Selecting Monitor Specs – If configuring Operator B Monitors

11. Once you have completed all the steps in the timeline, all settings should appear green, and now it’s time to name your New Configuration. Once you have typed out a name hit “Save”.

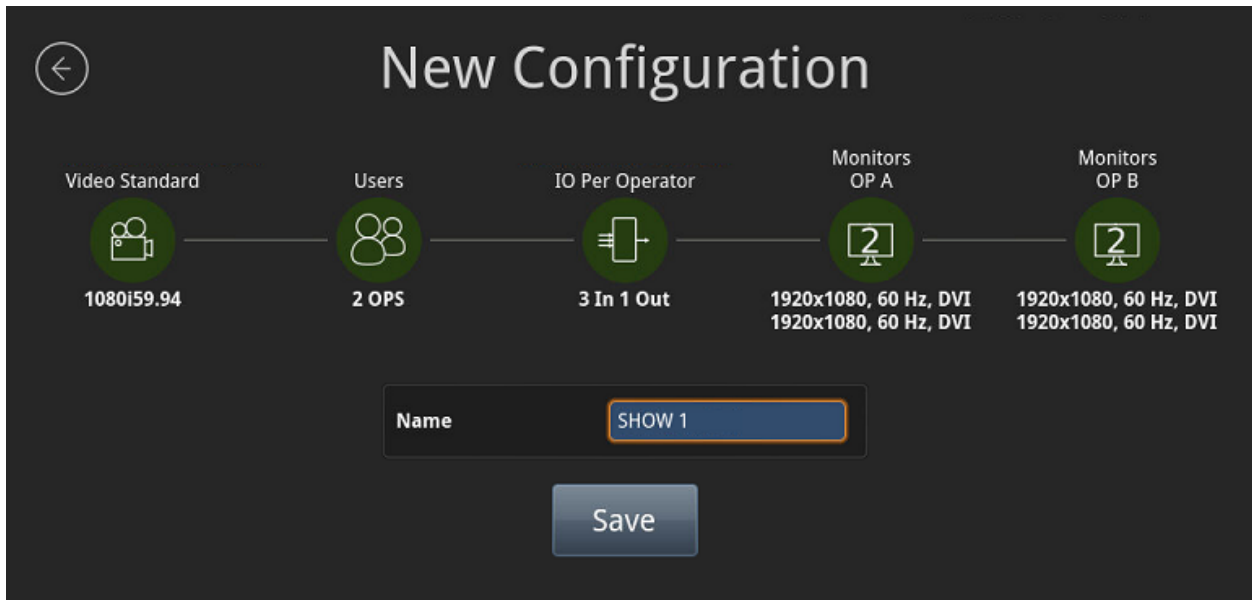


Figure A-11: Naming Configuration

12. You will now be brought to the home menu. The most recent configuration that was just created will be highlighted in yellow.

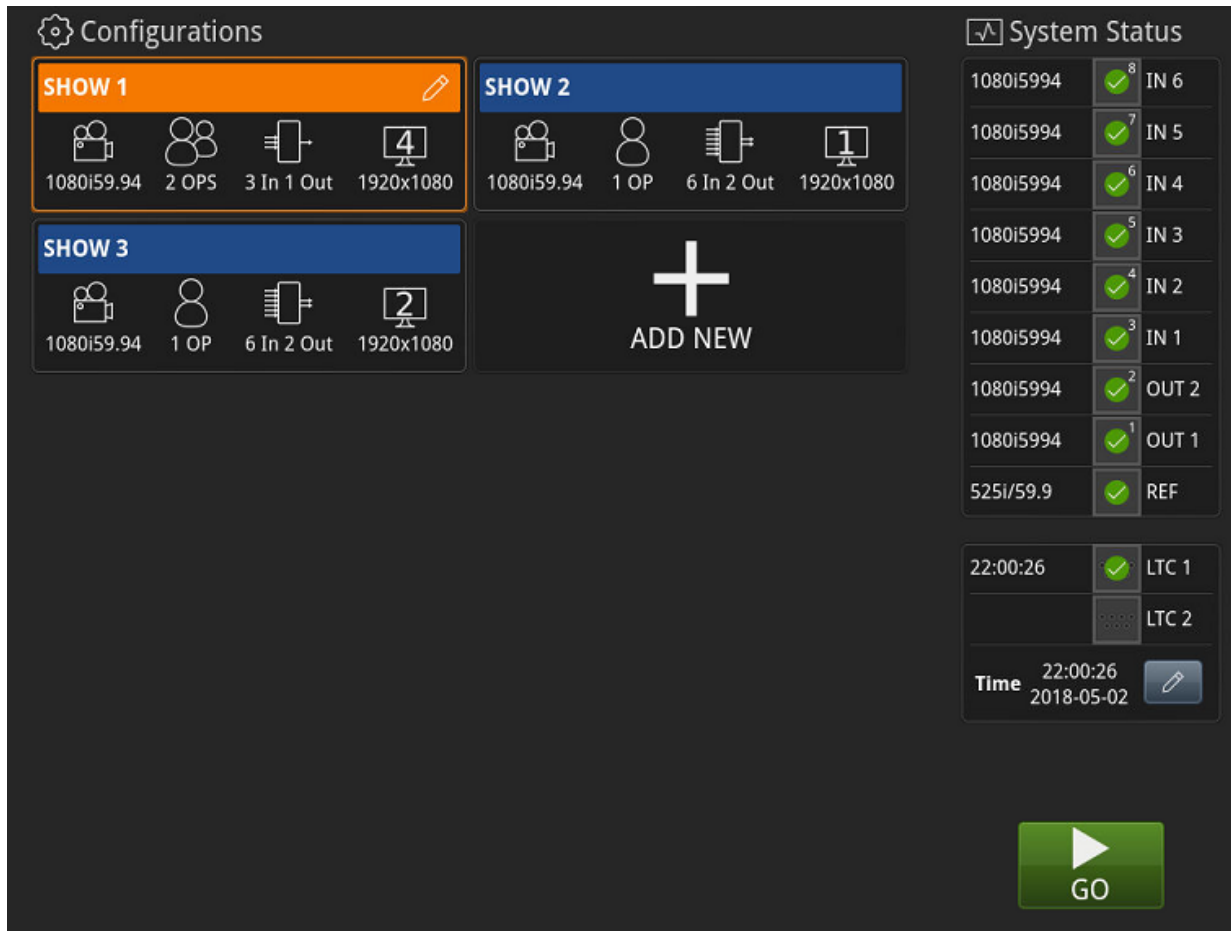


Figure A-12: DC-ONE Home Menu

13. Once “GO” is clicked, the DC-ONE will begin to configure.

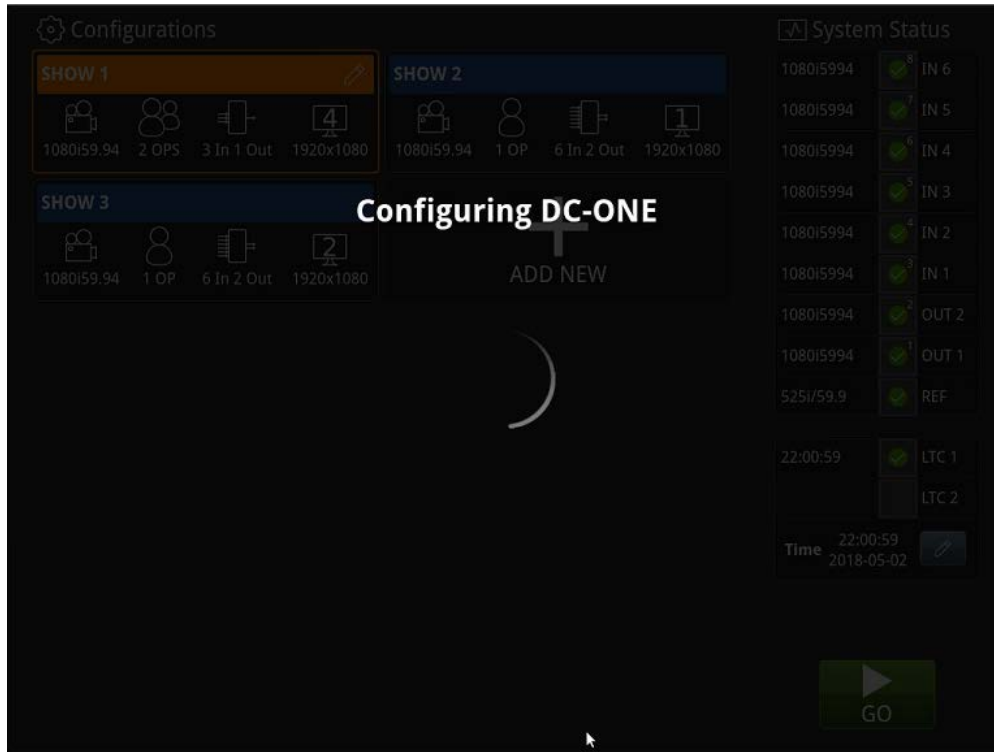


Figure A-13: Configuring DC-ONE

14. You will now be brought into your configuration. If you hit the “Home” button circled in red, you will be brought back to your configuration menu.



Figure A-14: DC-ONE “Home” Button

15. If you hit the “Home” button, you will notice that you now have an active configuration. The active configuration shows the exact specifications you selected throughout your configuration.

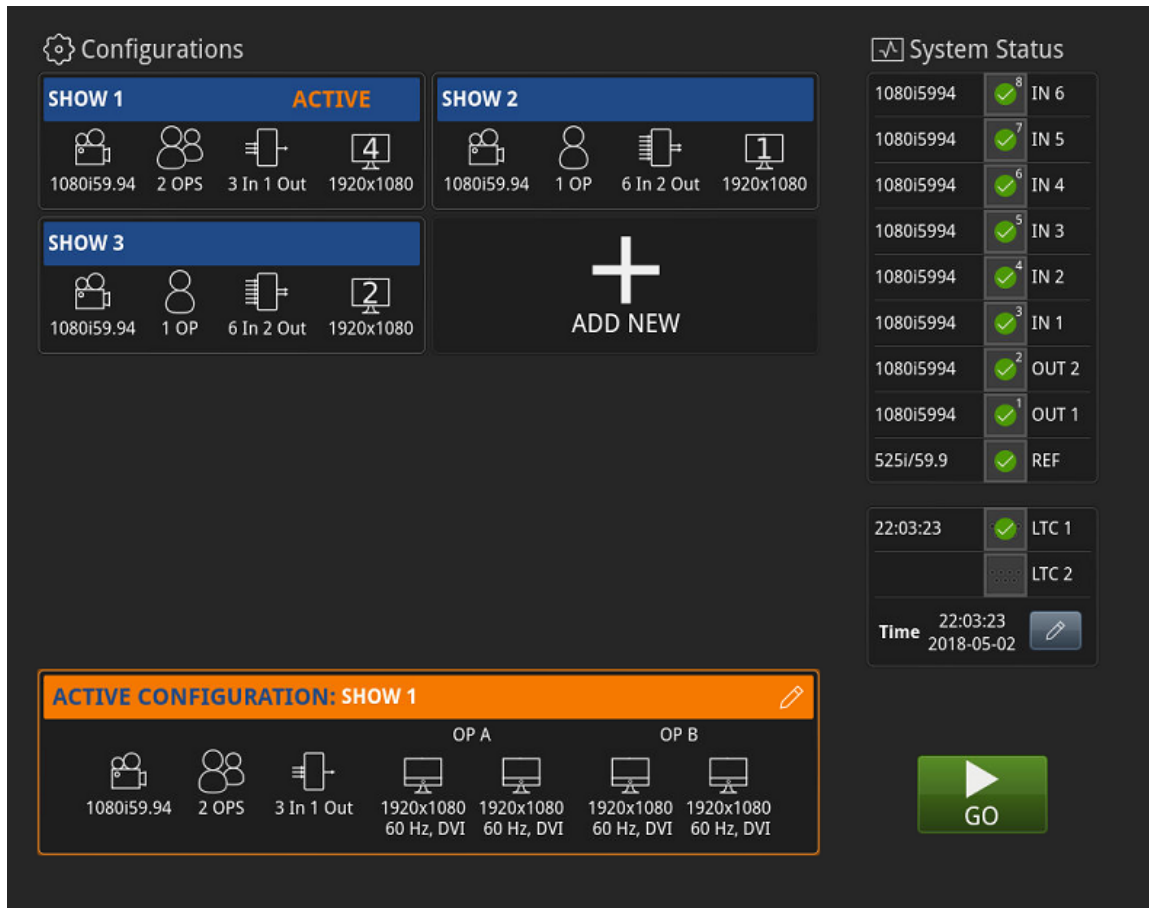


Figure A-15: Active Configuration

## **1. INTERFACES**

### **1.1 DC-ONE PANEL**

#### **1. Touch Display**

- The Panel touch display will present relevant information to the user and also allow the user to select items quickly.

#### **2. T-BAR**

- The T-BAR is used to play out content at variable speeds.

#### **3. JOG Dial**

- The Jog Dial allows the user to shuttle content forward and backward quickly.

#### **4. Menu**

- The Menu button is used to engage the DC-ONE Panel menus and also used to cancel selections in the menu.

#### **5. Shift**

- The shift button, once enabled, allows the user to engage the secondary button functions. Looking at the DC-ONE Panel, the lower label on each button represents the primary button function while the top label represents the secondary button function.

#### **6. Clear**

- The Clear button allows the user to delete items and clear marks on the record trains.

#### **7. Enter**

- The Enter button allows the user to confirm selections in the menus and during operation. It will also allow the user to add clips to a playlist quickly.

#### **8. A/A'**

- The A/A' button's main purpose is to allow the user to select Output 1. This button also has several other features as explained later in this manual.

#### **9. B/B'**

- The B/B' button's main purpose is to allow the user to select Output 2. This button also has several other features as explained later in this manual.

#### **10. C/C'**

- The C/C' button's main purpose is to allow the user to select Output 3 if the system is configured with 3 or more outputs. This button also has several other features as explained later in this manual.

#### **11. D/D'**

- The D/D' button's main purpose is to allow the user to select Output 4 if the system is configured with 4 or more outputs. If the system has less than 4 outputs, this button will select all valid outputs. This button also has several other features as explained later in this manual.

## 12. Play/Network

- The primary function of this button is to play out the content on the selected output. The Secondary function of this button is to access the *Bins* page.

## 13. Last Cue/Goto TC (Go To Timecode)

- The primary function of this button is to jump to a previous mark on the selected content quickly. The secondary function of this button is to jump to a precise Timecode in the selected content.

## 14. Mark/Fast Jog

- The primary function of this button is to mark a point on the selected content. The secondary function of this button is to engage fast jog which allows the user to shuttle through content at an increased rate.

## 15. Record/Return

- The primary function of this button is to return the selected output to live record, disengage all alternate modes and clear the IN/OUT marks. The secondary function of this button will return the user to live record on the selected output and keep the current IN/OUT marks intact.

## 16. Clip/Page

- The primary function of this button is to create a quick clip which is explained further in section 3.1.4 How to Create a Clip from the Panel. The secondary function of this button is to allow the user to navigate to a new page.

## 17. PLST/Loop

- The primary function of this button allows the user to cue the current playlist for editing. The secondary function of this button is to access the playlist page.

## 18. Browse/Insert

- The primary function of this button is to locate clips quickly using the Clip ID. The secondary function of this button is to bring up the alternate angles of the selected clip.

## 19. IN/Goto IN

- The primary function of this button is to set an IN mark on the current content. The secondary function of this button is to go to the current IN mark. Both of these functionalities will be explained further in section 3.1.6 How to Create a Quick Clip from the Panel.

## 20. OUT/Goto OUT

- The primary function of this button is to set an OUT mark on the current content. The secondary function of this button is to go to the current OUT mark. Both of these functionalities will be explained further in section 3.1.6 How to Create a Quick Clip from the Panel.

## 21. TAKE/Lever

- The primary function of this button is to open the input to output routing window, which allows the user to take any input in the distributed system to any of their local outputs. The secondary function of this button is to engage alternate Lever Mode.

## F1-F10. F Keys

- The primary function of the F keys is to access slots quickly. Their full functionality will be explained throughout this manual.





Figure 1-1: DC-ONE Typical System Diagram

## 1.2 DC-ONE UI

### 1.2.1 Clip View

#### 1. Search Bar

- The search bar can be used to locate content on the DC-ONE network.

#### 2. Page/Bank/Slot location

- The Page/Bank/Slot (PBS) will populate with clips as they are created.
- This is the operator's main clip management area.

#### 3. Bank Selection

- The bank selection area shows the user what Bank they have currently selected.

#### 4. Page Selection

- The page selection area shows the user what page is currently selected but it also allows the user to select a different page as well.

#### 5. Clip ID

- Shows the location of the clip on the PBS.

#### 6. Current Clip Information

- This area shows the user the current clip information.

#### 7. Keyboard Shortcuts

- This section will display all keyboard shortcuts.

#### 8. Archive/Import/Export Options

- This section will display all your current or completed archive, imports and export options.

#### 9. Current Playlist

- The current playlist button is a quick way to bring up the current playlist.

#### 10. Playlist/Bin View

- This section will display the user's playlists and bins.

#### 11. Bin Page

- The bin button will allow the user to access the bin section quickly. See section 6. How to Create and Manage Bins for more information on Bins.

#### 12. Playlist Search

- The search bar can be used to locate Playlist content on the DC-ONE network.

#### 13. Playlists

- This section displays the user's playlists.

#### 14. Settings and Diagnostics Widget

- This widget will bring up the user's Operational and Engineering menus.

#### 15. Status Window

- This widget will bring up the user's status regarding Inputs, Outputs, any error messages, etc.

#### 16. Audio Playback Widget

- This widget is used to increase or decrease the volume of your output audio.

#### 17. HOME action button

- This button is used to go back to your main configuration menu screen.

#### 18. Record Time Remaining per input

- This shows the user how much record train space is remaining per input.

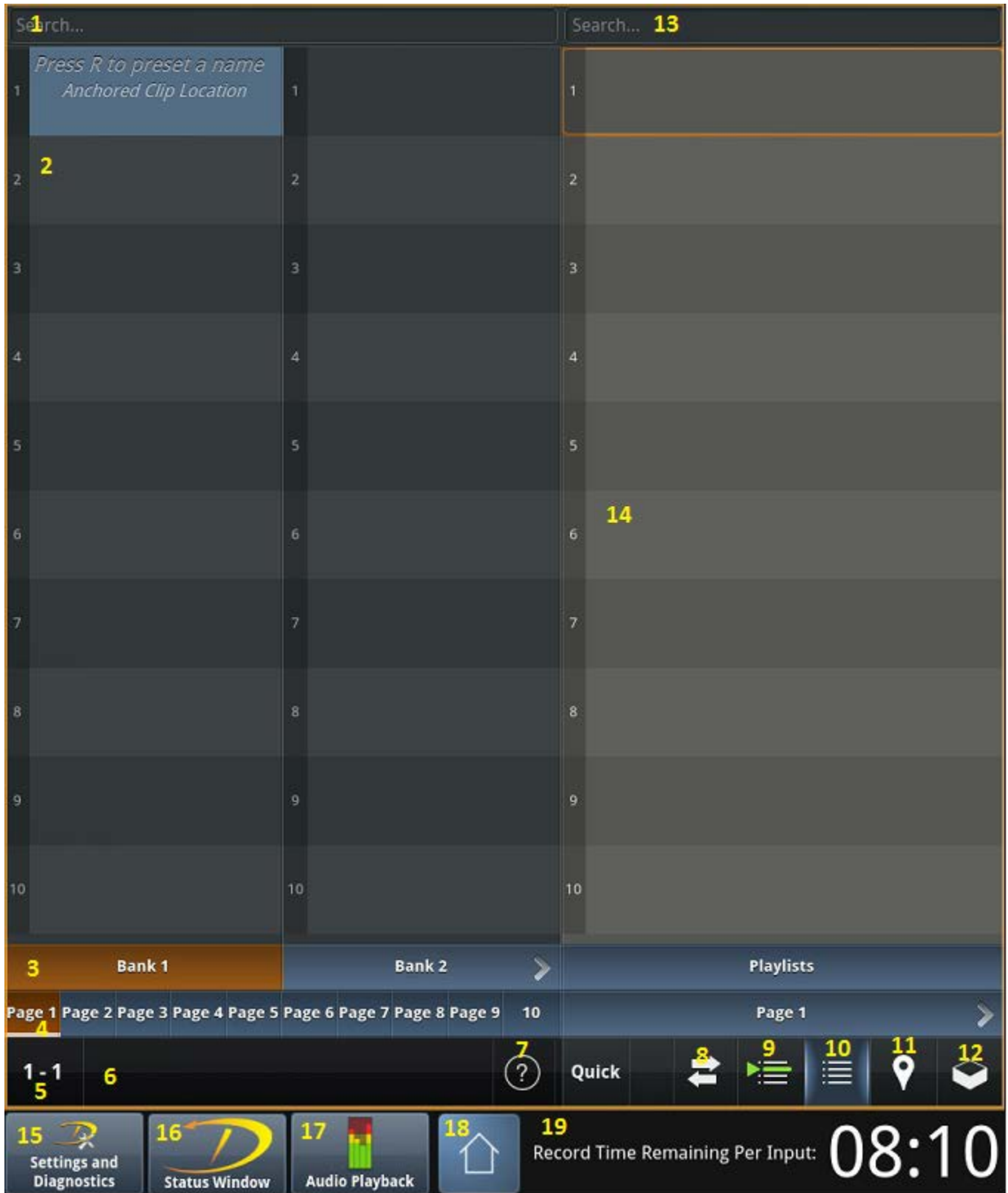


Figure 1-2: DC-ONE Typical System Diagram

## 1.2.2 DC-ONE Keyboard and Shortcuts

- Press **Ctrl+Shift+'h'** or **Shift+'h'** to get a list of all the available keyboard short cuts



Figure 1-3: DC-ONE Keyboard

### Keyboard Shortcuts

Clips	Shortcut
Add clips to playlist	Alt+Enter
Cancel selection	Esc
Copy	Ctrl+C
Create clip	\
Create event	M
Create event at live	Alt+M
Create playlist from clips	Ctrl+Enter
Cut	Ctrl+X
Delete selected clips	Del
Edit tags	T or F7
Go to Bank 1 through 9	Shift+ 1 through 9
Go to Slot 1 through 10	1 through 0
Go to Slot 1 through 10 and select Clip	Ctrl+ 1 through 0
Go to Slot 1 through 10 at next Bank	Alt+ 1 through 0
Go to Slot 1 - 10 at next Bank and select Clip	Ctrl+Alt+ 1 through 0
Go to clip with ID	G
Go to first slot at page	Home
Go to first slot at page and select all clips	Shift+Home
Go to IN on selected outputs	Shift+{
Go to last slot at page	End
Go to last slot at page and select all clips	Shift+End
Go to OUT on selected outputs	Shift+}
Go to playlist bank	Shift+0
Go to Timecode	Shift+:

Go to very first slot	Alt+Home
Go to very first slot and select all clips	Alt+Shift+Home
Go to very last slot	Alt+End
Go to very last slot and select all clips	Alt+Shift+End
Insert record train into Playlist	Shift+Enter
Jog backward	,
Jog backward medium	Shift+<
Jog forward	.
Jog forward medium	Shift+>
Mark in	[
Mark in secondary	Alt+[
Mark out	]
Mark out secondary	Alt+]
Next bank	Alt+Down or Right or L or Shift+J
Next bank and select all clips	Alt+Shift+Down or Shift+Right
Next bank and select clip	Alt+Ctrl+Down or Ctrl+Right
Next page	PgDown or Alt+Right
Next page and select all clips	Alt+Shift+Right
Next slot	Down or J
Next slot and select all clips	Shift+Down
Next slot and select clip	Ctrl+Down
Paste	Ctrl+V
Play or pause	Space or F1
Previous bank	Alt+Up or Left or H or Shift+K
Previous bank and select all clips	Alt+Shift+Up or Shift+Left
Previous bank and select clip	Alt+Ctrl+Up or Ctrl+Left
Previous page	PgUp or Alt+Left
Previous page and select all clips	Alt+Shift+Left
Previous slot	Up or K
Previous slot and select all clips	Shift+Up
Previous slot and select clip	Ctrl+Up
Queue current clip	Enter
Record	Pause
Remove all tags on clip	Alt+T or Alt+F7
Rename	R
Return	Shift+Pause
Search	/ or F8
Select all clips	`
Select all clips in bank	Shift+~
Select all clips on current page	Alt+`
Select anchored clip location	Alt+L
Select imported bin	I
Select next clip in package	F3

Select output 1 through 4	Ctrl+ F1 through F4
Select prev clip in package	F2
Set anchor on selected slot	Shift+L
Set in out point for clips in group	Backspace
Show angle selector	A
Show archive dialog	Shift+Z
Show bin	B or F9
Show camera dialog	Shift+C or Alt+C
Show event editor	Shift+M
Show export dialog	Shift+X
Show help	Ctrl+Shift+H or Shift+H
Show import dialog	Shift+I
Show name editor	Shift+R
Show page selector	Ctrl+Alt+P
Show playlist	P or F10
Show playlist edit mode	Alt+F10
Show prev selected bin	Shift+B
Show tag editor	Shift+T or Shift+F7
Show take dialog	Alt+R
Skip next clip in package	Alt+F3
Tag clip to archive	Z
Tag clip to archive and archive it	Alt+Z
Tag clip to export	X
Tag clip to export and export it	Alt+X
Tag search	Shift+? or Alt+F8
Toggle output 1 through 4	Ctrl+Shift+ F1 through F4
<b>Clip Angle Selector</b>	<b>Shortcut</b>
Assign primary angle	P
Clip all alternate angles	Alt+\
Clip current alternate angle	\
Copy	Ctrl+C
Create playlist from clips	Ctrl+Enter
Cut	Ctrl+X
Delete angle	Del
Edit column letter	Alt+R
Edit tags	T or F7
Go to IN on selected outputs	Shift+{
Go to OUT on selected outputs	Shift+}
Insert angles after current clip	B
Insert angles at beginning of playlist	C
Insert angles at end of playlist	Alt+Enter
Insert angles before current clip	A



Quick mode	Q
Rename	R
Search	/
Select playlist	Enter
Select playlist 1 through 10	1 through 0
Select playlists on all pages	`
Select playlists on current page	Alt+`
Show name editor	Shift+R
Show tag editor	Shift+T or Shift+F7
Stop playlist (End of Sequence)	Shift+E
<b>Current Playlist</b>	<b>Shortcut</b>
Add clips to playlist	Alt+Enter
Change clip speed	S
Change clip transition	Shift+C
Change clip transition duration	C
Copy	Ctrl+C
Cut	Ctrl+X
Delete clip	Del
Edit all requests	`
Edit tags	T or F7
Go to first slot	Home
Go to first slot and select all clips	Shift+Home
Go to last slot	End
Go to last slot and select all clips	Shift+End
Lock playlist	L
Next page	PgDown or Alt+Right
Next page and select clip	Alt+Shift+Right
Next slot	Down or J
Next slot and select clip	Shift+Down or Ctrl+Down
Paste	Ctrl+V
Previous page	PgUp or Alt+Left
Previous page and select clip	Alt+Shift+Left
Previous slot	Up or K
Previous slot and select clip	Shift+Up or Ctrl+Up
Queue package	Alt+F10
Remove all tags on clip	Alt+T or Alt+F7
Rename	R
Reset clip	Backspace
Show angle selection	A
Show audio swap dialog	Shift+A
Show name editor	Shift+R
Show tag editor	Shift+T or Shift+F7



Toggle all end of sequence	Shift+E
Toggle end of sequence	E
Audio Channel Swap Dialog	Shortcut
Change channel 1 through 10	1 through 0
Delete all swap regions	Shift+Del
Delete swap region	Del
Edit all clips in package	Shift+E
Edit swap region	E
Go to region begin	Shift+{
Go to region end	Shift+}
Mark in	[
Mark out	]
Mono copy L	L
Mono copy R	R
Mute all	Shift+M
Mute channel	M
New swap region	N
Next slot	Down or J
Play or pause	Space or F1
Previous slot	Up or K
Reset	Backspace
Stereo swap	S
Switch stereo	D
Bins	Shortcut
Create bin	N
Delete bin	Del
Edit bin	E
Edit tags	T or F7
Go to very first bin	Home
Go to very last bin	End
Page down	PgDown or Alt+Right
Page up	PgUp or Alt+Left
Pin bin	Space
Rename	R
Select Bin 1 through 10	1 through 0
Select Bin 11 through 20	Shift+ 1 through 0
Select bin	Enter
Events	Shortcut
Create event	M
Create event at live	Alt+M

Add tags to selected clip angles	Ctrl+T
Collapse events	-
Delete event	Del
Edit event	E
Edit tags	T or F7
Remove all tags from selected clip angles	Alt+T or Alt+F7
Rename	R
Search	/
Search for selected event	Enter
Select Event 1 through 10	1 through 0
Select Event 11 through 20	Shift+ 1 through 0
Select first event	Home
Select last event	End
Select next event	Down
Select previous event	Up
Show name editor	Shift+R
Show tag editor	Shift+T or Shift+f7
Switch to clip view	Tab

Table 1-1 : Keyboard Shortcuts

### 1.2.3 Settings and Diagnostics

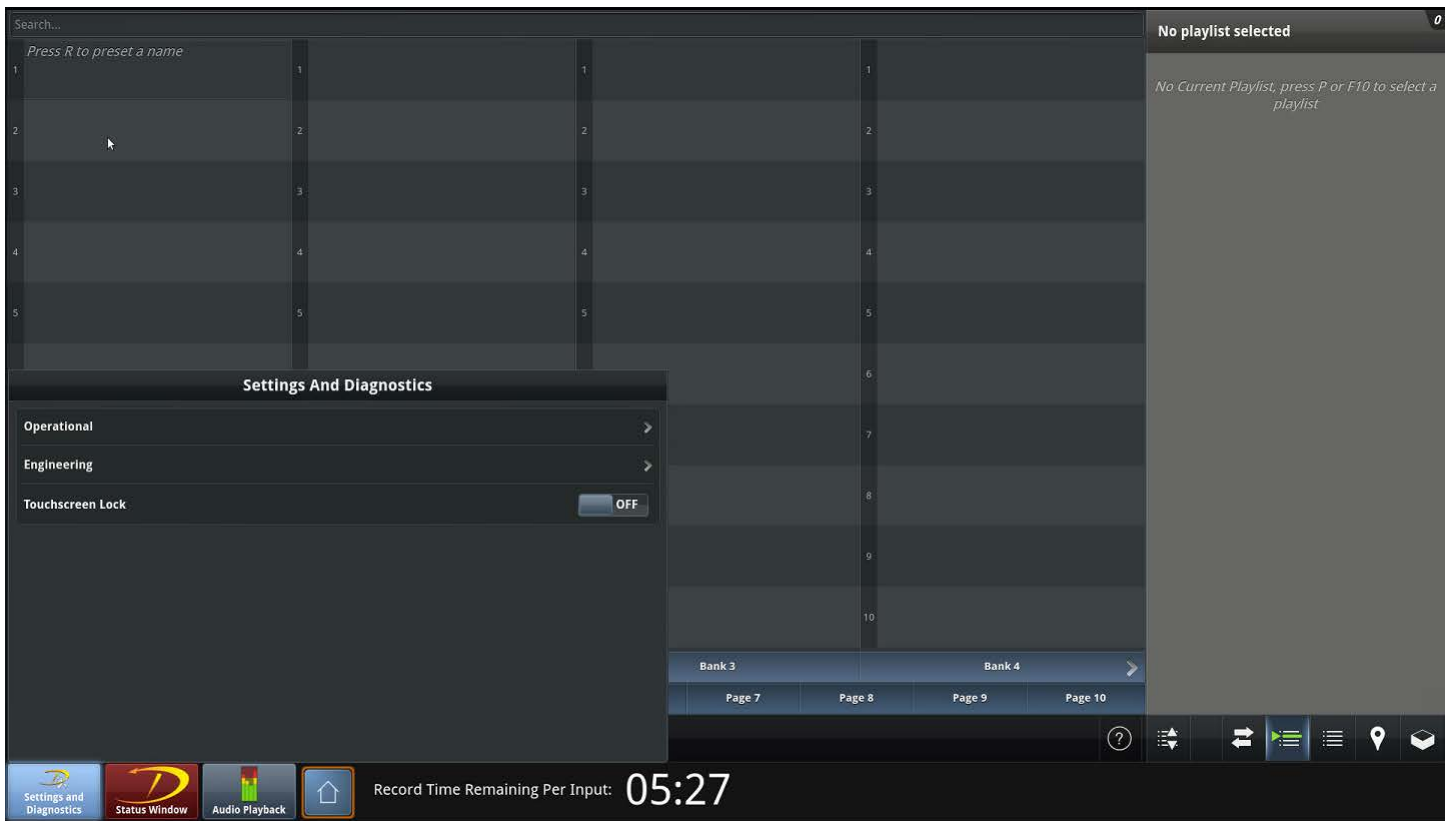


Figure 1-4: DC-ONE Typical Settings and Diagnostics Diagram

### 1.2.4 Settings and Diagnostics Window

The Settings and Diagnostics Window is designed to allow the user to customize settings in the operational and engineering menus. In the Operational settings you can make adjustments to System, Dial, T-BAR Lever, Tagging, Clips, Playlists, Program/Preview, Inputs and Outputs. The Engineering settings that can be adjusted are Server IP's, Input and Output adjustments. From here you can also perform Clear All's, Quick System Restart, Reboot, Shutdowns and view/reset your DC-ONE configuration.

#### Settings and Diagnostics Selections

- Hold down the “Menu” button on the RCP until the Setting and Diagnostics menu appears, or select the Settings and Diagnostics widget in VUE.
- **(F1)** Operational **and** **(F2)** Engineering are the options to select.

## (F1)Operational Menu:

### (F1) System:

#### (F1) Mode

- **Program/Preview:** Is a mode that allows an operator to manually cue up a sequence of replays and play them out on channel with or without a transition. This mode requires 2 outputs.
- **Multi-Program:** Is the standard setting that allows you to route inputs to specific outputs to create content.

### (F2) Dial:

#### (F1) Fast Jog Multiplier – (1-20) +

- This allows operators to change how fast they want to be able to shuttle through record trains 1 being the slowest and 20 being the fastest once the Fast Jog is selected

#### (F2) Dial Mode Flat, Classic, Linear Sensitivity and Exponential Sensitivity

- This allows operators to change the jog dial to respond the way they like it.
  - **Flat:** Moves the same number of frames per revolution. No matter how fast you turn the dial, the video jogs at the same speed.
  - **Classic:** Makes use of smoothing algorithms.
  - **Linear Sensitivity:** Advances the number of frames in a linear function. It changes by the same absolute amount each time you jog the dial faster.
  - **Exponential Sensitivity:** Advances frames in an exponential function. It changes by the same absolute amount in each unit of time you jog the dial faster.

#### (F3) Dial Sensitivity - (0-5) +

- This allows an operator to multiply the sensitivity

### (F3) T bar:

#### (F1) Secondary Lever Range Top (-1000-1000)

#### (F2) Secondary Lever Range Bottom (-1000-1000)

- These setting are for the secondary level control. Shift + Lever. This will allow operators to be able to go in to higher speed ranges or reverse speed ranges

#### (F3) Smart Level Engage ON/OFF

- When this feature is selected, this allows the operator to pause the video using the keyboard and you can move the T bar to the bottom position without starting the video. The T Bar must move in the UP position to start the video rolling.

### (F4) Tagging:

#### (F1) Sport

- The operator can select one the sports selected to tag clips for Quick Tagging. The specific sport will have a field, court, etc to touch areas where events took place.

**(F1) Default (F2) Hockey (F3) Baseball (F4) Basketball (F5) Football (F6) US Football**

### **(F5) Clip:**

#### **(F1) Clip Guardband Size**

- Guardband size allows you add a default length – (0-59) + at the start or end of clips. You can change the short in and out to increase or decrease the clip length.

#### **(F2) Default Clip Length**

- The operator can change their default clip length between – (0-59) + seconds.

#### **Clip Naming Template**

- This allows you to set what a new clip will be named when created.
- Naming conventions are:

%c = Input/Cam name	%i = In Timecode
%r = Clip Location	%o = Out Timecode
%L = Clip Location with Angle	%d = duration
%u = Clip ID	%t = Creation time

### **(F6) Playlists:**

#### **(F1) Dual AUX Playlist Outputs**

- Turned off, audio tied to a playlist will occupy one output. Turned on, the playlist will play on one output while the audio plays on another. This requires at least two outputs.

#### **(F2) Default Transition Type**

- Change the default Transition using the F keys or panel touch screen. These changes will be seen in-between clips in the playlist

#### **(F1) Cut (F2) Mix (F3) Fade From Colour (F4) Fade To Colour (F5) Fade to/from Colour**

#### **(F3) Default Transition Duration**

- Using the - + on the touch screen change the transition duration from 0-1199 frames or 0-20 secs. These changes will be seen in-between clips in a playlist .

#### **(F4) Default Transition Colours**

- You can set the default colour to work with all transitions within a playlist.

#### **(F5) Transition Colours**

- Once selected the screen will change using (F1-F10) you will be able to change any of the transitions that require colour.

#### **(F6) T-BAR Control Mode**

- This feature can be toggled between Single Clip and Full Manual:
  1. **Single Clip:** Allows you to control the speed of the current clip playing using the T-BAR.
  2. **Full Manual Controls:** The speed of the entire playlist using the T-BAR.

#### **Playlist Naming Template**

- This allows you to set what a playlist will be named when created.
- Naming conventions are:

%t = Creation Time

%r = Playlist Location

%u Playlist ID

#### **Quick Playlist Naming Template**

- This allows you to set what a new quick playlist will be named when created.

**(F7) Program/Preview:**

**(F1) Take Transition Type**

- Toggle between take transitions
  - **(F1) Cut (F2) Mix (F3) Fade From Colour (F4) Fade To Colour (F5) Fade to/from Colour**

**(F2) Take Transition colour**

- Once selected using (F1-F10) select a colour to be used on take when your transition is set to that required colour.

**(F3) Take Transition Duration**

- Using the - + change the take transition duration from 0-1199 or 0-20 sec.

**(F4) Transition Duration Format**

- Toggle to change transition display from Frames to Second.

**(F5) ABCD Local Inputs Only**

- This enables your local inputs to only be selected while using ABCD to route inputs.

**Inputs:**

- Here you will see all inputs connected to the system. You can also rename inputs, and set frame offsets from here.

**Outputs:**

- Here you will see all outputs connected to the system. You can also rename outputs and set a default input from here.

**(F2) Engineering Menu:**

**(F1) DC-RCP-10**

**(F1) Network Interfaces**

◦ **(F1) eth1**

- This is the control network (Ethernet 1) port, on the back of the panel the menu edits the same way as eth0. Below is a typical setup.

(F1) IP Address	10.10.10.101
(F2) Netmask	255.255.255.0
(F3) Broadcast	10.10.10.255
(F4) Gateway	0.0.0.0

**(F2) T-BAR Calibration**

- Follow the on-screen instructions to calibrate the T-BAR.

**(F3) LED Intensity**

- Using the Jog dial or - + on the touch screen adjust the LED intensity of the buttons. It can adjust from 0-100.

**(F4) GPIO Configuration**

- NOT SUPPORTED

**(F5) Display Brightness**

- Using the Jog dial or - + on the touch screen adjust the LED intensity of the Touch screen. It can be adjusted from 1-8.

**(F6) Controls**

- This feature is to ensure all the buttons on the panel are working (except menu). Touch each button and make sure they light up in all 3 colours. The T- should display 0 on screen when at the bottom and 100 when at the top. Ensure the Jog dial works in both directions.
- Hit shift+menu to exit this menu

**(F7) GPIO**

- NOT SUPPORTED

**(F8) Touchscreen**

- Using the touch screen make sure the calibration is set. Use menu to exit.

**(F2) Engineering Menu:****(F2) DC-One Server****Network Settings**

- Configure your eth12 or eth13 network settings here.

**(F1) Clear Data**

- Using F1 or the touch screen enter the clear data menu
  1. **(F1) Clear Record Train**
    1. Using (F1) or the touch screen this will clear all data except clips in your PBS using enter on the panel or pressing enter on the touch screen
  2. **(F10) Clear DC-ONE Data and Record Train**
    1. Using (F10) or the touch screen this will clear all data including clips in your PBS using enter on the panel or pressing enter on the touch screen.

**(F2) Quick System Restart**

- Using **(F2)** or the touch screen and then hitting enter on the panel or touch screen perform a quick system restart. This will restart all inputs/outputs.

**(F3) Reboot Server**

- Using **(F3)** or the touch screen and then hitting enter on the panel or touch screen Reboot the DC-ONE.

**(F4) Shutdown Server**

- Using **(F4)** or the touch screen and then hitting enter on the panel or touch screen Shutdown the DC-ONE.

**(F5) Reset DC-One Configuration**

- Using **(F5)** or the touch screen will reset your DC-ONE configuration and bring you back to the main menu to make a new one.

**(F6) Show DC-ONE Configuration**

- Using **(F6)** or the touch screen will show you all the information for your current configuration.

**Operational Settings:**

**Hostname**

- Change the hostname of your DC-ONE server here to have unique name from other DC-ONE's.

**(F7) Inputs**

- Using the A/D buttons or on-screen display you can start and stop capture  
By hitting **(F7)** or pressing the touch screen you can see an input's name, if it is connected, and the IP of the server the input is native too.

**(F8) Export Metadata Format**

- Using **(F8)** or the touch screen to choose between **None**, **XML**, or **XMP**.

**(F9) VANC Playout Mode**

- Using **(F9)** or the touch screen choose between **Superout** and **Passthrough**.

**(F10) Audio Master Channel**

- Using **(F10)** or the touch screen you are able to choose one of your inputs to be the audio master. Choose none if you don't want a single input to have audio master.

**(F2) Engineering Menu**

**(F3) Keyboard and Mouse Control**

- **(F2)** Device List: Lists all items connected to the panel.
- **(F3)** Device Error Log:

**(F4) DC-RCP-10 Firmware Version**

- Insert a USB Key with your updated firmware  
Hit **(F4)** or the touch screen to enter the DC-RCP-10 firmware version. This will allow you to see current firmware version and the version on your USB Key. If your key does not read press **(F1)** or Refresh on the touch screen to refresh.

The new firmware version will now display on the touch screen. Press it and the screen will change. Press the start button and the firmware will upload. Once completed you need to reboot the panel. Use the reset button on the back of the panel to reboot.





Figure 1-5: DC-ONE Typical Status Window Diagram

### 1.2.5 Status Window

The Status Window is designed to relay critical information regarding the status of the DC-ONE server to the user. The Status Window icon will begin to glow red if a set of criteria is triggered. The criteria can be customized by the user to inform them of important information regarding the health of the system. See Above.

#### Status Selections

- Press the “Menu” button on the RCP until the Settings and Diagnostics menu appears and select **F5**, or by selecting the Status Window widget on VUE.

#### SDI Ports

- Here you can monitor your Karak Card Inputs, Outputs, Reference. It will display the video standard and show the status. A green checkmark means everything is good. A “!” will mean there is an error. And a “X” means the DIN cable isn’t properly connected
- You can also monitor LTC and the System Time of your server here.
- If you are not using Reference or LTC, you have the ability to mute the status of them so no errors will be shown. In Figure 1-5 we show that LTC has been muted as it was not available in this setup.

**General:**

- Here you can monitor the storage information, general information and the import, export, archive status of your system or systems connected to you. Here you can review:
- **Storage Information:**
  - Record Time Remaining
  - Internal Storage Capacity
- **General Information:**
  - Playlists on local machines
  - Clips for current user
  - Clips on local machines
  - Clips on all machines (connected to other users)
- **Imports, Exports, Archives:**
  - Here you can monitor your active, failed and total file transfers.

**Inputs:**

- Here you can view the connection of your inputs and have the ability to restart them.

**Outputs:**

- Here you can view the connection of your outputs and have the ability to restart them.

**Users:**

- Here you can view who is connected to you as a user.

**Network:**

- Here you can monitor the connections and network shares of the system

**Errors:**

- Here you can review reported errors in the system.

## 2. THE BASICS OF OPERATION

### 2.1 NAVIGATING THE CLIP VIEW

Refer to Figure 1-2 for a numbered diagram of the Clip View.

#### 2.1.1 Keyboard Navigation

- To select the Clip View press **Esc**.
- The Clip View in normal operation is organized in a Page, Bank and Slot (PBS) organization.
  - There are 10 pages of 10 banks, with each bank containing 10 slots.
- To select a specific PBS use the arrow keys to navigate to the desired slot.
- In order to navigate to a new bank quickly, press and hold the **Shift** key and the desired bank number with 0 representing bank 10.
- To access the playlist page press F10.
  - Once in the playlist page use the left or right arrow keys to change pages and the up and down arrow keys to access the different playlists.
- To access the bin page press **'b'** or F9.
  - Once in the bin page use the up and down arrow keys to access the bins.
- To access the PBS search bar press **'/'** or F8.

#### 2.1.2 Mouse Navigation (Optional Touch Screen Navigation)

- To select the Clip View left click the Clip View with the mouse or touch the Clip View using the touch screen.
- To select a specific PBS left click on the desired Slot or use the touch screen to select the desired Slot.
- To move to new page quickly, select the page selection buttons detailed in Figure 1-2.
- To access the current playlist page press **Playlist Page** button detailed in Figure 1-2.
  - Once in the playlist page left click or touch the desired playlist.
- To access the bin page press the Bin page button detailed in Figure 1-2.
  - Once in the bin page left click or touch the required bins.
- To access the PBS search bar left click the Search bar shown in Figure 1-2.

#### 2.1.3 Navigating the DC-ONE Panel

Refer back to Figure 1-1 and the associated descriptions when locating buttons.

- To select the Clip View press the Record button.
- To select a new bank press Shift then the associated F1-F10 key number for the bank.
- To select a new page press Shift then Clip/Page followed by the associated F key for the page.
- To access the playlist page press **Shift** then the **PLST/Loop button or Shift + F10**. The Panel display will display all of the known playlist for the current Page/Bank.
  - Once in the playlist page select the required playlist by pressing the associated F key.
- To access the bin page press **Shift** then the **PLAY/Network** button.
  - Once in the bin page use the **F** keys to select the desired bin. The Panel display will display the bin names associated with each **F** key.

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### 3. HOW TO CREATE AND MANAGE CLIPS

#### 3.1 HOW TO CREATE AND MANAGE CLIPS FROM THE PANEL



**IMPORTANT:** Ensure the Clip View is selected press *ESC* on the keyboard.

##### 3.1.1 How to Select an Output from the Panel

- To select an output press the A-D buttons corresponding to outputs 1-4. When the output is selected the corresponding button will light up green.

##### 3.1.2 How to Loop an Output

- On the Panel, press the **Menu** button and Select F3 using the F keys, or by touch.
- Select the Loop Indicator button and it will illuminate. Your output will now be in loop mode. To turn off Loop click on the icon again and your output will return to regular playback. See Figure 3-1.

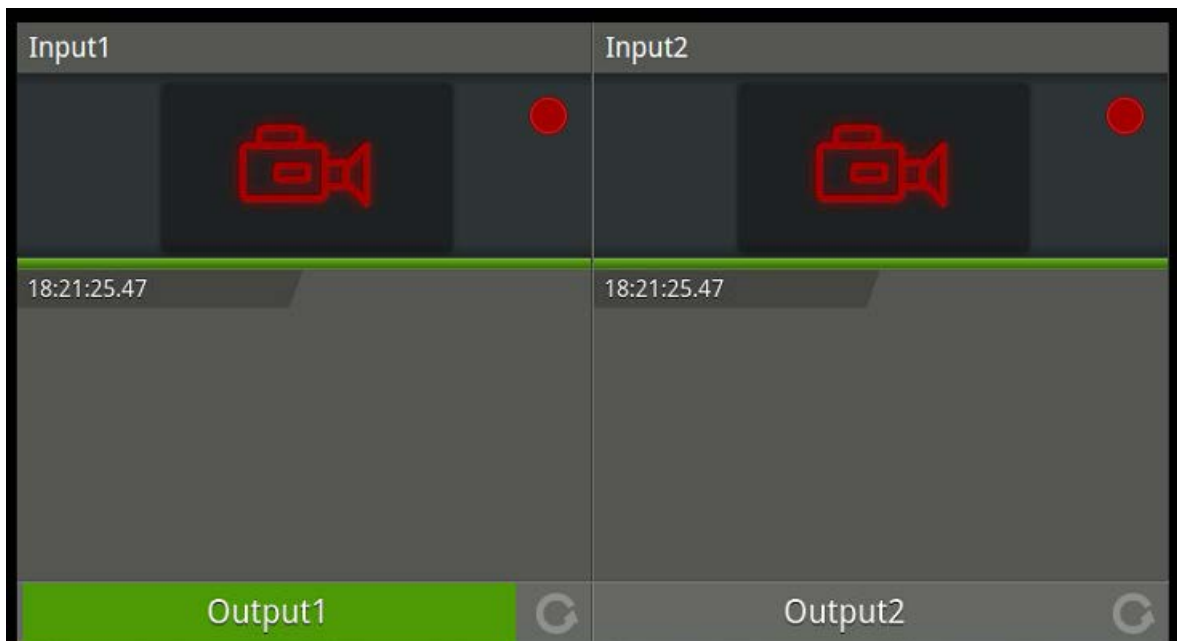


Figure 3-1: Output Loop

##### 3.1.3 How to Route an Input to an Output from the Panel

- Ensure an output is selected.
- Press the **TAKE Button** to bring up the input routing screen as shown in Figure 3-2.
- Then select the desired input by using the *F1-10* key. If the system is in Explicit Take method press **TAKE** again to confirm the change.
- Alternatively after pressing **TAKE** use the Jog Dial to scroll the routing screen to the desired input then pressing **TAKE** again to confirm the selection.



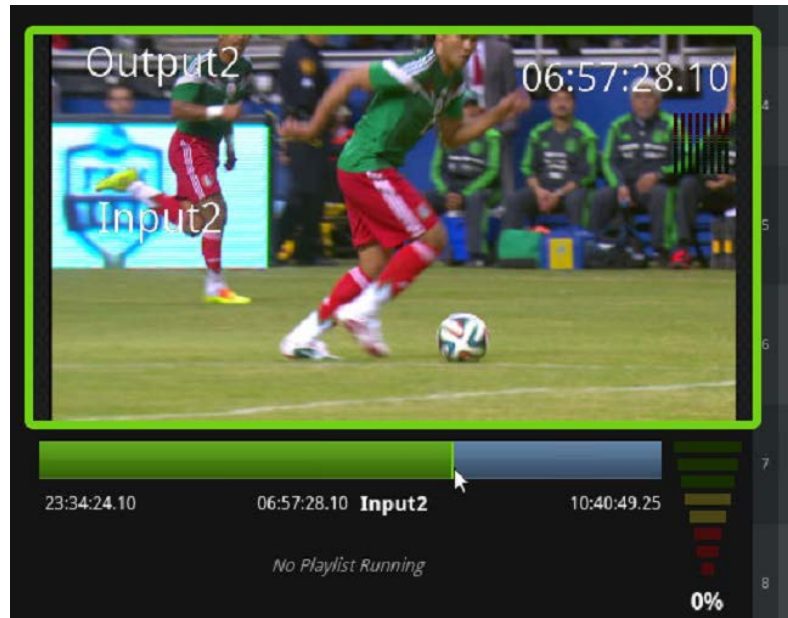
**NOTE:** The selection window will allow the user to route any input across between Operators A and B. If more than one DC-ONE server is connected together remote inputs cannot be seen.



Figure 3-2: Input Selection Dialog

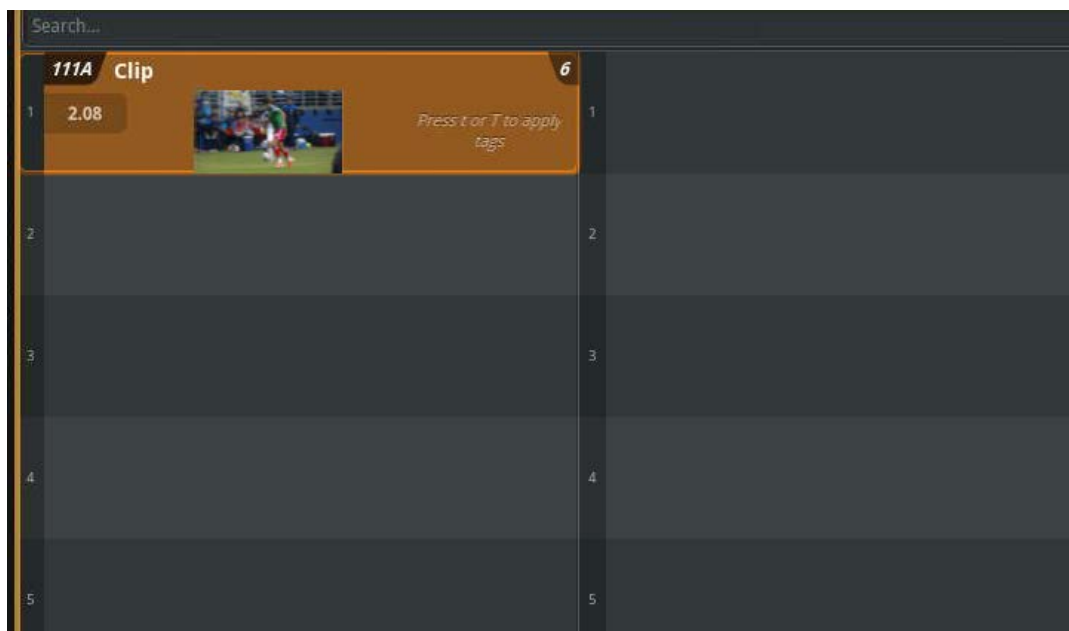
### 3.1.4 How to Create a Clip from the Panel

- Once an input has been routed to the selected output use the **RECORD** button to move to live capture.
- To move forward and backward in the record train spin the Jog Dial clockwise and counterclockwise.
- To move quickly on the record train press **SHIFT** and then the **FAST JOG** button before using the Jog Dial. When the **FAST JOG** is enabled the button will light up orange.
- Simply click anywhere on the Output Information Bar to jump to that point.
- Click and hold on the Output Information Bar and you can scrub to any point on the record train or clip within moments. See Figure 3-3.



**Figure 3-3: Record Train Scrubbing**

- To mark an IN for the beginning of the clip press the **IN button**. If a valid IN mark is set the IN button will be yellow.
- Move forward in the record train and press the **OUT button** to set the out mark at the end of the clip. If a valid OUT mark is set the OUT button will light up orange, when on the OUT directly the OUT button will light up red.
- Once a valid IN and OUT mark have been set press a **F** key that is unlit corresponding to an open Slot on the current Page/Bank.
- The F key button will light up and the clip will appear on the PBS as shown in Figure 3-4.



**Figure 3-4: New Clip**



**IMPORTANT:** Ensure the OUT mark is always after the IN mark on the record train. If the OUT mark is placed before the IN mark the DC-ONE system will not allow the user to create a clip.

### 3.1.5 How to Create a Default Length Clip from the Panel

- Creating a clip with only the IN or the OUT mark set will create a default length clip.
- The default length of the clip can be set through the 'Clip' settings under 'Operational'.
- If a clip is created with only an IN set, the clip will begin at the IN mark and automatically set an OUT after the default clip length.
- If a clip is created with only an OUT set, the clip will end at the OUT mark and automatically set an IN the default clip length before the OUT.

### 3.1.6 How to Create a Quick Clip from the Panel

- A quick clip can be created as a standard clip with both an IN and an Out or as a default length clip with only the IN or OUT set.
- To create a quick clip, press the **CLIP** button on the panel.
- If an "Anchor Location" is set the quick clip will be placed in that slot.
- If no "Anchor Location" is set the quick clip will be placed in the "Quick Bin" located in the bins section.
- See section 4.1.4 How to set an "Anchor Location" from the keyboard for an explanation of the "Anchor Location".

### 3.1.7 How to mark an Event on a Record Train from the Panel

- Events can be added to flag a moment in time on the record train.
- To add an event from the Panel, press the **Mark** button.
- To enter the bin section press **Shift + Network button**.
- From the Panel touch screen select **F2** to enter the **Events Section**.
- An icon will show up on your record train saying **Event**. See Figure 3-5.

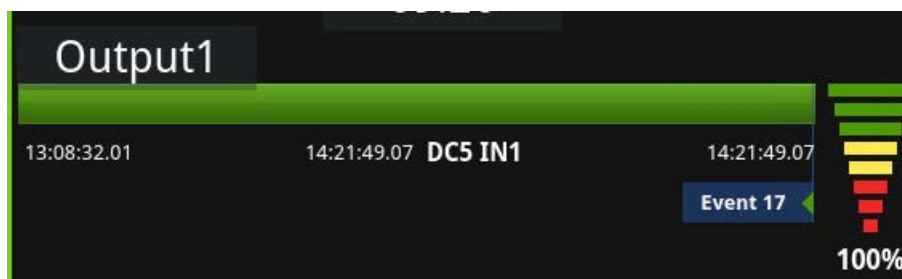
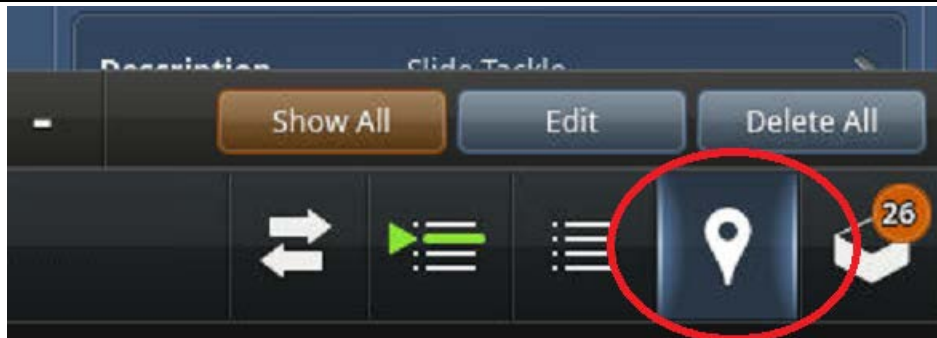


Figure 3-5: Marked Event on a Record Train

- To review your events information, select the icon at the bottom right hand of the screen. See Figure 3-6.





**Figure 3-6: Events Page Icon (Bottom right in circle)**

- Here you can rename, tag and enter a description of the event. Renaming the event will change the name of the mark on the Record Train. See Figure 3-7.

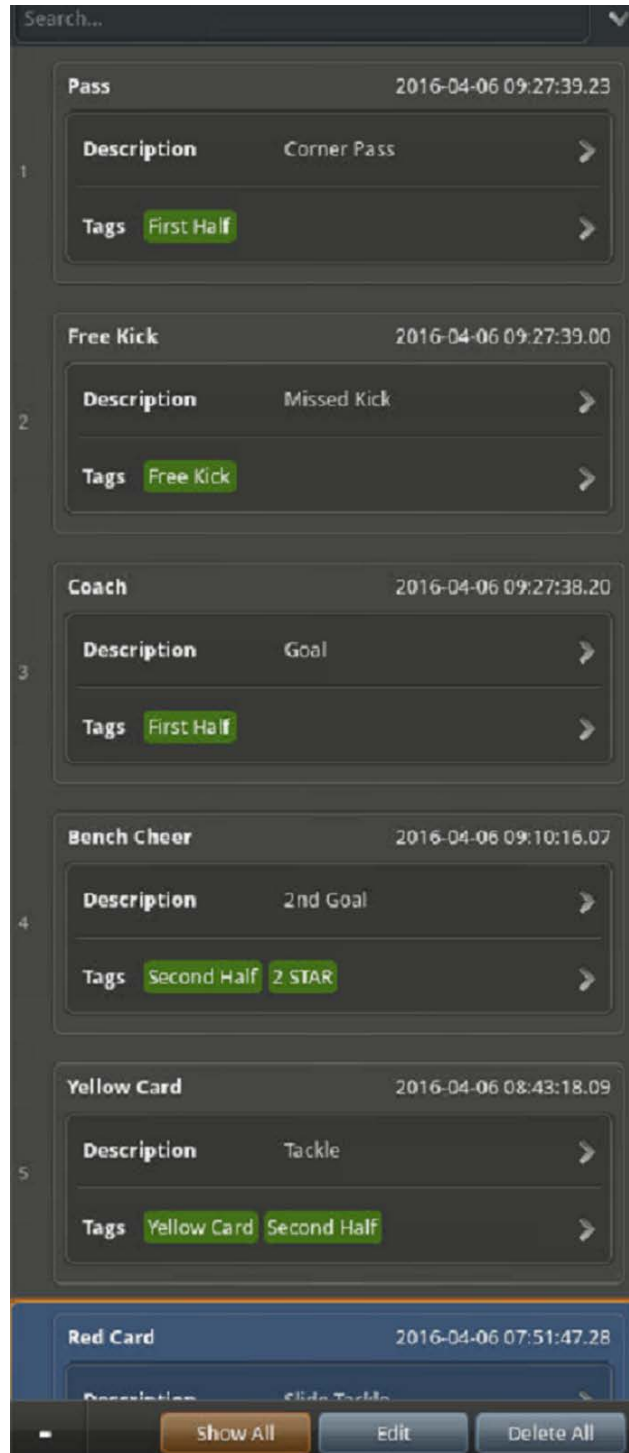


Figure 3-7: Events Description Section

### 3.1.8 How to Create an Event at Live from the Panel / Keyboard

- Should you want to create an event while you have a clip cued / playing or while in a playlist you can do so using “Create Event At Live”
- To create an event at live from the Panel, press and hold down **Mark**.

- A green dialogue window will appear in the clip view with the message “Created Event at Live”
- To create an event at live from the Keyboard, press alt + m

### 3.1.9 How to Tag a Clip from the Panel

- After creating a clip, cue the clip in an output.
- On the Panel, in the top left hand corner touch “Press to tag this clip...” See Figure 3-8.

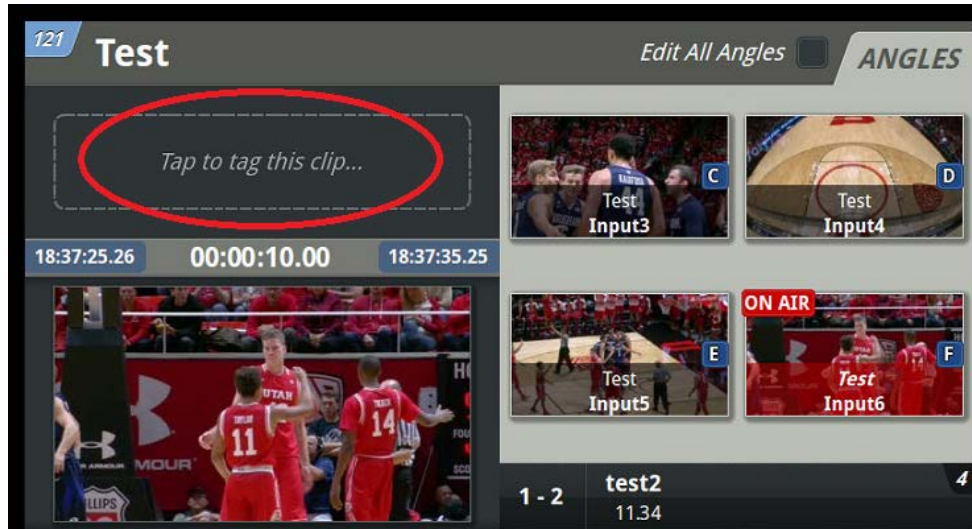


Figure 3-8: Tagging from the Panel

- This will open the custom tagging widget to tag the clip with meta-data.
- Use the touch screen to select the desired tagging components.
- Press Save on the panel to confirm the new tags.
- See section 7 for an explanation on how to edit and customize the tagging widget.

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## 4. HOW TO CREATE AND MANAGE CLIPS FROM THE KEYBOARD



**IMPORTANT: Ensure the Clip View is selected by pressing ESC on the keyboard.**

### 4.1.1 How to Select an Output from the Keyboard

- To select an output press and hold **Ctrl** key along with the **F** key associated with the desired output. The **F1-F8** keys on the keyboard map to outputs 1-8 respectively depending on the input/output configuration. For example to select output 1 press **Ctrl + F1**.
- You can also select an output by clicking on it with your mouse, or using the touch screen capabilities.

### 4.1.2 How to Route an Input to an Output from the Keyboard

- To route an input to the output press **Alt + 'r'** to bring up the routing window as show in Figure 3-2.
- Select the required input by using the # keys on the key board associated with each input or by using the arrow keys to move to the correct input and pressing enter.
- You can also route an output by clicking on an input with your mouse and dragging and dropping it into the corresponding output, or using the touch screen capabilities.

### 4.1.3 How to Create a Clip from the Keyboard

- Once an input has been routed to the selected output use the pause/break button to move to live capture.
- To move forward and backward in the record train use the **'>** and **'<** buttons.
- In order to move more quickly use the fast jog by pressing the **SHIFT and '>'** and **SHIFT '<'** buttons to increase the rate of movement.
- To mark the beginning of the clip press the **'I'** button to mark an IN.
- Now move forward in the record train and press the **'J'** button to set the OUT mark at the end of the clip.
- Now that there are valid IN and OUT marks on the record train press 0-9 on the keyboard to place the clip at the desired slot.
- A clip will appear on the PBS as shown in Figure 3-4.
- With an anchor point selected you can mark an in and an out point, once they have been marked hitting **"V"** will add the clip to the slot where the anchor point is occupying.



**IMPORTANT: Ensure the OUT mark is always after the IN mark on the record train. If the OUT mark is placed before the IN mark the DC-ONE system will not allow the user to create a clip.**

#### 4.1.4 How to set an “Anchor Location” from the keyboard

- To set an “Anchored Location” highlight the desired slot and press **Shift-‘I’**.
- To remove the “Anchored Location” highlight the “Anchored Location” slot and press **Shift-‘I’**. You
- Setting the “Anchored Location” slot allows the user to create a quick clip that will be placed automatically in the “Anchored Location. Once a Clip has been placed in the “Anchored Location” the slot will be incremented to the next available empty slot.
- When an “Anchored Location” is set a place marker will appear on the PBS as shown in Figure 4-1.

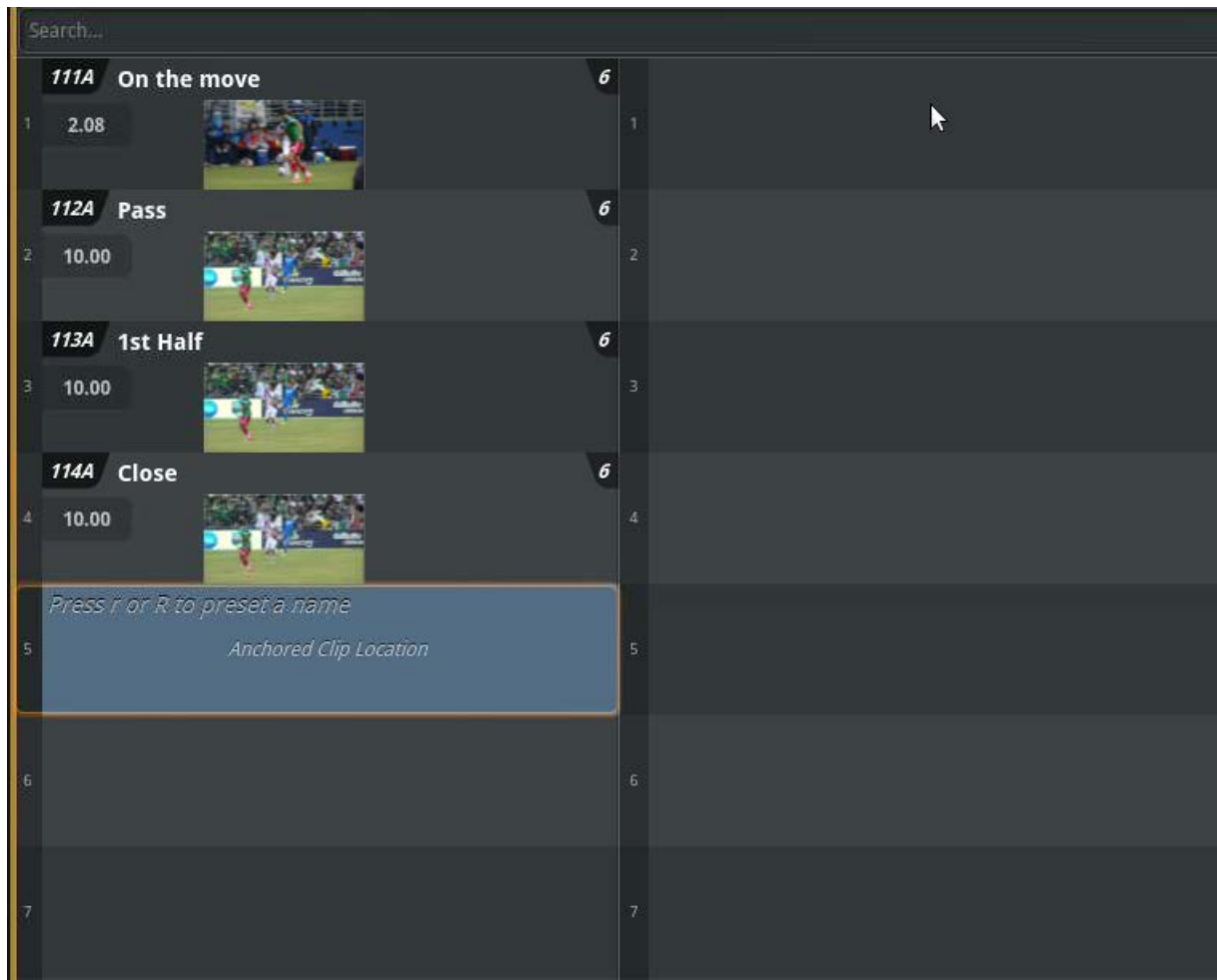


Figure 4-1: Anchor Clip Place Marker

#### 4.1.5 How to Quick Jump to an “Anchor Location” from the keyboard

- From the keyboard press **Alt + ‘I’** to jump to the anchor location.

#### 4.1.6 How to Name a Clip from the Keyboard

- After creating a clip use the arrow keys to move to the PBS of the clip.
- See the clip highlighted as shown in Figure 4-2.

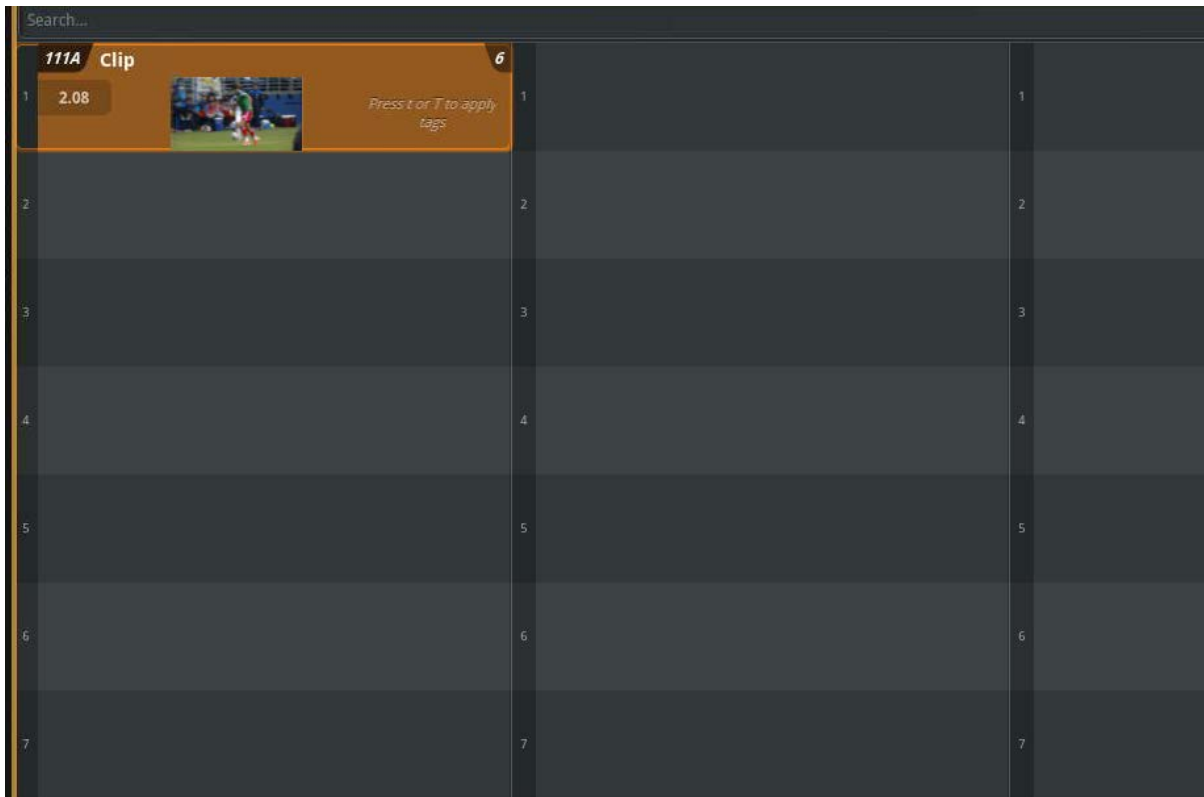


Figure 4-2: Highlighted Clip

- To rename the clip press '*r*' and begin typing the new clip name.
  - Once you have finished naming the clip press **ENTER**.
- To use the custom tagging widget to rename a clip press **SHIFT-*r***.
  - Use the mouse or touch screen to select the desired naming components.
  - Press **Enter** on the keyboard or select Save on the monitor to confirm the name.
- **Quick Naming Mode**
- While naming a clip, pressing Tab on the keyboard will confirm the new clip name and allow you to name the next clip. Pressing **Shift+Tab** on the keyboard will confirm the new clip name and allow you to name the previous clip.
- While naming a clip in the angle selector dialog pressing Tab on the keyboard will confirm the new clip name and allow you to name the next angle. Pressing **Shift+Tab** on the keyboard will confirm the new clip name allow you to name the previous angle.

#### 4.1.7 How to Tag a Clip from the Keyboard

- After creating a clip use the arrow keys to move to the PBS of the clip.
  - You should see the clip highlighted as shown in Figure 4-2.
- To tag the clip with metadata press 't' then begin typing and press **ENTER** to confirm the tag. To add multiple tags separate each tag with a comma.
- To use the custom tagging widget to tag the clip with meta-data press **SHIFT-'t'**.
  - Use the mouse or touch screen to select the desired tagging components.
  - Then press Enter on the keyboard or select Save on the monitor to confirm the new tags.
- **Quick Tagging Mode**
- While tagging a clip pressing Tab on the keyboard will confirm the new clip tag(s) and allow you to name the next clip. Pressing **Shift+Tab** on the keyboard will confirm the new clip tag(s) and allow you to tag the previous clip.
- While tagging a clip in the angle selector dialog pressing Tab on the keyboard will confirm the new clip tag(s) and allow you to tag. Pressing **Shift+Tab** on the keyboard will confirm the new clip tag(s) allow you to tag the previous angle.

#### 4.1.8 How to Move a Clip to a New Location from the Keyboard

- After creating a clip use the arrow keys to move to the PBS of the clip.
  - You should see the clip highlighted as shown in Figure 4-2.
- To move a clip without cueing it on air press **Ctrl-'x'** to cut the clip. Move to the new location and press **Ctrl-'v'** to paste the clip.

#### 4.1.9 How to Search for Clips from the Keyboard and Clip View

##### Manual Search for Clips

- To initiate a search using the mouse, click on the search bar shown in Figure 1-2.
- To initiate a search using the keyboard press "**F8**" or **"/**".
  - The cursor will appear in the search bar. Once the search bar has been highlighted begin typing to start searching. The matching clips will appear below the search bar.
- To search for multiple keywords place spaces between the words. When you have completed the search press "**TAB**" to highlight the search results.
- Navigate the search result in the same manner as explained in the PBS navigation section.

##### Tagging Editor Search for Clips

- To initiate a tagging editor search using the keyboard press **ALT+'F8'** or **Shift+'/'**.
  - The tagging editor will appear.
  - Select the desired keywords then press "**ENTER**" or select the search button located at the bottom of the tagging widget.
  - The search results will appear on the display, press "**TAB**" to highlight the search results.
- Navigate the search result in the same manner as explained in the PBS navigation section.



### Changing a Primary angle of a Clip from the Keyboard

- Once a clip is created you can select **“a”**, this will bring up the “angle selector”.
  - Angles from all inputs will be present here.
  - You can change the **“primary angle”** by selecting **“p”**.
  - From here you can also rename and tag different angles.
- You can remove an unwanted angle by hitting **“delete”**. If you would like to retrieve the deleted angle you can reselect it in the **“Alternate Angles”** section and press **“enter”**
- From here you can also Archive and Export Clips.

### How to mark an Event on a Record Train from the Keyboard

- Hit **m** on the keyboard.
- From the keyboard press **b** then **3** to enter the **Events Page**. Press shift+m and that will get you to events. See 3.1.8 How to Create an Event at Live from the Panel / Keyboard.

### How to Create an Event at Live from the Keyboard

- To create an event at live from the keyboard, press **Alt + ‘m’**.
- A green dialogue window will appear in the clip view with the message “Created Event at Live”

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## **5. HOW TO CREATE AND MANAGE PLAYLISTS**

### **5.1 HOW TO CREATE A PLAYLIST FROM THE PANEL**

#### **5.1.1 How to Create a Playlist from the Panel**

- Press **Shift** then the **Loop** button OR **Shift + F10**.
- The Panel display will show the playlist Bank on the current Page.
- The F keys on the Panel will correlate to the slots of the Playlist Page.
- Pressing **SHIFT** then **Page** followed by the Page number will allow the user to move to a different Playlist Page.
- Press the F key for an empty slot to create a new playlist on the desired Page/Slot.
- Press **menu** and press **F2** or touch the option for **Playlist** on the touch screen to access the clips in a given playlist

#### **5.1.2 How to Create a Quick Playlist from the Panel**

- Press **Shift** then **Loop** button or **Shift + F10**
- The Panel display will show the playlist Bank on the current Page.
- Press **A** and then **C** to create a Quick Playlist.

#### **5.1.3 How to Add a Clip to a Playlist from the Panel**

- Cue the Clip you would like to add to the playlist then press **Enter**.

#### **5.1.4 How to Split Clips in a Playlist from the Panel**

- On the panel, press **SHIFT** + Hold down **IN** to split a clip before the current Timecode.
- On the panel, press **SHIFT** + Hold down **OUT** to split a clip after the current Timecode.

#### **5.1.5 How to Change the In / Out mark of a clip in a Playlist from a Panel**

- The In & Out marks of clips can be changed from within a playlist.
- On the Panel change the In mark of a clip by pressing **CLEAR** and press the **IN**.
- On the Panel change the Out mark of a clip by pressing **CLEAR** and press **OUT**.
- You can now jog back / jog forward into the guard band to make a new In or Out.
- To reset the In & Out mark of a clip, press **B** on the Panel.

## 5.2 HOW TO CREATE A PLAYLIST FROM THE KEYBOARD

### 5.2.1 How to Create a Playlist from the Keyboard

- Press '**p**' to bring up the Playlist Page as shown below in Figure 5-1.

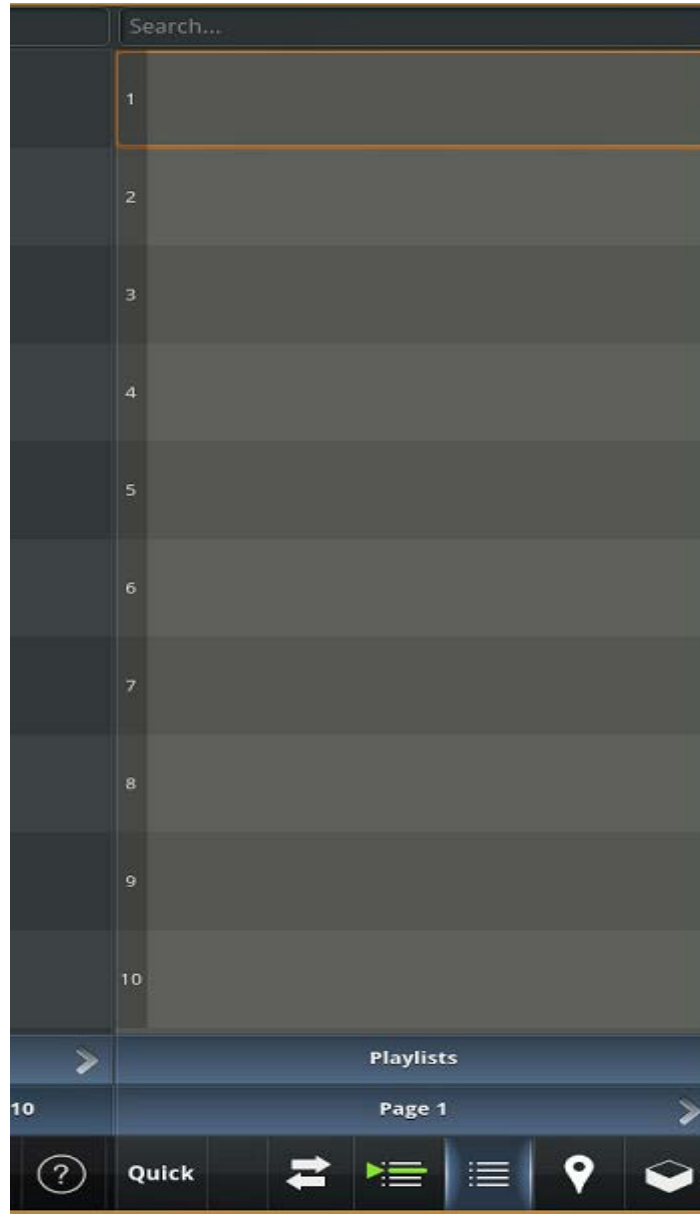


Figure 5-1: Playlist Page

- Use the **UP/DOWN** arrow keys to change Slots and the **LEFT/RIGHT** arrow keys to move Pages.
- Once on an empty slot press **Enter** to create a new playlist or press '**r**' to name and create a new playlist or press **Enter** to create a playlist with a default name.

### 5.2.2 How to Create a Quick Playlist from the Keyboard

- Highlight a clip as explained in section 2.1 navigating the clip view.
- This playlist will be in the Quick Playlist page.
- To access the Quick Playlist page, press '**p**' to bring the Playlist Page up.
- Then press '**q**' to enter the Quick Playlist page, the most recent playlist will be at the top of the page.
- You can also highlight a clip and press **Ctrl + Enter** to create a quick playlist.

### 5.2.3 How to Add a Clip to a Playlist from the Keyboard

- Highlight the clip that you would like added to the playlist.
- Press **Alt + Enter**.
- This will add the currently selected clip to the currently active playlist.

### 5.2.4 How to Split Clips in a Playlist from the keyboard

- Clips can be split into two or more sections from within playlists.
- On the keyboard press **Alt + [** to split before the current Timecode.
- On the keyboard press **Alt + ]** to split a clip after the current Timecode.

### 5.2.5 How to Change the In & Out mark of a clip in a Playlist from the Keyboard

- To change the In mark, press '**Delete**' and **[** on the keyboard.
- To change the Out mark, press '**Delete**' and **]** on the keyboard
- You can now jog back / jog forward into the guard band to make a new In or Out.
- To change the In & Out mark of a clip, press '**b**' on the keyboard.

### 5.2.6 How to Flatten a Playlist

- Once a playlist has been created from the keyboard, Panel/panel, or touchscreen you can flatten the playlist on the PBS and create a clip of it.
- Simply go to the directory of playlists ('**p**' on the keyboard, **PLST** on the Panel ) and drag and drop the playlist into an empty slot on the PBS or simply copy and paste it (Ctrl+ c and then Ctrl +v )
- This will now "Flatten" the playlist into one clip. All transitions, speeds, durations will be attached to the clips that were present in the playlist.

NOTE: You cannot flatten aux clip playlists or playlists with clips set to play at a speed of zero percent.

### 5.3 PLAYLIST OPTIONS

Options appear at the bottom of the playlist edit section. See Options below.

1. **Lock/Loop Options**
2. **Lock**
  - Lock option will lock the playlist.
3. **Loop**
  - Loop option will loop the playlist.
4. **In & Out**
  - The In & Out sort the playlist by In & Out timecode. Note: There is no undo for this feature.

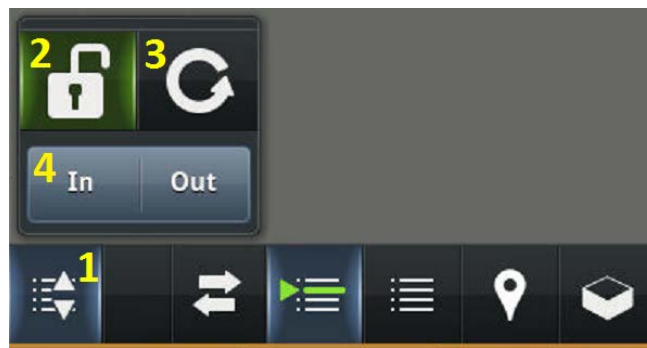


Figure 5-2: Playlist Options

### 5.4 HOW TO CREATE AN END OF SEQUENCE IN A PLAYLIST

- An End of Sequence allows the user to create pause markers in the playlist.
- Press **Shift** then the **Loop** button OR **Shift + F10** on the panel, or **'p'** on the keyboard to access the playlist.
- Select your previously created playlist.
- On the Panel press **Shift + B** or press **'e'** on the keyboard and the **End of Sequence** bar will be added below the selected clip.  
See Figure 5-3.
- Once the playlist plays to that point it will stop automatically. To resume the playlist simply press **Play** on the panel, or spacebar on the keyboard.
- To remove the End of Sequence from a playlist on the panel press **Shift + B**, or press **'e'** on the keyboard on the clip it is attached to. To remove all End of Sequence markers select all clips within a playlist (**Shift + D**) on the panel and press **Shift + B** to remove. On the keyboard select all clips and press **Shift + 'e'**.

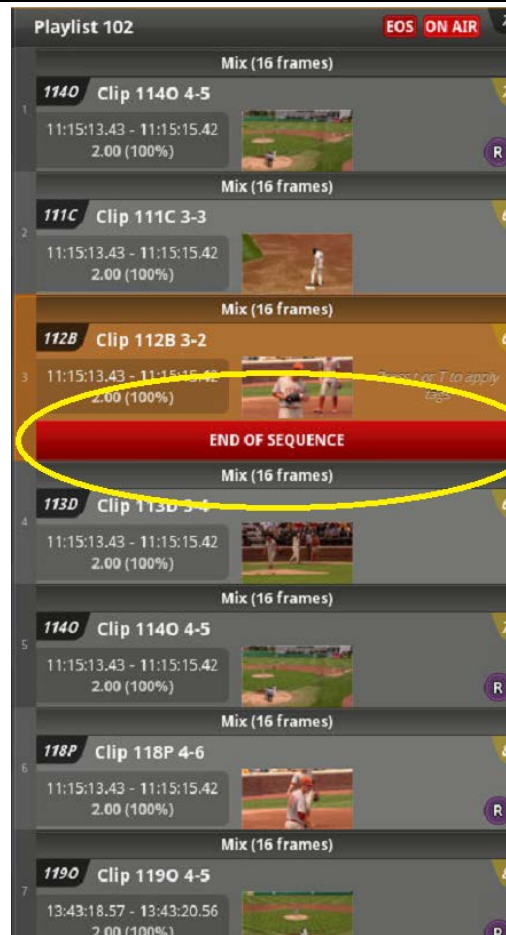


Figure 5-3: End of Sequence

## 5.5 HOW TO ADD AN AUX CLIP INTO A PLAYLIST

- An aux clip is used to replace the audio in a playlist with another clip's audio. You can also do this from the keyboard by hitting "a" for angle and then going selecting the angle and then pressing "shift + a" on the keyboard.
- Select a clip with audio, drag it into the playlist area of the clip view, an option will appear at the bottom of your playlist window, to place the audio clip into. See Figure 5-4.

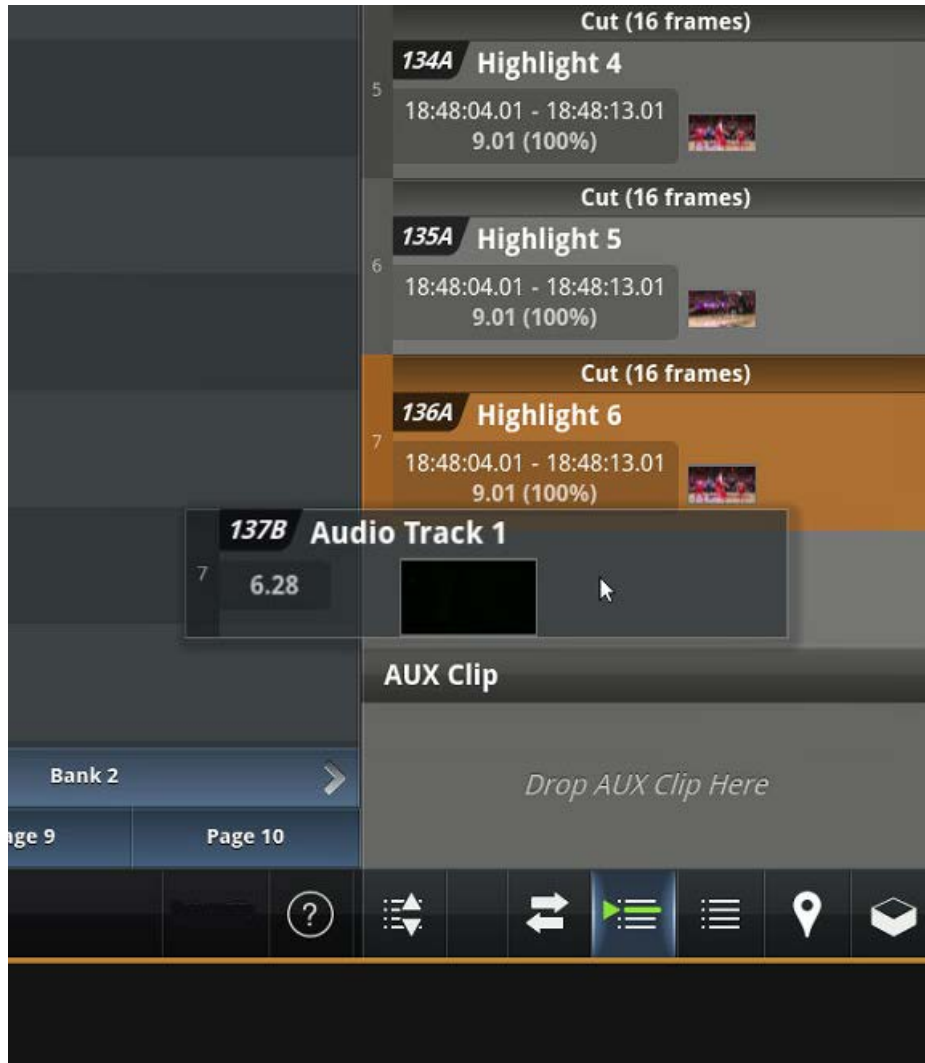


Figure 5-4: AUX Clip

## 5.6 HOW TO USE AUDIO SWAP IN A PLAYLIST

- Audio swap allows a user to manipulate the audio channels of a clip(s) or a segment of a clip.
- Audio swap can be accessed by pressing **Shift + A** on the panel or from the keyboard **Shift + 'a'**.
- To create an audio swap you must use Create Mode, to edit that swap you must use Edit Mode. To toggle between the two modes, press 'e' on the keyboard.

### 5.6.1 Create Mode

- Create mode allows you to select a swap region to perform the following: Mute Channels, Swap Stereo channels, Switch Stereo Channels, Mono Copy Left & Right channels.

### 5.6.2 Edit Mode

- Edit mode allows you to go back into the selected swap region to replace In & Out points



**IMPORTANT: AUX clip audio or any audio swaps that were attached to the playlist WILL NOT flatten with the clip.**



## 6. HOW TO CREATE AND MANAGE BINS

The following bins are as shown in Figure 6-1.

- **Conflict Bin:** Should point you to where you later explain what a snapshot is.
- **Imported Bin:** All content imported in DC-ONE will show in this bin.
- **Inbox Bin:** Receiving content from a connected user will appear in this bin.
- **Mosaic Bin:** When Mosaic Clips are created, they will appear in this bin.
- **Quick Bin:** When creating a quick clip without an Anchor Point designated the clip will appear in this bin.
- **Unassigned Bin:** All content that does not have a designated home will appear here.
- **Users Section:** If connected to other users you will see them in this section. You will appear as the blue faced icon and the other users will have a white face with their system's name.
- **Custom Bins:** This is where you can create custom bins. See section 6.5 How to Create a custom Network bin

## 6.1 HOW TO CREATE BINS FROM THE PANEL



Figure 6-1: Bin Page

- Press **SHIFT** then **NETWORK** to access the Bin Page.
- Press **A** to create a new bin.
- To name the bin press '**r**'

### 6.2 HOW TO CREATE BINS FROM THE KEYBOARD

- The Bins section is shown on Figure 6-1.
- Press **'b'** or **F9** on the keyboard to access the Bins section.
- To create a new bin press **'n'** once in the Bins section.
- The new bin will appear with the name "New Bin".
- To rename the Bin press **'r'** and type the new name.

### 6.3 HOW TO ADD CLIPS TO BINS FROM THE KEYBOARD

- Press **'b'** or **F9** on the keyboard to access the Bins section.
- To add a clip to Bin, first pick up the desired clip by pressing and holding the left mouse button until the clip lifts off of the PBS.
- Next drop the clip into the Bin by moving the clip over the Bin and releasing the left mouse button.
- You should see a green tag appear on the clip with the Bin name.
- To rename the Bin press **'r'** and type the new name.

### 6.4 HOW TO REMAIN IN A BIN WHEN REMOVING A CLIP

- Select the **Push Pin** icon on the bottom right side when in the Bin section. See Figure 6-2.

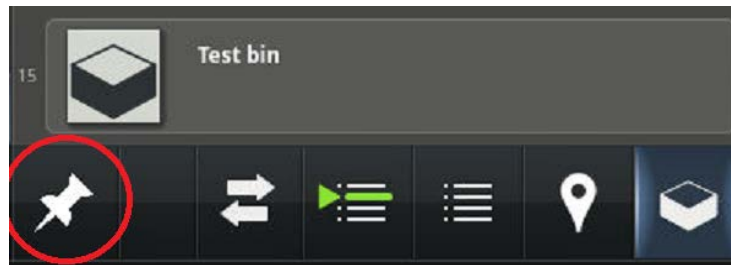


Figure 6-2: Push Pin Feature

- Selecting the Push Pin icon will allow you to return to the bin after you have placed a clip in the PBS.
- If the Push Pin Icon is deselected, once you place the clip in a PBS location you will remain in the PBS location.

### 6.5 HOW TO CREATE A CUSTOM NETWORK BIN

- With a Bin selected/highlighted pressing **'e'** on the keyboard will open the Bin Properties.
- From attributes you can click **Cancel** or press **Escape** to cancel. Click **Save** or press **Enter** to confirm changes. See Figure 6-3.

#### The options are:

- **Move Bin:** When ON allows the user to move the clip into the bin and remove it from the Page/Back/Slot, when OFF the clip will exist in both the bin and on the Page/Bank/Slot.
- **Export & Archive Profiles:** By associating export/archive profiles to a bin the user can trigger respective export/archive profile by simply dragging a clip into the bin.
- **Visible Angles:** Turning ON the Visible Angles option allows the user to see every angle of a clip as a separate item within a bin rather than alternate angles of a primary angle.

- **Visible Machines:** If connected to other machines you will be able to select **All Available Machines** and be able to see them.
- **Search All Users:** Also known as the “Network Bin” it allows all users with the same bin name to contribute and view content in a shared network bin. To rename the bin press “r” on the keyboard.
- **Match All Criteria:** When OFF a clip will be associated with a bin if any of the criteria matches, when ON all criteria have to match before a clip is associated with a bin.
- **Match Exact Criteria:** When OFF any clip with part of the bin name will be associated with the bin. For example, a clip tagged goal would be associated with a bin named “snapshot”. When ON the exact tag must match before a clip is associated with the bin.
- **Bin Names:** The bin name is used for a visual reference only if a tag is added will the bin start filtering content.

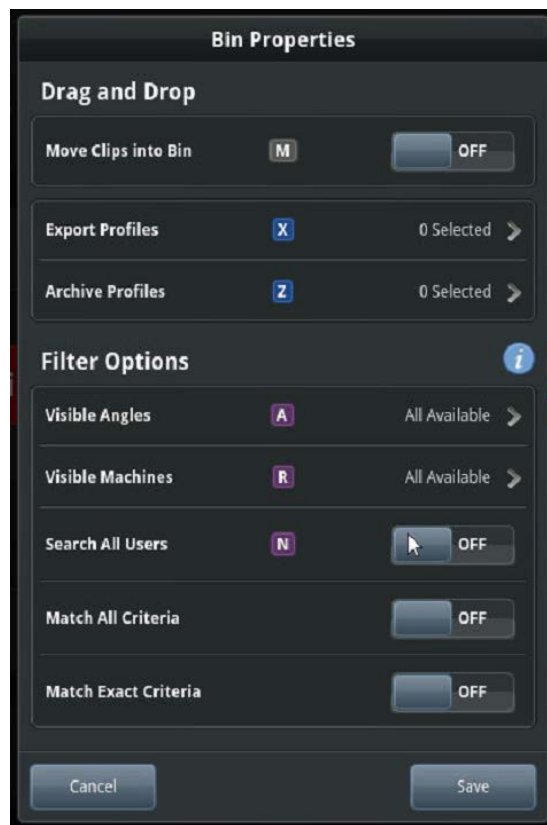


Figure 6-3: Bin Properties

## 6.6 SEARCHING BINS

- Bins can be searched by pressing the **Browse** button on the Panel twice.
- This will open the Go to User Bin option.
- Select a bin with the **F keys**, and then press **Enter**, now you can search a Clip Id in that bin.

## 6.7 SENDING CLIPS BETWEEN DC-ONE USERS

- When two or more DC-ONES are networked together, clips can be sent to and from each user.
- Drag and drop clip(s) from your PBS to the User Bin of your choice. This will place the clip(s) in that user’s Inbox Bin.

You can send clips to a specific user's PBS by dragging, and hovering over a user's bin until that bin opens a preview of that user's PBS. From here you can place the clip(s) in any empty slot. You must be an administrator to place clips on another users PBS.

## 7. HOW TO IMPORT, ARCHIVE AND EXPORT FILES

### 7.1 HOW TO IMPORT CLIPS MANUALLY

- Press **SHIFT-‘i’** from the Keyboard.
- The import dialog will pop up as shown in Figure 7-1.

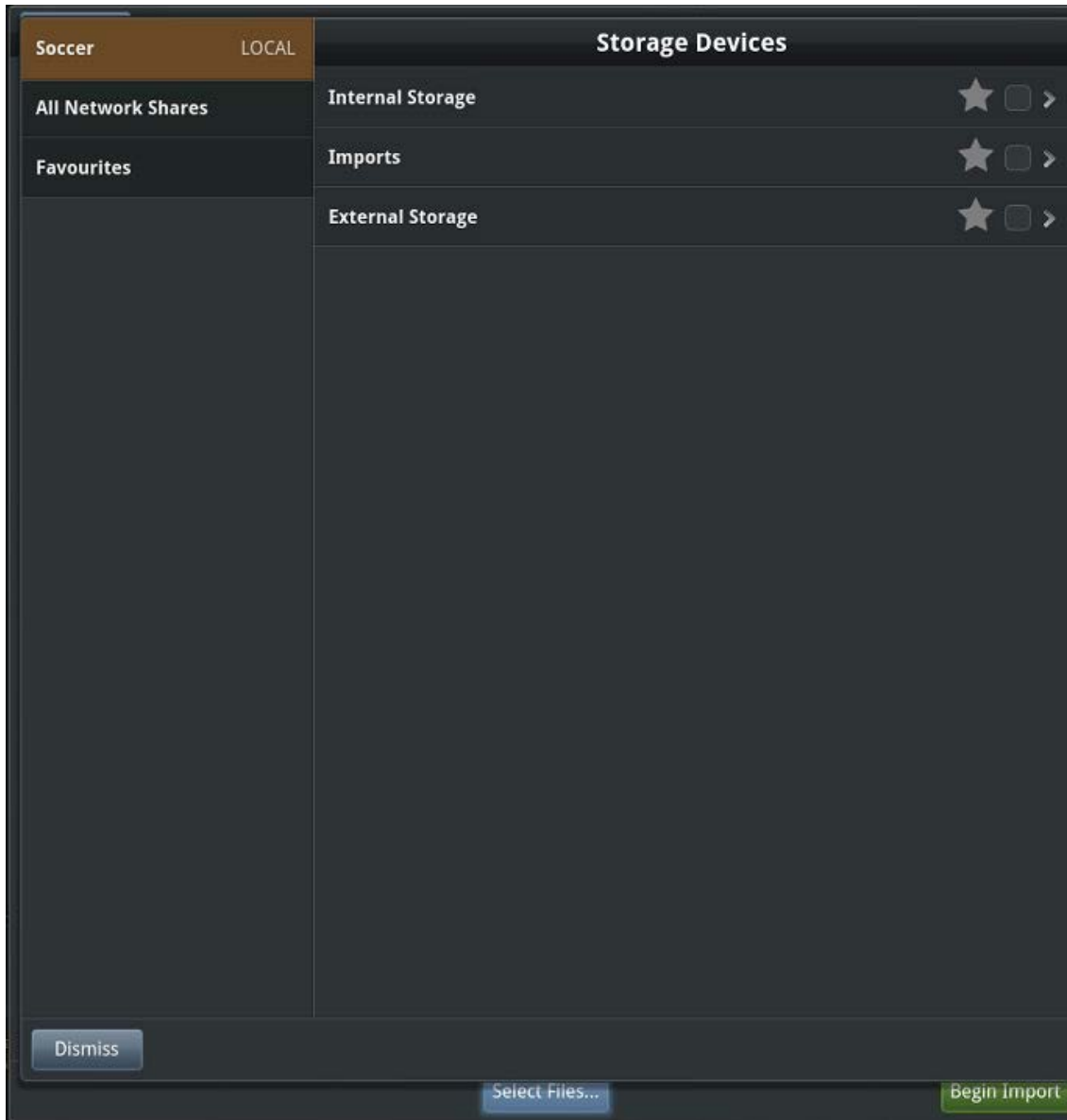
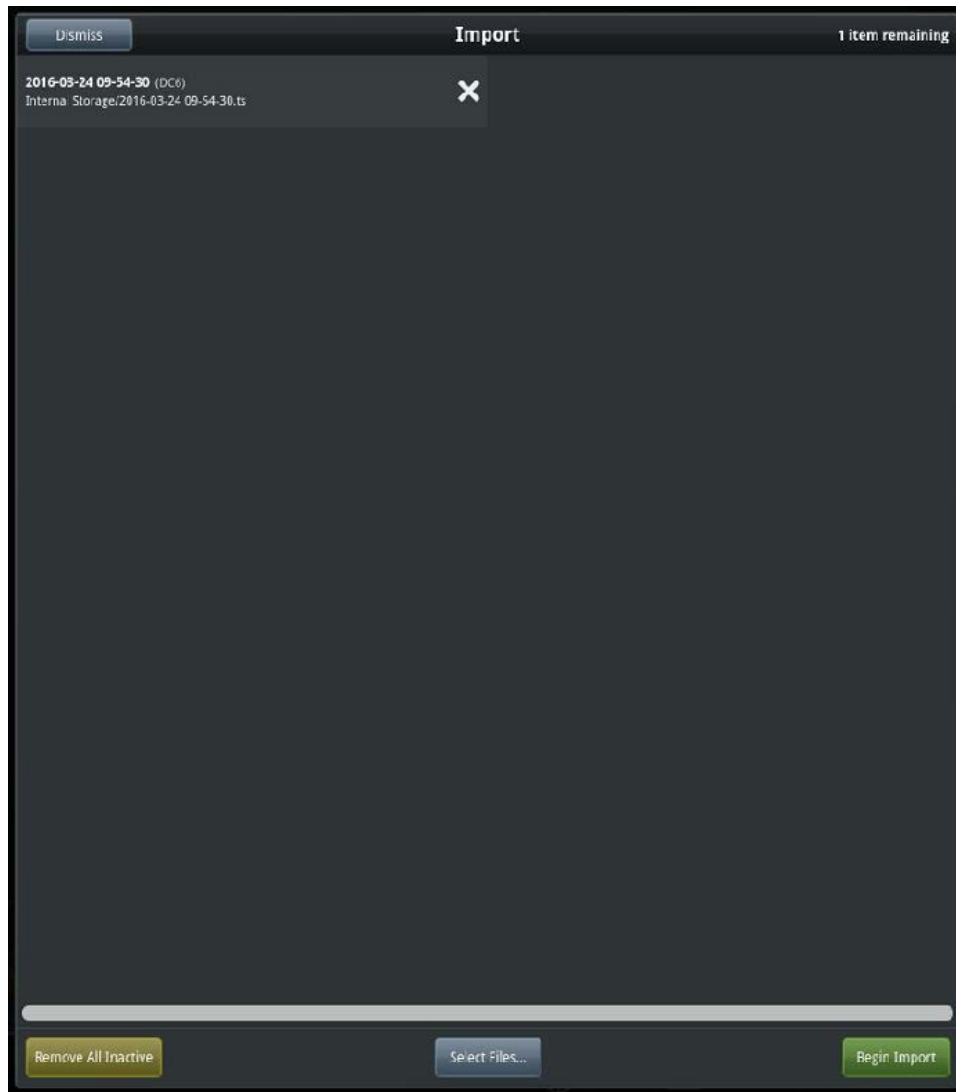


Figure 7-1: Import Dialogue

- The import client will display all available storage locations.
- This will include all local storage as well as all attached external hardware devices.
- To navigate to different locations simply left click on the Root Directory.
- To move back to the previous directory select the **Dismiss** icon at the bottom left of the screen.
- Simply left click on the clip to select it. The clip will highlight blue and get a green check mark when selected.

- To deselect a clip left click on the clip again, the blue highlight and green check mark will disappear.
- To select multiple clips simply left click on several clips.
- To select an entire directory left click on the check box located to the right of the Root Directory.
- Once you have completed the selection left click on the **Done** button at the bottom right of the screen.
- All of the currently queued files will appear on the screen as shown in Figure 7-2.



**Figure 7-2: Queued Imports**

- Select the **Begin Imports** button located at the bottom right of the screen to begin all imports.
- All queued files will begin importing in with a maximum of 2 files at a time.
- When a file begins to import a progress bar will appear on the file name as shown Figure 7-3.

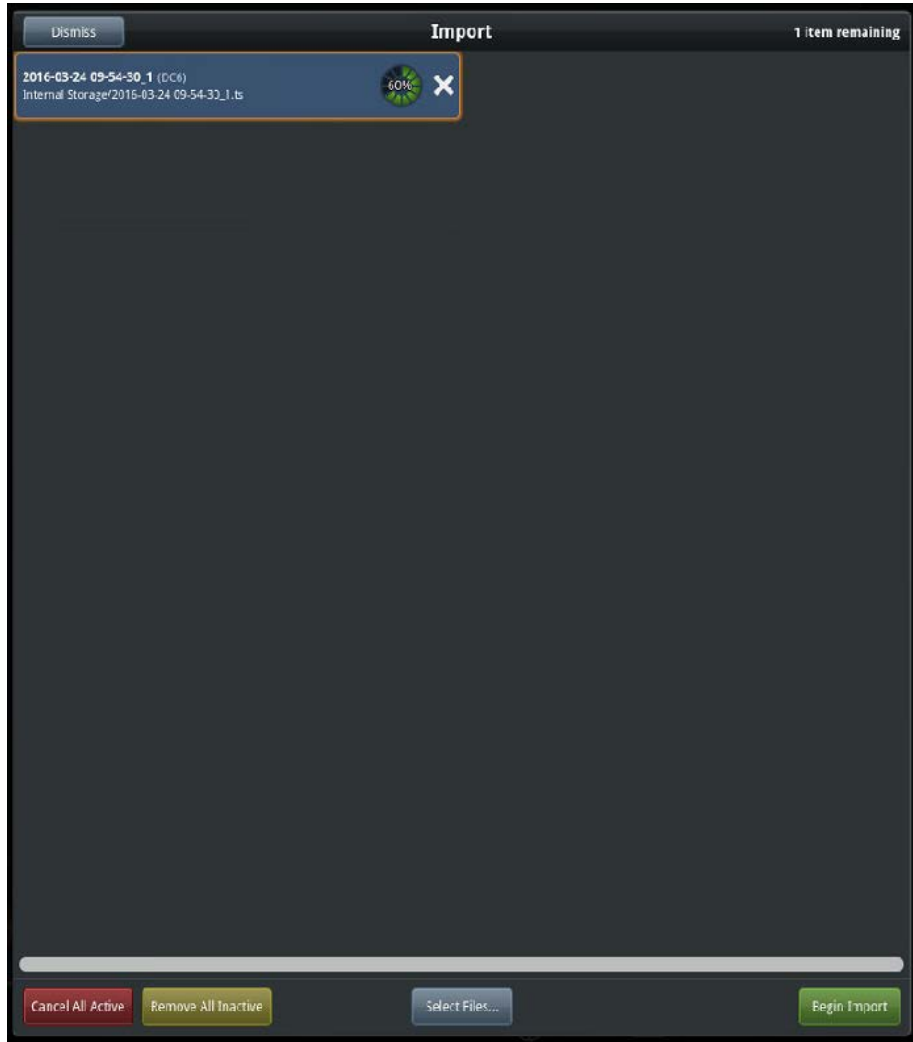


Figure 7-3: Imports Started

- Once the import has finished your clip will be in the **Imported** bin. See Figure 7-4.

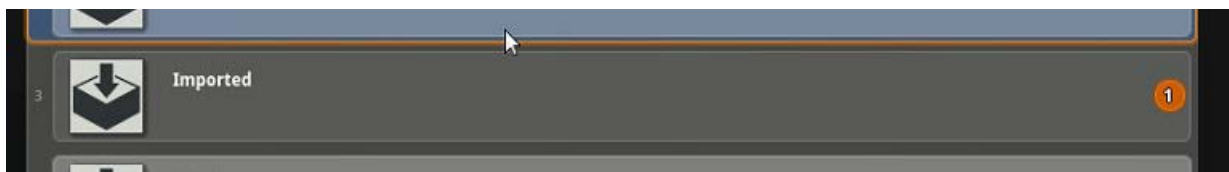


Figure 7-4: Completed Imports in the **Imported** Bin



## 7.2 HOW TO RETRIEVE THE IMPORTED FILES

- All imported files will automatically be placed in the “*imported*” bin.
- To access the imported bin either select the Imported Bin from the Bins Page or press ‘*i*’ on the keyboard.
- Once in the Imported Bin simply drag and drop the imported content to the desired location or use the clip moving techniques to move the content.
- See Figure 7-4.

## 7.3 HOW TO ARCHIVE CLIPS

- To archive a clip in the DC-ONE’s native codec simply highlight the clip and press ‘*z*’.
- The file will automatically be tagged with a “To Archive” tag.
- Next press **Shift-‘z’** to open the archive client as shown in Figure 7-5.

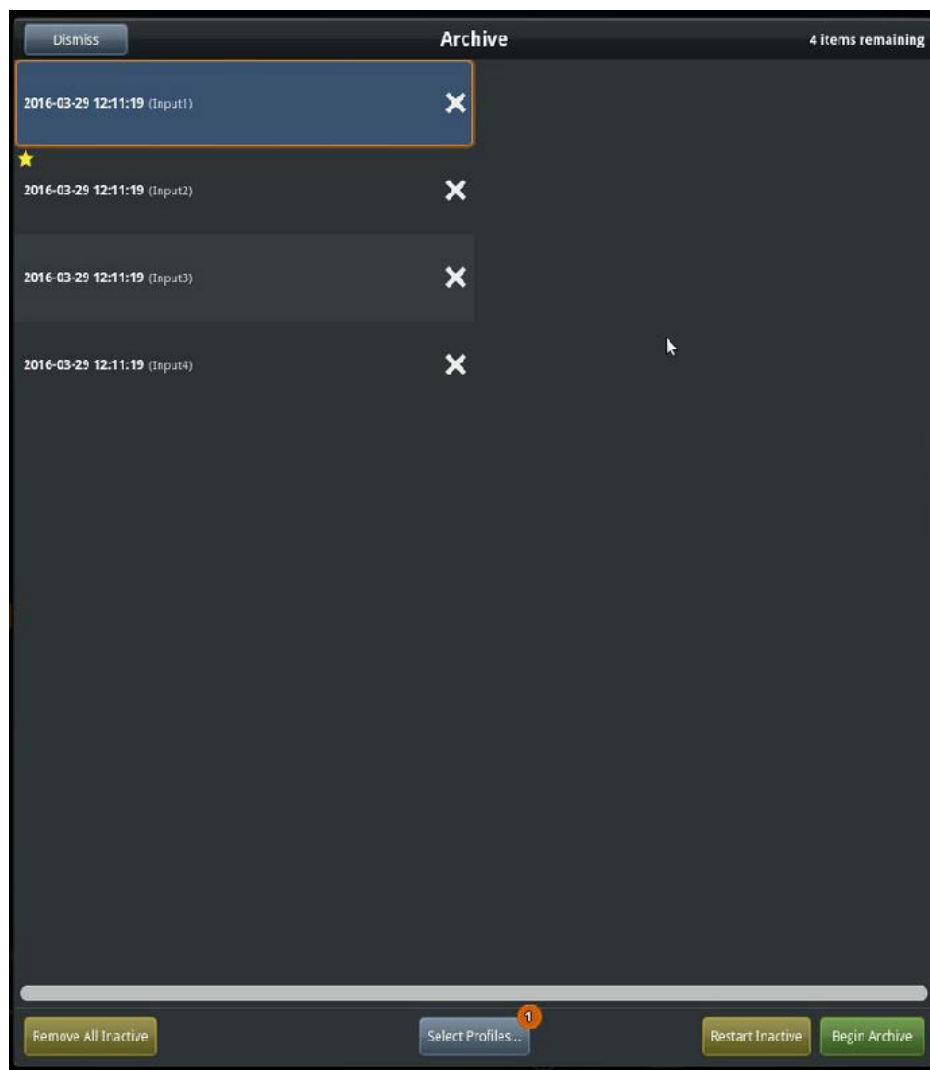


Figure 7-5: Archive Dialogue

- The archive client will display all of the current clips in the process of being archived as well as any clips marked “To Archive”.

- Press the “**Location**” button at the bottom of the screen under ‘Select Profiles’ to choose the location of all archived clips. See Figure 7-6.

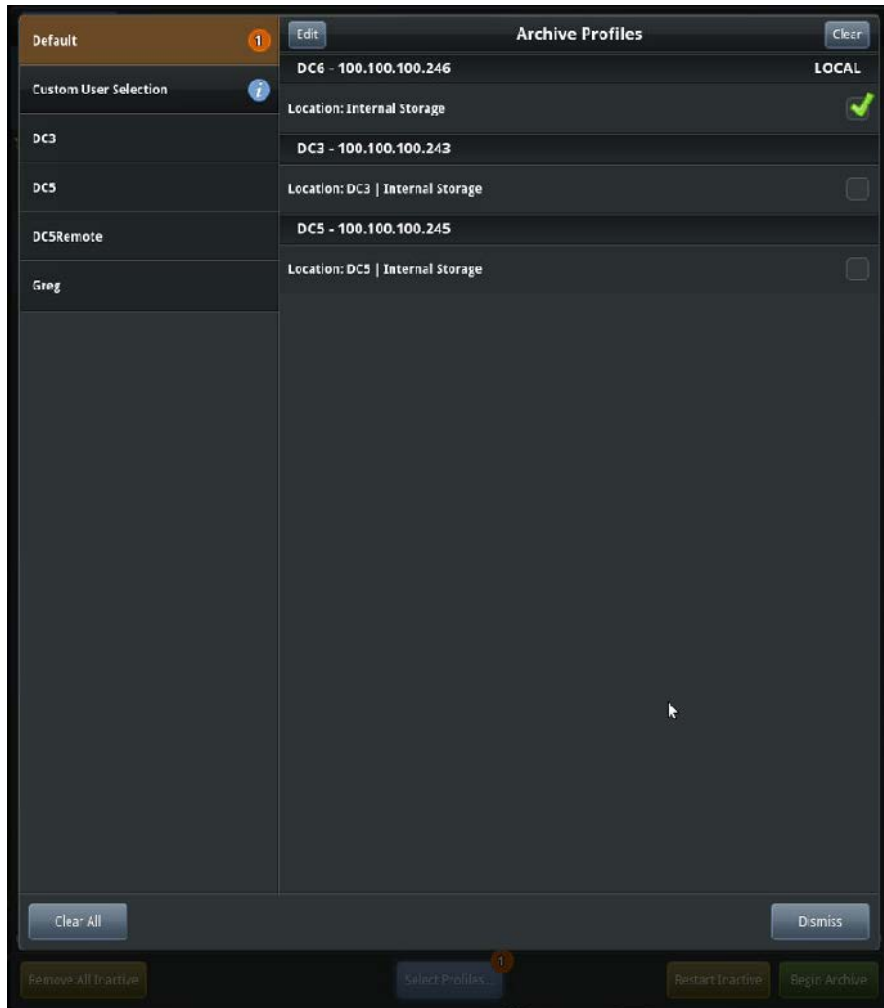


Figure 7-6: Archive Location Selection

- Once the archive location has been selected press the **Begin Archive** at the bottom right of the screen to start all archives.

#### 7.4 HOW TO QUICK ARCHIVE A CLIP

- To archive a file quickly without having to manually archive the clip, highlight the clip then press **Alt-‘z’**.
- The clip will start to archive immediately to the last location chosen for the archived clips.

## 7.5 HOW TO ADD A SNAPSHOT ARCHIVE PROFILE

- Follow the steps in Figure 7-3 and Figure 7-5.
- Create an archive profile with the word **snapshot** and continue the archive process. Create a folder in the desired directory named “snapshot”.
- Creating this snapshot folder and archiving clips to it allows a user to import the clips back and they will return to the same page/bank/slot that they were originally assigned. If a clip already occupies that spot it will automatically move to the **“Conflict Bin”**. See Figure 6-1.

## 7.6 HOW TO EXPORT CLIPS

- To export a clip, simply highlight the clip and press ‘x’.
- The file will automatically be tagged with a “To Export” tag.
- Next press **Shift-‘x’** to open the export client as shown in Figure 7-7.

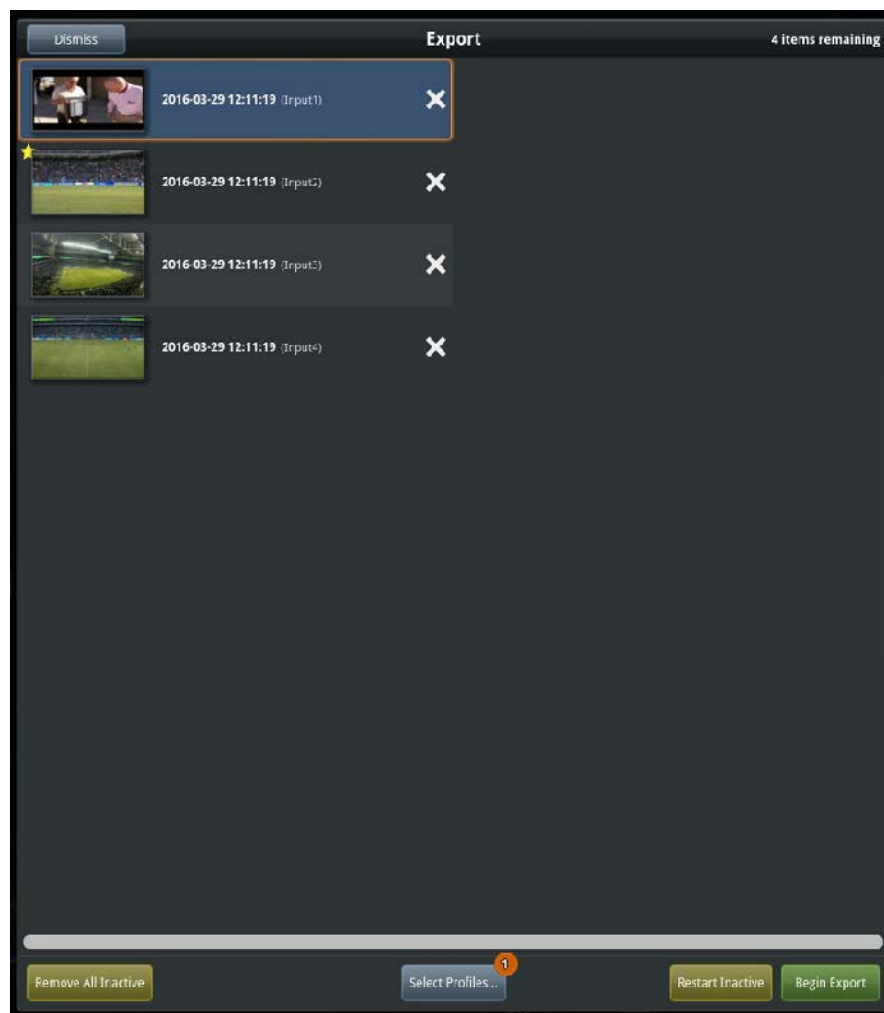


Figure 7-7: Export Dialogue

- The export client will display all of the current clips in the process of being exported as well as any clips marked “To Export”.
- First select the **“Select Profiles”** button to select the location where the clip will be exported. See Figure 7-8.

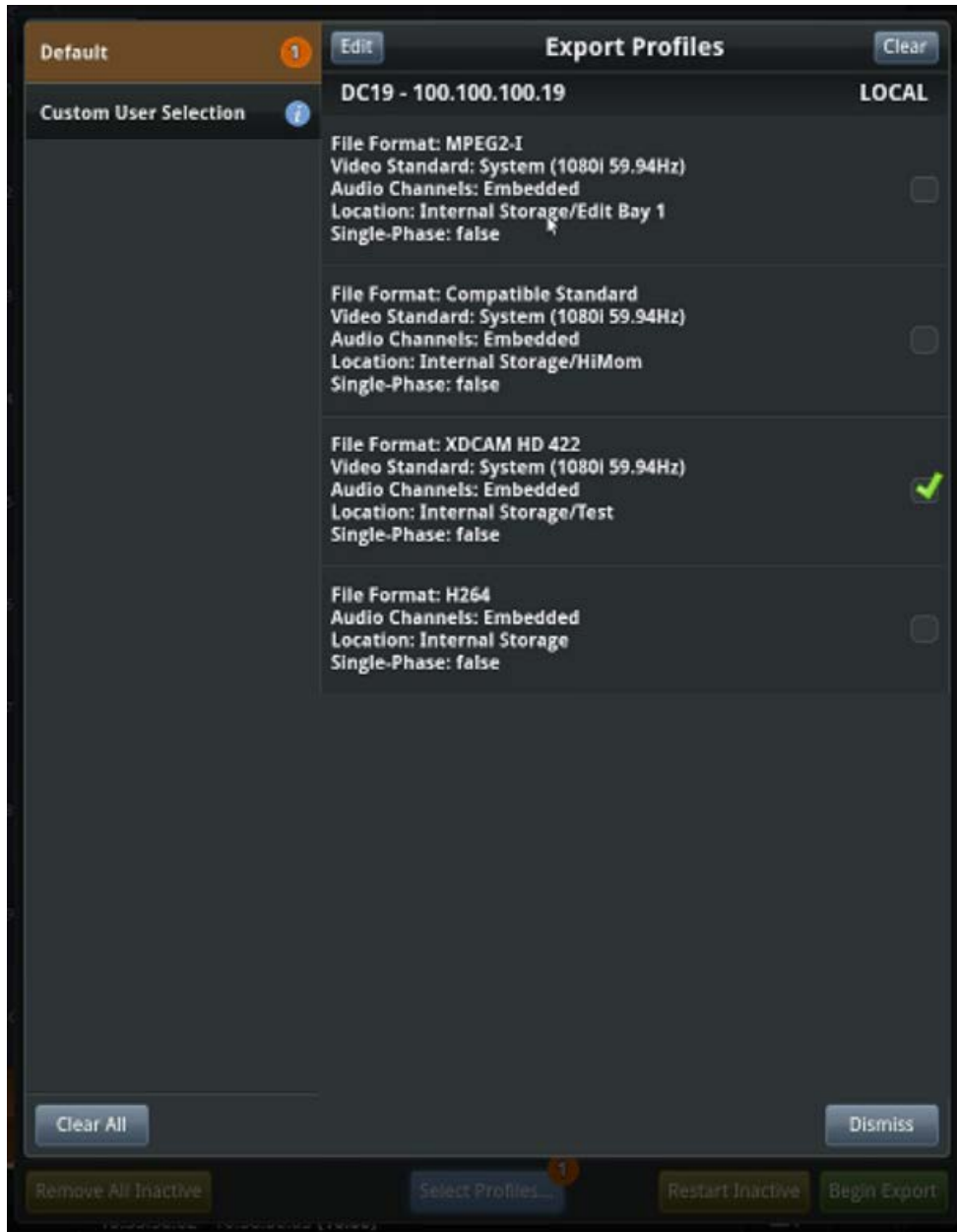


Figure 7-8: Export Profiles Page

- In the Export Profiles page you can select where you would like the clip to go.

## 7.7 ADDING AN EXPORT PROFILE

- Select **Edit** in the top left corner and then select **Add an Export Profile** in the bottom left hand corner.
- A 'Create Export Profile' window will appear, see Figure 7-9. First select the File Format/codec you would like to set as the export codec. The DC-ONE will automatically transcode the files to the selected codec.



Figure 7-9: Export Options

- Next select the “Video Standard” button and select the export video standard. The DC-ONE is capable of exporting files in a different video standard than the operating video standard.
- Next select the audio channels to export, Embedded / Mono or Stereo can be chosen.
- Next select your export location by pressing the “Location” button; this is the location where all the exported files will be placed.
- Finally there is an option for a Single-Phase / Multi-Phase export profile.
- All export profiles will now appear in the Export Profiles. See Figure 7-8.
- DC-ONE also allows the user to select multiple profiles and Export simultaneously.
- Finally press the “Begin Exports” button to initiate the export process on all clips in the export queue.

## 7.8 HOW TO QUICK EXPORT A CLIP

- Once the user has selected all of their export parameters they can quick export by pressing **Alt-‘x’**.
- The selected clip will start to export immediately with the current export parameters.
- Once done and you have created your export profile you will see it appear in the “**Create Export Profile**” at the top of the “**File Format**” list when ready to export.

## 7.9 HOW TO CREATE A CUSTOM EXPORT FORMAT

- If you choose to make custom export formats, go to the settings and diagnostics widget.
- Proceed to entering Engineering -> DC-ONE Server -> Custom Export Formats.
- Hit the “Edit” Button and then “Add Export Format”
- Once the format is complete, it will appear in the export options as seen below in Figure 7-10.

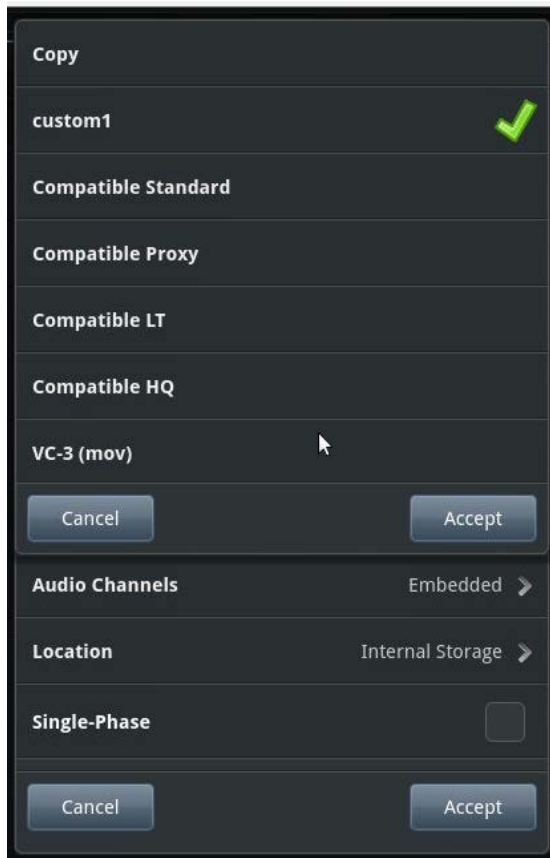


Figure 7-10: Custom Export Profile Location

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## 8. AUDIO MONITORING OFF THE PANEL

- You can only monitor from 1 panel per server. Plug any standard headset to the back of the Panel. See Figure 8-1.



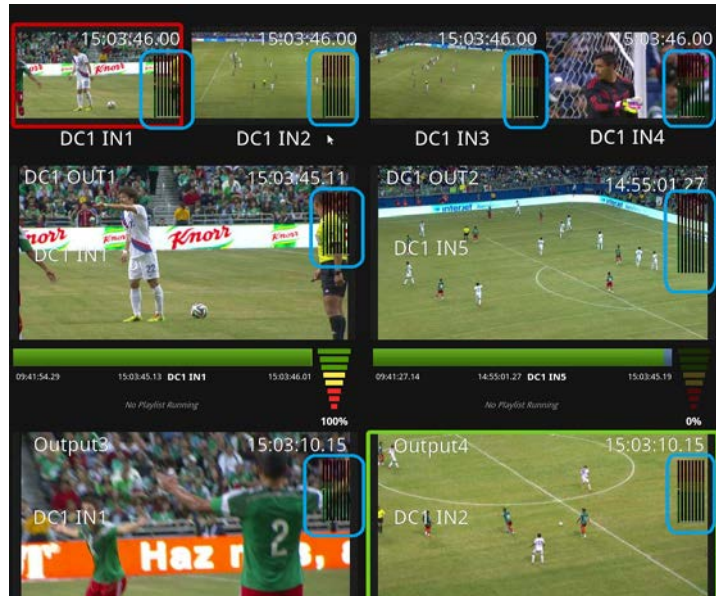
**Figure 8-1: Audio port on back of Panel**

- Green Jack:** Analog line level audio output for the main stereo signal (front speakers or headphones).
- Pink Jack:** Analog microphone audio input (mono or stereo)...N/A
- To enable the audio monitoring use the audio playback widget in VUE.



**How to use the widget:**

- Click on the audio bars of the output you wish to monitor (highlighted in blue). The audio bars will now have an orange outline. See Figure 8-2.



**Figure 8-2: Audio Bars attached to Inputs and Outputs**

- Click on the audio playback widget to adjust the volume or the desired number or channel you would like to monitor (Mono, stereo, 5:1.... Etc). See Figure 8-3.
  - **Mono Audio:** Mono audio is where all the audio signals are mixed together and routed through a single audio channel.
  - **Stereo Audio:** Stereo audio is where the audio signal is distributed among 2 channels (left and right, or 1 and 2)
  - **5.1 Audio:** 5.1 is standard surround sound. 5.1 systems use the same speaker channels and configuration, having a front left and right, a center channel, two surround channels and a subwoofer.
  - **7.1 Audio:** 7.1 is similar to 5.1 audio with the exception being the addition to two (2) front height channel speakers.
- Hover over specific channel on the audio bars to monitor those channels.



**Figure 8-3: Audio Options**

## 9. ADDED CLIP FEATURES

### 9.1 HOW TO CREATE A SUB CLIP

- A Sub clip is an individual clip which has been created from within another clip.

#### 9.1.1 Sub Clips using the Panel

- Cue a clip, and make a secondary mark In: scrub forward in the clip, press **Shift** then hold down the **IN** button until a new In mark appears.
- Make a secondary mark Out: scrub forward in the clip and press **Shift** then hold down the **OUT** button until a new Out mark appears.
- Once a valid secondary In & Out marks have been set press an **F** key that is unlit corresponding to an open Slot on the current Page/Bank.

#### 9.1.2 Sub Clips using the keyboard

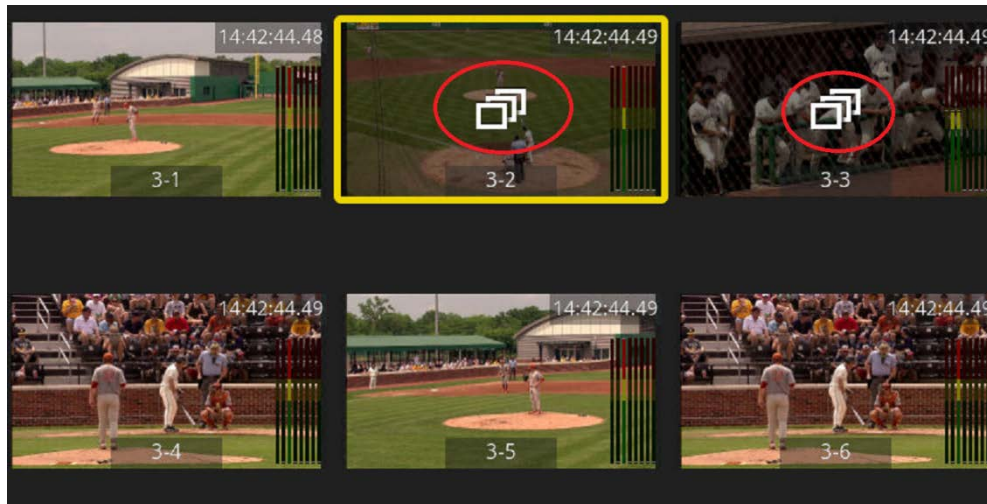
- Cue a clip, scrub forward, make a secondary In mark: **Alt + I** Now scrub forward and make a secondary Out: **Alt + J** Select a slot and press **Enter** to place the clip.

### 9.2 SWITCH TO IN

- Switch to In is used to cue an input to an In point in the record train rather than the Timecode.
- If switch to in is ON, an In mark is made across all record trains.
- If Switch to In is OFF, the In point will stay with the current record train only.
- To toggle this feature On or Off, press **Shift + B** on the Panel.

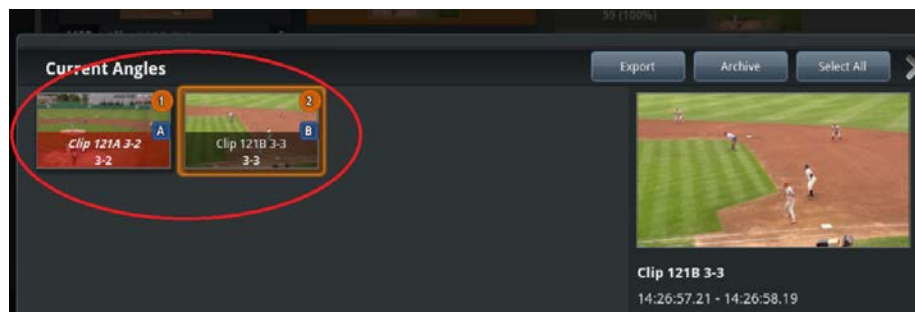
### 9.3 TOUCH INPUT SELECTION

- Touch Input Selection allows you to click on the input windows and select which angles to use when creating clips or playlists. This feature is enabled in System Settings.
- To select clips, use the mouse or touch screen, the selected inputs will display a touch input icon. See Figure 9-1 below.



**Figure 9-1: Touch Input Select**

- After inputs are selected, those inputs can be marked in an output and made into a clip. For example, See Figure 9-1, selecting Inputs 3-2 and 3-3 will now become angles to select from when clipped, see Figure 9-2.



**Figure 9-2 : Touch Input Select when Angles are clipped**

## DYNAMIC INPUTS

### 9.3.1 Scrub Mode

- Scrub mode allows the user to scrub through all dynamic inputs simultaneously to review all angles.
- To turn Scrub Mode on, press **SHIFT + MENU** on the panel and select Scrub Mode using the **C button**. (*Dynamic Inputs & Montage mode in Web Configuration must be enabled to use Scrub Mode*)
- Pressing **Return RECORD** on the panel, or **Pause** on the keyboard will return all inputs back to live mode.

### 9.3.2 Frame Offsets

- This feature allows for the ability to simply apply a frame offset to an input. This would apply to a situation where cameras may be out of sync so DC-ONE can sync the angles.
- To add frame offsets navigate to Settings and Diagnostics → Operational → Inputs → Select an Input → Frame Offset.
- Negative or positive frame offset can be added from -1000 to +1000.

### 9.4 HOW TO CHANGE THE SPORTS WIDGET

- Enter the '**Operational Settings**' in the Settings and Diagnostics menu
- Under 'Tagging', you will be able to select from a number of different sports
- Depending on the sport you select, that theme will appear in the tagging widget. See Figure 9-3.

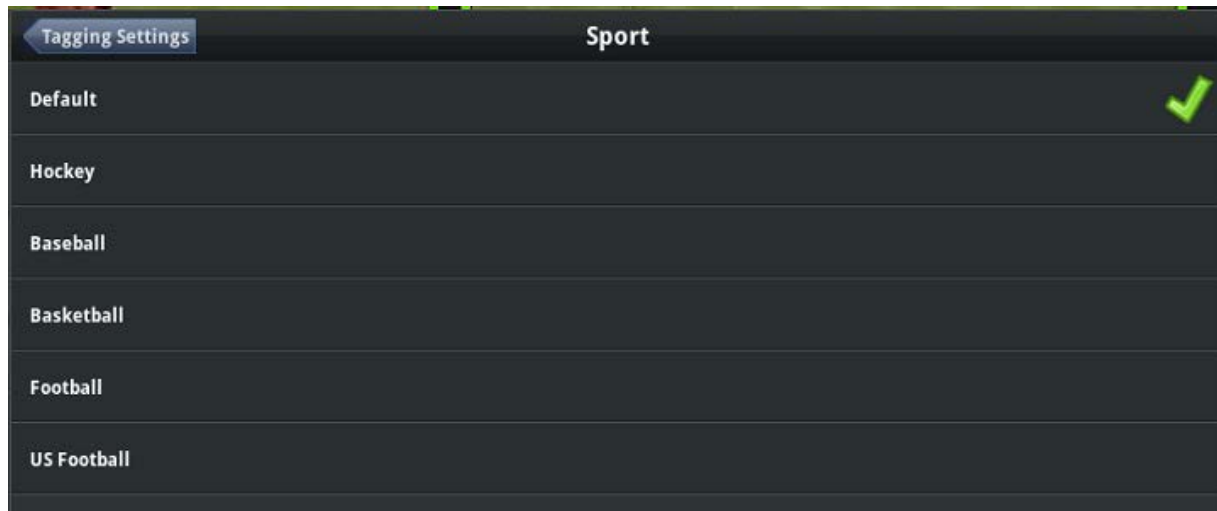


Figure 9-3: Sports Widget Settings

### 9.5 ADDING A TAG THROUGH THE PANEL

- Select the clip you wish to add a tag to
- On the touch screen of the panel, touch the section stating 'Tap to tag this clip'
- The tagging widget will then appear
- Select your tags and press 'save'

### 9.6 ADDING A TAG THROUGH THE KEYBOARD

- Press '**t**' to manually insert custom tags
- Press **Shift-'t'** to bring up the tagging widget

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## 10. PROGRAM PREVIEW

- Program Preview is a mode that allows an operator to manually cue up a sequence of replays and play them out on one channel with or without a transition. This mode requires 2 outputs. Some operators will work in this mode due to the limitations of inputs that are available in to the production switcher.

### 10.1 ENTERING PROGRAM PREVIEW MODE

- There are a few ways of entering PGM / PVW mode

#### Panel

- On the panel press the shift and then menu button. See Figure 10-1. Then select the A button.



Figure 10-1: Program Preview from Panel

#### Panel System Settings

- On the panel press and hold down the menu button → Select (F1) Operational → Select (F1) System
- See Figure 10-2.

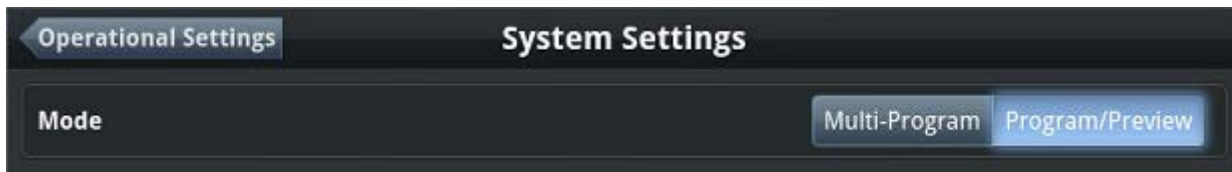


Figure 10-2 : Program Preview from System Settings

#### Settings & Diagnostics Widget

- On the Settings and Diagnostics widget you can access the same system settings menu by pressing F1 Operational and then F1 System

### 10.2 OPERATING IN PROGRAM PREVIEW MODE

#### 10.2.1 Program Control

- In PGM control every camera angle changes, every single clip will cue only cue to PGM. If you have a clip with a primary and secondary angle, this clip will now cue the primary to PGM and the secondary to PVW. The play button, Tbar control, Go To Timecode, Mark, Last Cue, In, out, Go to IN and Go to OUT will perform on both PGM and PVW. The TAKE Button will swap PGM output and PVW output using PGM play speed. Playlists should only cue to PGM as well.

### 10.2.2 Preview Control

- To control PVW only, press the Page CLIP button. See Figure 10-3.
- The Tbar and Play button will only control PGM. Everything else will only change PVW. Calling up clips, playlists, Go to TC, Mark, Last Cue, Go to IN/OUT, and angle selection A, B, C and D keys all will cue up on PVW...Keyboard space bar will be a play / pause



Figure 10-3: Preview Control Button

### 10.2.3 Panel Operation in Program Preview

- Once you entered in to the PGM/PVW mode the panel screen has now changed. See Figure 10-4.

A'	Reset Cam	B'	Switch To In	C'	Sync Preview	D'	Take Menu
A	Input1	B	Input2	C	Input3	D	More Inputs

Figure 10-4: Program Preview on Panel

#### Reset Cam

- This is used to normalize the record trains to proper outputs. It doesn't matter what camera angle you have on PGM or PVW, this will automatically route local Input 1 on to PGM and local Input 2 on to PVW

#### Sync Preview

- This feature is used if you have the PVW control button selected and you want to sync your Timecode to PGM.

#### Switch to In

- This feature allows an operator to mark an IN on a camera angle and then once other angles are selected by pressing the A B C D (More inputs) the output selected will then cue up to that specific Timecode to where the mark was made.

### TAKE Button

- The TAKE Button allows an operator to swap outputs with a transition. This transition can be defined below in the PGM / PVW settings. The TAKE Button should be able to transition between Record trains, Clips and playlists.

### Inputs

- This feature allows an operator to reconfigure A, B C or D buttons to either local records or network records

### 10.2.4 Routing Inputs to Outputs

- Inputs can now be selected by using A, B, C, D buttons. When only 4 Local camera angles are available the D button will show Input 4. When more local camera angles are available the D button works as a toggle to advance the operator to the next menu or back to the previous menu.

## 10.3 PROGRAM PREVIEW SETTINGS

- Preview Program settings can be found in Settings and Diagnostics → Operational Settings → Program/Preview.

### **(F1) Take Transition Type**

- This is where the operator will set the default Take transition. The Transitions available are Cut, Mix, Fade from Colour, Fade to Colour or Fade to and from Colour.

### **(F2) Take Transition Colour**

- This where you can select what colours an operator may be required use and set them in to a priority. The check mark indicates which colour will be the selected default Colour transition.

### **(F3) Take Transition Duration**

- This is a setting in either in frames or seconds for the length of the transition every time the TAKE Button is pressed

### **(F4) Transition Duration Format**

- An Operator can select either frames or seconds

### **(F5) ABCD Local Inputs Only**

- This is a setting which allows only local inputs to be selected using A B C to route inputs.



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## 11. SIMPLE MOSAIC & ONE TOUCH ZOOM SETTINGS

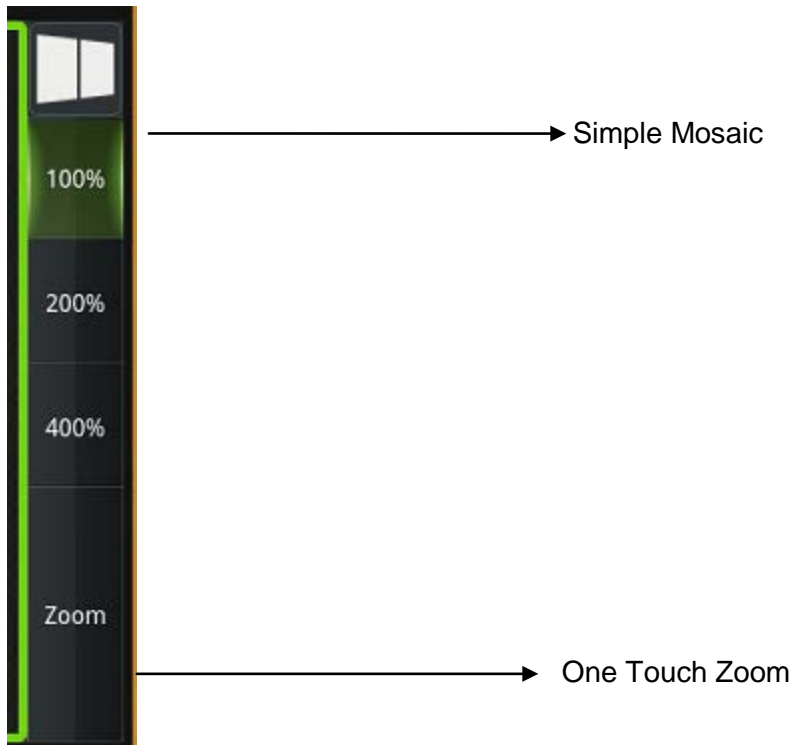
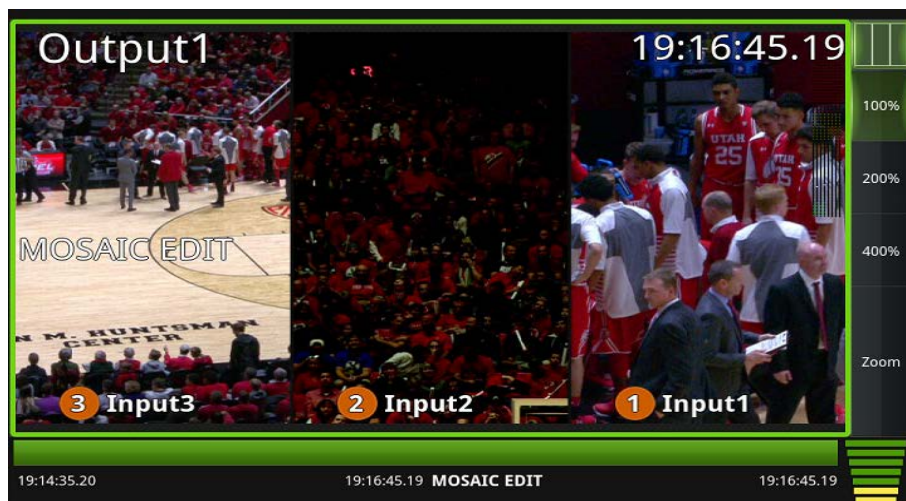


Figure 11-1: Mosaic/Zoom Bar

**Simple Mosaic** - gives the user the option to change their output window into a split of 2, 3, or 4 screens. Clicking the button will make these splits, and then the user just has to click which inputs they would like to be shown. See both Figure 11-1 & Figure 11-2.



**Figure 11-2 : Mosaic Window**

**One Touch Zoom** – Click on the “Zoom” button to toggle. Once toggled, click on the percentage you wish to zoom at. The cued percentage will show a yellow background. Click anywhere on the output where you would like to zoom in. Once zoomed in, the percentage will be highlighted in green, showing that the user is in the current enhancement. Click on the screen again to go back to 100%, or click “Zoom” to toggle it off. See both Figure 11-3 & Figure 11-4.



**Figure 11-3: Zoom Toggled**

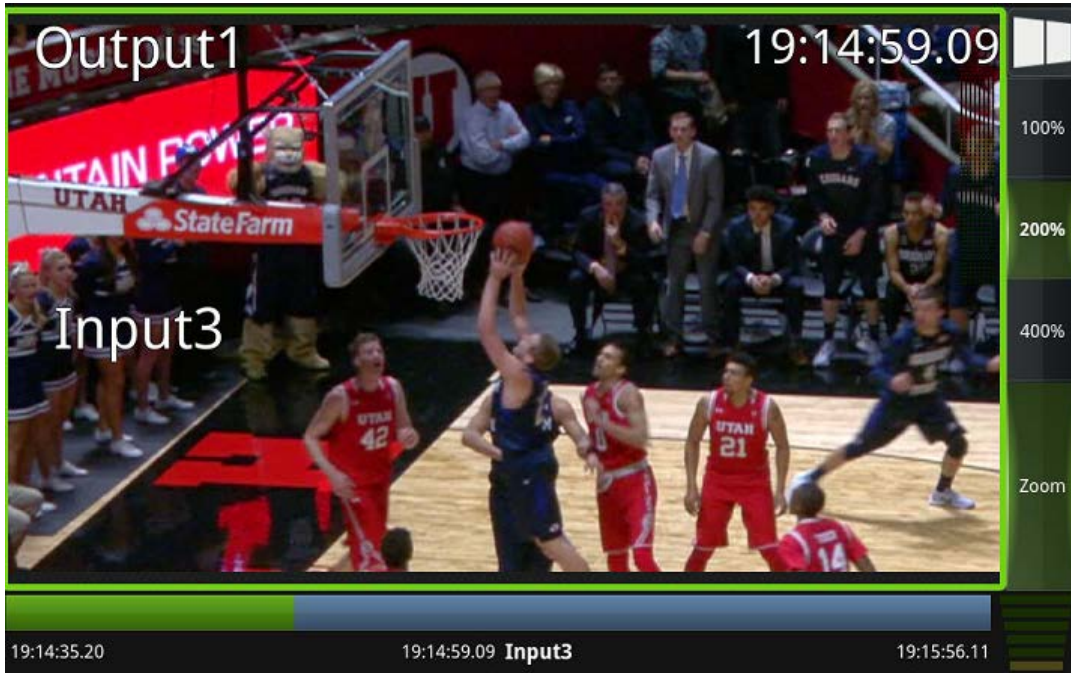


Figure 11-4: 200% Zoomed In