



Media Suite

Operation Guide

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IMPORTANT SAFETY INSTRUCTION

	The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user to the presence of uninsulated “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 (Servicing) instructions in the literature accompanying the product.

- Read this information
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Do not use this apparatus near water
- Clean only with dry cloth.
- Do not block any ventilation openings. Install in accordance with the manufacturer’s instructions.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- Do not 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 the third prong is provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of 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.
- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING

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

WARNING

DO NOT EXPOSE THIS EQUIPMENT TO DRIPPING OR SPLASHING AND ENSURE THAT NO OBJECTS FILLED WITH LIQUIDS ARE PLACED ON THE EQUIPMENT

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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REVISION HISTORY

REVISION	DESCRIPTION	DATE
1.0	First Release (Media Gateway Release Version 1.9)	Feb 2019
2.0	Second Release (Media Gateway Release Version 1.10)	Sept 2019
3.0	Third Release (Media Suite Release Version 1.11)	June 2020
4.0	Fourth Release (Media Suite Release Version 1.13)	June 2021
5.0	Fourth Release + DC-Scheduler Software	Sept 2021
6.0	Sixth Release (Media Suite Release Version 1.14)	November 2022
7.0	Seventh Release - (Media Suite Release version 24.05)	May 2026

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Although every attempt has been made to accurately describe the features, installation, and operation of this product in this manual, no warranty is granted nor liability assumed in relation to any errors or omissions unless specifically undertaken in the Evertz sales contract or order confirmation. Information contained in this manual is periodically updated and changes will be incorporated into subsequent editions. If you encounter an error, please notify Evertz Customer Service department. Evertz reserves the right, without notice or liability, to make changes in equipment design or specifications.

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1. OVERVIEW

The DreamCatcher™ Media Suite is an intelligent content management system with a simple web-based user interface.

This manual combines instructions using the Media Suite DC-BRIDGE, DC-FLEX, DC-DIRECTOR and DC-SCHEDULER software packages.

Leveraging Evertz' revolutionary 10GbE technology, the DC-BRIDGE software provides unprecedented access to content anywhere on the DreamCatcher™ network.

The addition of DC-FLEX software to a DreamCatcher™ network will optimize the full potential of every system on the network. By managing the combined compute power of every system, the DC-FLEX will utilize any unused processing capacity to complete jobs at unbelievable speeds.

The DC-DIRECTOR software provides full proxy viewing and editing of any content on the DreamCatcher™ network, or on any attached storage device using a simple web browser interface.

The DC-SCHEDULER software provides advanced scheduling capabilities for improved workflow management and efficiency.

The DC-METADATA-COPILOT software package allows operators to apply timecode accurate statistical data to clips in the form of tags. These clips can be automatically collected into various categories and suggested to operators as curated playlists and bins ready to bring to air seamlessly. Instructions for using Metadata Copilot will not be released in this manual version, please see your DreamCatcher Product Specialist for training.

The DC-MOS software package provides integration with leading newsroom software for the MOS (Media Object Server) protocol. Instructions for using DC-MOS will not be released in this manual version, please see your DreamCatcher Product Specialist for training.

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1.1. LOGIN TO THE USER INTERFACE

The Media Suite's User Interface is accessible through a Chrome browser.

This web page includes all features and apps of the Media Suite.

- To access the Media Suite User Interface, use a computer on the Infrastructure Network.
- Once obtaining access to the Infrastructure Network, open a web browser and type the IP of the Media Suite in the address bar (i.e. <http://100.100.100.101>). You should see the following Magnum OS Authentication login page if you have successfully connected to the Web Configuration, See Figure 1-1.
- The Media Suite will automatically have an Administrator Login to start. Use the username 'admin' and password 'admin', then press the 'Sign In' button to login to the Media Suite.
- Information for creating users can be found in Section 2.5.3.
- For logout information to switch users or end a session, please see Section 2.4

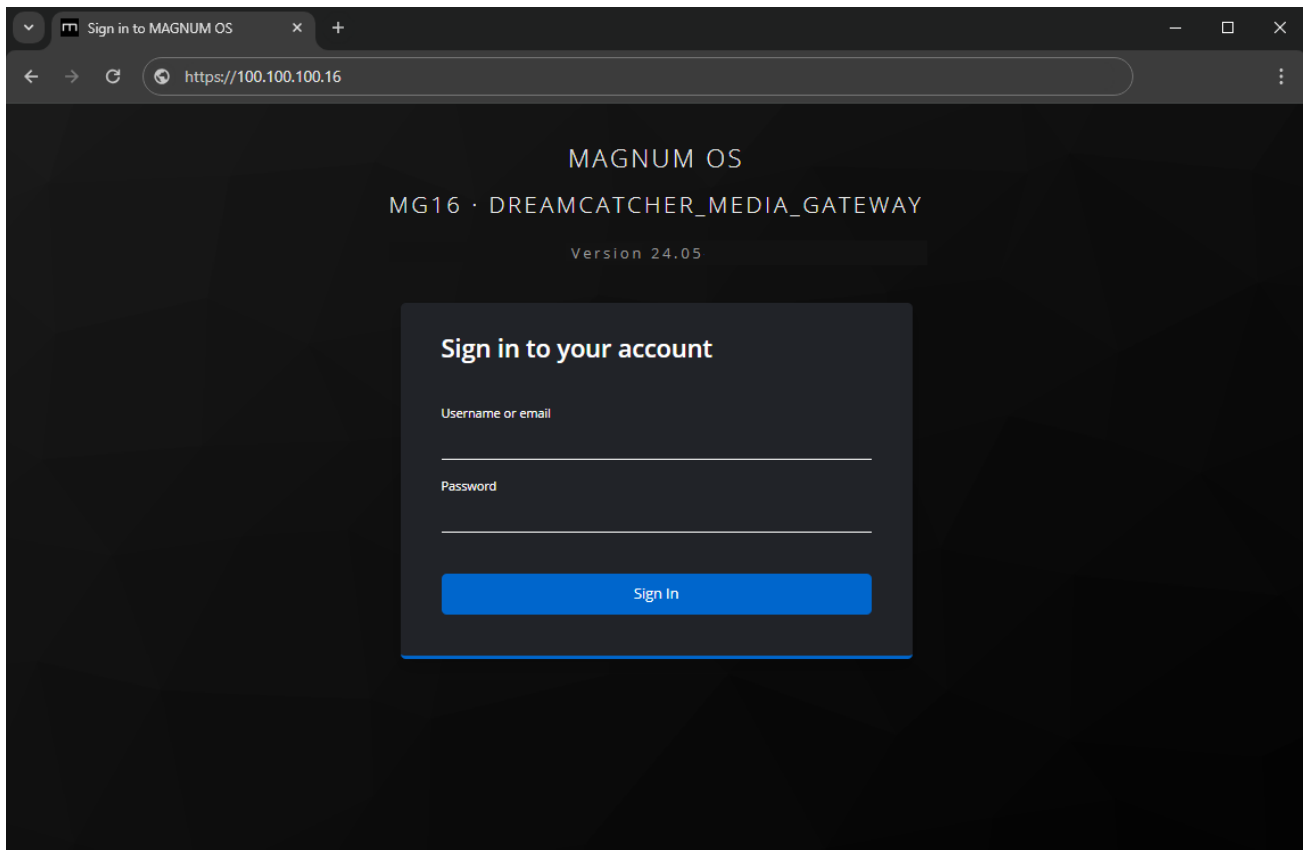


Figure 1-1: Authentication Layer for Media Suite Login

1.2. MEDIA SUITE NAVIGATION

Once logged into the system, all available apps for use are presented along the left-hand side of the webpage. Other tools including 'Search', 'Notification', 'Log Out', 'Settings' and 'Last App' can be found within the User Interface. For each listed tool, refer to Figure 1-2 and the corresponding descriptions below.

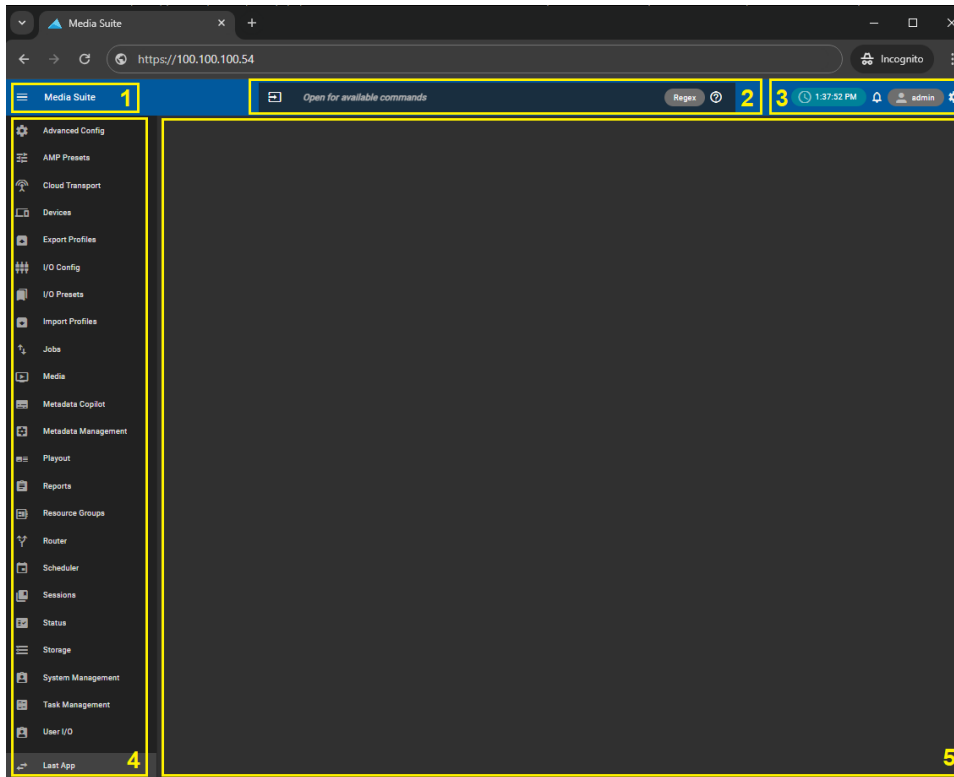


Figure 1-2: Media Suite Navigation

1. Minimize/Maximize App Directory

2. Go Bar

The Go bar allows the user to type a command, which will open the appropriate app. An example would be “Launch Jobs” to open the Jobs App.

3. Top Bar Actions

System time, notifications, user logout and user settings are found in this area.

For instructions on using the top bar actions, see Section 2.

4. App Directory

The App Directory allows the user to navigate to all available apps within the Media Suite. This directory can be minimized using the triple bar icon.

5. App Workspace

This space is where each app can be used and interacted with.

2. TOP BAR ACTIONS

2.1. APP DIRECTORY

The App Directory lists all available apps for the logged-in user. Available apps can be added and/or removed based on permissions given to the group that the user belongs to. For information on adding Users, Groups and Permissions see Section 2.5.

- Within the App Directory, any app can be entered by clicking on the name of the app or icon.
- The App Directory can be minimized to provide a larger working space by clicking on the '☰' icon, in the upper left corner of the page. See Figure 2-1 .

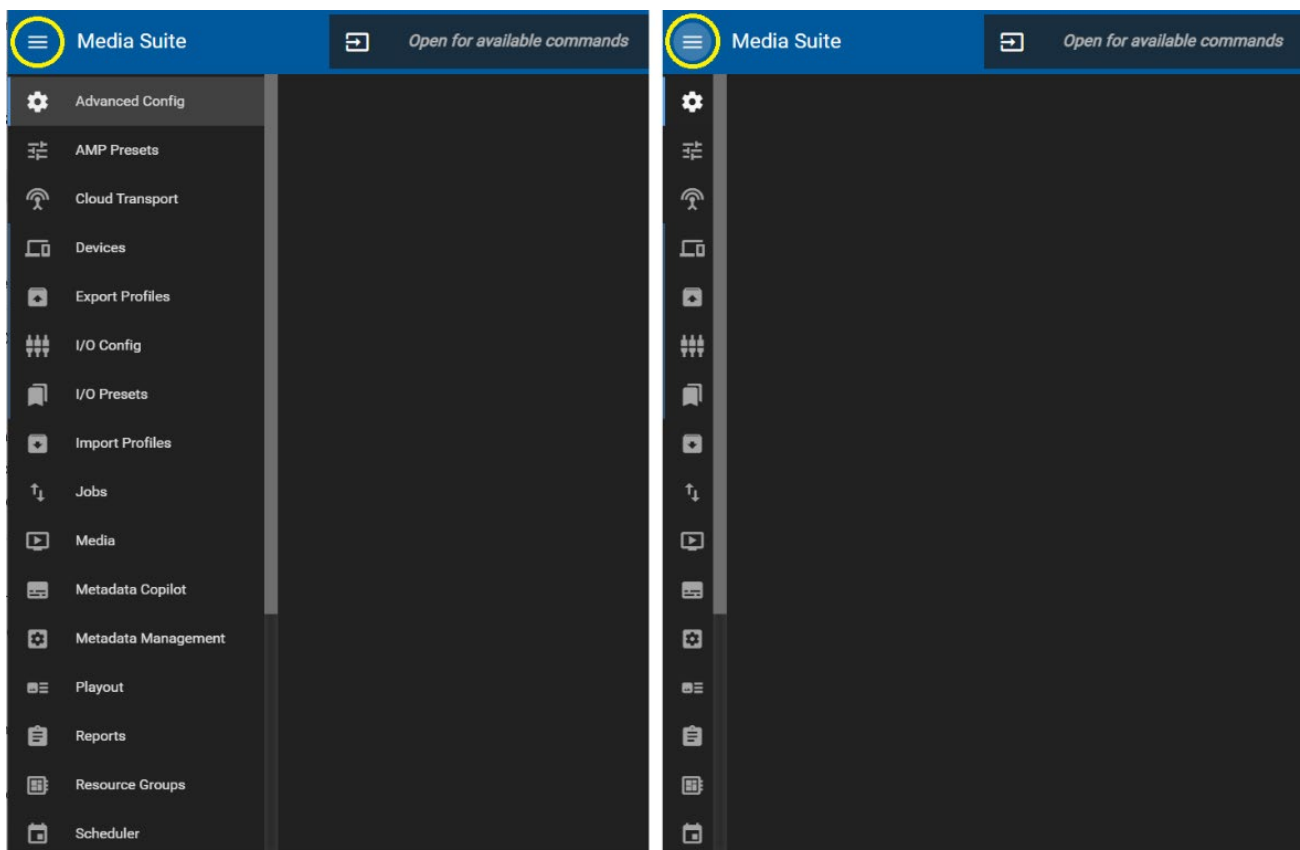


Figure 2-1: App Directory Minimize Example

- For easy navigation, the 'Last App' button at the bottom of the Media Suite webpage can be used to jump to the last opened app. See Figure 2-2.

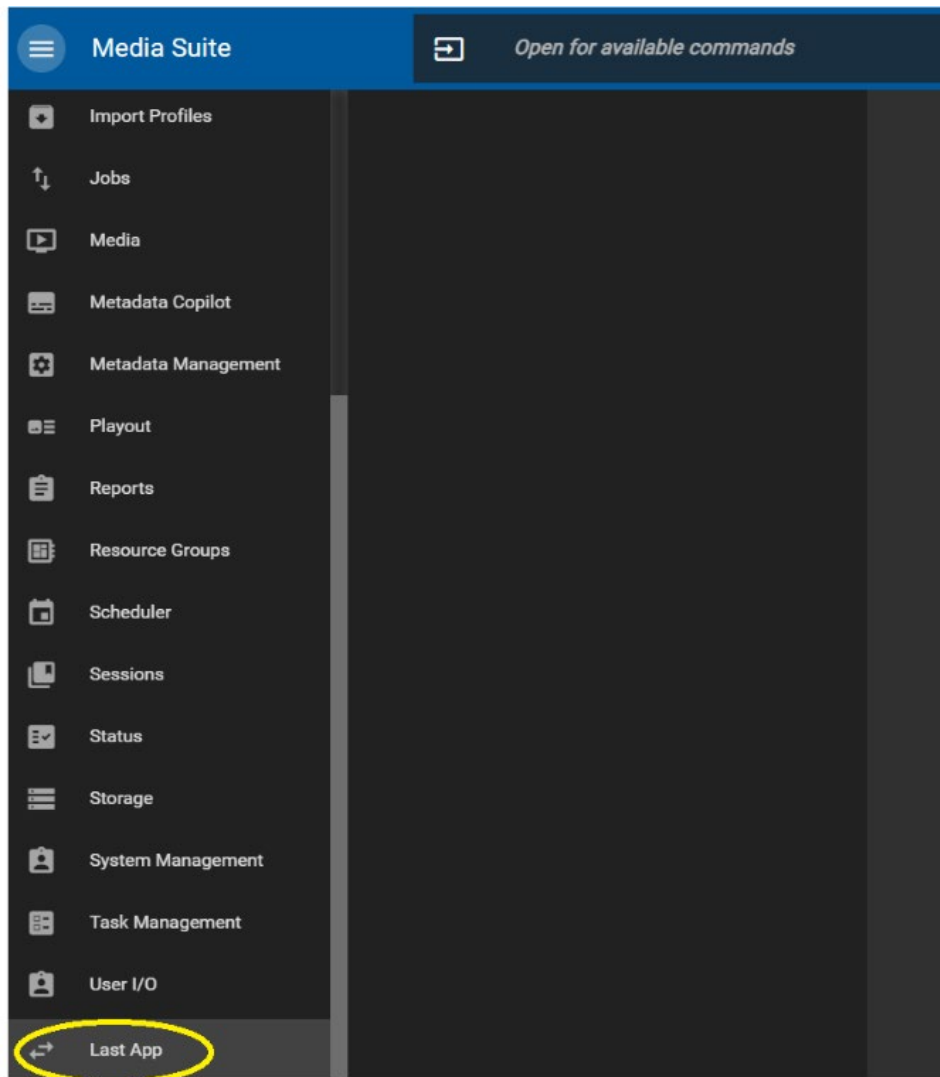


Figure 2-2: Last App Button

2.2. GO BAR

The Go bar allows for easy navigation of apps and to make changes / run commands within them.

- To use the Go bar, simply click within the text field of the bar and a list of optional commands will appear. See Figure 2-3.

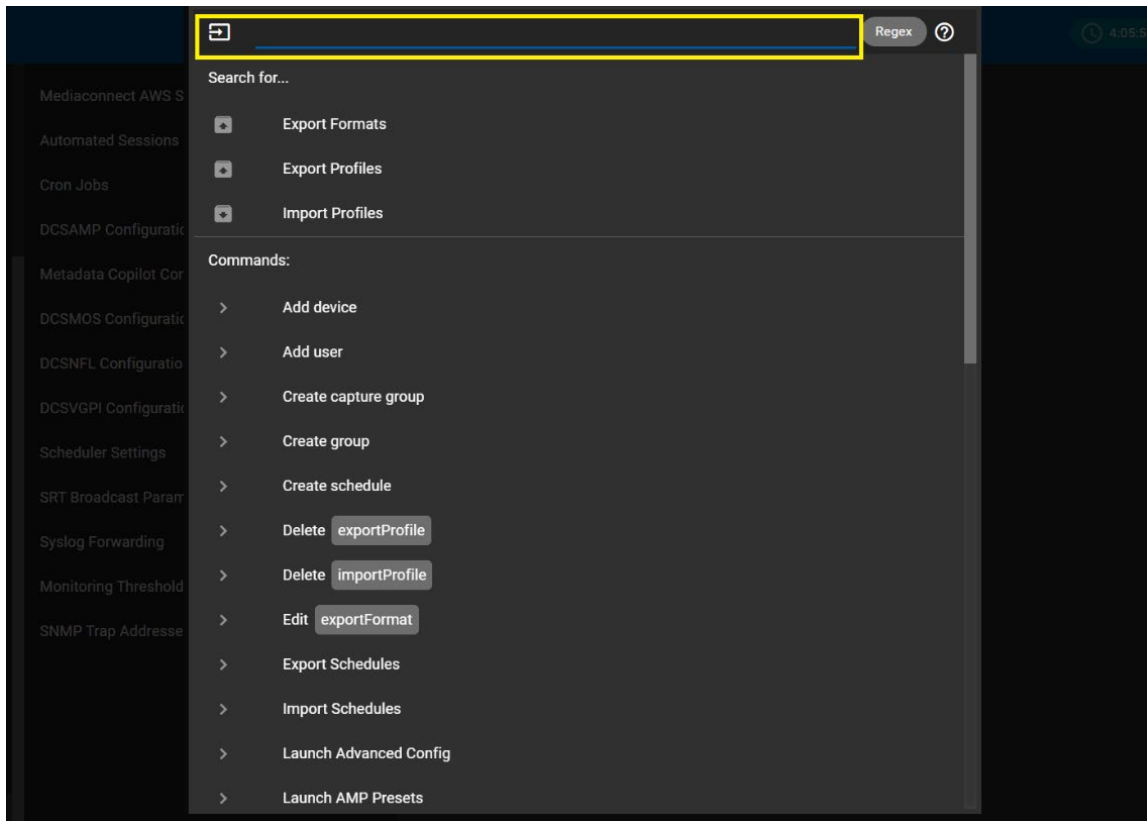


Figure 2-3: Go Bar Commands

- Any command can be typed in, beginning with the following attributes:
 - **Add**
For example: Add device
 - **Create**
For example: Create schedule
 - **Launch**
For example: Launch Media
 - **Delete**
For example: Delete Import Profile
 - **Edit**
For example: Edit Export Profile

2.3. NOTIFICATIONS

The Notification Centre is present on the Media Suite webpage to alert the user to any problems or changes required for their System.

- To open the Notification Centre, click on the 'alarm' icon in the top right-hand corner on the webpage, as circled in Figure 2-4.

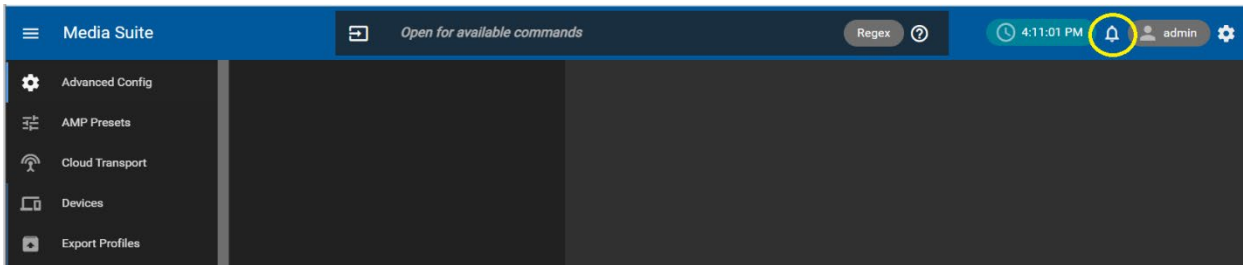


Figure 2-4: Notification Bell

- When a notification has been raised, the alarm bell will become red; clicking on the bell will open a notification box with a description of the issue. See an example in Figure 2-5 and Figure 2-6.



Figure 2-5: Red Notification Bell

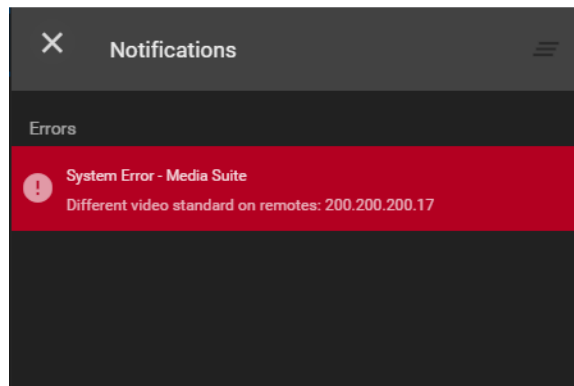


Figure 2-6: Notification Example

2.4. USER LOGOUT

Logging out can be done from the Media Suite regardless of which app the user has opened.

- To logout, click on the 'user' icon, a 'Logout' window will drop down, as shown below in Figure 2-7. Once clicked, the user is logged out and brought back to the login page, as discussed in Section 1.1, and shown in Figure 1-1.

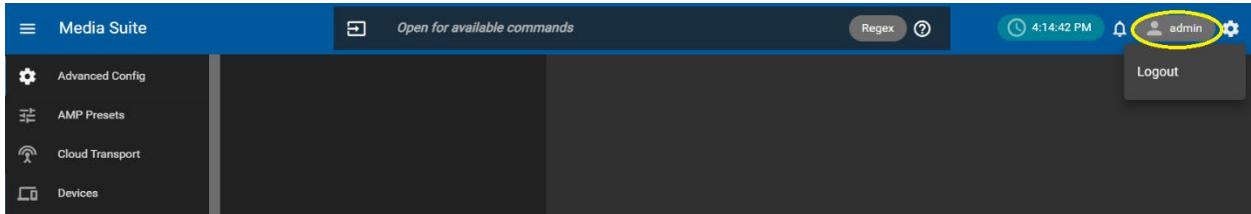


Figure 2-7: Logout Button

2.5. SETTINGS

Settings in the Media Suite include account information, media settings, as well as user management.

- To open the Settings, click on the 'gear' icon in the top right-hand corner of the webpage, as shown in in Figure 2-8. It will open a settings page seen in Figure 2-9.

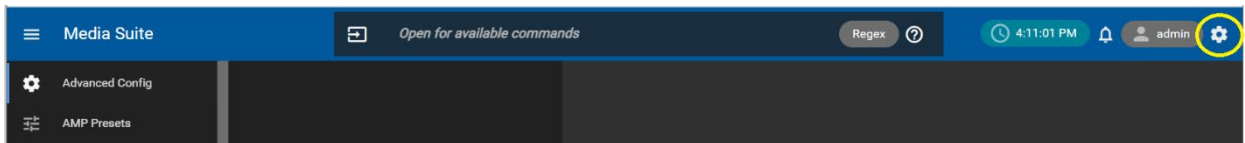


Figure 2-8: Settings Icon

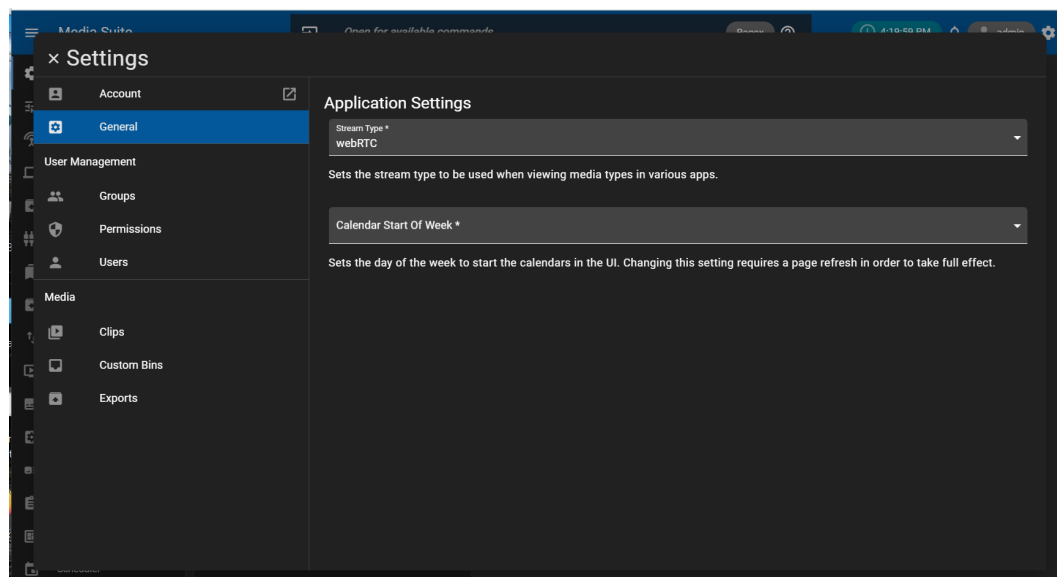


Figure 2-9: Settings App

2.5.1. Account

The Media Suite uses a Keycloak authentication layer managed by Magnum OS. The Account tab will direct users to a Keycloak account management page where they can view device activity and update user information and passwords.

- To access the keycloak account management page, click on the 'Account' tab as shown in Figure 2-10. A new page will open in your web browser, see Figure 2-11.

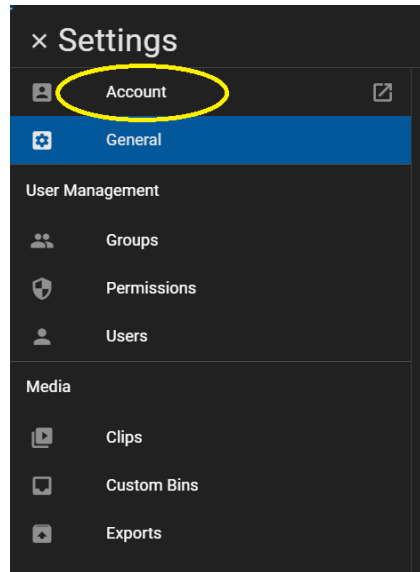


Figure 2-10: Security Account Tab

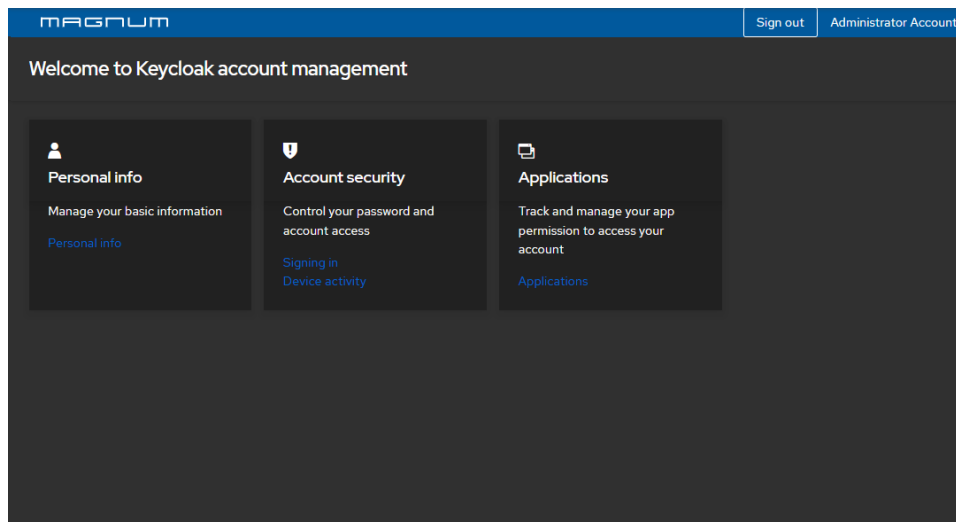


Figure 2-11: Keycloak Authentication Management Page

2.5.1.1. Updating a Password

Passwords of the currently logged in user can be updated from the Keycloak Account Management page. Please note, in addition to updating their own password an Administrator can update a non-administrator user's password, this will be discussed in Section 2.5.3.

- From the Keycloak account management home page, click on 'Signing In' link as seen in the previous figure 2-11.
- From the Signing In page, the password can be updated by clicking on the 'Update' button as shown in Figure 2-12.

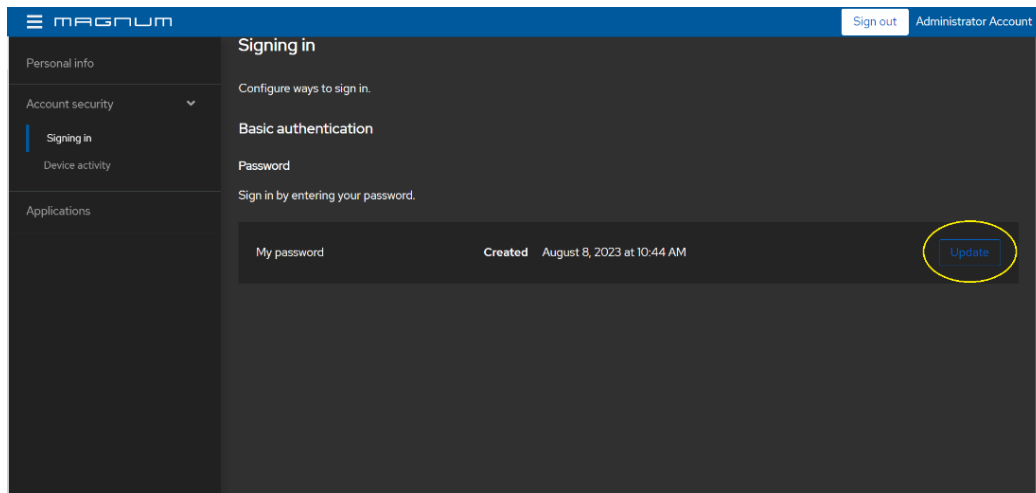


Figure 2-12: Keycloak Authentication Signing In Page

- Once clicked, you will be directed to update your password for the currently logged in user, see Figure 2-13. Type in a new password followed by the current password and complete by clicking the 'Submit' button.

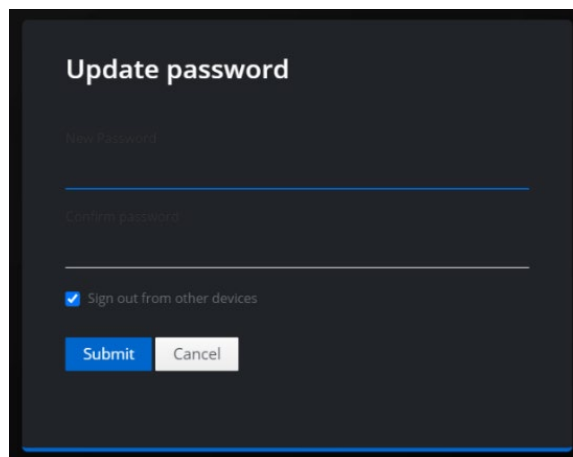


Figure 2-13: Update Password

2.5.1.2. Updating a User Name

User first and last names can be updated from the Keycloak Account Management webpage. Please note the username can only be updated by an Administrator, for instructions see Section 2.5.3.

- From the Keycloak account management web page, click on ‘Personal Info’ link or tab as shown previously in Figure 2-11 and Figure 2-12.
- From this page, you view your username and update your First name and Last name by clicking in the text boxes for the names and updating followed by clicking ‘Save’, see Figure 2-14.

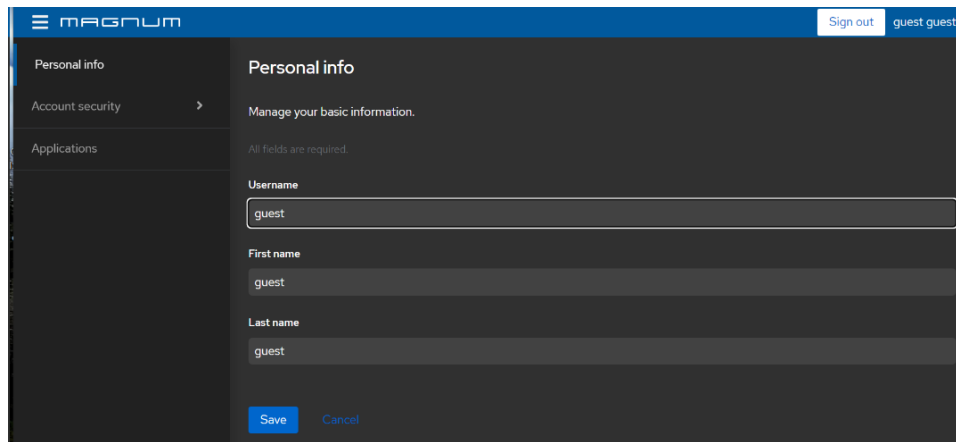


Figure 2-14: Updating User First and Last Names

- Once completed with updates a user can close the Keycloak Account Management webpage and continue working within the Media Suite webpage.

2.5.1.3. Viewing Device Activity

- To view device activity, from the Keycloak Account management page navigate to the ‘Device activity’ link or tab as shown previously in Figure 2-11 and Figure 2-12.
- The device activity page will open, displaying the current session information, see Figure 2-15.

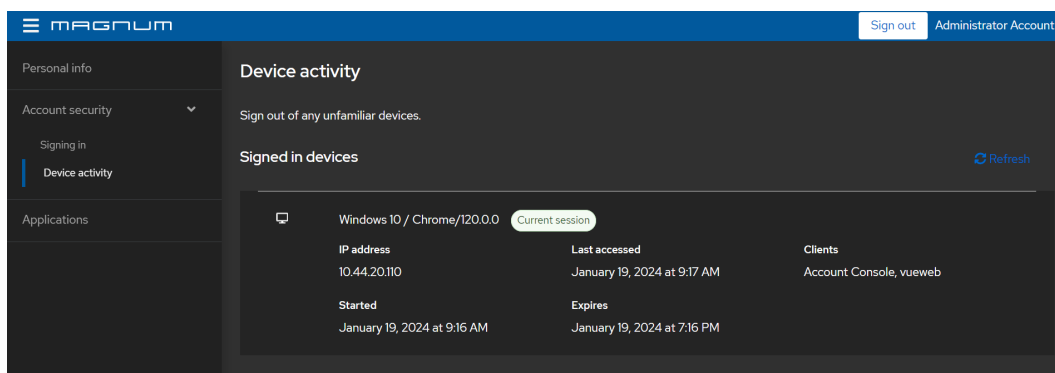


Figure 2-15: Device Activity

2.5.2. General

Stream Type and Calendar Start of the week can be chosen in the General Settings. For Stream Type, options include WebRTC or MJPEG; with WebRTC being enabled by default. Additionally for Calendar options include starting on Sunday or Monday. See Figure 2-16.

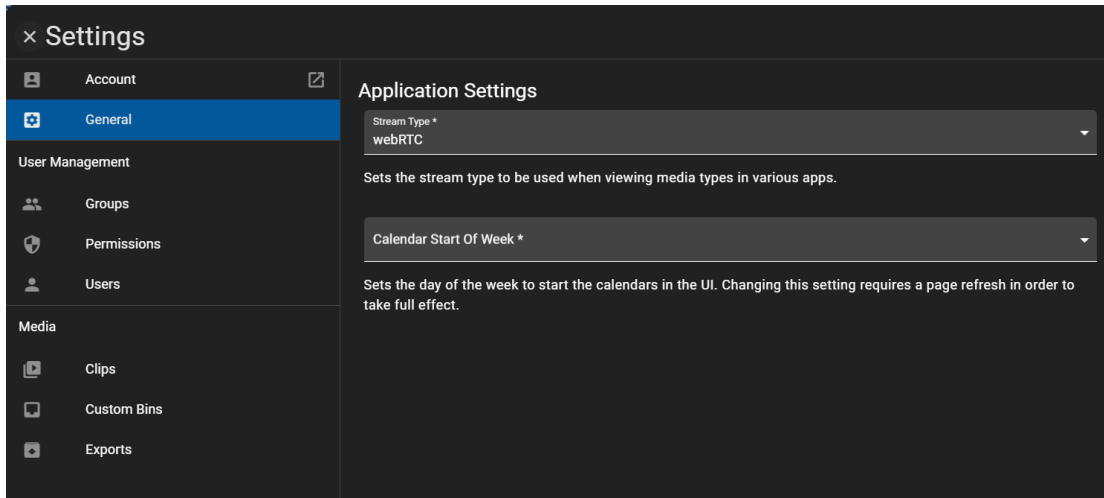


Figure 2-16: General Settings

- To change either the Stream Type or Calendar Start of Week, select the drop-down menu for either option to pick a selection. See Example Figure 2-17.
- Once clicked, a save icon will appear at the bottom of the webpage, as shown in Figure 2-17. Click the icon to save your selection.

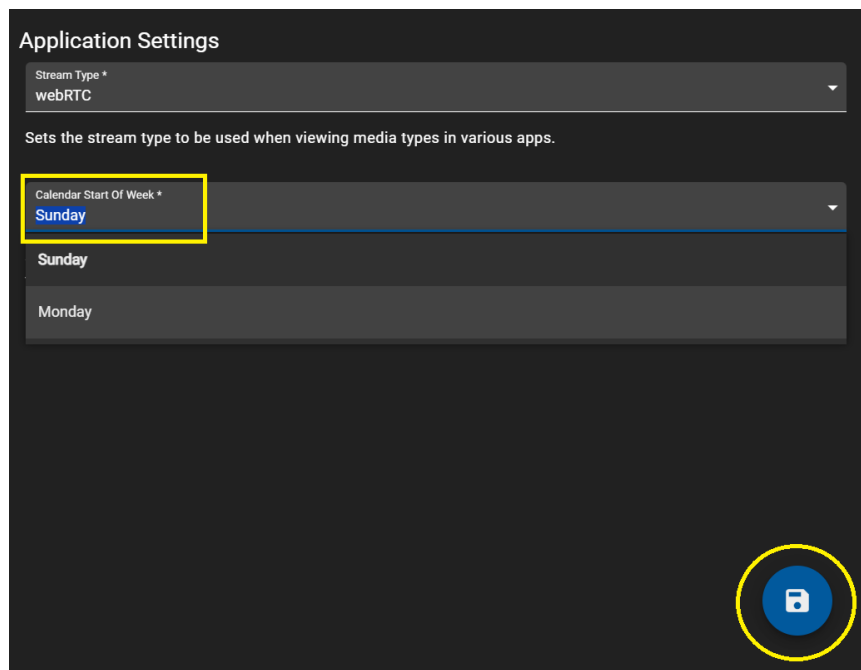


Figure 2-17: Changing Stream Type

2.5.3. User Management

Multiple Users can be created to interact / control the Media Suite. The User Management settings are made up of Groups, Permissions and Users.



NOTE: Only the Administrator can access the User Management settings.

2.5.3.1. Groups

Groups control which permissions (apps) each user, within that group, has access to. Multiple Groups can be created, and users can be added to them once created. Instructions for setting permissions, will be discussed in section 2.5.3.2. Instructions on creating and organizing users, will be discussed in section 2.5.3.3.

- Groups are created and organized in the Groups tab, as shown in Figure 2-18.

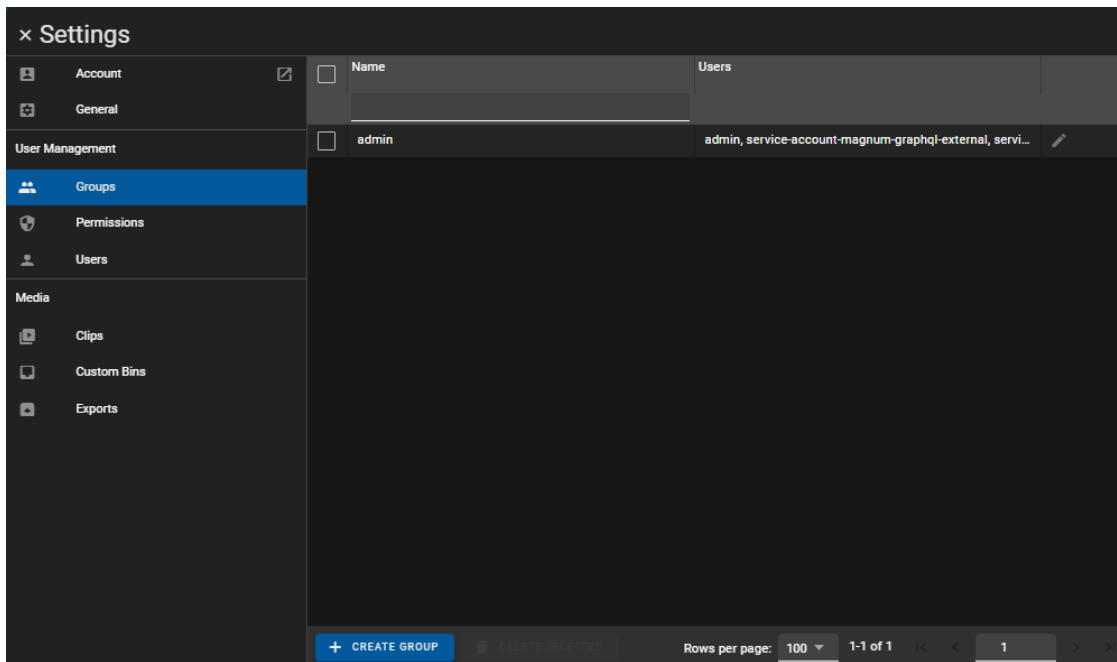


Figure 2-18: User Groups

- To make a new user group click on '+ CREATE GROUP' as soon in Figure 2-18. A dialog will open, see Figure 2-19.
- Existing users can be added to Groups within this creation dialog. For steps on creating users, see the next section, Section 2.5.3.3

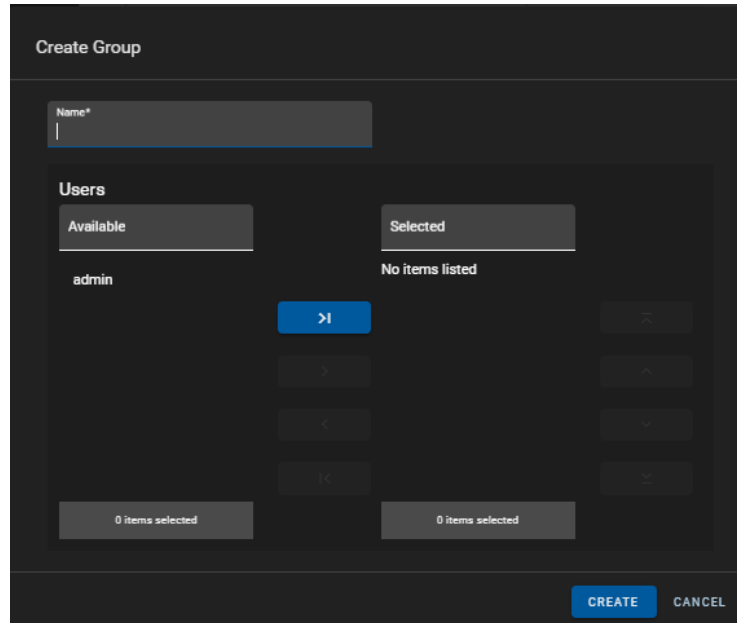


Figure 2-19: Create Group

- Groups require a name, adding users at this point is optional and can be edited later. If users are present, click on a user to select it, and use the blue arrow buttons to move the user / users into the selected list.
- When finished, press 'CREATE' to complete the creation of a new group.
- The newly created user will be listed in the User section. See Figure 2-20.

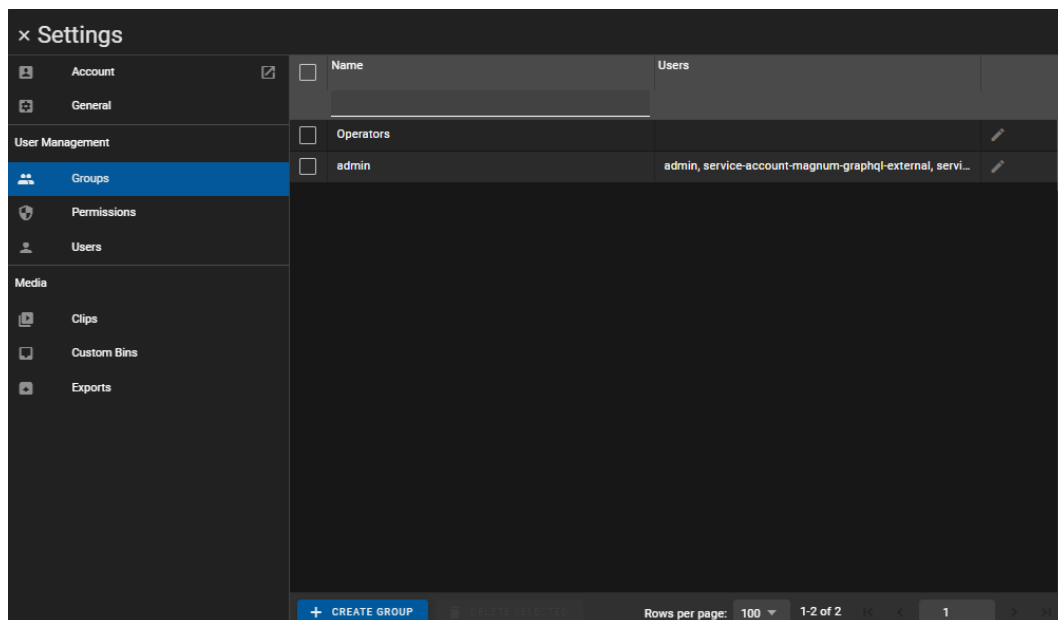


Figure 2-20: Group Examples

- Group Users can be edited by selecting the pen tool, located to the right of the listed users, see Figure 2-21.

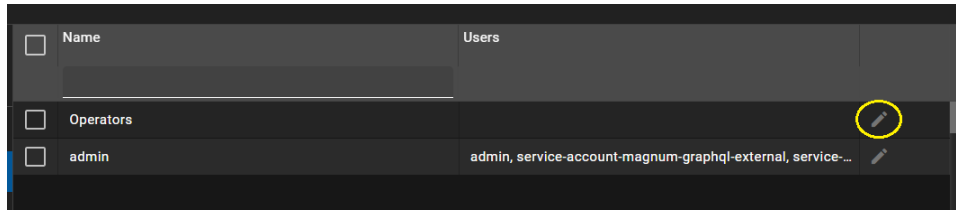


Figure 2-21: Editing Groups

- Once clicked a similar dialog will open as when creating the Group, see Figure 2-19.

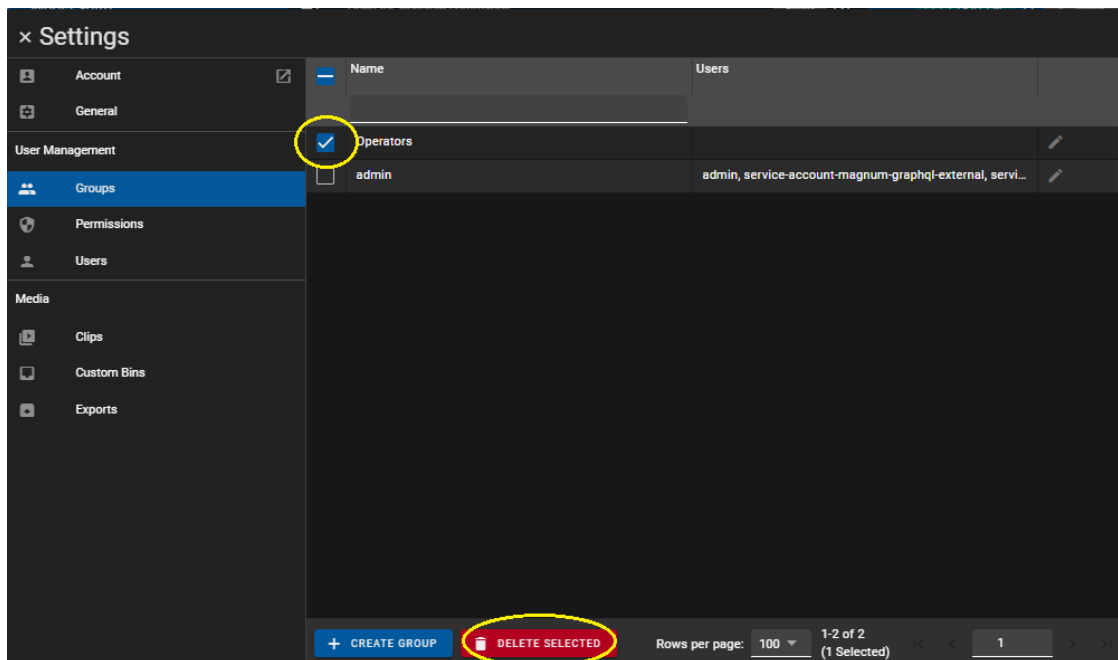


Figure 2-22: Deleting Groups

- Groups can be deleted by check marking the box, located on the left-hand side of each name, as shown in Figure 2-22.
- At this point, the 'REMOVE SELECTED' button can be clicked. A confirmation will appear. Selecting 'DELETE SELECTED' will complete deleting the user(s).

2.5.3.2. Permissions

Permissions determine what apps are accessible to a group of Users. By default, the Administrator will have permissions set to view all of the Media Suite Apps. Newly created user groups will have to specify the permissions. All Apps and User Groups are visible in the Permissions, see Figure 2-23.



Note: Some Apps require specific software packages for full capabilities, contact your Evertz Specialist for more information.

Permission	admin	Operators
Edit Schedules	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Full Anywhere Canvas Control	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Launch Advanced Config (vscribe, symphony, media-gateway)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Advanced Routes (clienthost)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch AMP Presets (dreamcatcher, vscribe, media-gateway)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch AudioViewer (sdvn)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Cloud Transport (media-gateway, bravo, sdvn)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Config Management (clienthost)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Config Management (sdvn, multiviewer)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Dashboard (sdvn, multiviewer)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Device Control (sdvn)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Devices (clienthost)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Devices (dreamcatcher, vscribe, media-gateway, symphony)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Launch Devices and Links (sdvn, multiviewer)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Export Profiles (dreamcatcher, vscribe, media-gateway)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Launch Fabric Flows (sdvn)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Launch Group Permissions (clienthost)	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Figure 2-23: Permissions

- Permission to use apps is given by check marking the box beside an app under the chosen user group. See example Figure 2-24, for the user group called ‘Operator’ receiving permissions for some apps on the right-hand side checkboxes.
- Once permissions to a group have been set, upon that user’s login, only the apps chosen for that User Group will be visible to that user.

2.5.3.2.1 Permission Options

Applications for other products may be listed within the permissions. The product is listed in brackets. Applicable apps include “DreamCatcher”, “Media Gateway” (Includes all DC-BRIDGE, DC-FLEX, DC-DIRECTOR apps as part of the Media Suite) and “Scheduler”.

- To filter by product or by app, type in the name of the product /app as shown in Figure 2-24.

Permission	admin	Guest
media-gateway		
Launch Advanced Config (vscribe, symphony, media-gateway)	✓	<input type="checkbox"/>
Launch Devices (dreamcatcher, vscribe, media-gateway, symphony)	✓	<input checked="" type="checkbox"/>
Launch Export Profiles (dreamcatcher, vscribe, media-gateway)	✓	<input checked="" type="checkbox"/>
Launch Import Profiles (dreamcatcher, vscribe, media-gateway)	✓	<input checked="" type="checkbox"/>
Launch Jobs (vscribe, media-gateway)	✓	<input checked="" type="checkbox"/>
Launch Playback (media-gateway, dreamcatcher)	✓	<input type="checkbox"/>
Launch Media (vscribe, media-gateway)	✓	<input checked="" type="checkbox"/>
Launch Sessions (dreamcatcher, vscribe, media-gateway)	✓	<input checked="" type="checkbox"/>
Launch Reports (vscribe, symphony, media-gateway)	✓	<input type="checkbox"/>

Figure 2-24: Editing Permissions

- Apps used in the Media Suite and DreamCatcher include:
 - Set Recurrences for Schedules** – To allow a user the ability to set scheduled recurrences
 - Modify All Recurring Schedule Instances** – To allow a user the ability to make a change that affects all schedules in a recurrence
 - Launch User I/O** – To have access, and use the User I/O App
 - Launch Task Management** – To have access, and use the Task Mgmt. App
 - Launch System Management** – To have access and use the System Mgmt. App
 - Launch Storage** – To have access, and use the Storage App
 - Launch Status** - To have access, and use the Status App
 - Launch Session** – To have access, and use the Session App
 - Launch Scheduler** – To have access to the Scheduler App
 - Launch Resource Groups** – To have access, and use the Resource Groups App
 - Launch Reports** – To have access, and use the Reports App
 - Launch Playback** – To have access, and use the Playback App
 - Launch Metadata Management** – To have access, and use the Metadata Management App
 - Launch Media** – To have access, and use the Media App

- **Launch Jobs** – To have access, and use the Jobs App
- **Launch Import Profiles** – To have access, and use the Import Profiles App
- **Launch I/O Presets** – To have access, and use the I/O Presets App
- **Launch I/O Config** – To have access, and use the I/O Config App
- **Launch Export Profiles** – To have access, and use the Export Profiles App
- **Launch Devices** – To have access, and use the Devices App
- **Launch AMP Presets** – To have access, and use the AMP Presets App
- **Launch Advanced Configuration** – To have access and use the Advanced Config. App
- **Edit Schedules** – To be able to create and edit events in the Scheduler App

2.5.3.3. Users

This section is where users can be created, managed and removed. All users in the system will be listed with details including the username, full name and group assignment. User information and passwords can be edited from here.

- Users are created and organized in the Users tab, as shown in Figure 2-25.

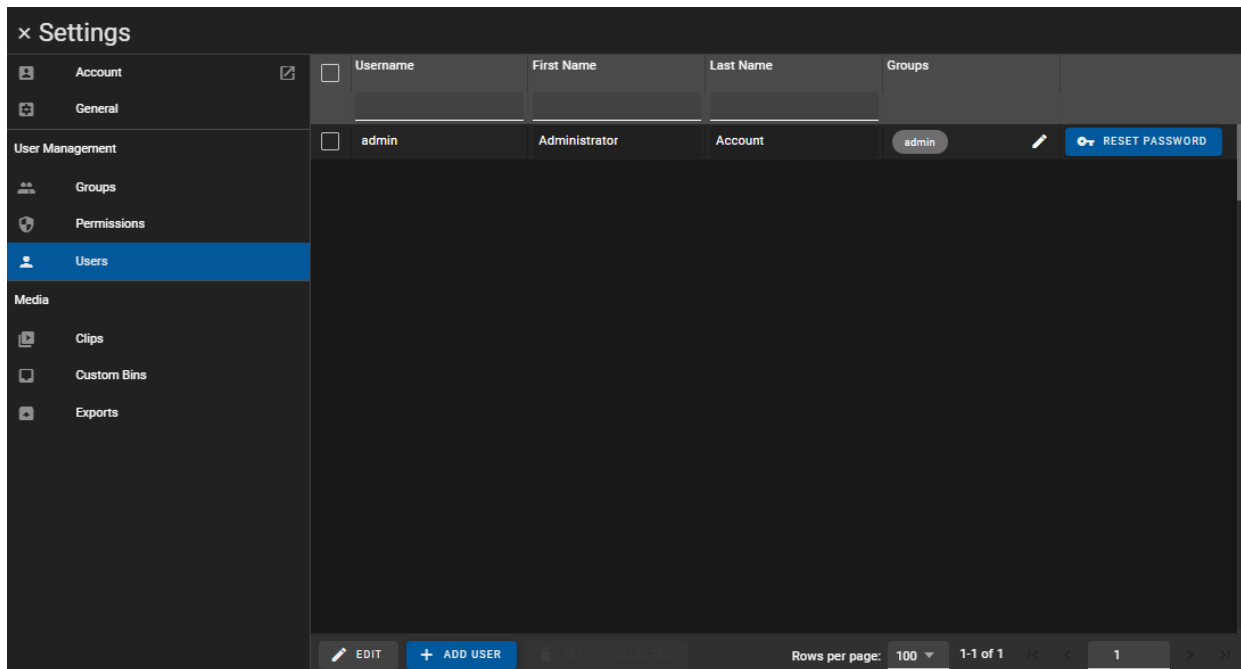


Figure 2-25: User Settings

- To add a new user, click the '+ ADD USER' button as seen at the bottom of the Users section.
- Once clicked, a new window will open as shown in Figure 2-26.

Figure 2-26: Add User

- Users require a first and last name, username, and password. The password must have a minimum of four characters.



Note: The username and password are case-sensitive.

- Optionally, a User Group can be chosen for the User during this creation step.
- When finished, press 'ADD' to complete the creation of a new user.
- The newly created user will be listed in the User section. See Figure 2-27.

Figure 2-27: Users Example

2.5.3.3.2 Editing User Names

- To edit User(s) names, click the greyed 'EDIT' button at the bottom of the section as seen in Figure 2-28. At this point the 'EDIT' button will turn blue and text boxes will appear for the names.

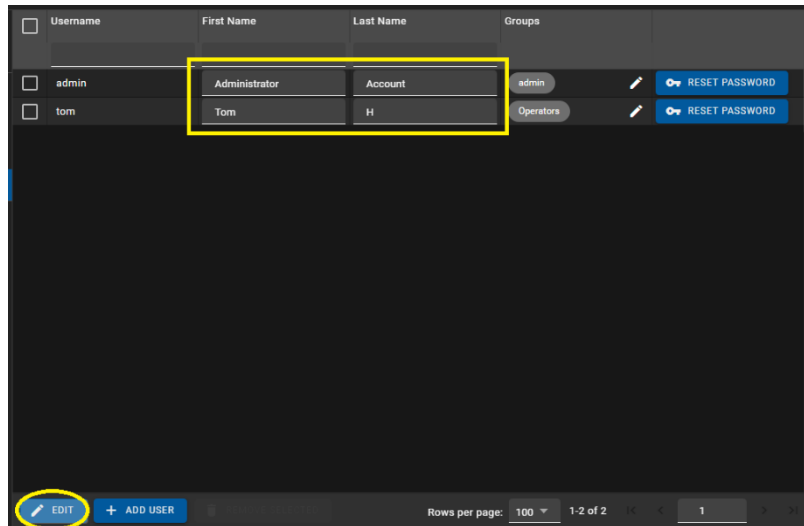


Figure 2-28: Editing Usernames

- To edit a name, just type in a new name in the text box.
- Once finished, press 'EDIT' again to save the changes.

2.5.3.3.3 Editing User's Groups

- To edit a User's Group, click on the pen tool, located to the right of the listed Groups. A User Group selection dialog will open, see Figure 2-29.

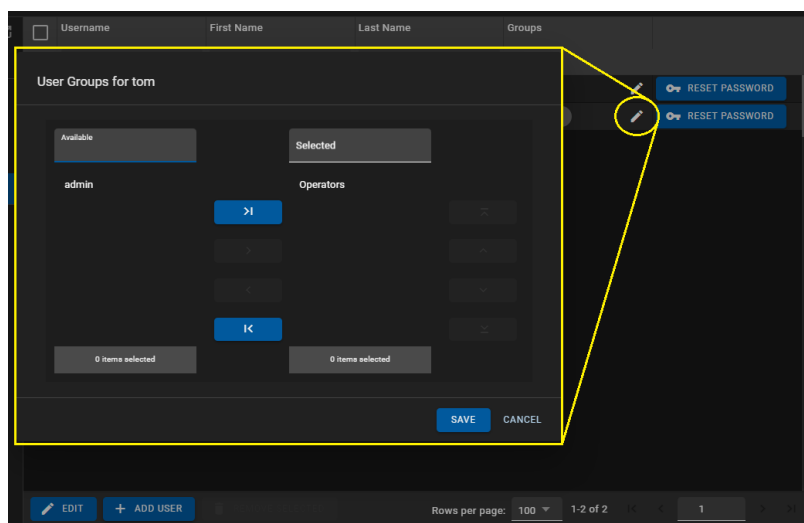


Figure 2-29: Editing User Groups

2.5.3.3.4 Forcing a Reset of User's Passwords

An Administrator can force a user's password to be reset by creating a temporary password, which will prompt creating a new password the next time a user logs into the Media Suite.

For a user to update their own password, please see section 2.5.1.1.

- Users' Passwords can be forced to reset by an admin user by clicking on the 'RESET PASSWORD' button on the right-hand side of the list. Once clicked, a 'Reset User Password' dialog will open. See Figure 2-30.
- To set a temporary password type in the same password in each text box as instructed. Complete the process by pressing the 'RESET' button.

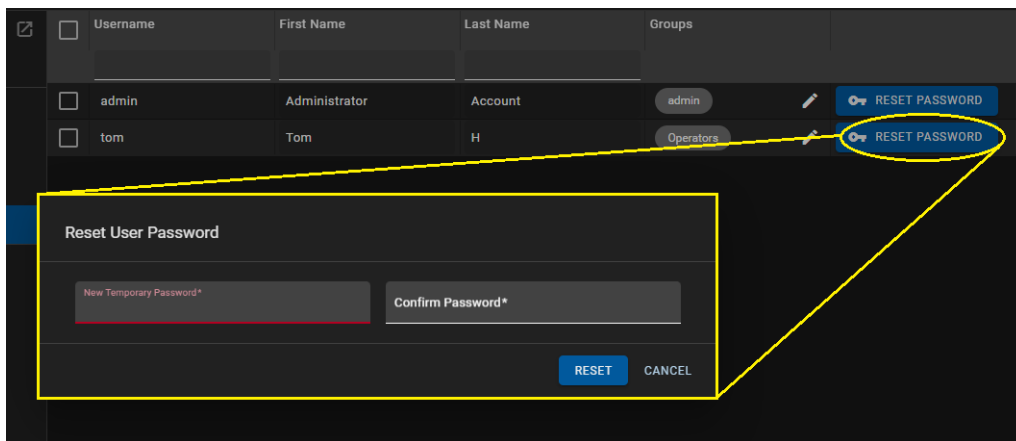


Figure 2-30: Resetting User Passwords

- The next time a user logs into their account with the temporary password, they will be prompted to change their password, see example in Figure 2-21.

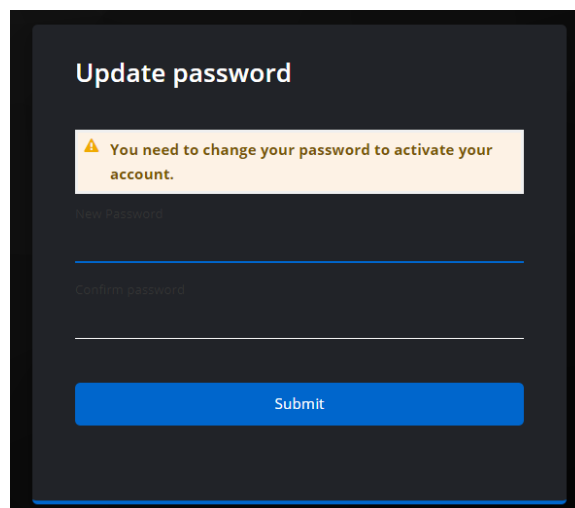


Figure 2-31: Changing User Password After a Reset

2.5.3.3.5 Deleting a User

- Users can be deleted by check marking the box, located on the left-hand side of each name, as shown in Figure 2-32.

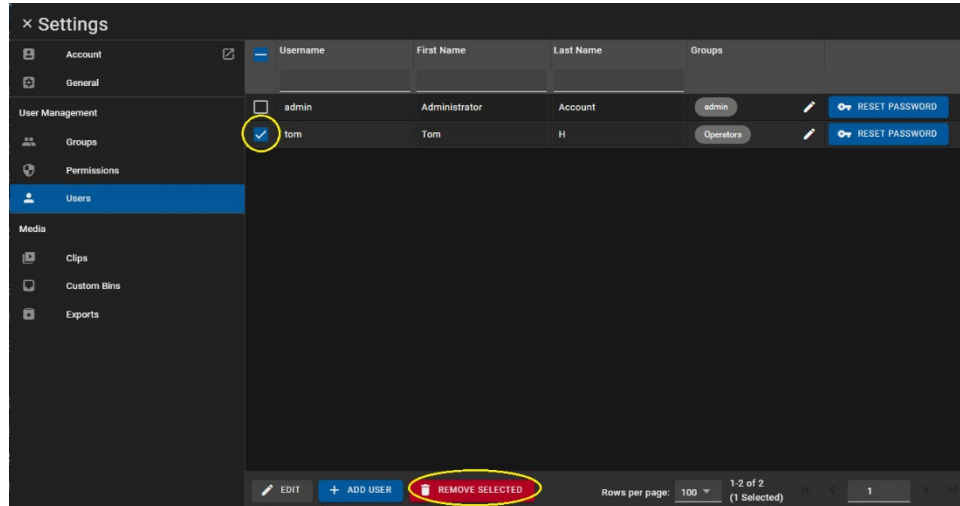


Figure 2-32: Delete User

- At this point, the 'REMOVE SELECTED' button can be clicked. A confirmation will appear, selecting 'REMOVE' will complete deleting the user(s).

2.5.4. Media

The Media Section allows the user to configure Settings for the Media & Playout App. Consisting of Clips, Custom Bins, Exports and Tags.

2.5.4.1. Clips

Clip Settings allows the user to choose which inputs will be clipped when creating clips in the Media or Playout app.

- By default, all angles will be selected to be clipped, as shown in Figure 2-33.

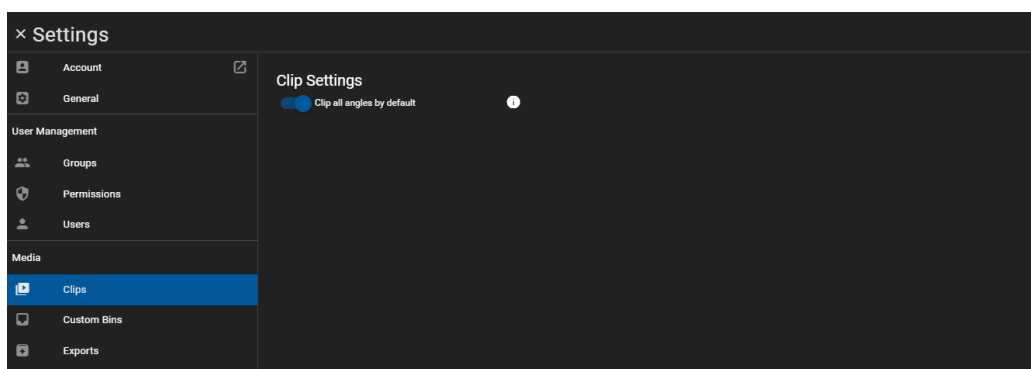


Figure 2-33: Clip Settings

- To select custom inputs to be clipped, toggle off 'Clip all angles by default' this will open a selection dialog as shown in Figure 2-34.
- Toggle the selection of inputs by clicking on an input and using the blue arrow buttons to add or remove the input from the selected dialog. Once selections have been made, the settings can be saved by clicking on the circular save icon.

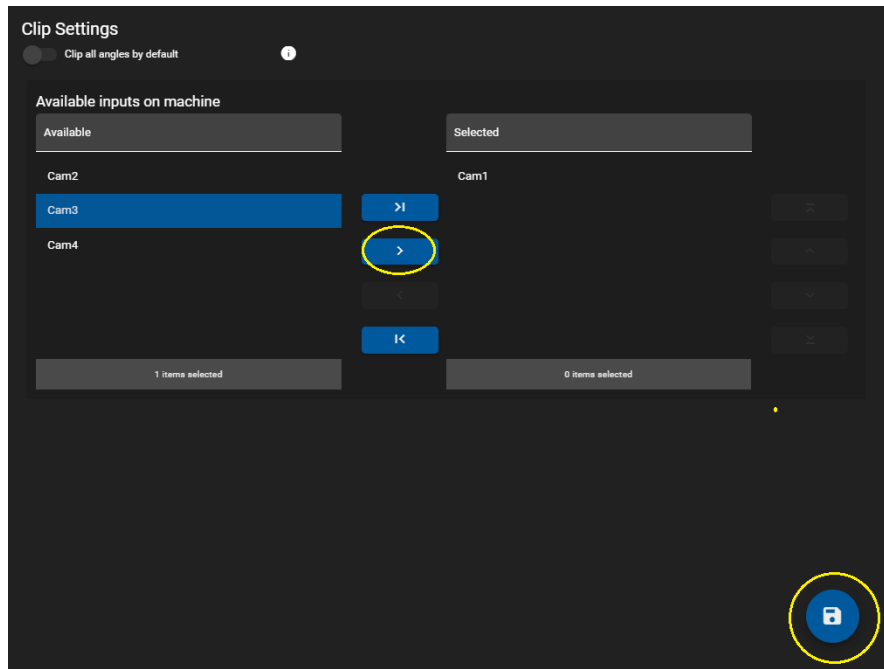


Figure 2-34: Custom Input Clip Settings

2.5.4.2. Custom Bins

Bins allows the user to create, edit and delete custom bins across the network.

- To Create a new Bin, click the '+ CREATE BIN' button at the bottom of the dialog, as seen in Figure 2-35.

	Name	Session	Creator	Tags	Match All Crit...	Match Exact C...	Search All Use...	Visible Machi...	Visible Angles
<input type="checkbox"/>	Archive	Global	admin		No	No	No	All available	All available
<input type="checkbox"/>	Graphics	Global	admin		No	No	Yes	All available	All available
<input type="checkbox"/>	MELT	Global	admin	MELT	No	No	No	All available	All available
<input type="checkbox"/>	NAS_Export	Global	admin		No	No	No	All available	All available

Figure 2-35: Custom Bins

- The creation bin dialog includes options for Name, Tags, and filtering options. See Figure 2-36.
- Once a name has been applied, and filtering options set, complete the bin by pressing the 'CREATE' button.

Figure 2-36: Creating a Custom Bin

- Bins can be edited by clicking on the pen icon next to the bin in the last column.
- Bins created on the Media Suite can be deleted by clicking on the checkbox next to the bin and selecting the 'DELETE SELECTED' button which appears when selections are made. See Figure 2-37.

	Name	Session	Creator	Tags	Match All Crit...	Match Exact C...	Search All Use...	Visible Machi...	Visible Angles	
<input type="checkbox"/>	Archive	Global	admin		No	No	No	All available	All available	✎
<input type="checkbox"/>	Graphics	Global	admin		No	No	Yes	All available	All available	✎
<input type="checkbox"/>	MELT	Global	admin	MELT	No	No	No	All available	All available	✎
<input checked="" type="checkbox"/>	NAS_Export	Global	admin		No	No	No	All available	All available	✎

At the bottom of the table, there is a '+ CREATE BIN' button and a 'DELETE SELECTED' button (circled in red). The status bar shows 'Rows per page: 20', '1-4 of 4 (1 Selected)', and a page number '1'.

Figure 2-37: Deleting Custom Bins

2.5.4.3. Exports

Export Settings allows the user to choose which inputs will be exported when exporting clips in the Media or Playout app.

- By default, all angles will be selected to be exported, as shown in Figure 2-38

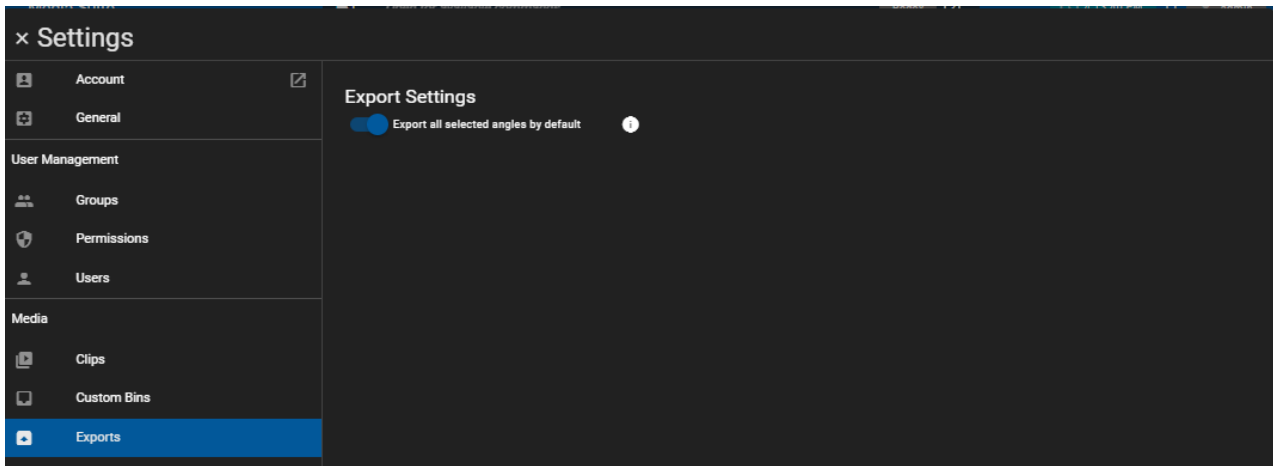


Figure 2-38: Export Settings

- To select custom inputs to be clipped, toggle off 'Export all angles by default' this will open a selection dialog as shown in Figure 2-39.
- Toggle the selection of inputs by clicking on an input and using the blue arrow buttons to add or remove the input from the selected dialog.
- Once selections have been made, the settings can be saved by clicking on the circular save icon.

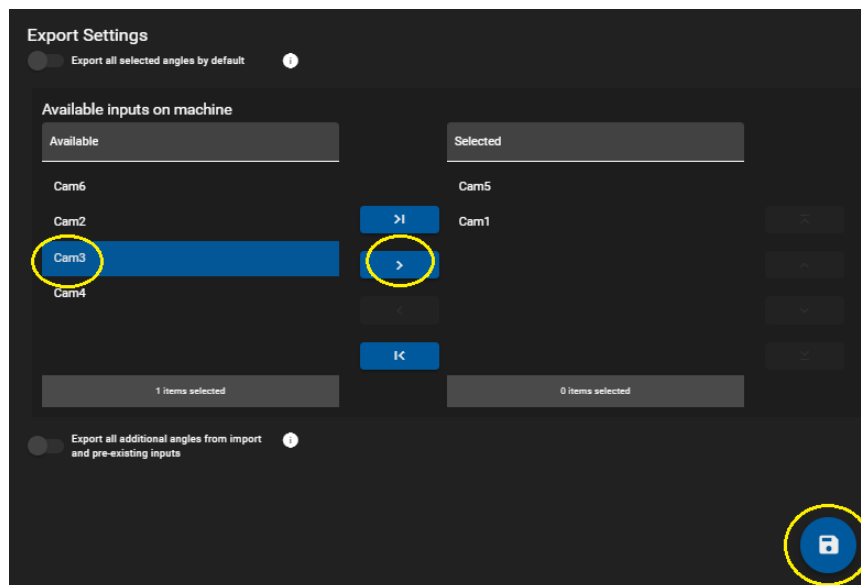


Figure 2-39: Custom Input Export Settings

3. ADVANCED CONFIGURATION

The Advanced Configuration App houses additional workflow configuration menus for the Media Suite including DC-MOS, DC-SCHEDULER, DC-METADATA-COPILOT software packages and Cloud workflows. This guide will focus on the fundamental configurations for the Media Suite. For information and instructions on items not discussed in this guide, please speak with your DreamCatcher Product Specialist.

3.1. SCHEDULER SETTINGS – CONNECTION TO MAGNUM

The Scheduler can utilize Evertz Control System: Magnum, to assist in various tasks. Connection to the Magnum Control System must first be established, and a Magnum Interface must be created in order to begin using Magnum resources and scheduling tasks. Please reach out to your Evertz Support Team Member(s) for connection details and instructions on creating Interfaces for use with the Scheduler App.

- In Advanced Config, enter “Scheduler Settings”, as shown below in Figure 3-1.

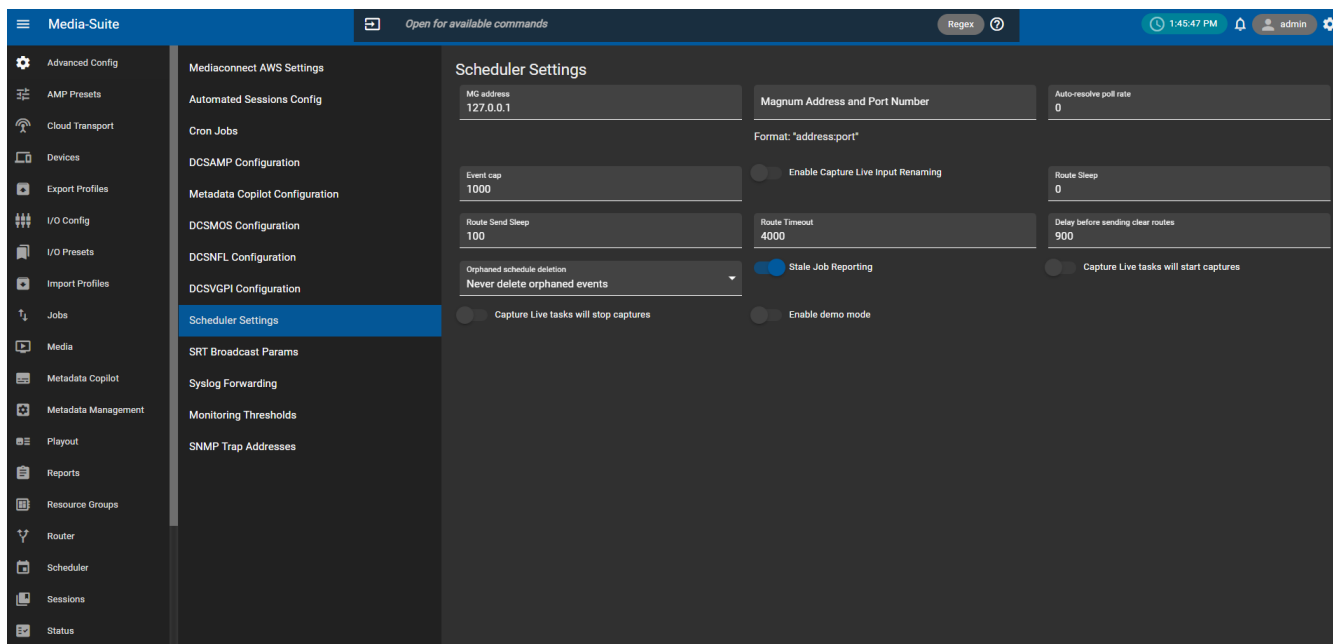


Figure 3-1: Magnum and Scheduler Connection

- First, in Scheduler Settings, ensure the local Media Suite address, 127.0.0.1 is added. For cluster configurations please speak with your DreamCatcher Product Specialist.
- Next, if connecting with Magnum SDVN, add the Magnum IP address and port number of the chosen Interface from SDVN. For example: 100.100.100.103:5025. See Figure 3-2 for an example.
- If connecting with Magnum Client Host, add the Magnum IP address and port number of the chosen Interface from CH. For example, 100.100.100.103:4025. See Figure 3-2 for an example

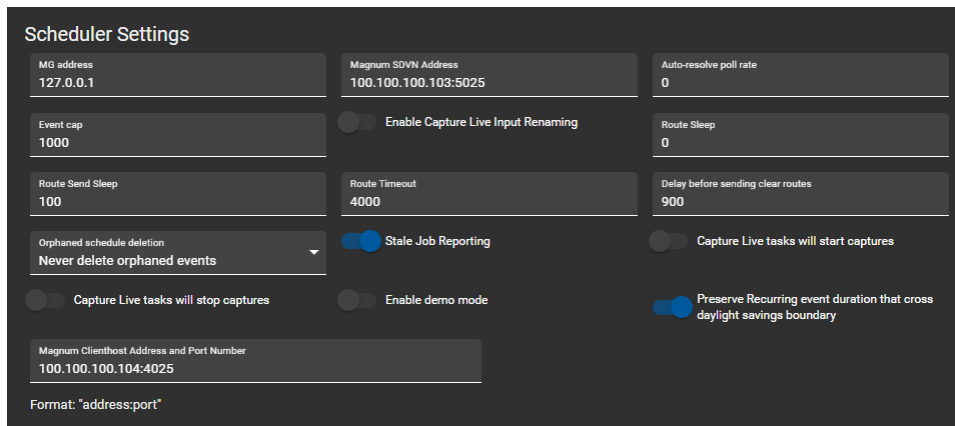


Figure 3-2: Add Magnum address

- Additionally, within the Scheduler settings various settings can be adjusted:
 - Auto-resolve poll rate – , defaulted to 0.
 - Event cap – maximum number of events which can be scheduled, defaulted at 1000.
 - Enable Capture Live Input Renaming – a setting, when toggled on, to rename the Inputs when a 'Capture Live' event is scheduled.
 - Route Sleep – number of milliseconds the system will sleep after sending route requests, defaulted to 0.
 - Route Send Sleep – number of milliseconds the system will wait for a response when sending route requests, defaulted to 100.
 - Route Timeout – number of milliseconds the system will wait for a response when sending route requests before timing out defaulted to 4000..
 - Delay before sending clear routes – number of milliseconds the system will sleep before sending clear route requests on route defaulted to 900.
 - Orphaned schedule deletion – an option to never, always or prompt before deleting orphaned events. An orphaned event specifically refers to an event that used to be part of a recurring schedule but was modified so it's no longer part of the original.
 - Stale Job Reporting – an option whether or not to be informed of inactive/ outdated jobs.
 - Capture Live tasks will start captures – an option, when toggled on, to start captures of a capture system for the event.
 - Capture Live tasks will stop captures – an option, when toggled on, to stop captures when completed.

- Enable demo mode – an option to enable a scheduler demo mode
 - Preserve Recurring event duration that cross daylight savings boundary – an option, when toggled on, to ensure events continue duration during daylight savings.
- A Delay before sending clear routes can be set. To modify the duration, click into the text box and type in a new value.
 - Last, in the Scheduler settings is an option to always, never or prompt to delete orphaned schedules.
 - Once all settings have been added, a save icon will appear at the bottom of the window to save selections, see Figure 3-3.

The screenshot displays the 'Scheduler Settings' window with the following configuration:

- MG address: 127.0.0.1
- Magnum SDVN Address: 100.100.100.103:5025
- Auto-resolve poll rate: 0
- Event cap: 1000
- Enable Capture Live Input Renaming:
- Route Sleep: 0
- Route Send Sleep: 100
- Route Timeout: 4000
- Delay before sending clear routes: 900
- Orphaned schedule deletion: Never delete orphaned events
- Stale Job Reporting:
- Capture Live tasks will start captures:
- Capture Live tasks will stop captures:
- Enable demo mode:
- Preserve Recurring event duration that cross daylight savings boundary:
- Magnum Clienthost Address and Port Number: 100.100.100.104:4025
- Format: "address:port"

A blue save icon (a floppy disk) is highlighted with a yellow circle at the bottom right of the settings window.

Figure 3-3: Schedule Settings Save Example

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4. AMP PRESETS

The Amp Presets App allows for preset lists of AMP (Advanced Media Protocol) fill-key output pairs to be created for a workflow where these change from one production to another. These presets can be applied in the VUE user interface and associated to a particular session if desired, see Figure 4-1. For instructions on using Sessions, see the DreamCatcher Operational Guide. For instructions on setup and connection with AMP, see your DreamCatcher Product Specialist.

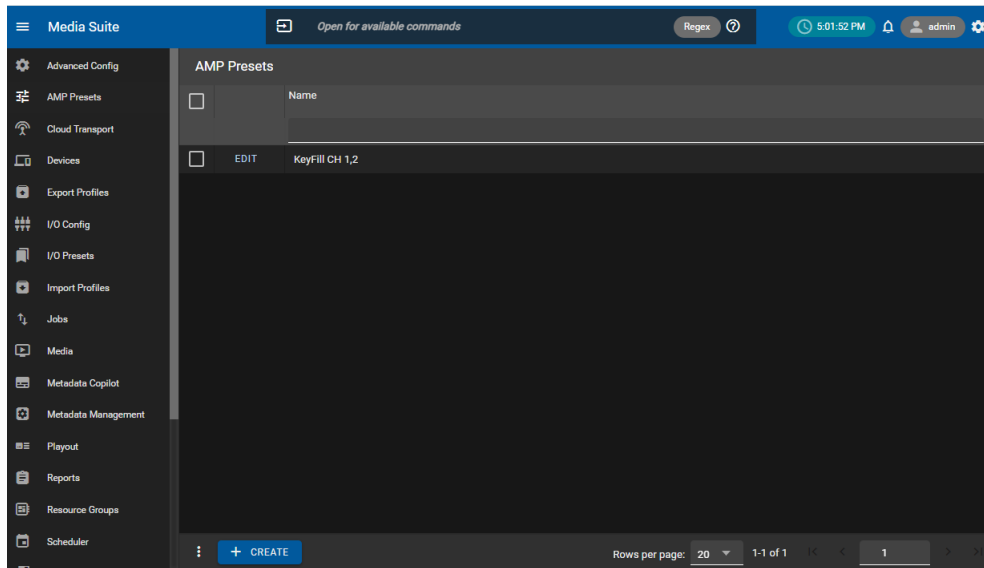


Figure 4-1: Amp Presets App

4.1. ADDING A PRESET

All presets added will be available on a connected DreamCatcher VUE station while creating sessions along with while joined in sessions.

- In the Amp Presets, select the 'CREATE' button, a creation dialog will open. See Figure 4-2.

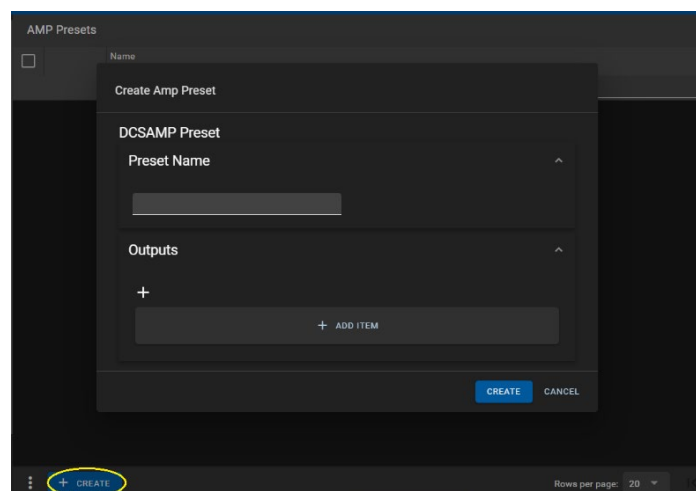


Figure 4-2: Adding an Amp Preset

- Begin creating the preset by adding a name.
- Next, click the plus icon to add each output in the network.
- Under Key Output, use the drop-down menu to set output numbers. For any outputs without a key output, select 'None'.

For example, a DreamCatcher with 4 outputs requires a preset where output 3 and 4 are used for fill and key. Under Output 1, 2 and 4 'None' is set and under Output 3, "4" is set. In this configuration, Output 1 and 2 will continue to function as normal, whereas AMP can queue fill and key clips onto Output 3 and 4 at the same time; Output 3 being the fill and Output 4 being the key. See Figure 4-3

- Once added click the 'CREATE' button to save your preset selections.

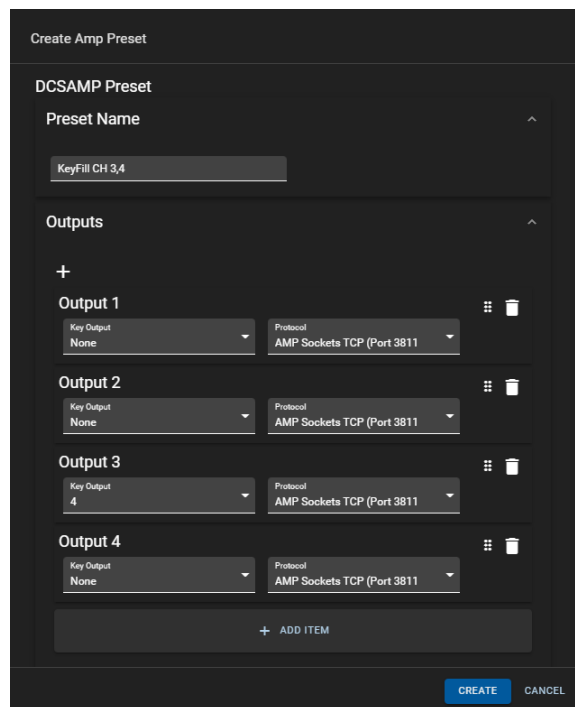


Figure 4-3: Amp Preset Creation

- Once created all presets will be available in the App and ready for use within the DreamCatcher network. See Figure 4-4.

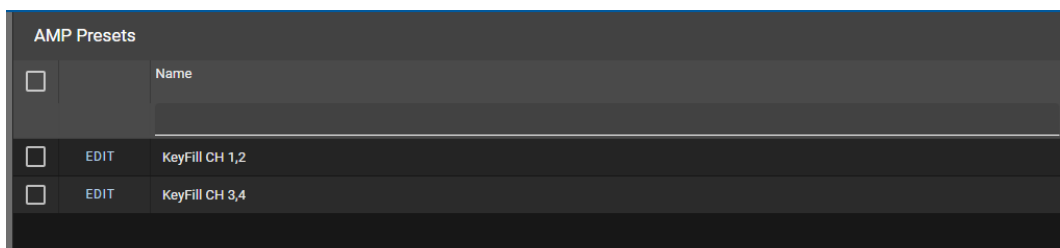


Figure 4-4: Amp Presets Listed

4.2. EDITING, CLONING AND DELETING AMP PRESETS

4.2.1. Editing Amp Presets

- Edits can be made by clicking the 'EDIT' button on the left-hand side of the preset as shown in Figure 4-5.

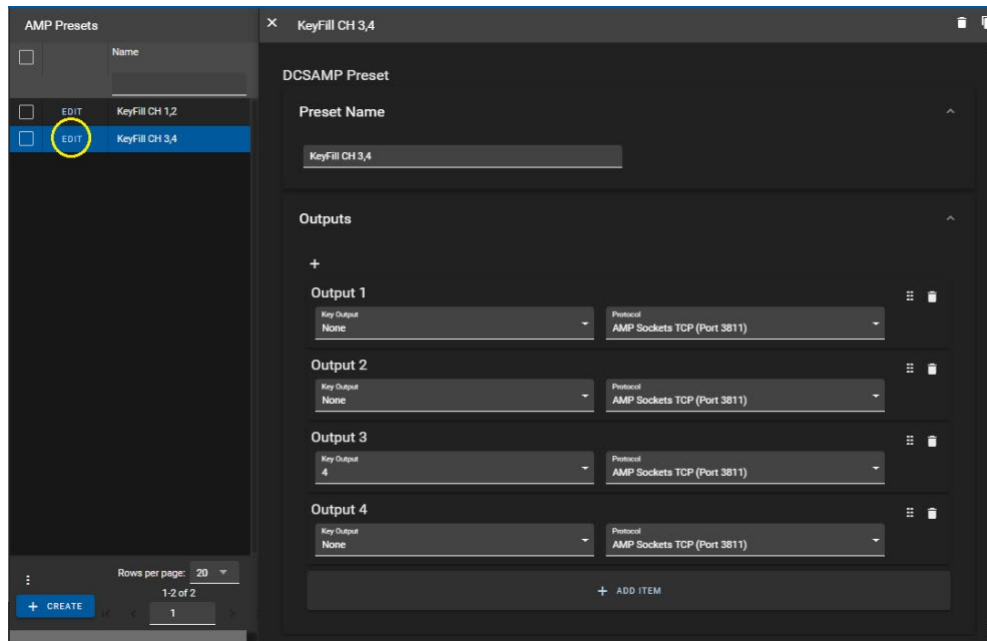


Figure 4-5: Edit Amp Presets

4.2.2. Cloning Amp Presets

- An Amp Preset can be cloned in the edit mode by clicking the clone icon as shown in Figure 4-6.
- The copied preset will immediately be opened for editing. The profile will be named the same as the profile it was created from, with a "(copy)" added. For example, "(copy)".

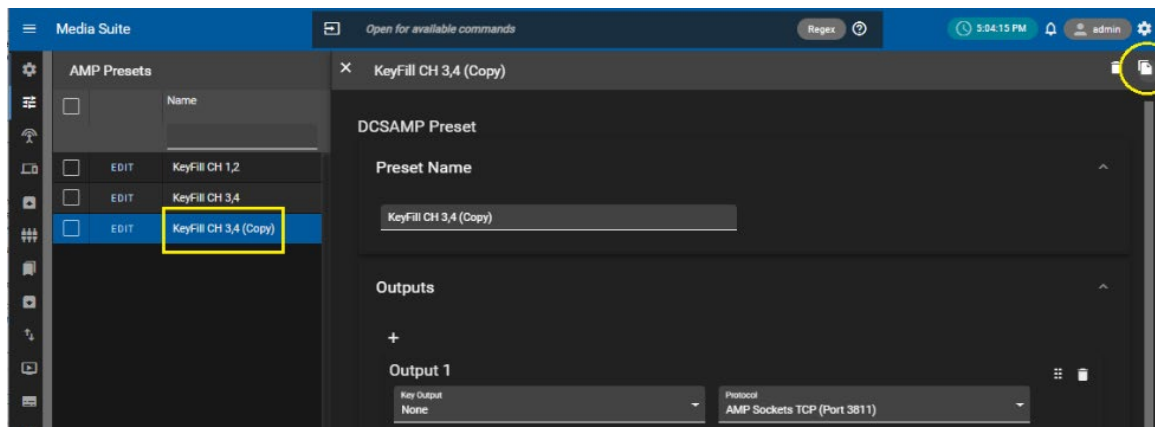


Figure 4-6: Clone Amp Presets

4.2.3. Deleting Amp Presets

- An Amp preset can be deleted in the edit mode by clicking the delete 'trash' button as shown in Figure 4-7.

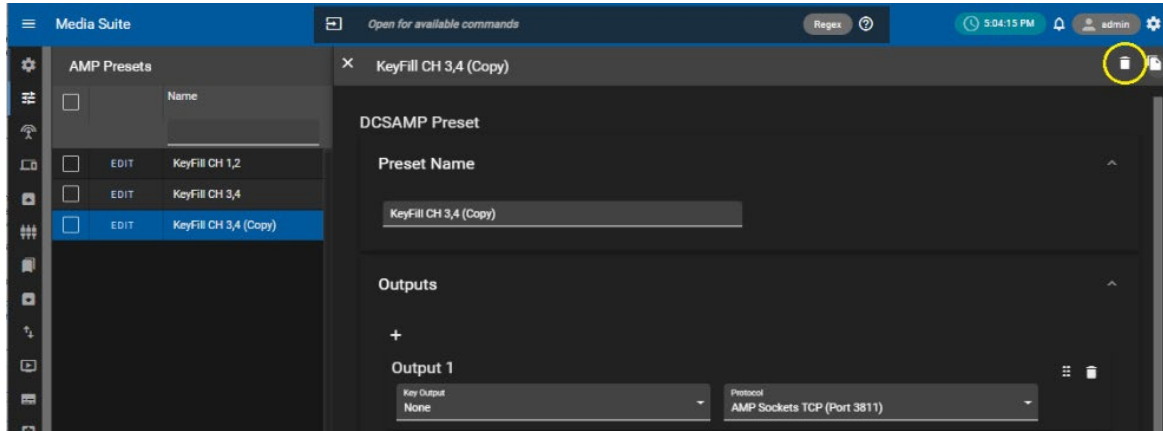


Figure 4-7: Delete Amp Preset

- A confirmation dialog will then appear, as shown in Figure 4-8. To confirm, press the 'DELETE' button.

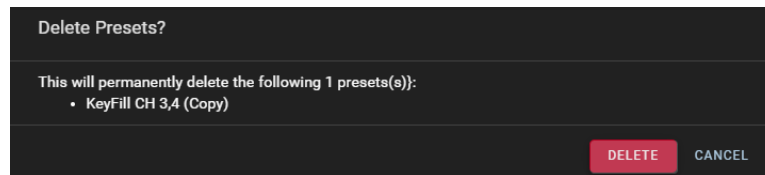


Figure 4-8: Delete Confirmation

- Multiple export profiles can be deleted by selecting the profile's check box and clicking the 'DELETE PROFILES' button, as shown in Figure 4-9.

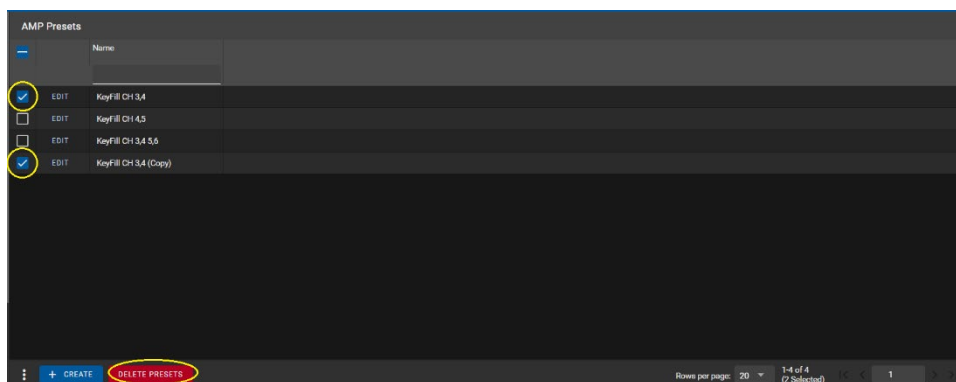


Figure 4-9: Delete Multiple Amp Presets

- A confirmation dialog will then appear with all presets selected to be removed. To confirm, press the 'DELETE' button.

4.3. AMP PRESET CONTROL IN VUE

Once a preset is created, it can be used within the Sessions Widget on a DreamCatcher. For full details and instruction on using Sessions, and Sessions with Amp Presets as shown in Figure 4-10, see the DreamCatcher Operational Guide.

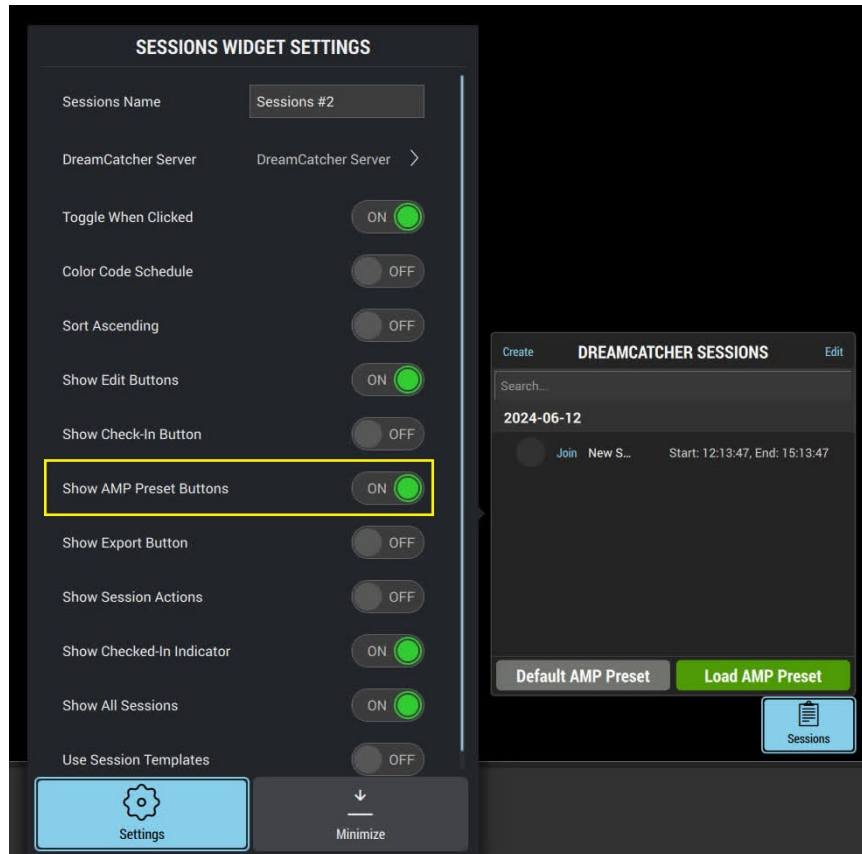


Figure 4-10 – Enable AMP Presets in DreamCatcher VUE

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5. DEVICES

The Devices App displays basic information of all connected devices, along with options to interact with those devices to download information, change settings, upgrade, etc. See Figure 5-1.

Status	Name	IPs	Capture Status	Details	Version	Tags	Type	Active Jobs
Group1 - Current Network Group (3)								
<input type="checkbox"/>	MG54	205.205.205.54	Stopped	0 in, 0 out	24.05		DREAMCATCHER_MEDI	JOBS
<input type="checkbox"/>	DC93	200.200.200.93	4 active	4 in, 2 out	24.05		DREAMCATCHER	JOBS
<input type="checkbox"/>	DC13	205.205.205.13	2 active	2 in, 2 out	24.05		DREAMCATCHER	JOBS

Figure 5-1: Devices Main Page

5.1. NAVIGATING THE DEVICES APP

- Within the Devices App, information is divided into columns of properties to allow for easier monitoring.
 - **Status:** Shows connection status of the devices. Devices can be sorted by status. Options include: All, Online, Offline or disabled devices.
 - **Name:** Name of the device. Devices can be searched by typing a name into the search box.
 - **IP's:** IP addresses of each system. Devices can be searched by typing an IP into the search box.
 - **Capture Status:** Number of active or stopped capture recordings.
 - **Details:** Basic Input and Output configuration of the systems.
 - **Version:** The code version of that machine.
 - **Tags:** Option to add a tag to a device for easy reference.
 - **Type:** The type of hardware, such as DreamCatcher, Panel, Logger, etc.
 - **Active Jobs:** A link to the Jobs App filtering for the specific device.
 - **PTP State:** Status of PTP state, with an option to click and view all PTP connection details.
 - **Maintenance Mode:** An option to toggle on maintenance mode, so the system will not take

on any more work across the network.

- **Edit IOConfig:** A link to open the I/O Configuration App for that device and update or change the configuration.
- **Edit Device:** A link to open the Device Information and update or add monitor ports.
- **VUE Canvas:** A link to open the Anywhere Canvas of a device.
- **Download Backups:** A link to download a backup of the device.

5.1.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. See Figure 5-2.

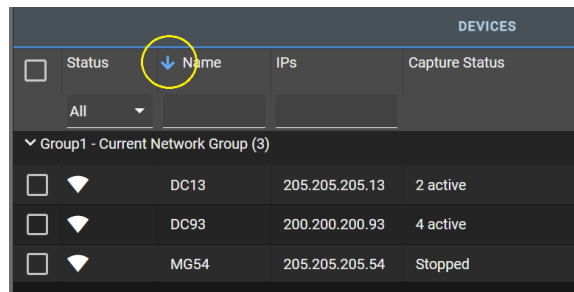


Figure 5-2: Devices Sort Ascending or Descending

- To change the order between ascending and descending, simply click the property's name again.

5.1.2. Customizing Columns Shown

- The property information can be organized by hiding property columns. This is done by selecting the options button (ellipsis icon). See Figure 5-3.
- Within the show columns selection, columns can be check marked on and off to become visible.

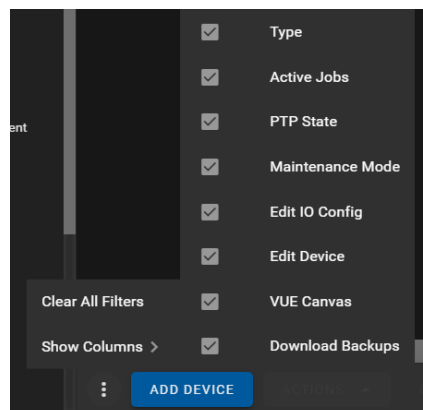


Figure 5-3: Devices App - Show Columns

5.1.3. Filtering Columns

- Profiles can be searched by name, by typing in a value into the column heading. See Figure 5-4.
- To reset the search, select the options button (ellipsis icon) and select the 'Clear All Filters' button as shown previously in Figure 5-3.

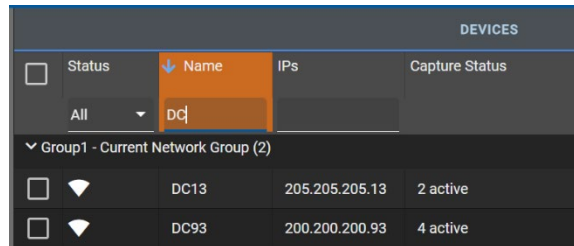


Figure 5-4: Searching Devices by Name

- Results can be further filtered by the status of device, chosen by the drop-down menu shown in Figure 5-5.

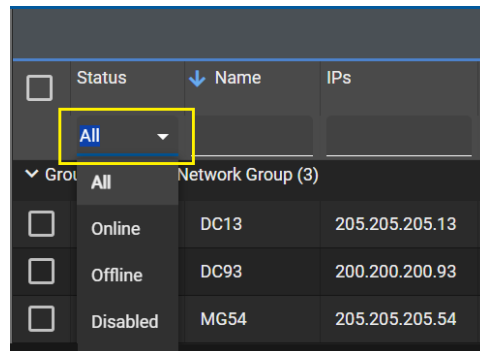


Figure 5-5: Devices App – Status Selection

5.2. ADDING A DEVICE

- Devices already connected to a system's network will appear automatically and can also be added for monitoring using the 'ADD DEVICE' button, as seen at the bottom of Figure 5-6.

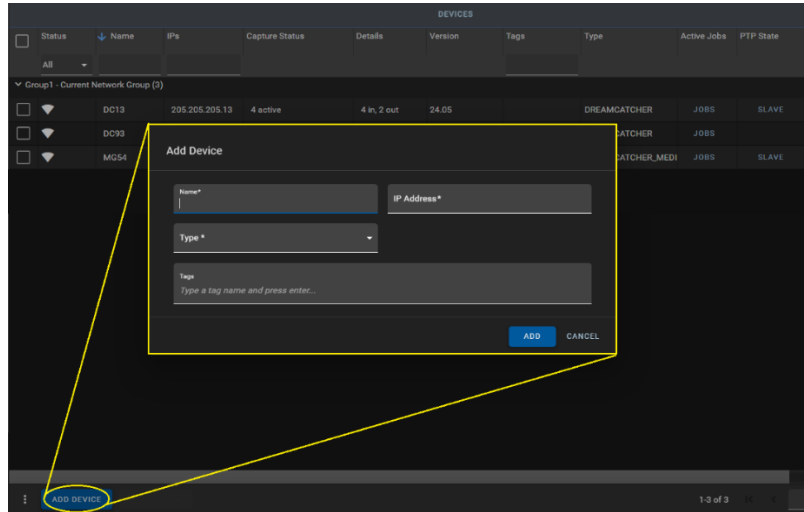


Figure 5-6: Add a Device

5.3. DEVICE ACTIONS

A variety of actions can be performed in the Device App. Options Include: Upgrading, Rebooting, Quick Restarting, Full Restarting, Deleting, Clearing all Data, Start Captures, Stop Captures.

- To use device actions, first checkmark the device or devices you wish to interact with. The 'ACTIONS' button will appear once devices have been selected.
- Click on the Actions button to see the available options, see Figure 5-7.

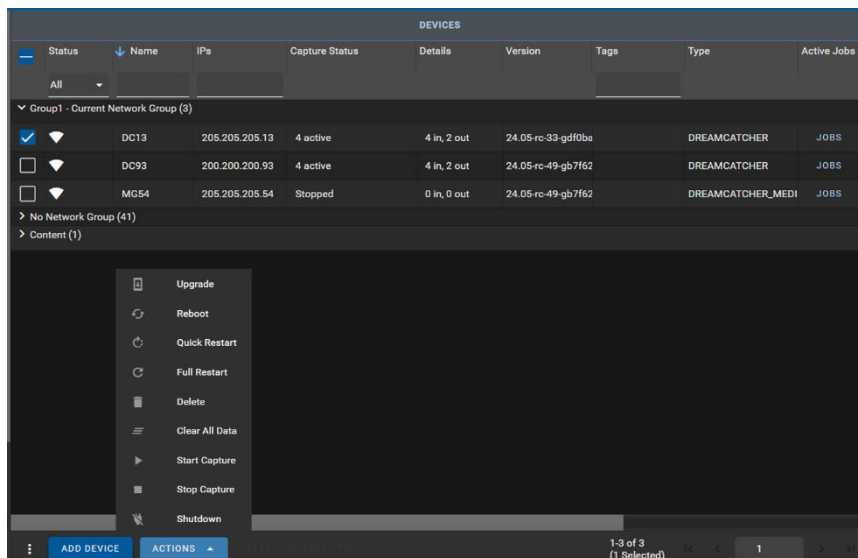


Figure 5-7: Device Actions

5.3.1. Upgrade

If provided with a DreamCatcher upgrade file from Evertz, all devices connected to the DreamCatcher network can be upgraded from the Device App Actions.

- To upgrade a device or devices, first checkmark the device(s) then select the action button as shown in Figure 5-7, and select 'Upgrade'. An upgrade dialog will appear, see Figure 5-8.
- Import your file, and toggle on 'Reboot after Upgrade', then you can begin the upgrade by clicking the 'UPGRADE' button.

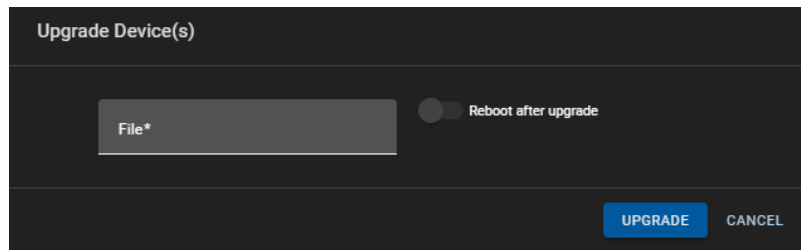


Figure 5-8: Device Upgrade

5.3.2. Reboot

All Devices connected to the DreamCatcher network can be rebooted from the Device App Actions.

- To reboot a device or devices, first checkmark the device(s) then select the action button as shown in Figure 5-7, and select 'Reboot'. A confirmation dialog will appear, see Figure 5-9.
- All devices selected for that action will be listed. Confirm the action by selecting the 'REBOOT' button, as seen in the confirmation dialog



Figure 5-9: Device Reboot

5.3.3. Quick Restart

All Devices connected to the DreamCatcher network can be Quick Restarted from the Device App Actions.

- To quick restart a device or devices, first checkmark the device(s) then select the action button as shown in Figure 5-7, and select 'Quick Restart'. A confirmation dialog will appear, see Figure 5-10.
- All devices selected for that action will be listed. Confirm the action by selecting the 'RESTART NOW' button, as seen in the confirmation dialog

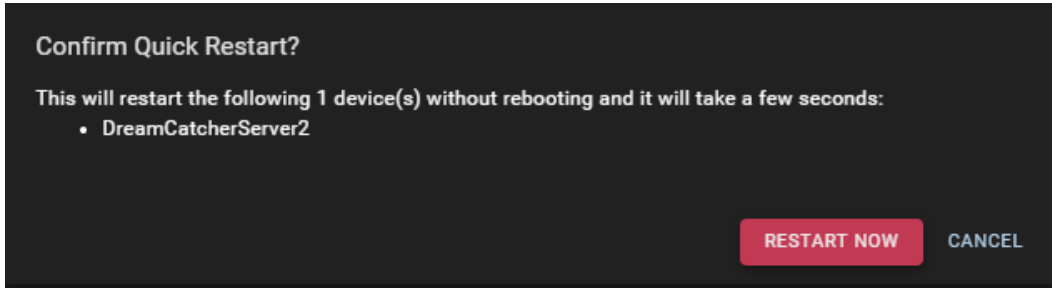


Figure 5-10: Quick Restart Device

5.3.4. Full Restart

All Devices connected to the DreamCatcher network can be Fully Restarted from the Device App Actions.

- To Full restart a device or devices, first checkmark the device(s) then select the action button as shown in Figure 5-7, and select 'Full Restart'. A confirmation dialog will appear, see Figure 5-11.

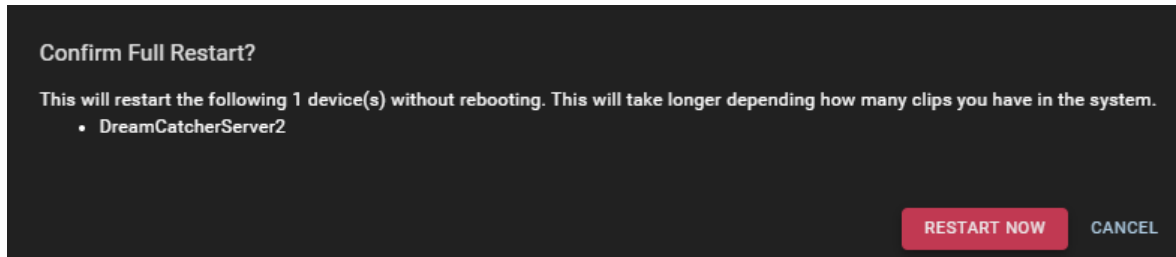


Figure 5-11: Full Restart Device

- All devices selected for that action will be listed. Confirm the action by selecting the 'RESTART NOW' button, as seen in the confirmation dialog

5.3.5. Delete Device

All Devices connected to the DreamCatcher network can be deleted from the Device App Actions.

- To remove a device or devices, first checkmark the device(s) then select the action button as shown in Figure 5-7, and select 'Delete'.
- A confirmation dialog will appear, see Figure 5-12.
- All devices selected for that action will be listed. Confirm the action by selecting the 'REMOVE' button, as seen in the confirmation dialog

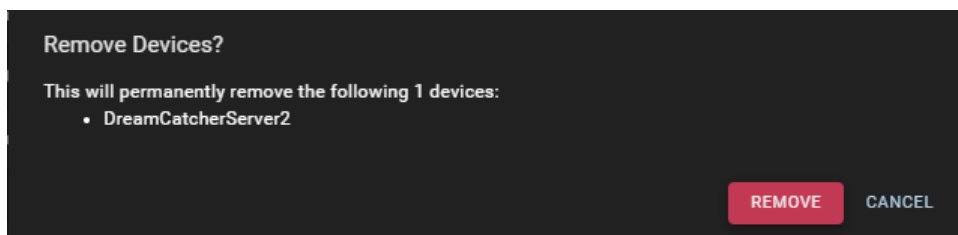


Figure 5-12: Remove Device

5.3.6. Clear All Data

All Devices connected to the DreamCatcher network can have data cleared from the Device App Actions (This data includes the record train, and all clipped off data).

- To clear all on a device or devices, first checkmark the device(s) then select the action button as shown in Figure 5-7, and select 'Clear All Data'.
- Confirmation dialog will appear, see Figure 5-13.
- All devices selected for that action will be listed. Confirm the action by selecting the 'CLEAR ALL DATA' button, as seen in the confirmation dialog

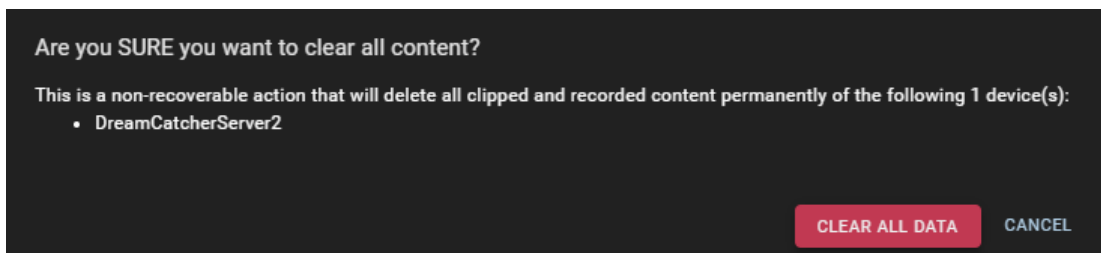


Figure 5-13: Clear All Data on Devices



Note: Once Data is cleared, it cannot be recovered.

5.3.7. Start Capture

All Devices connected to the DreamCatcher network can have their captures started (recording of inputs) from the Device App Actions.

- To start captures on a device or devices, first checkmark the device(s) then select the action button as shown in Figure 5-7, and select 'Start Capture'.
- A confirmation dialog will appear, see Figure 5-14.
- All devices selected for that action will be listed. Confirm the action by selecting the 'START CAPTURE NOW' button, as seen in the confirmation dialog.

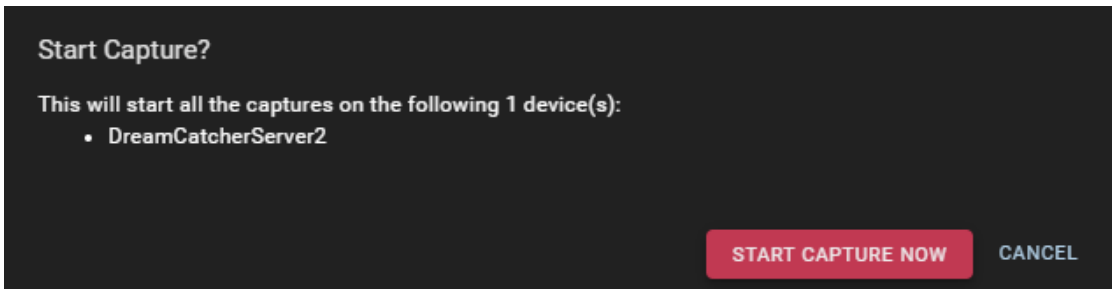


Figure 5-14: Start Device Capture

5.3.8. Stop Captures

All Devices connected to the DreamCatcher network can have their captures stopped (recording of inputs) from the Device App Actions.

- To stop captures on a device or devices, first checkmark the device(s) then select the action button as shown in Figure 5-7, and select 'Stop Capture'.
- A confirmation dialog will appear, see Figure 5-15.
- All devices selected for that action will be listed. Confirm the action by selecting the 'STOP CAPTURE NOW' button, as seen in the confirmation dialog.

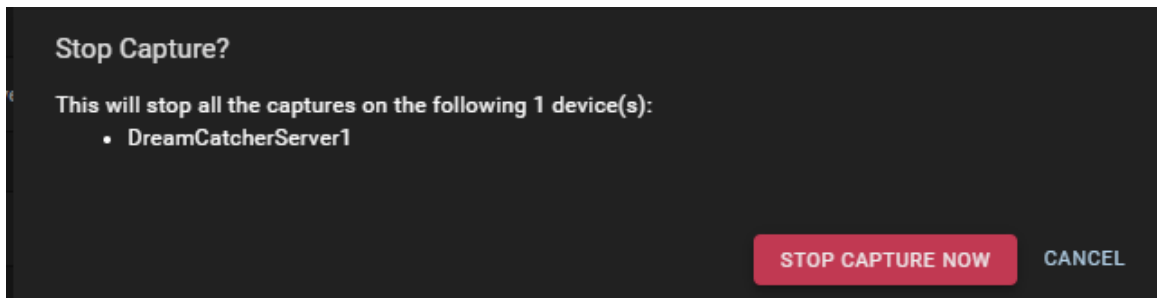


Figure 5-15: Stop Device Captures

5.3.9. Shutdown

All Devices connected to the DreamCatcher network can be shut down from the Device App Actions.

- To shut down a device or devices, first checkmark the device(s) then select the action button as shown in Figure 5-7, and select 'Full Restart'.
- A confirmation dialog will appear, see Figure 5-16.
- All devices selected for that action will be listed. Confirm the action by selecting the 'SHUTDOWN DEVICES' button, as seen in the confirmation dialog.

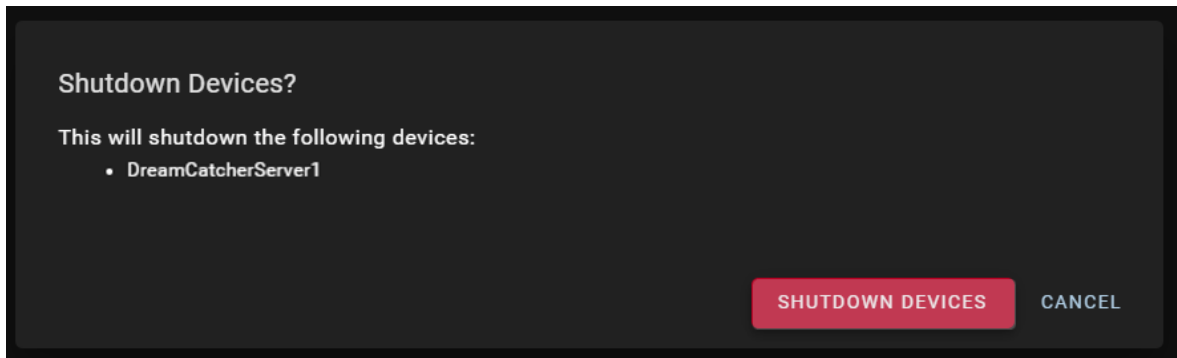


Figure 5-16: Stop Device Captures

5.4. QUICK ACTIONS

Within the property columns of the Devices app, there are additional quick actions a user can perform. Options include: viewing active Jobs, viewing PTP state, toggling Device Maintenance Mode, editing device IO Config, Editing a device's monitor ports, viewing the device Anywhere Canvas user interface, downloading a device backup, and downloading a network group backup. See Figure 5-19.

DEVICES								
Tags	Type	Active Jobs	PTP State	Mainte...	Edit IO ...	Edit De...	VUE Ca...	Downlo...
	DREAMCATCHER	JOBS						
	DREAMCATCHER	JOBS	SLAVE					
	DREAMCATCHER_MEDI	JOBS	SLAVE					

Figure 5-17: Device Quick Actions

5.4.1. Active Jobs Quick Link

- Click on the Jobs link of a device to automatically jump to the Jobs App, filtering for the specific Device chosen in the device row, see Figure 5-18.

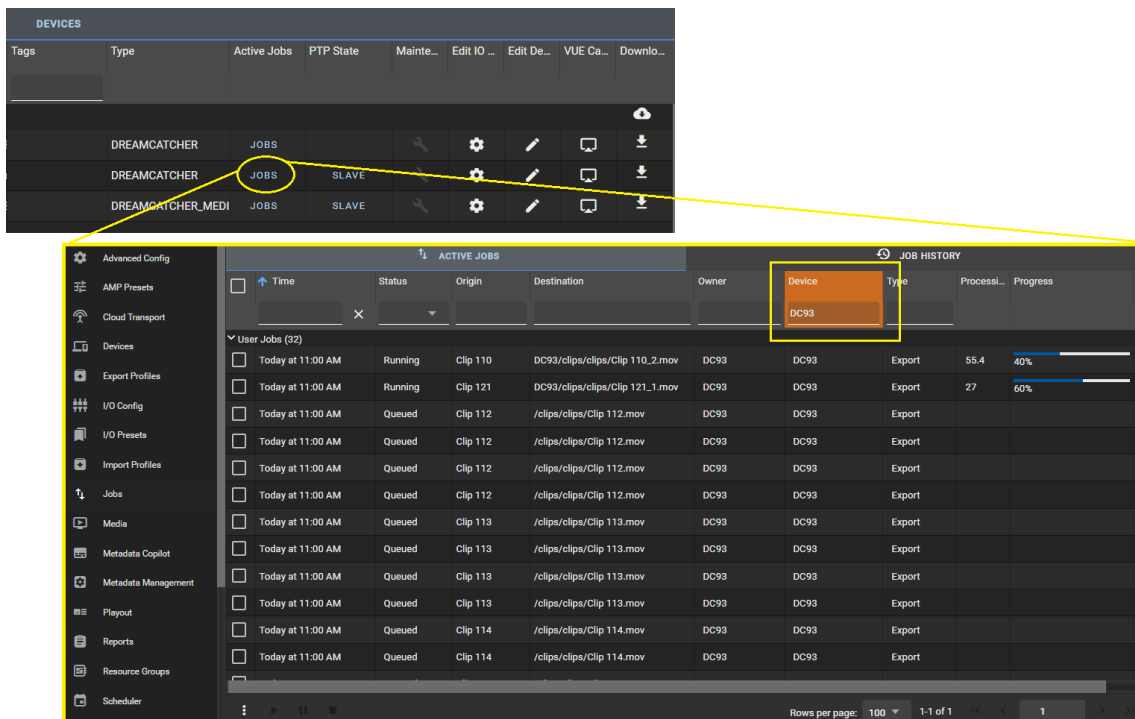


Figure 5-18: Jobs Quick Link

5.4.2. Maintenance Mode Quick Action

Each device can be put into maintenance mode from the Device App. When maintenance mode is on, the system will not take on any more work for other systems across the network. This can be useful when you want to perform maintenance tasks on a system without interfering with running jobs.

- To toggle Maintenance mode on a device, simply click on the wrench icon, a confirmation dialog will appear, see Figure 5-19.

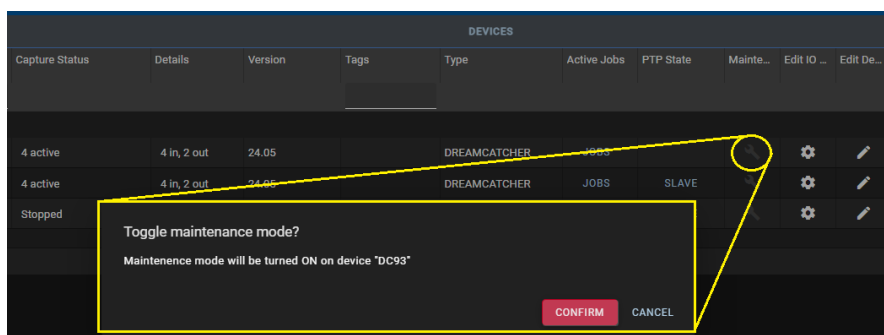


Figure 5-19: Maintenance Mode Configuration

- Once 'CONFIRM' has been selected the wrench icon will be lit orange to indicate the mode is active, as shown in Figure 5-20. To turn off, repeat the process.

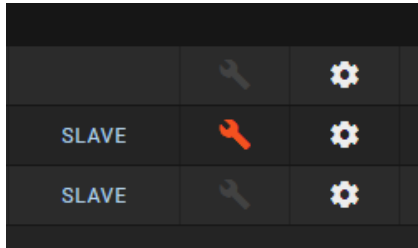


Figure 5-20: Maintenance Mode ON

5.4.3. Edit IO Config Quick Action

- To update a device's configuration, click on the cog wheel button, an IO Configuration dialog will open, see Figure 5-21.
- Edit the IO configuration as desired and complete the update by clicking the 'SAVE' button.

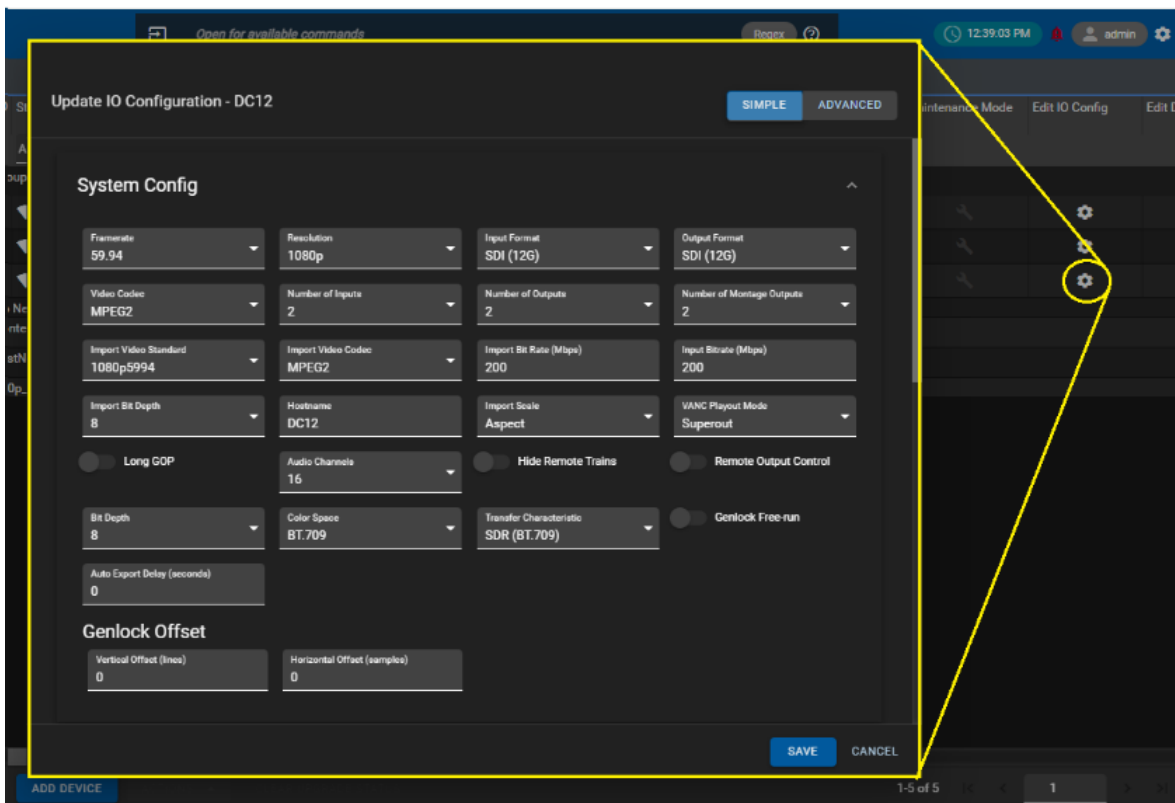


Figure 5-21: Update IO Config in the Devices App

5.4.4. Device Quick Action

- To edit a device's monitor ports, click on the pen icon, a dialog will open, see Figure 5-22.
- As instructed by your DreamCatcher product specialist, update the monitor port if required.

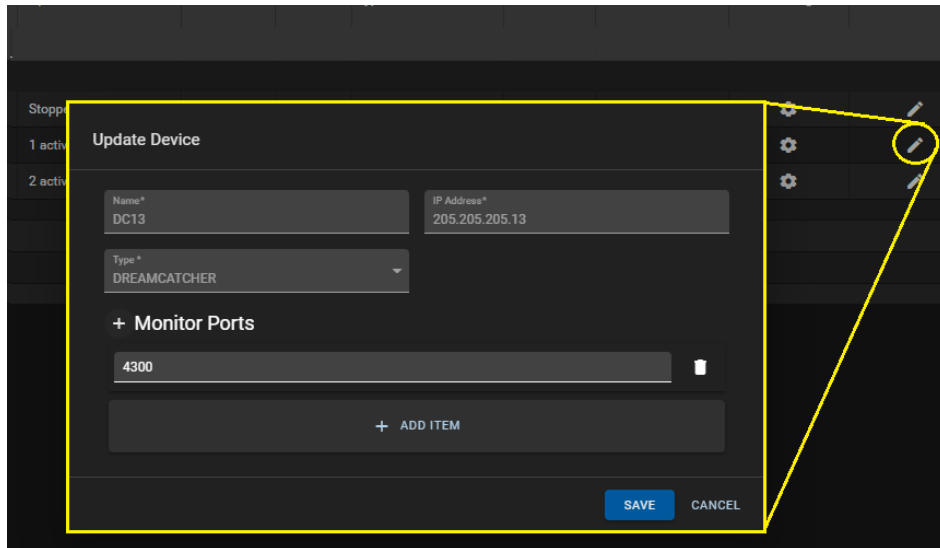


Figure 5-22: Edit Device in the Devices App

5.4.5. VUE Canvas Quick Action

- To open a device's Anywhere Canvas user interface, click on the monitor icon as shown in Figure 5-23. An Anywhere Canvas video window will open. For more information on using Anywhere Canvas see the DreamCatcher User Guide manual.

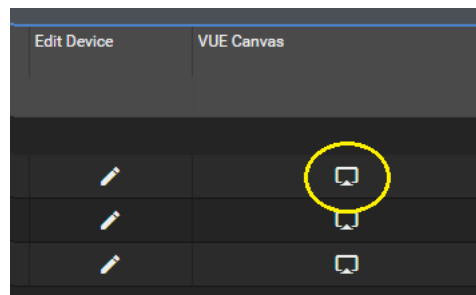


Figure 5-23: Anywhere Canvas Quick Action Button

5.4.6. Download Backups

A backup of each device, or a network of devices can be downloaded in the Device App.

- To download a single device, simply click the download icon in the device column, as shown in Figure 5-24. The download will follow your browser download specifications.

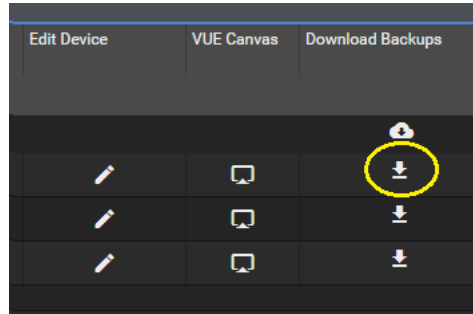


Figure 5-24: Device Backup Download

- To download a network group backup, simply click the cloud icon in the network group column, as shown in Figure 5-25. The download will follow your browser download specifications.



Note: Downloading may take some time depending on the number of machines in the network group and your network download speed.

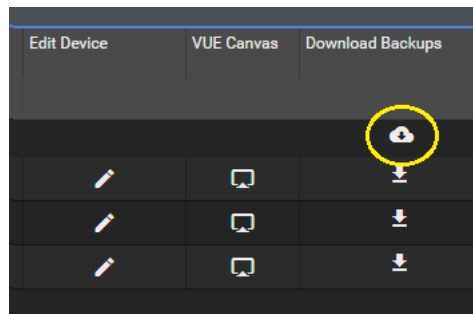


Figure 5-25: Network Group Backup Download

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6. EXPORT PROFILES

The Export Profiles App allows for creation, modification and removal of export and archive profiles across the DreamCatcher Network. Upon opening the Export Profiles App, the user can preview a list of any existing profiles within the network. From here, the user can create, customize, remove or clone a profile. See Figure 6-1.

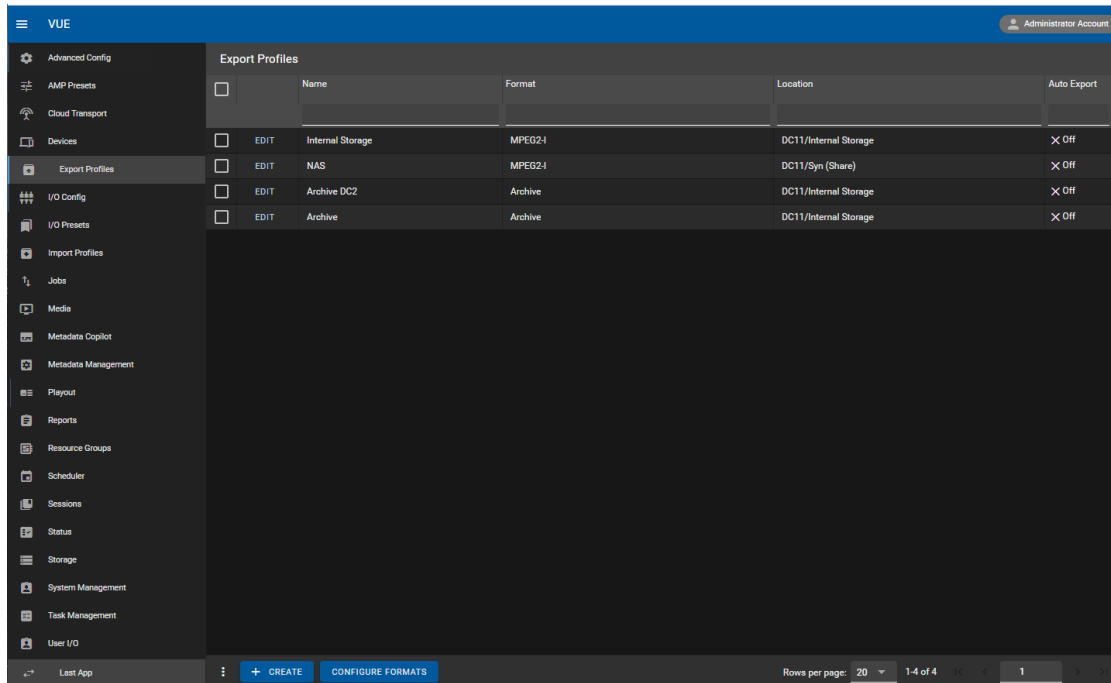


Figure 6-1: Export Profiles

6.1. NAVIGATING THE EXPORT PROFILES APP

6.1.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. Figure 6-2.
- To change the order between ascending and descending, simply click the property's name again.

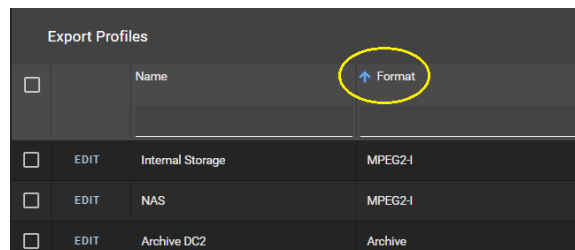


Figure 6-2: Export Profiles Sort Ascending or Descending

6.1.2. Customizing Columns Shown and Grouped

- The property information can be organized by grouping or hiding property columns. This can be done by selecting the options button (ellipsis icon). See Figure 6-3 and Figure 6-4.
- Within the group columns selection, choices include grouping the profiles by name, format or location.
- Within the show columns selection, columns can be check marked on and off to become visible.

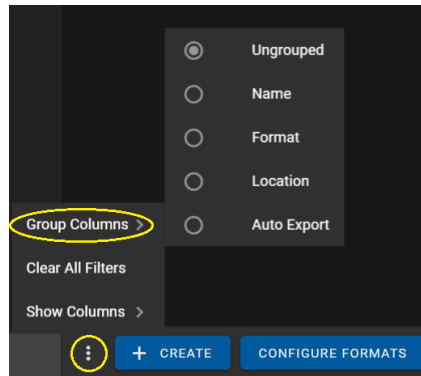


Figure 6-3: Export Profiles – Group Columns

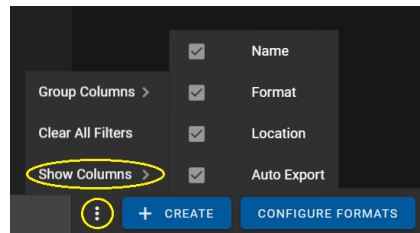


Figure 6-4: Export Profiles – Show Columns

6.1.3. Filtering Columns

- Some properties can be searched by typing in a value into that column's heading. See Figure 6-5.

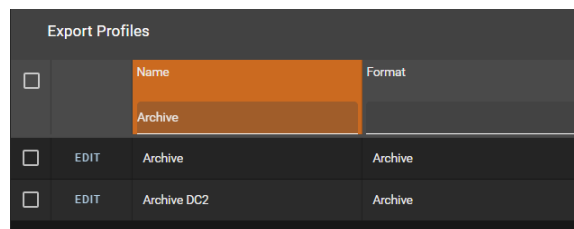


Figure 6-5: Searching Export Profile by Name

- To reset the search, select the options button (ellipsis icon) and select the 'Clear All Filters' button as shown previously in Figure 6-3 and Figure 6-4.

6.2. CREATING EXPORT PROFILES

To create a profile, select the '+ CREATE' button at the bottom of the Export Profiles App page, as seen in Figure 6-6.

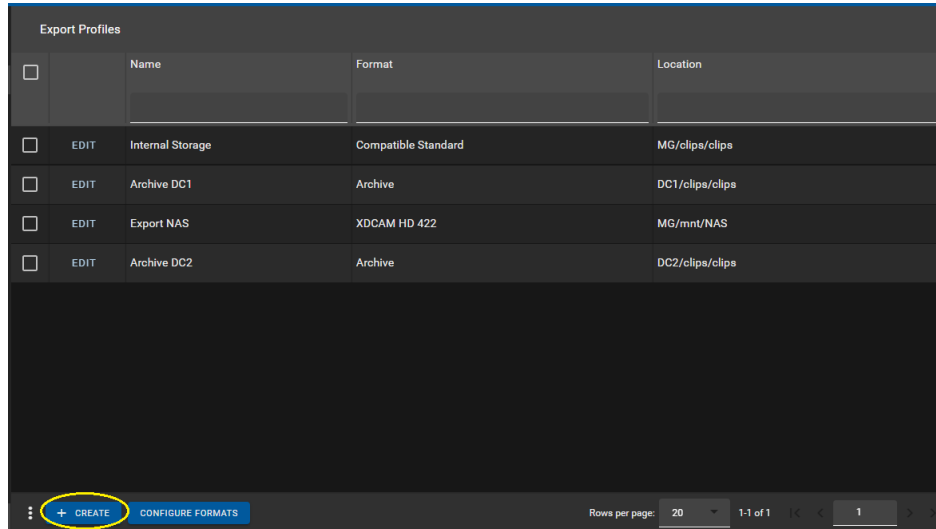


Figure 6-6: Export Profiles

- Automatically, an export profile creation dialog will open in the app. see Figure 6-7. Each new export profile will be added to the list of profiles and named “New Profile”.
- Please note some of the drop-down options discussed in this section are minimized in this Figure.

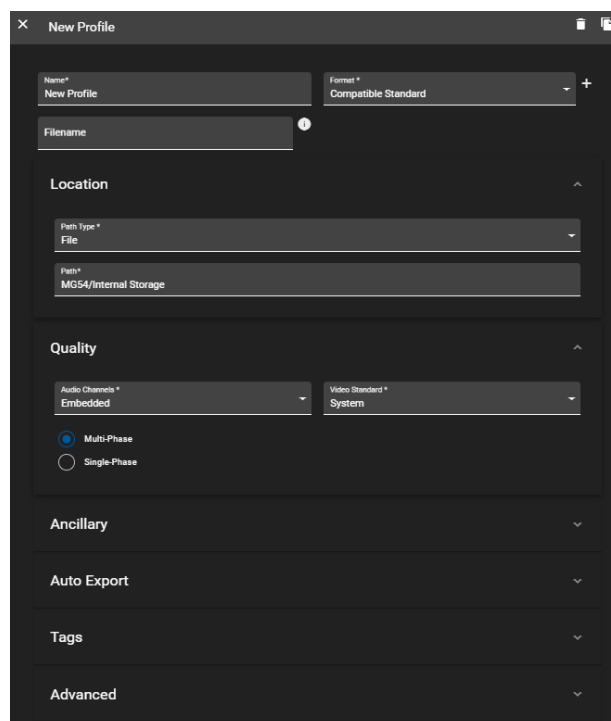


Figure 6-7: New Export Profile

6.2.1. Export Profile Options

The following options are available for each profile, **depending on the codec being used**:

- **Name:** Name the export profile for all connected users can see and use.
- **Format:** Available file formats include:
 - Compatible Standard, Proxy, LT, HQ
 - Strict Compatible Standard, Proxy, LT, HQ
 - VC-3 HQX, HQ, SQ (mov & mxf)
 - XDCAM HD 422, XDCAM HD 422 Interra
 - MPEG2-I
 - AVC Intra 50, 100 (mov & mxf)
 - DVC PRO HD (mov & mxf)

For more information regarding supported export file formats, please see the general DreamCatcher User Guide. For custom export profiles, see Section 6.3.
- **Filename:** An option to add a clip naming template, which is used to overwrite the original content's name. Options (listed in the info box) include:
 - %c - record train (input) name
 - %t - clip creation_time
 - %T - compact clip creation time (removes dashes from values)
 - %i - short_in (of exported clip, or if given as a start param for growing file jobs)
 - %o - short_out (of exported clip, or if given as an end param for growing file jobs)
 - %d - clip duration
 - %L - clip readable_id with angle (PBSA)
 - %r - clip readable_id (PBS)
 - {dynamic_name} – Clips name
- **Path Type:** The option between File (Local / Mounted or External storage) or network Streaming (TCP/UDP/RTP or MTMP) paths for the export.
- **Path:** A list of all available storage locations in the network. In each location, a folder can be selected, or a new folder(s) can be created. Available top-level options include:
 - Internal Storage (if applicable) of any connected device
 - External Storage of any connected device(s) (e.g. USB or External Hard Drive)
 - Network Attached Storage (NAS) of any connected device(s)
 - Imports (watch folder) of any connected device(s)
- **Audio Channels:** A list of available options for exporting audio. Options include:
 - Embedded
 - Stereo
 - Mono

- **Video Standard:** A list of available video standards, depending on the Input and output format. Options include:
 - System (the video standard the Media Suite is presently running)
 - 720p 50/59.94Hz
 - 1080i 50/59.94Hz,
 - 1080p 23.98/25/29.97/50/59.94Hz
 - Ultra HD 23.98/25/29.97/50/59.94Hz

For more information regarding supported video standards, please see the general DreamCatcher User Guide. For custom export profile resolutions, see Section 6.2.
- **Multi-Phase or Single-Phase:** An option for use with multi-phase cameras, the user can choose to export/archive either in slow-mo form or real-time.
- **Export TC (Time Code) Source:** A list of timecode sources for exporting. Options include:
 - System Timecode (the timecode presently used by the system)
 - ANC LTC
 - ANC VITC
 - Zero Timecode
- **Export Captions/ANC:** The option to export with Captions or ANC data.
- **With Guardband:** The option to export the guardband of clip(s).
- **Sidecar Types:** A list of available sidecar metadata files for exporting. Options include:
 - XMP (Adobe compatible)
 - XML (EVS compatible)
 - Raw Metadata (JSON)
- **Auto Export:** An option to automatically export clips when made on a system (Including the choice of input to export).
- **Tags:** An option to automatically add Tags to exported clips and/or playlists. Additionally, options to add generic tags that apply to all media exported and Automatic Export tags which are used to trigger an export of the tagged clip.
- **Priority:** An option which controls whether the export jobs using that profile are completed first or after other exports. The priority ranges from very low (will run exports last) to high (will run exports first).
- **Intensity:** An option to allocate the amount of working units in the system to perform an export job. The higher the percentage, the more units the system is using.
- **Segment Time (Seconds):** An option to separate exported files into smaller segmented files in case the transfer is interrupted, or the export is considerably large. The user will be able to review the segmented transfer.

6.3. CREATING CUSTOM EXPORT PROFILES

Users may want to customize their export file formats to have specific properties. Editing, deleting and cloning custom profiles will be discussed later in Section 6.5.

- To begin creating a customized export profile, click on the 'plus icon' beside 'Format'. See Figure 6-8.

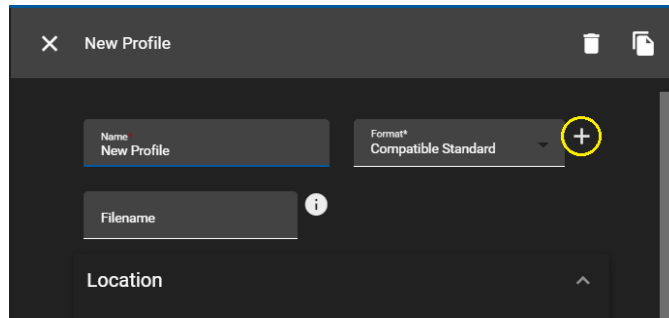


Figure 6-8: Export Profiles Custom Export Creation

- Once selected, a separate dialog box will open, allowing a custom profile to be created. See Figure 6-9.

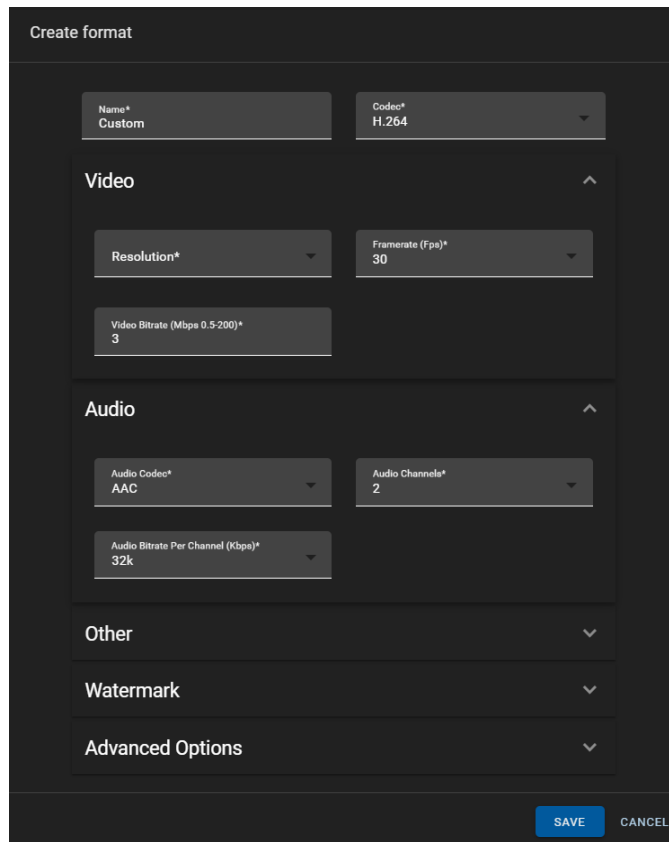


Figure 6-9: Export Profiles Custom Export Dialog

6.3.1. Custom Export Profile Options

The following options are available, **depending on the codec being used**:

- **Name:** Name the file format of this custom export that all connected users can see / use.
- **Codec:** Available Codec options include:
 - H.264
 - Mpeg2-I
 - Compatible
 - VC3
- **Resolution:** Available resolution options include:
 - 360p
 - 480p
 - 576p
 - 720p
 - 1080i
 - 1080p
 - 2160p
- **Framerate (Fps):** Available Framerate options include:
 - 24
 - 25
 - 29.97
 - 30
 - 50
 - 59.94
 - 60
- **Video Bitrate (Mbps):** Video Bitrates can be entered 0.5 – 200
- **GOP:** Number of GOP Frames (15-250).
- **Audio Codec:** Available audio codecs include:
 - ACC
 - PCM
- **Audio Channels:** Available audio channel options include:
 - Mute
 - Default
 - 2
 - 4
 - 5

- 6
 - **Audio Bitrate Per Channel (Kbps):** Available bitrate options include:
 - 32K
 - 64K
 - **File Extension:** Available file extension options include:
 - Mp4
 - Mov
 - Flv
 - M3u8
 - mxf
 - ts
 - **Pixel Format:** The default pixel format is yuv422.
 - **Watermark:** Images with an alpha channel can be exported over video clips. The location of the watermark on the clip is based on their set offsets. An Image can be uploaded in the DreamCatcher Media Folder and accessed by the export profile by adding in the path name. Example: /clips/media/images/your_image_name.png
- Once done creating your custom profile(s), click the 'SAVE' button. The custom codec will now be accessible in the file format list, to be used to create a new export profile.

6.4. SAVING, DELETING AND EDITING EXPORT PROFILES

6.4.1. Saving Profiles

- Ensure once changes have been made to a profile, the circular 'save' icon is clicked to complete the profile as shown in Figure 6-10.

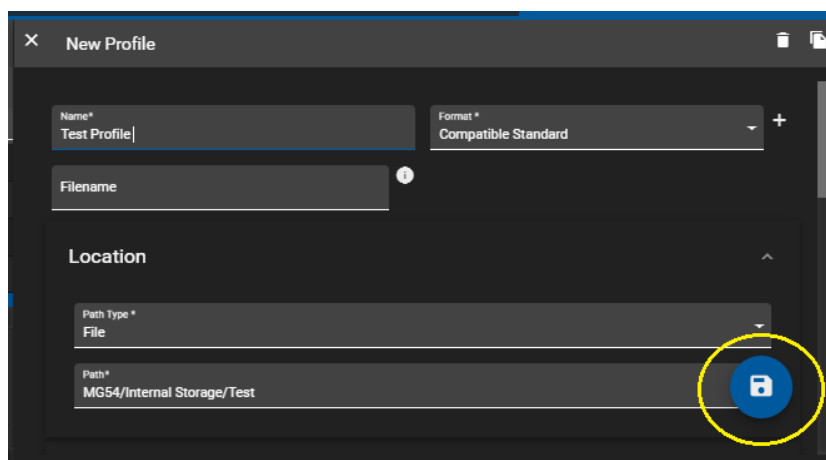


Figure 6-10: Saving Export Profiles

6.4.2. Editing Export Profiles

- Edits can be made by clicking the 'EDIT' button on the left-hand side of the profile, as circled in Figure 6-11.

	Name	Format
<input type="checkbox"/>		
<input type="checkbox"/>	NAS	MPEG2-I
<input type="checkbox"/>	Internal Storage	Compatible Standard
<input type="checkbox"/>	Archive	Archive
<input type="checkbox"/>	Archive DC2	Archive

Figure 6-11: Editing Export Profiles

6.4.3. Cloning Export Profiles

- An export profile cloned in the edit mode, by clicking the clone icon as shown in Figure 6-12.
- The copied profile will immediately be opened for editing. The profile will be named the same as the profile it was created from, with a "(copy)" added. For example, "New Profile (copy)".

Figure 6-12: Cloning Export Profiles

6.4.4. Deleting Export Profiles

- An export profile can be deleted in the edit mode, by clicking the delete 'trash' button as shown in Figure 6-13.

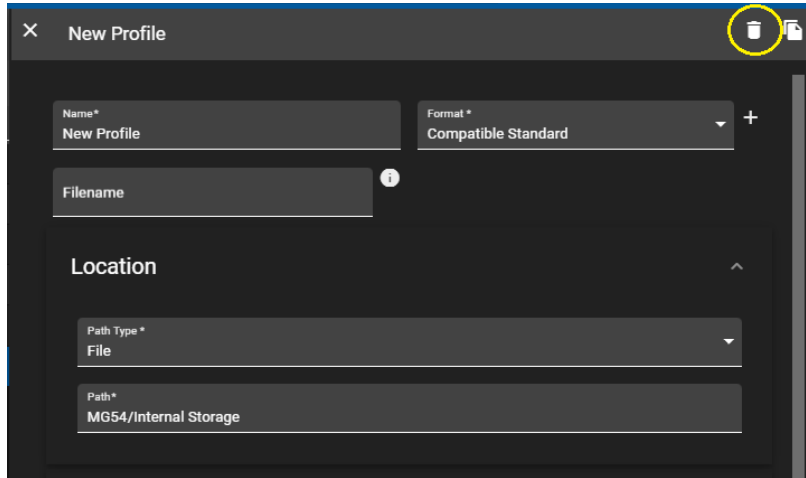


Figure 6-13: Deleting Export Profile

- Multiple export profiles can be deleted by selecting the profile's check box and clicking the 'DELETE PROFILES' button, as shown in Figure 6-14.

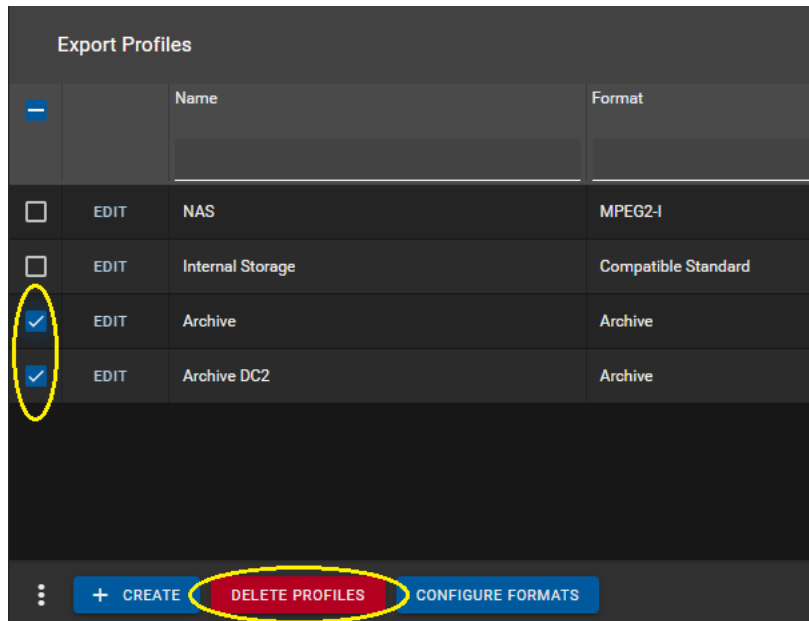


Figure 6-14: Deleting Multiple Export Profiles

- A confirmation dialog will then appear with all profiles selected to be removed. To confirm, press the 'DELETE' button as seen in Figure 6-15.

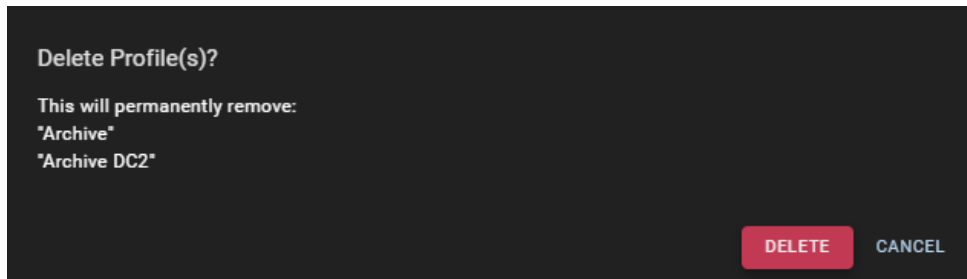


Figure 6-15: Deleting Export Profile Confirmation

6.5. CONFIGURE CUSTOM EXPORT FORMATS

- To configure the custom export formats, click on the 'CONFIGURE FORMATS' button. This will open an Export Formats dialog. See Figure 6-16.

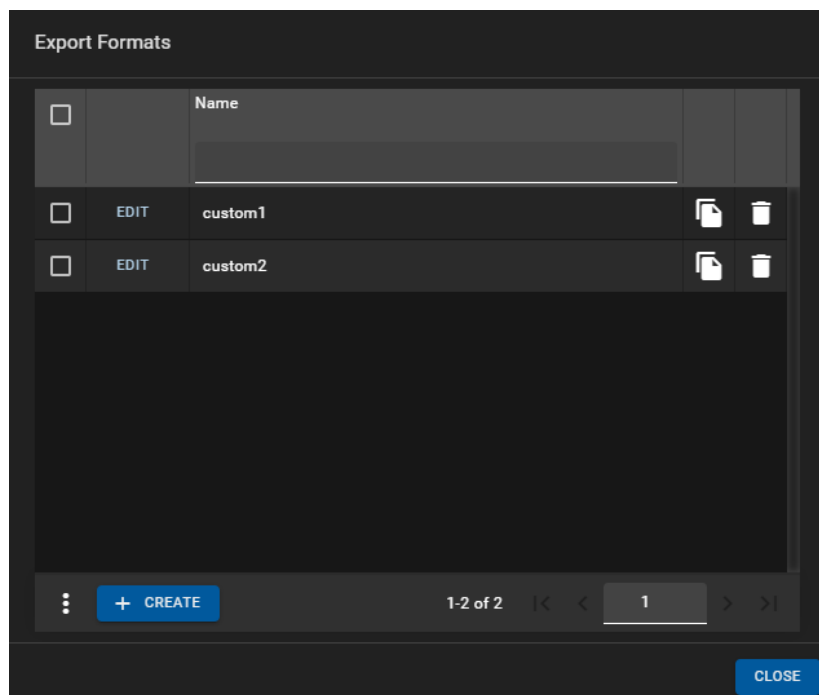


Figure 6-16: Configure Formats Dialog

- Within this dialog, custom export formats can be created, edited, cloned and deleted in the same manner as all export Profiles.
- Custom formats can also be searched by name, by typing in a value into the column heading.
- The dialog can be closed by clicking on the 'CLOSE' button.

6.6. CREATING AUTOMATIC EXPORT PROFILES

Automatic Export Profiles allow for new clips and/or clips which already exist on the network to be automatically exported. For new clips, specific inputs can be explicitly chosen to export automatically when a clip is created. Existing clips can be automatically exported if a specific custom tag is added manually, from the tagging editor or a bin.

6.6.1. How to Export New Clips and Selected Inputs

- To create an automated export profile, start by creating a profile as instructed in the previous sections.
- Within the profile, toggle on the 'Auto Export' option.
- Select the input(s) you wish to have automatically exported using the blue arrow buttons. See Figure 6-17.
- Once chosen, complete the profile by clicking on with the save button.
- Each time a clip is created using the selected system input(s), the clip will automatically get exported using this profile.

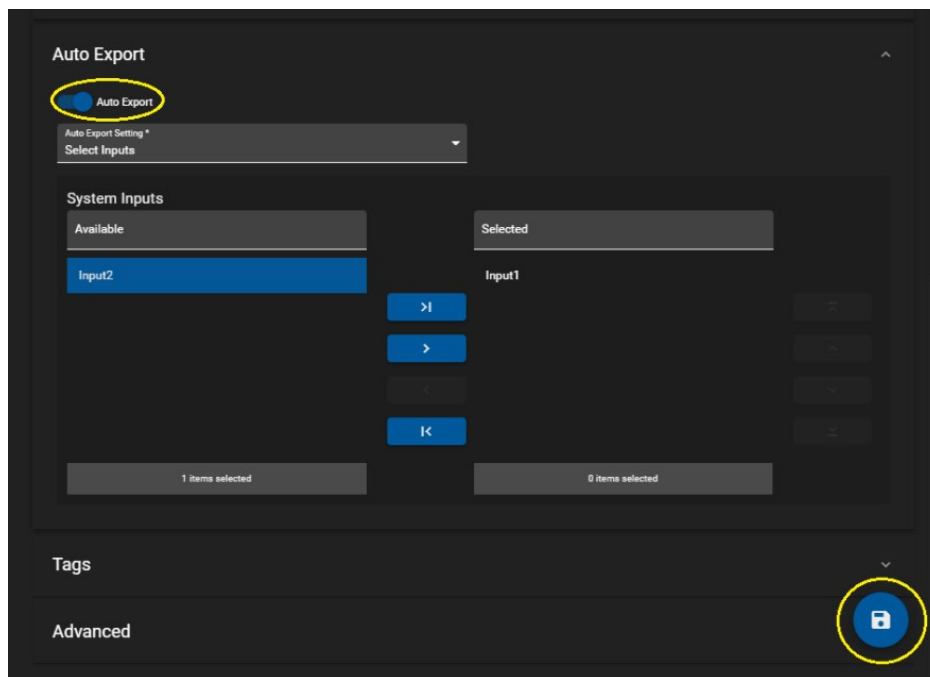


Figure 6-17: Configure

6.6.2. How to Automatically Export Existing Clips Using Tags

- Edit or create a new export profile, enable the 'Auto Export' feature, and confirm no inputs are selected or de-select all Inputs from the auto export system inputs column (as shown previously in Figure 6-17). This step is to ensure only tags trigger the exports.
- Next, navigate to the 'Tags' section and add an item to the 'Automatic Export Tags'.
- In the 'Automatic Export Tag' field, add in one or multiple custom tags, see example in Figure 6-18.
- Once tags are added, complete the profile by pressing the save button as shown in Figure 6-18.
- This workflow will ensure only clips tagged with the custom automatic export tag set in the profile will export to the location of the profile created.

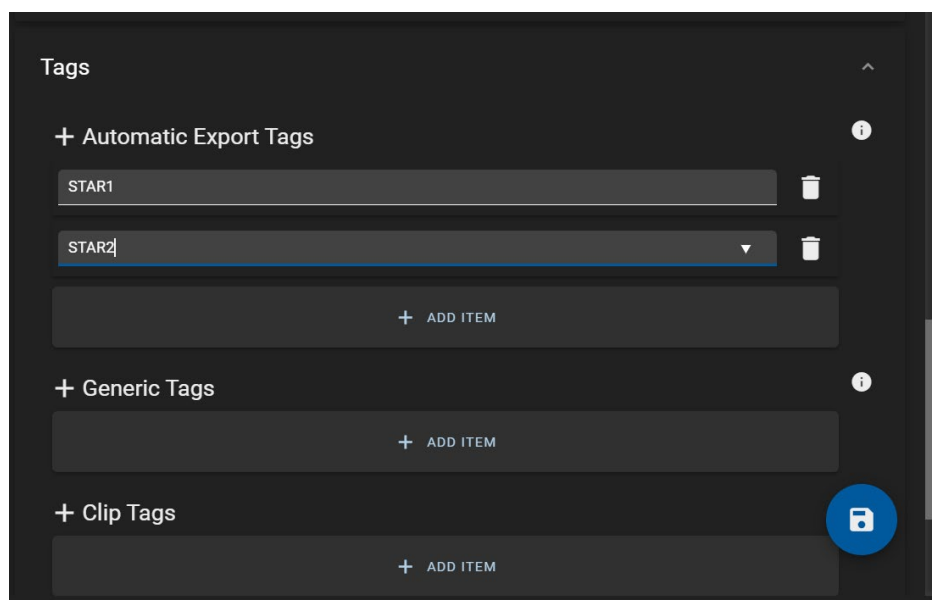


Figure 6-18: Configure

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7. I/O CONFIG APP

The I/O Config App allows for setup and modification of the system’s configuration, see Figure 7-1. This App is split into a Simple Configuration and Advanced Configuration.

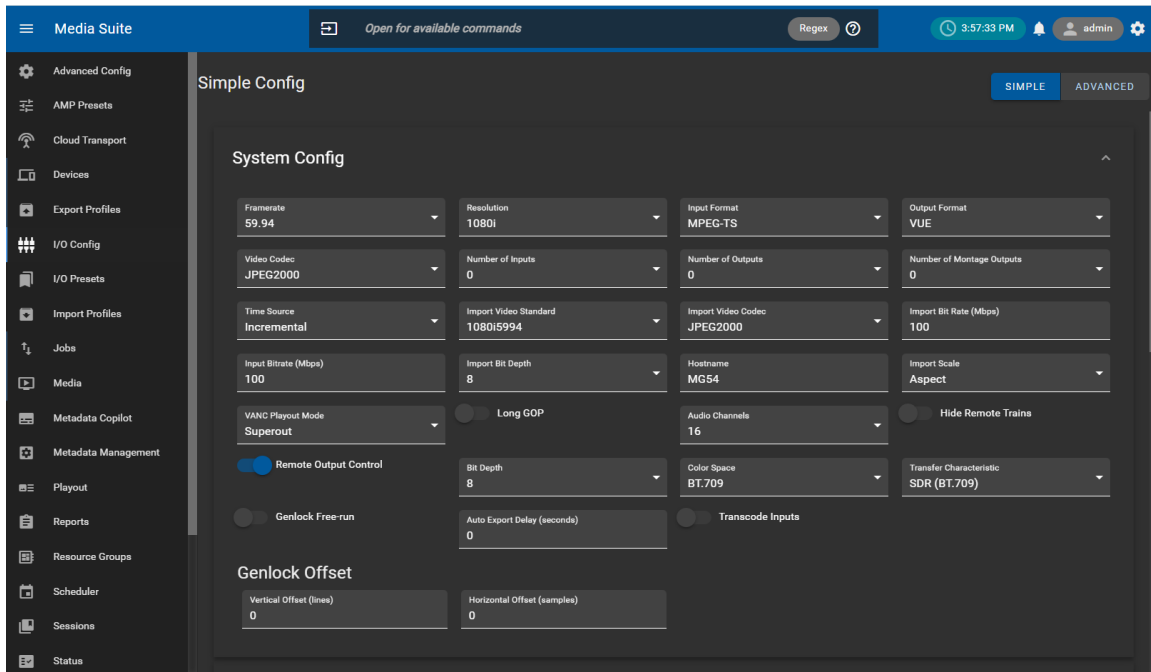


Figure 7-1: I/O Config App

7.1. SIMPLE CONFIGURATION

The Simple Configuration section includes basic system settings including parameters such as formats, codecs, number of inputs, outputs, audio settings and more. Additionally, custom clip settings and network settings are available to configure, see Figure 7-2.

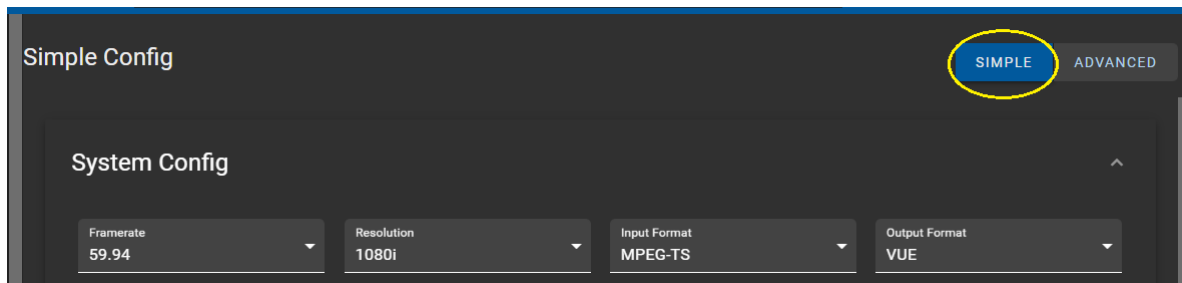


Figure 7-2: Simple Configuration



IMPORTANT: The Configuration of the Media Suite, with the exception of number of inputs and outputs, must match the configuration of any remote systems in the network, if settings do not match an alarm will be raised.

7.1.1. System Config

- To change a setting simply click on a drop-down menu or toggle to apply or change the setting, see Figure 7-3.

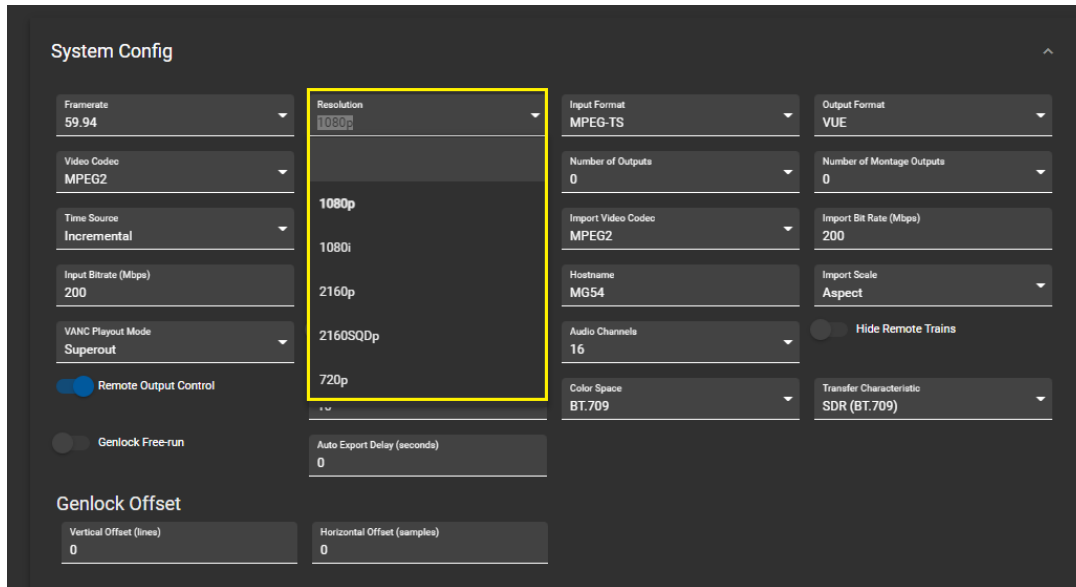


Figure 7-3: System Config

- Changes made can be saved using the save icon, as shown in Figure 7-4.

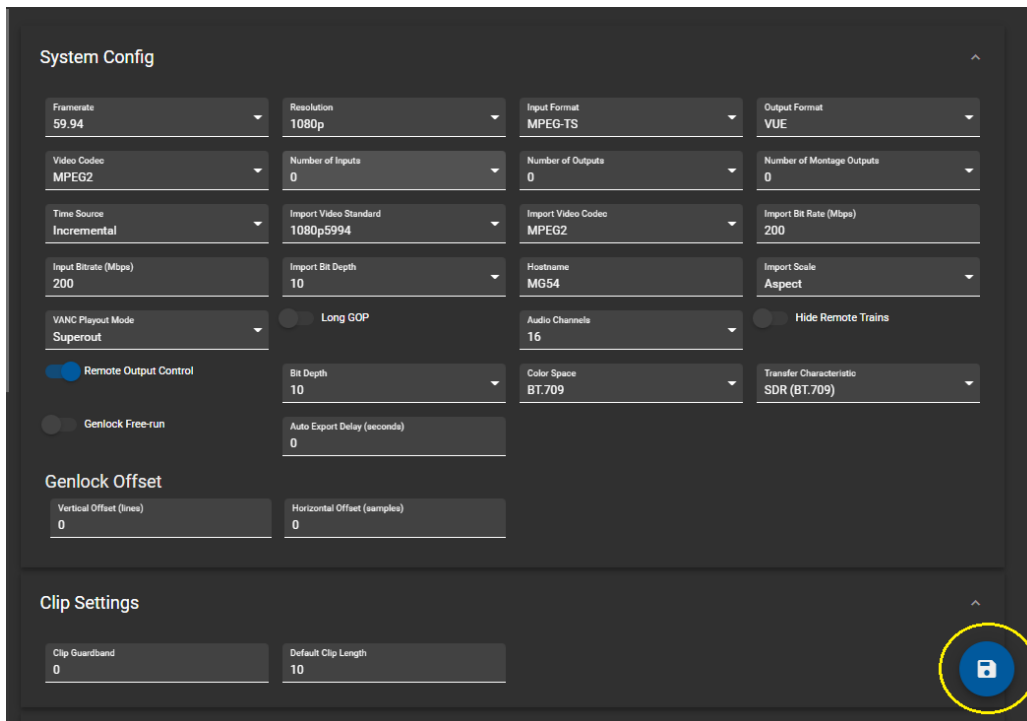


Figure 7-4: Saving IO Changes



IMPORTANT: Changes made to system Configuration may require Clear All and Restart, this will clear out all Clips saved in the PBS and content saved in the Record Trains. Always discuss configuration changes with a Product Specialist.

- A dialog will appear requesting to save changes. Confirm changes, and any required Clearing of Data and Restarts by clicking on the 'SAVE, CLEAR & RESTART' button, see Figure 7-5.

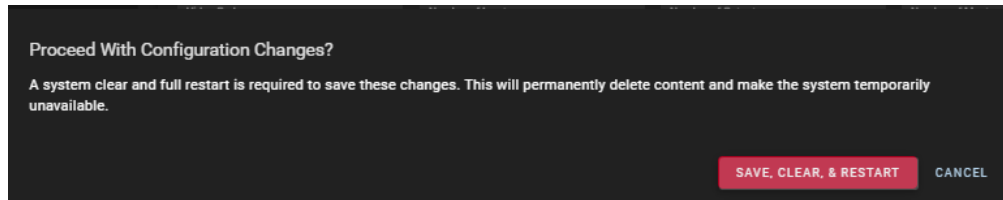


Figure 7-5: Confirmation to Change IO

7.1.2. Clip Settings

- To adjust the clip settings, click on the text box and type in a new value for Guardband or Default Clip Length, see Figure 7-6.
- Save changes by clicking on the save icon as shown previously in Figure 7-4.

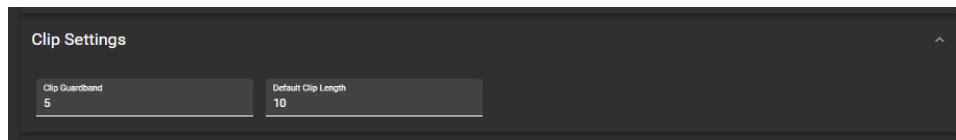


Figure 7-6: Clip Settings

7.1.3. Network Settings

Network settings allow for multiple DreamCatchers to be connected over the network and work and interact with each other. DreamCatchers can be connected using a Network Group or IP addresses. See Figure 7-7.

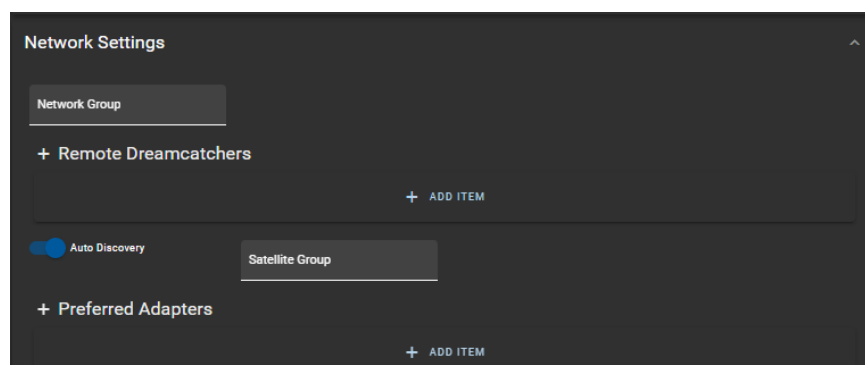


Figure 7-7: Network Settings

- To connect DreamCatchers over a Network Group, type in an existing Network Group name or create a network group name in the 'Network Group' text box, see Figure 7-8.

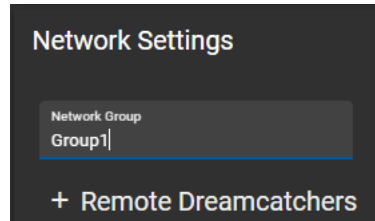


Figure 7-8: Adding a Network Group Name

- Preferred adapters can be set to specify an eth connection to connect over while using a Network Group. Figure 7-9.

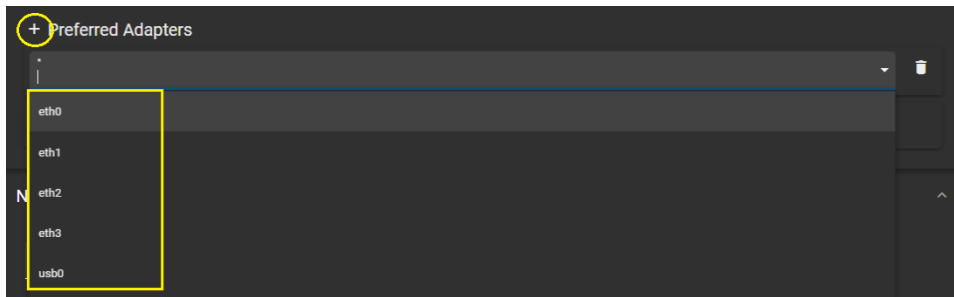


Figure 7-9: Setting a Preferred Adapter

- To manually add a remote, click the plus icon as shown in Figure 7-10, and type in the DreamCatcher IP address

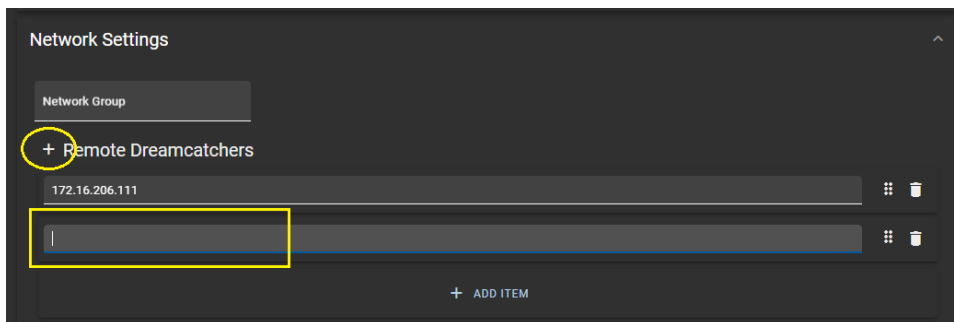


Figure 7-10: Adding Remote DreamCatchers

- Satellite groups can be added for custom workflows requiring isolated session inputs and content management. For more details on using Satellite Group workflows, speak with your DreamCatcher Product Specialist.
- Save changes by clicking on the save icon as shown previously in Figure 7-4.

7.2. ADVANCED CONFIGURATION

Within the Advanced Config Section, all settings from the Simple Configuration Section are available with the addition of specific individual input, output and montage output properties. For the Media Suite the advanced page does not offer any benefits over the Simple Configuration page. For details on using the Advanced Configuration page with a DreamCatcher user, see the DreamCatcher User Guide.

- To switch to advanced, click on the 'ADVANCED' tab as shown in Figure 7-11. A confirmation dialog will appear, confirm the switch by pressing 'CONTINUE'.
- To return back to simple, repeat the process by clicking on 'SIMPLE'.

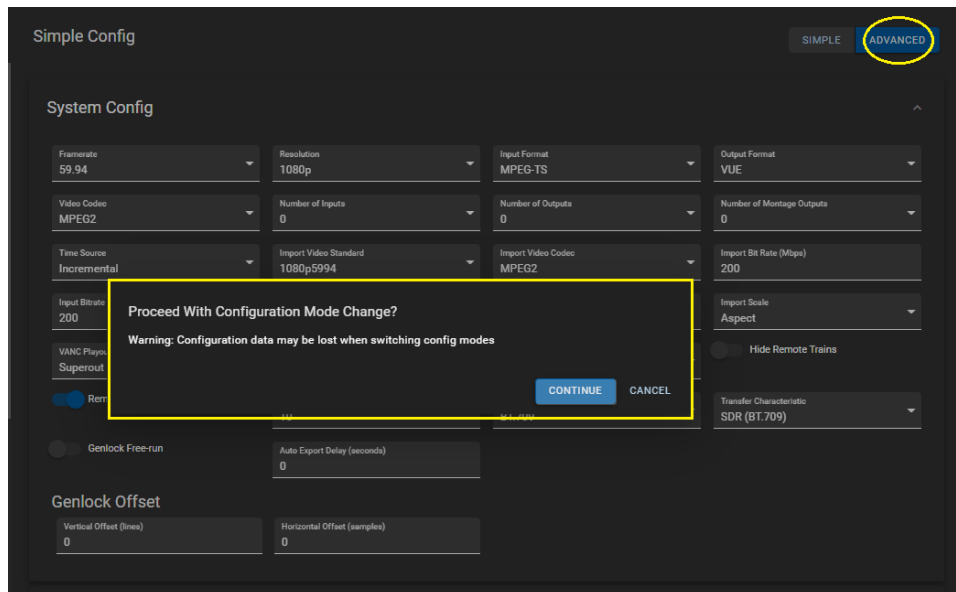


Figure 7-11: Advanced Configuration

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8. I/O PRESETS

The I/O Preset App allows users to save how their system is currently configured in the I/O Config App, to load it up at any time in the future. Multiple I/O Presets can be saved on a local system, see Figure 8-1.

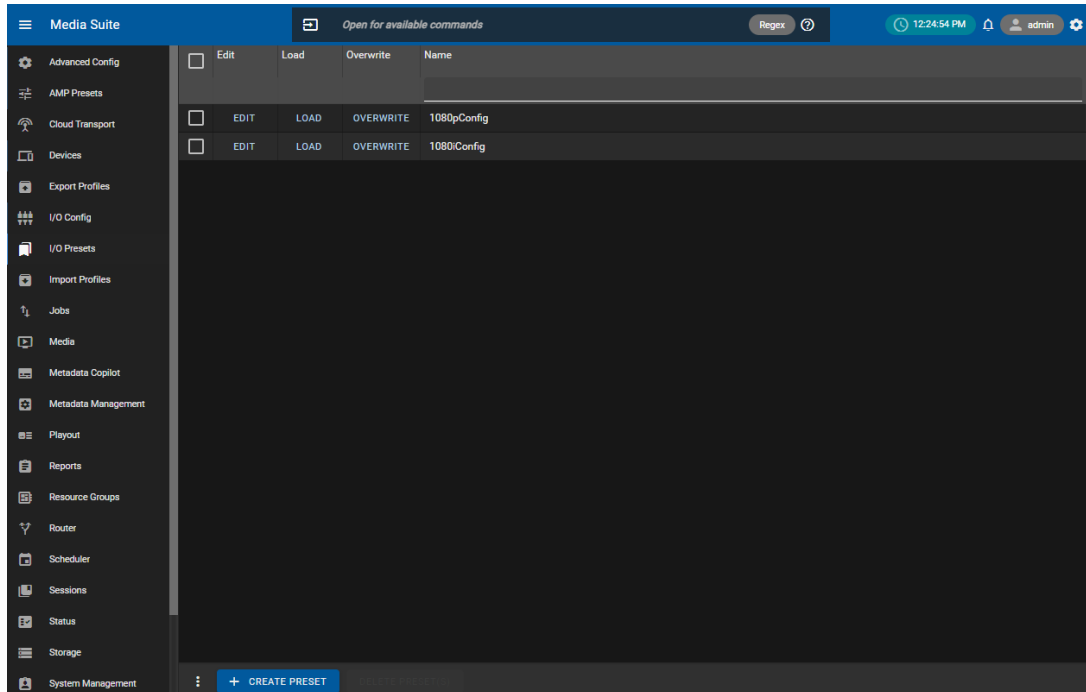


Figure 8-1: User I/O App

8.1. NAVIGATING THE USER I/O APP

Within the I/O Presets app, the user can see profiles listed by Name, with the options to Load, Overwrite and edit. Additionally, users can organize profiles via column order and filtering.

8.1.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. See Figure 8-2.
- To change the order between ascending and descending, simply click the property's name again.

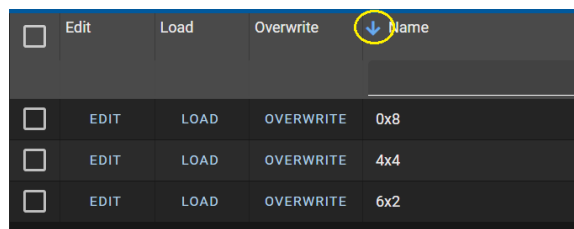


Figure 8-2: I/O Presets Sort Ascending or Descending

8.1.2. Customizing Columns Shown

- The property information can further be organized by hiding property columns. This can be done by selecting the options button (ellipsis icon). See Figure 8-3.
- Within the show columns selection, columns can be check marked on to see information or check marked off to hide information.

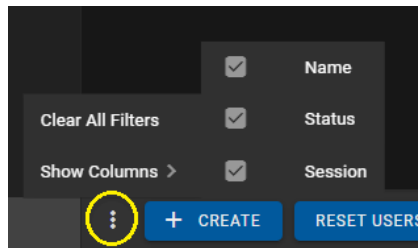


Figure 8-3: I/O Presets App – Group Columns

8.1.3. Filtering Columns

- Properties can be searched by simply typing in a value in their search bar region, below the property name. See Figure 8-4 for an example.
- To reset the search, select the options button (ellipsis icon) and select the 'Clear All Filters' button as shown previously in Figure 8-3.

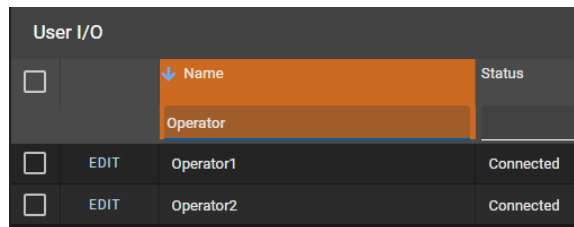


Figure 8-4: Searching Properties

8.2. CREATE NEW I/O PRESETS

- To create a new I/O Preset, click on the '+ CREATE' button as shown in Figure 8-5.

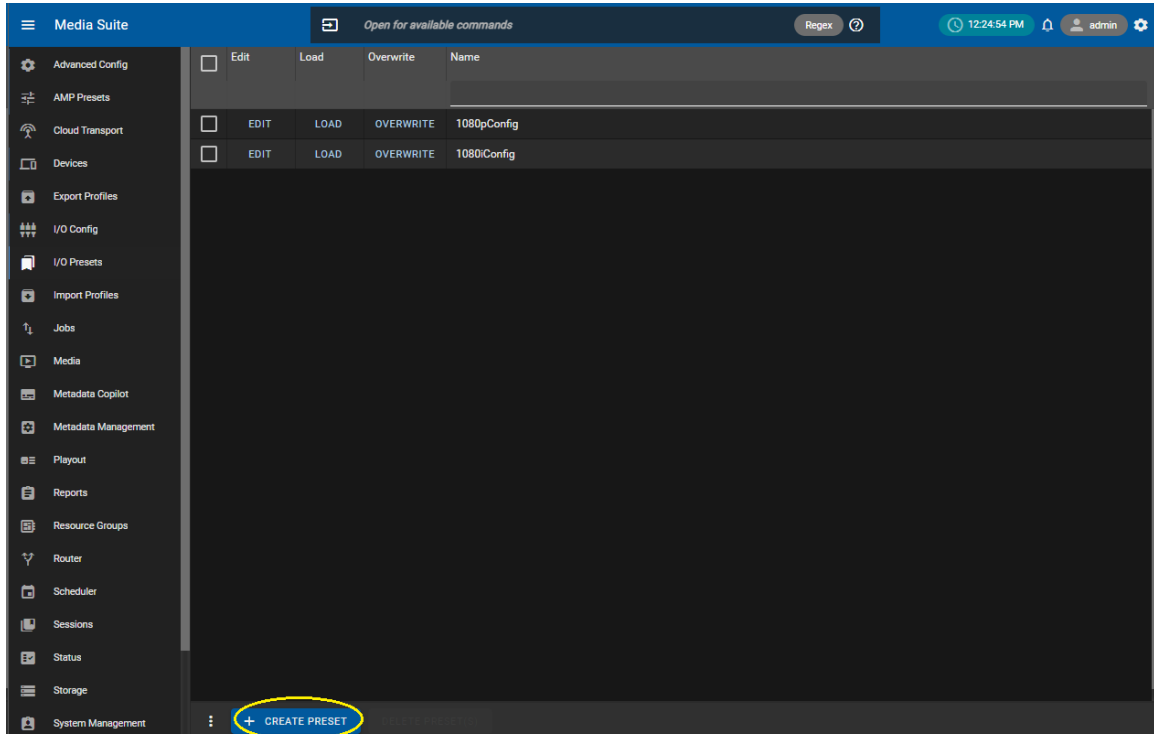


Figure 8-5: Creating New I/O Preset

- A 'Create Preset' dialog will appear, See Figure 8-6.

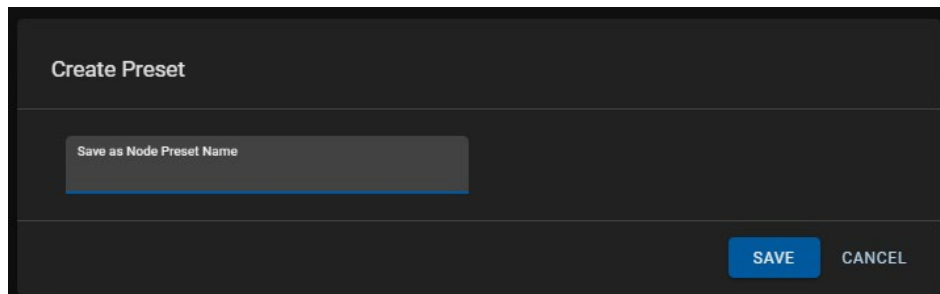


Figure 8-6: Creating New User and selecting I/O

- Type a name for the preset into the text box and complete the preset by clicking the 'SAVE' button.
- Once the preset has been saved it can be loaded at any time.

8.2.1.1. Loading I/O Presets

- To load a preset, click on the 'LOAD' button as shown in Figure 8-7.
- A confirmation dialog will appear, complete the process by clicking 'LOAD'.

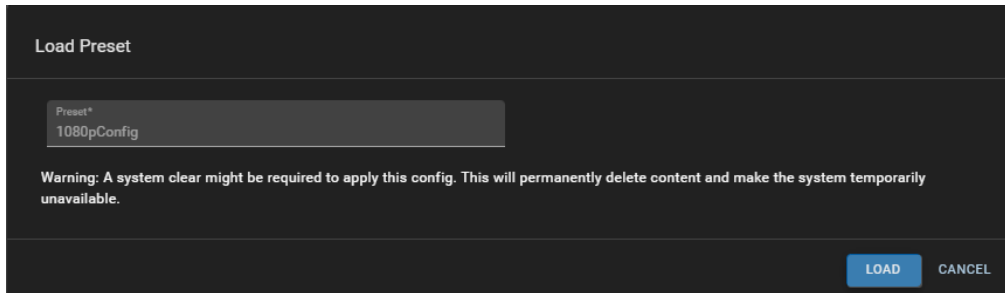


Figure 8-7: Overwriting I/O Presets

8.2.1.2. Editing Existing I/O Presets

The name of an I/O Preset can be edited within the I/O Presets App.

- To edit the name of a preset click on the 'EDIT' button as shown in Figure 8-8.
- A confirmation dialog will appear, complete the process by clicking 'SAVE'.

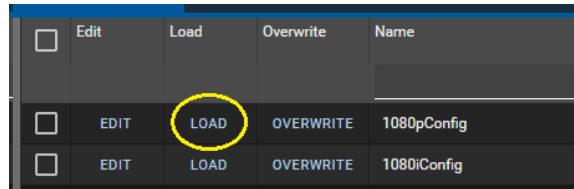


Figure 8-8: Editing I/O Presets

8.2.1.3. Overwriting Existing I/O Presets

The configuration of an I/O Preset can be edited within the I/O Presets App.

- To begin, confirm the configuration is set in the I/O Config app as desired.
- Navigate back to the I/O Presets and click on the 'OVERWRITE' button as shown in Figure 8-9.

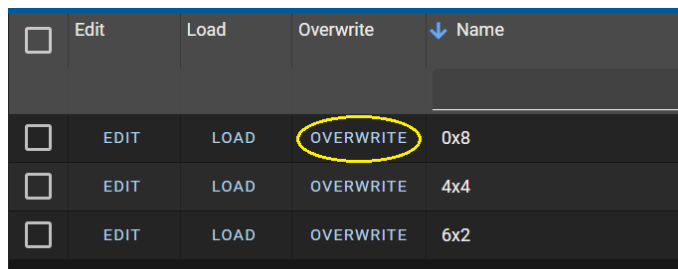


Figure 8-9: Overwriting I/O Presets

- A confirmation dialog will appear, complete the process by clicking 'SAVE', see Figure 8-10.

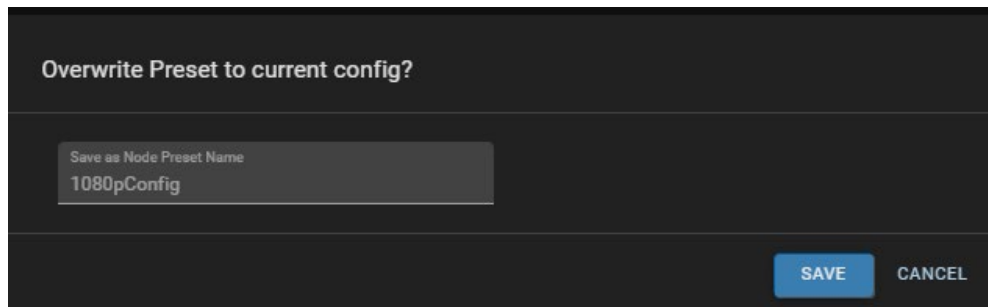


Figure 8-10: Confirm Overwriting an I/O Preset

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9. IMPORT PROFILES

The Import Profiles App allows the user to create rules for importing files that is customary to their workflow. Some workflows require imports to be performed on devices which do not have storage for storing content. Import profiles allow a user (known as 'Importer') to import clips which will be owned by another user that has storage on their device (known as 'Target Owners'). Clips imported using this workflow will have a remote icon to indicate they are not locally stored on the importer's device. See Figure 9-1.

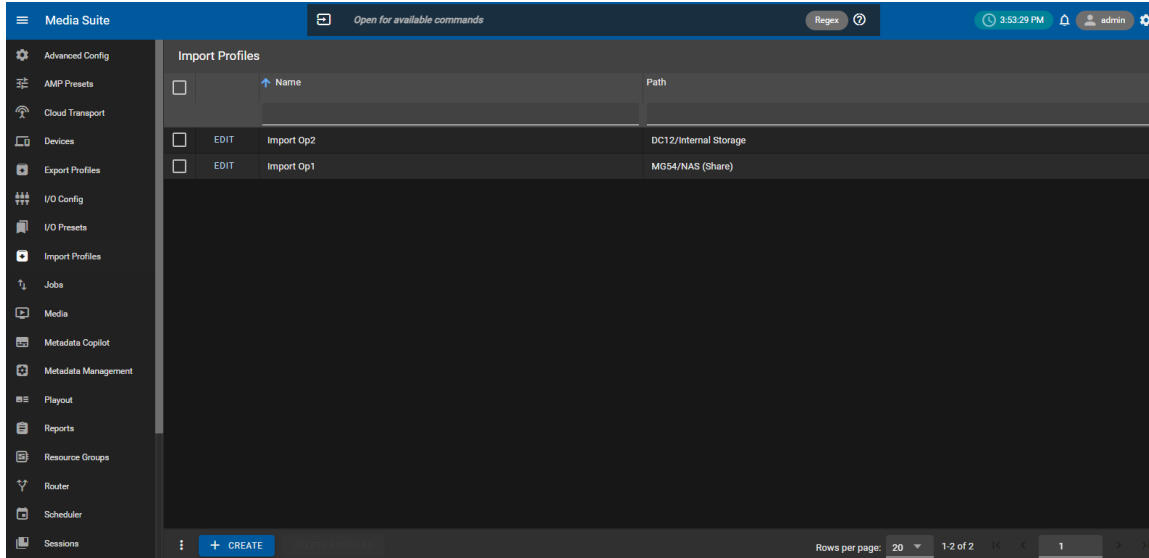


Figure 9-1: Import Profiles App

9.1. IMPORT PROFILE WORKFLOWS

9.1.1. Importer Using Import Path

When an Importer is chosen, a specific path can be selected from that user. The specified path will ensure anything within that path, folder and files, will follow the import profile rules.

9.1.2. Importer Without Path

When an Importer is chosen without a specified path, the importer can choose any location of content. The imported content will then always follow the import profiles rules.

9.1.3. Path Only

When no Importer is chosen, a path can be set to determine if the import profiles rules will be followed.

9.2. NAVIGATING THE IMPORT PROFILES APP

9.2.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. See Figure 9-2.
- To change the order between ascending and descending, simply click the property's name again.

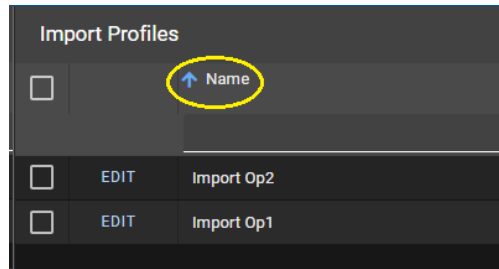


Figure 9-2: Import Profiles Sort Ascending or Descending

9.2.2. Customizing Columns Grouped

- The property information can be organized by grouping property columns. This can be done by selecting the options button (ellipsis icon), See Figure 9-3.
- Within the group columns selection, choices include grouping the profiles by name and path.

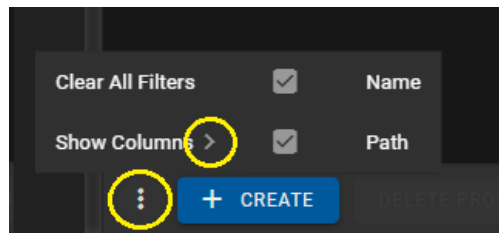


Figure 9-3: Import Profiles – Group Columns

9.2.3. Filtering Columns

- Some properties can be searched by typing in a value into that column's heading. See Figure 9-4.

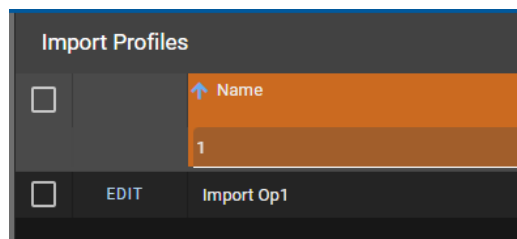


Figure 9-4: Searching Import Profile by Name

- To reset the search, select the options button (ellipsis icon) and select the 'Clear All Filters' button as shown previously in Figure 9-4.

9.3. CREATING IMPORT PROFILES

- Upon opening the Import Profiles App, the user can preview a list of Profiles that exist in the network. From here, the user can create, customize, delete or clone a profile. See Figure 9-5.

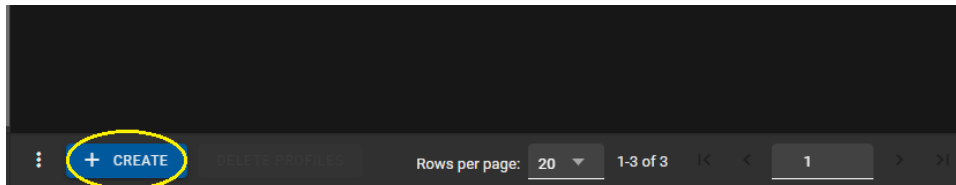


Figure 9-5: Import Profiles App

- Each new import profile will be added to the list of profiles and named “New Profile”. Automatically, an import profile creation dialog will open in the app. See Figure 9-6.

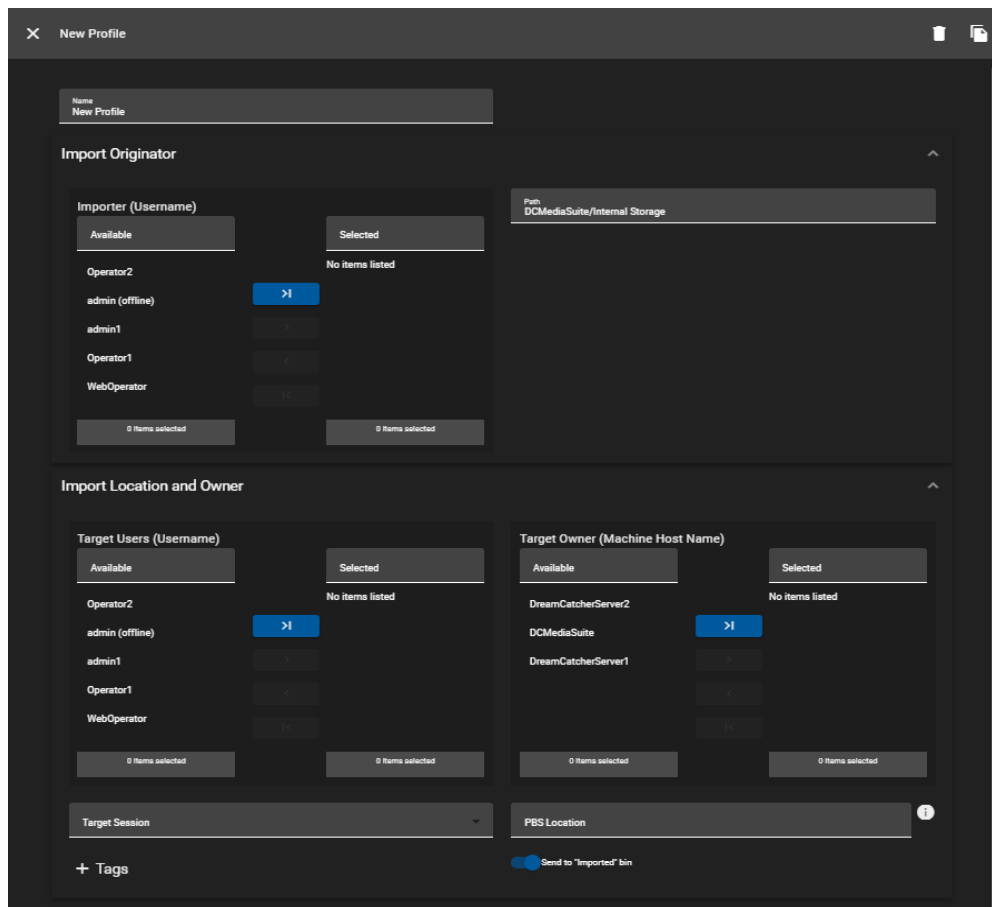


Figure 9-6: New Import Profile

9.3.1. Import Profile Options

- The following options are available for each import profile:
 - **Name:** Name the import that all connected users can see / use.
 - **Importer (Username):** The name of the specified user to perform imports.
 - **Path:** This is the path to specify the location of the importer.
 - **Target Users:** The list of users who will receive a copy of the clip.
 - **Target Owner:** The destination machine for the import process, and the new owner of this clip.
 - **Target Session:** The option to send imported clips to a specific session on import.
 - **Tags:** The option to add a tag(s) to the imported clip(s).
 - **PBS Location:** The Page / Bank / Slot destination for imported clip(s).
 - **Toggle 'Send to Import Bin':** The option to send imported clip(s) to the import bin or not. (For example, when sending clips to a specific PBS location)

9.4. SAVING, DELETING AND EDITING IMPORT PROFILES

9.4.1. Saving Import Profiles

- Ensure once changes have been made to a profile, the 'save' icon is clicked to complete the profile as shown in Figure 9-7.

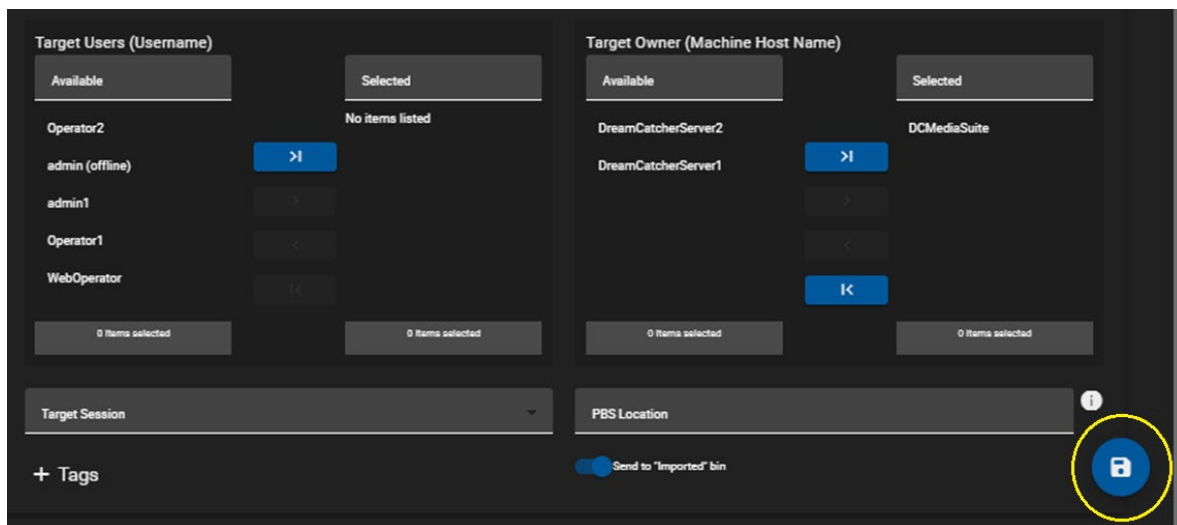


Figure 9-7: Saving Import Profiles

9.4.2. Deleting Import Profiles

- An import profile can be deleted in the edit mode, by clicking the 'trash' icon button as shown in Figure 9-8

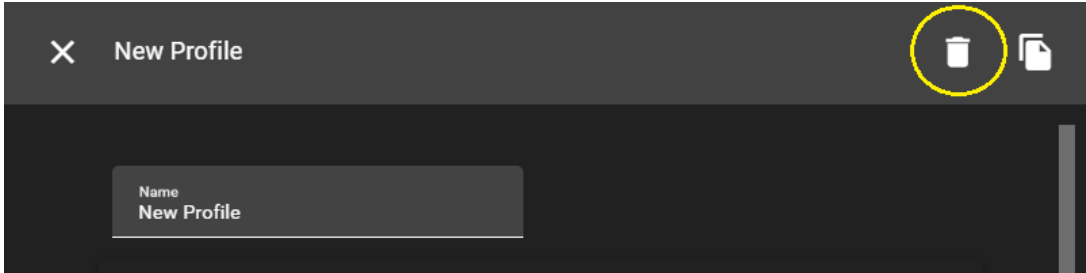


Figure 9-8: Deleting an Import Profile

- Multiple import profiles can be deleted by selecting the profile's check box and clicking the 'DELETE PROFILES' button, as shown in Figure 9-9.
- A confirmation dialog will open with all profiles selected for removal. To confirm, press the 'DELETE' button as seen in Figure 9-10.

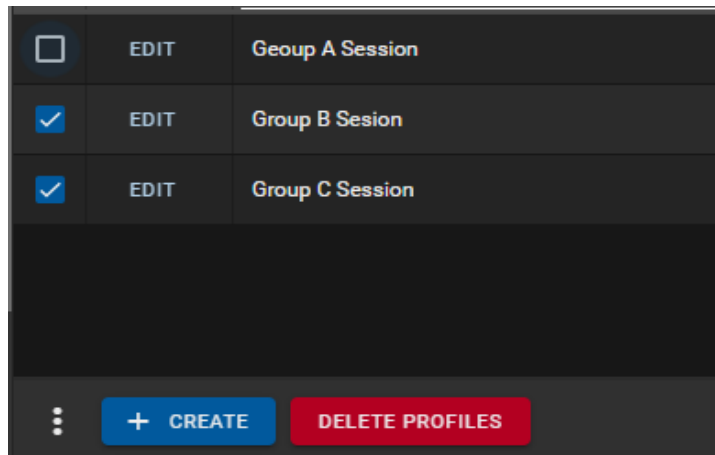


Figure 9-9: Deleting Multiple Import Profiles



Figure 9-10: Delete Import Profile Confirmation

9.4.3. Editing Import Profiles

- Edits can be made by clicking the 'EDIT' button on the left-hand side of the profile, as circled in Figure 9-11

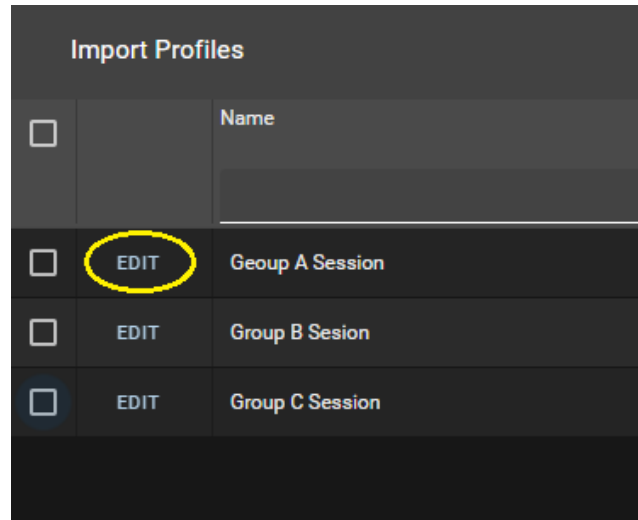


Figure 9-11: Edit an Import Profile

9.4.4. Cloning Import Profiles

Import Profiles can be cloned while opened for editing.

- To clone a profile, select edit to open the profile's window then select the clone icon as shown in Figure 9-12.

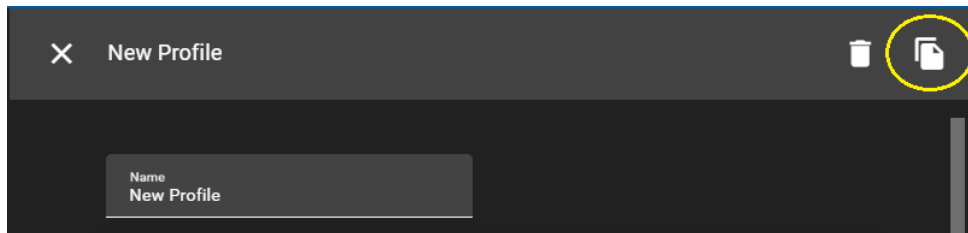


Figure 9-12: Saving Import Profiles

10. JOBS

The Jobs App gives the user the ability to view all jobs being performed amongst the networked devices. From here, the user can monitor Active Jobs, Job History, and Disk Usage of devices. See Figure 10-1.

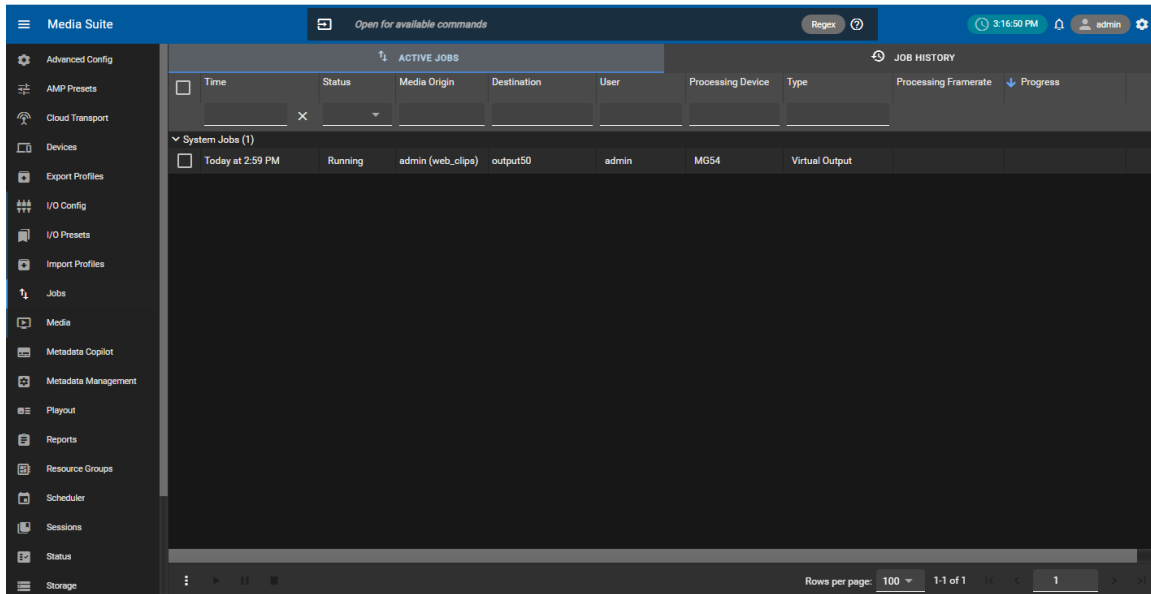


Figure 10-1: Jobs App

10.1. NAVIGATING THE JOBS APP – ACTIVE JOBS SECTION

When opening the Jobs App, selecting Active Jobs lets the user view all current jobs being performed across the network, see Figure 10-2.

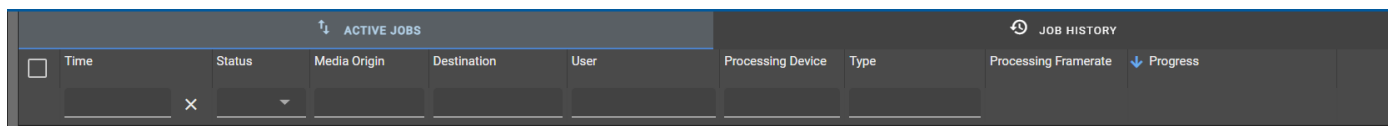


Figure 10-2: Jobs App Active Jobs

- The following information columns are available for each active job:
 - **Time:** This is the queued time stamp from when the job started.
 - **Status:** The current status of the job.
 - **Media Origin:** The file path or clip name of the content being imported or exported.
 - **Destination:** Where the job is going.
 - **User:** The username of the user that started the job.
 - **Processing Device:** The name of the device performing the job.
 - **Type:** The type of job being performed (i.e. Transcode File).

- **Processing Framerate:** The speed in which the job is being performed.
- **Progress:** A percentage to show how close the job is to completion.

10.1.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. See Figure 10-3.
- To change the order between ascending and descending, click the property's name again.

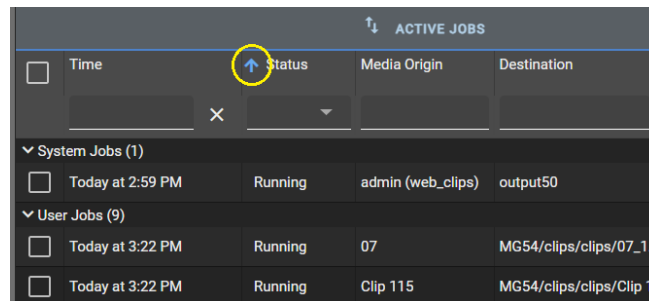


Figure 10-3: Jobs Sort Ascending or Descending

10.1.2. Customizing Columns Shown and Grouped

- Within active jobs, the property information can be organized by grouping or hiding property columns. This can be done by selecting the options button (ellipsis icon). See Figure 10-4 and Figure 10-5.
- Within the group columns selection, choices include grouping the jobs by Time, Status, Origin, Destination, Owner, Device, Type, Category or Processing Framerate.

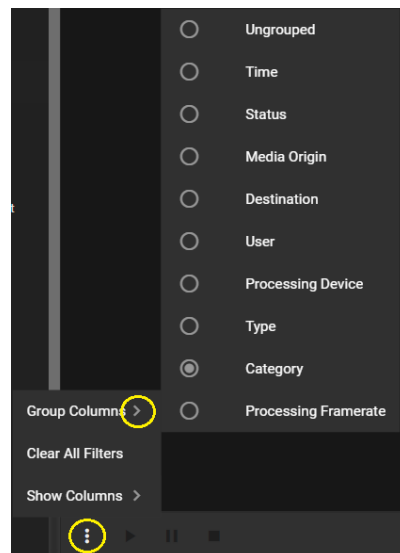


Figure 10-4: Jobs - Group Columns

- Within the show columns selection, columns can be check marked on to see information or check marked off to hide information.

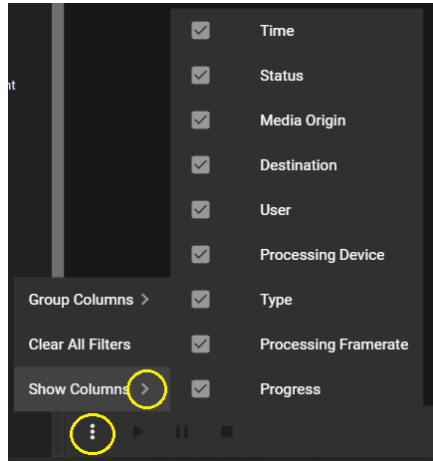


Figure 10-5: Jobs – Show Columns

10.1.3. Filtering Columns

- Some properties can be searched by typing in a value into that column’s heading. See Figure 10-6.

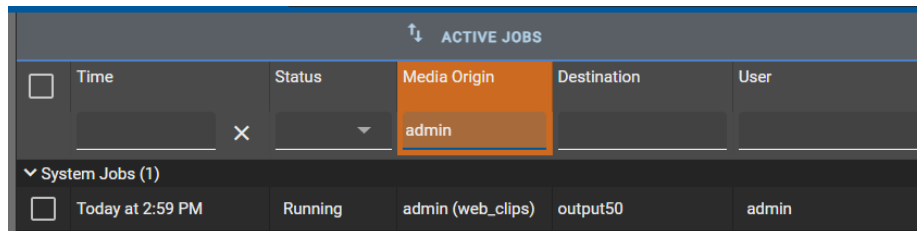


Figure 10-6: Searching Export Profile by Name

- Results can be further filtered by the status of device, chosen by the drop-down menu shown in Figure 10-7.

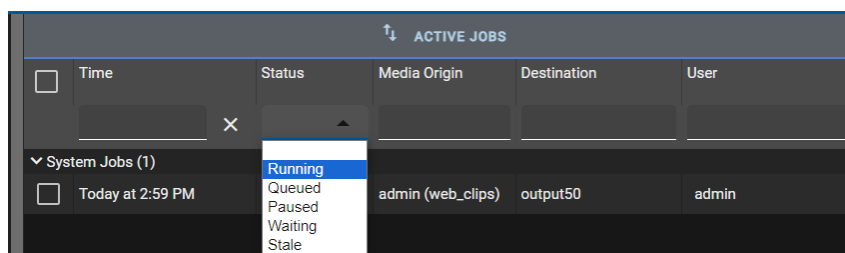


Figure 10-7: Jobs App – Status Selection

- To reset the search, select the options button (ellipsis icon) and select the ‘Clear All Filters’ button as shown previously in Figure 10-4 and Figure 10-5.

10.2. ACTIVE JOBS CONTROLS

Active Jobs triggered by a user in the DreamCatcher network, such as an import or export will become listed in Active Jobs.

- To interact with a job, select the check mark box beside the chosen job, allowing for the Play, Pause and Stop buttons to become available, as shown in Figure 10-8.
- Jobs can be paused with the pause button and restarted with the Play button.
- Jobs can be stopped and removed from the active jobs list with the stop button.

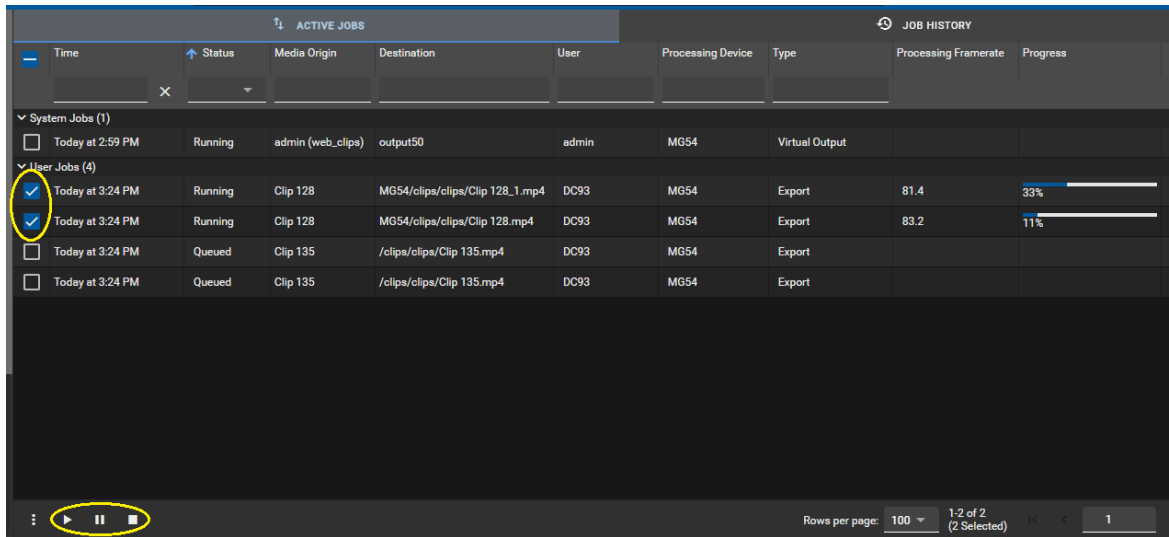


Figure 10-8: Jobs Active Job Controls

10.3. ACTIVE JOB PREVIEW

Active jobs can further be interacted with by previewing the active video window.

- You can open the active video window by clicking on the preview icon as shown in Figure 10-9.



Figure 10-9: Previewing Job Video

10.4. NAVIGATING THE JOBS APP – HISTORY SECTION

Job History allows the user to see all past completed or incomplete jobs. See Figure 10-10.

Queue Time	Start Time	End Time	Status	Media Origin	Destination	User	Processing
Today at 3:45 PM	Today at 3:45 PM	Today at 4:07 PM	Complete	admin (web_clips)	output50	admin	MG54
Today at 3:40 PM	Today at 3:40 PM	Today at 3:41 PM	Complete	Cam1	MG54/clips/clips/Cam1.mov	admin	DC93
Today at 3:12 PM	Today at 3:12 PM	Today at 3:42 PM	Error	admin (web_clips)	output50	admin	MG54
Today at 3:00 PM	Today at 3:00 PM	Today at 3:00 PM	Complete	Cam5	MG54/clips/clips/Cam5.mov	admin	MG54
Today at 1:16 PM	Today at 1:16 PM	Today at 1:16 PM	Complete	Clip 122	DC93/clips/clips/Clip 122.mov	admin	DC93
Today at 1:07 PM	Today at 1:07 PM	Today at 2:21 PM	Error	admin (web_clips)	output50	admin	MG54
Last Friday at 5:10 PM	Last Friday at 5:10 PM	Last Friday at 5:11 PM	Complete	Clip 122	MG54/clips/clips/Clip 122_1.mp4	DC93	DC93
Last Friday at 5:10 PM	Last Friday at 5:10 PM	Last Friday at 5:11 PM	Complete	Clip 122	MG54/clips/clips/Clip 122.mp4	DC93	MG54
Last Friday at 3:34 PM	Last Friday at 3:34 PM	Last Friday at 3:38 PM	Error	admin (web_clips)	output50	admin	MG54
Last Friday at 3:24 PM	Last Friday at 3:27 PM	Last Friday at 3:29 PM	Complete	Clip 135	MG54/clips/clips/Clip 135_1.mp4	DC93	MG54
Last Friday at 3:24 PM	Last Friday at 3:24 PM	Last Friday at 3:25 PM	Complete	Clip 128	MG54/clips/clips/Clip 128_1.mp4	DC93	MG54
Last Friday at 3:24 PM	Last Friday at 3:24 PM	Last Friday at 3:27 PM	Complete	Clip 128	MG54/clips/clips/Clip 128.mp4	DC93	MG54
Last Friday at 3:22 PM	Last Friday at 3:23 PM	Last Friday at 3:23 PM	Complete	Clip 116	MG54/clips/clips/Clip 116_7.mp4	DC93	MG54
Last Friday at 3:22 PM	Last Friday at 3:23 PM	Last Friday at 3:23 PM	Complete	Clip 116	MG54/clips/clips/Clip 116_6.mp4	DC93	MG54
Last Friday at 3:22 PM	Last Friday at 3:23 PM	Last Friday at 3:23 PM	Complete	Clip 116	MG54/clips/clips/Clip 116_5.mp4	DC93	MG54
Last Friday at 3:22 PM	Last Friday at 3:23 PM	Last Friday at 3:23 PM	Complete	Clip 116	MG54/clips/clips/Clip 116_4.mp4	DC93	MG54
Last Friday at 3:22 PM	Last Friday at 3:22 PM	Last Friday at 3:23 PM	Complete	04	MG54/clips/clips/04_1.mp4	DC93	MG54
Last Friday at 3:22 PM	Last Friday at 3:22 PM	Last Friday at 3:23 PM	Complete	05	MG54/clips/clips/05_1.mp4	DC93	MG54
Last Friday at 3:22 PM	Last Friday at 3:22 PM	Last Friday at 3:22 PM	Complete	07	MG54/clips/clips/07_1.mp4	DC93	MG54

Figure 10-10: Job History

- The following information columns are available in Job History:
 - **Queue Time:** The time in which the job is started.
 - **Start Time:** The time in which the job process begins.
 - **End Time:** The time when the job process is completed.
 - **Status:** This parameter shows if the job was completed or has any errors.
 - **Media Origin:** The file path or clip name of the content being imported or exported.
 - **Destination:** This parameter shows where the job went.
 - **User:** This parameter shows the username of the user that started the job.
 - **Device:** This parameter shows the device that performed the job.
 - **Type:** This parameter shows the type of the job that was performed.
 - **Processing Frame Rate:** The speed at which the job is being performed.
 - **Size:** This parameter shows how big the completed job is.

10.4.1. Customizing Order, Columns and Filtering

For details on how to customize order, groupings and visible columns, as well as how to filter property information see the previous Sections 10.1.1, 10.1.2 and 10.1.3.

10.5. JOB SUMMARY INFORMATION

A job completion graph is available to view in the Job History section which provides an oversight of processes which have completed or raised an error.

- To open the Job Summary graph, select the job summary button at the bottom of the Job History page, see Figure 10-11.
- Results can be searched by day or a date range, which can be selected in the dialog.

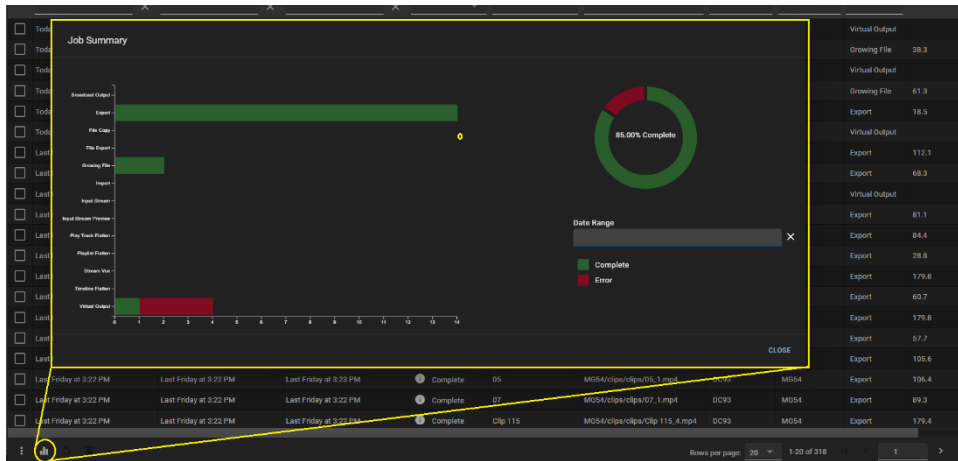


Figure 10-11: Job Summary Button and Graph

10.6. JOB HISTORY CONTROLS

Jobs in the Job History can be restarted, and deleted

- To interact with a job, select the check mark box beside the chosen job, allowing for the restart and delete buttons to become available, as shown in Figure 10-12.
- Applicable jobs can be restarted with the restart button.
- Jobs can be removed from the list with the delete button.

Time	Status	Job Details
Today at 3:40 PM	Complete	Cam1 MG54/clips/clips...
<input checked="" type="checkbox"/> Today at 3:12 PM	Error	admin (web_clips) output50
<input type="checkbox"/> Today at 3:00 PM	Complete	Cam5 MG54/clips/clips...
<input type="checkbox"/> Today at 1:16 PM	Complete	Clip 122 DC93/clips/clips/...
<input type="checkbox"/> Today at 1:07 PM	Error	admin (web_clips) output50
<input type="checkbox"/> Last Friday at 5:10 PM	Complete	Clip 122 MG54/clips/clips...
<input type="checkbox"/> Last Friday at 5:10 PM	Complete	Clip 122 MG54/clips/clips...
<input type="checkbox"/> Last Friday at 3:34 PM	Error	admin (web_clips) output50
<input type="checkbox"/> Last Friday at 3:24 PM	Complete	Clip 135 MG54/clips/clips...
<input type="checkbox"/> Last Friday at 3:24 PM	Complete	Clip 128 MG54/clips/clips...
<input type="checkbox"/> Last Friday at 3:24 PM	Complete	Clip 128 MG54/clips/clips...
<input type="checkbox"/> Last Friday at 3:22 PM	Complete	Clip 116 MG54/clips/clips...
<input type="checkbox"/> Last Friday at 3:22 PM	Complete	Clip 116 MG54/clips/clips...

Figure 10-12: Job History Control

11. MEDIA

The Media App is how the user can monitor all content flowing through networked devices such as inputs, capture groups, streams, clips and storage content.

11.1. MEDIA APP SECTIONS

The Media App consists of 4 different sections, as is shown in Figure 11-1.

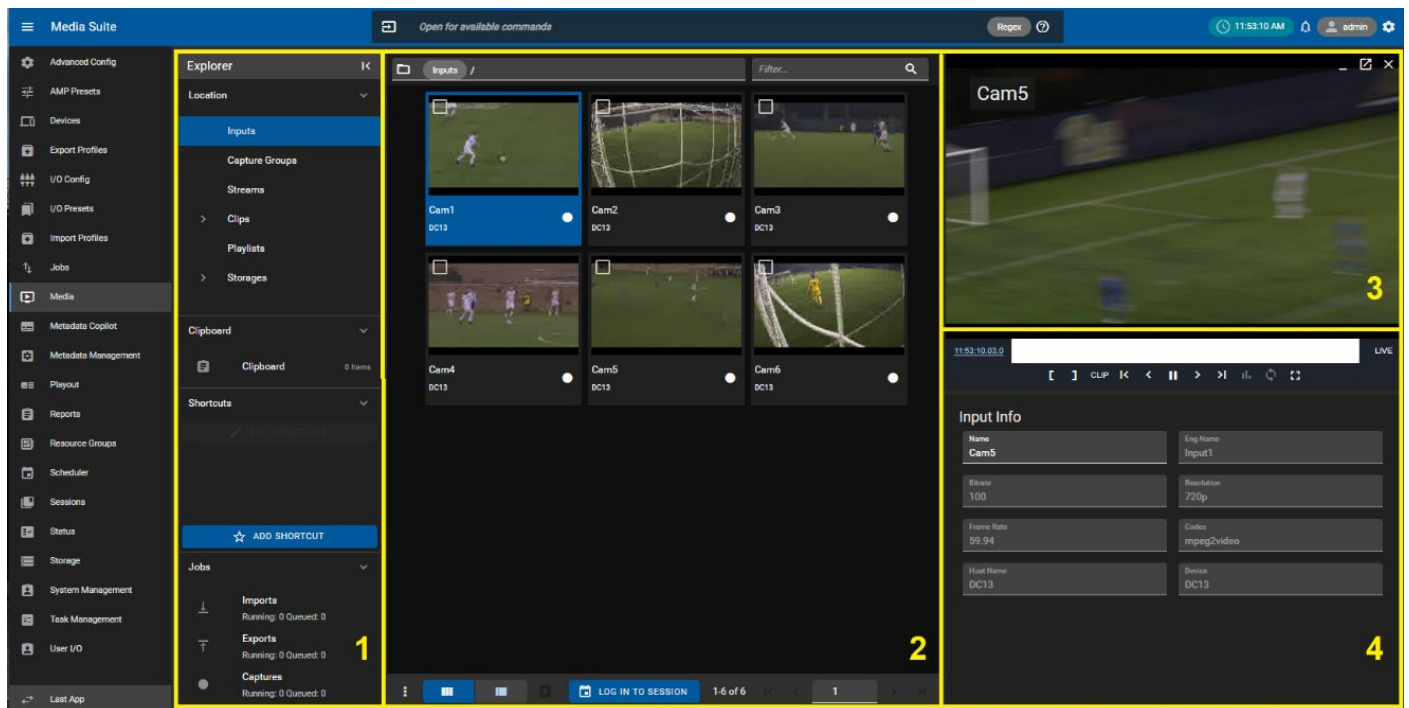


Figure 11-1: Media App Sections

1. **Explorer Section:** This section involves control of what content you are viewing and interacting with in the Media App. Tabs include Location for navigating all content in the network, Clipboard for copying content, Shortcuts for quick navigation of locations, and Jobs to monitor sending / receiving and capturing of content. See Section 11.1.1.
2. **Content Section:** This section displays all content based on the location chosen. The content can be interacted with from this section. See Section 11.1.2.
3. **Preview Section:** This section allows the user to preview and create new content. See Section 11.1.3.
4. **Information Section:** This section displays information based on the content chosen for the preview section. See Section 11.1.4.

11.1.1. Explorer Section Navigation

The Explorer section allows the user to navigate through the various locations that contain content within the DreamCatcher network. Locations include Inputs (record trains), Capture Groups (Inputs or streams grouped together), Streams, Clips (Clipped content), Playlists and Storages (internal and external storage locations). Additionally, The Explorer provides quick navigation and information tools including the Clipboard, Shortcuts and Jobs.

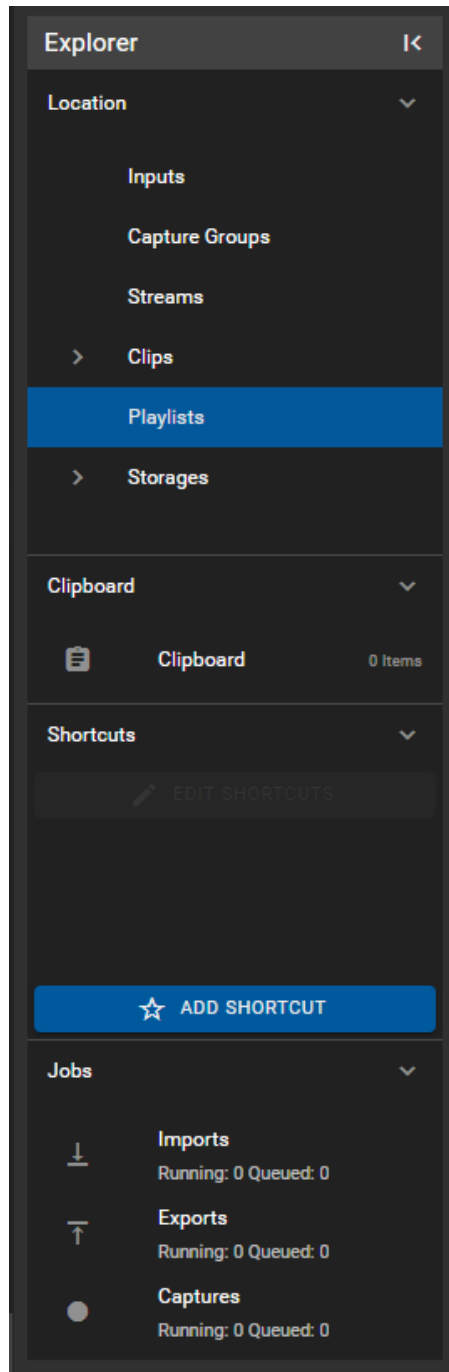


Figure 11-2: Explorer in the Media App

- The explorer can be minimized and maximized as needed. To minimize the section, click the '<' button, as shown in Figure 11-3.
- To maximize the explorer, click the '>' button as shown as well in Figure 11-3.

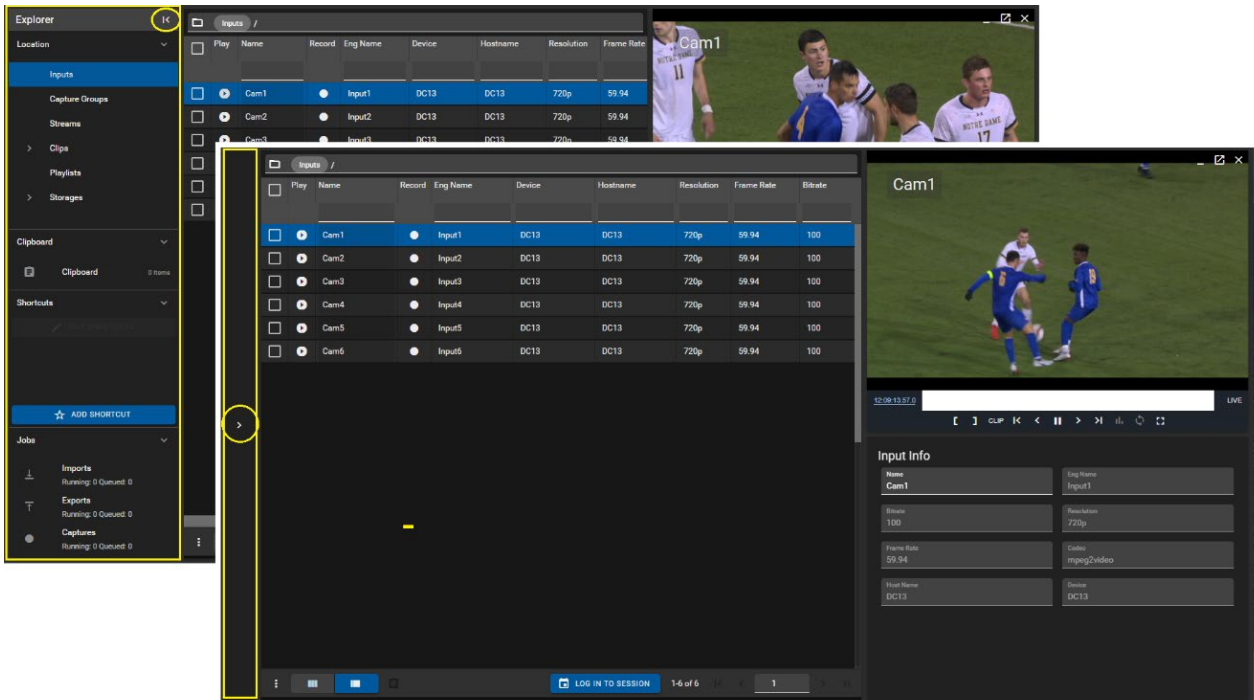


Figure 11-3: Minimizing and Maximizing the Explorer Section

- Each sub-section can also be minimized and maximized as needed. To minimize each sub-section, use the 'v' arrows, and '>' arrows as shown in Figure 11-4.

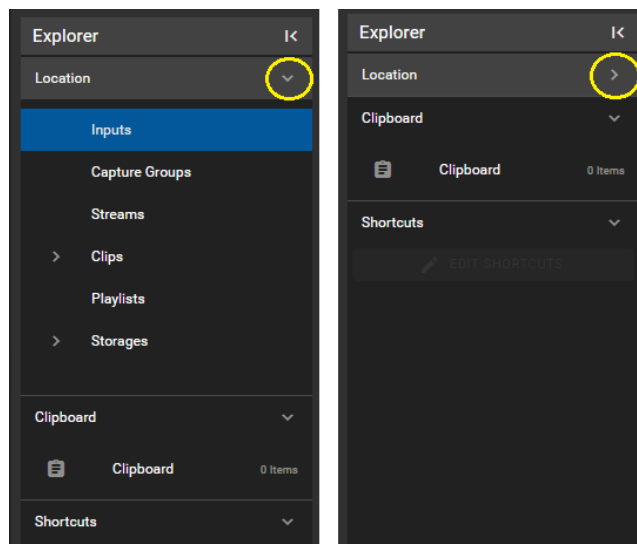


Figure 11-4: Minimizing Sub-Sections in the Explorer

11.1.1.1. Location

All top-level locations for content accessible in the Media App are listed in the Location tab and will be discussed throughout this guide.

- To open a location, click on the name, it will highlight blue and the location's content will become previewed in the Content Section. See Figure 11-5.

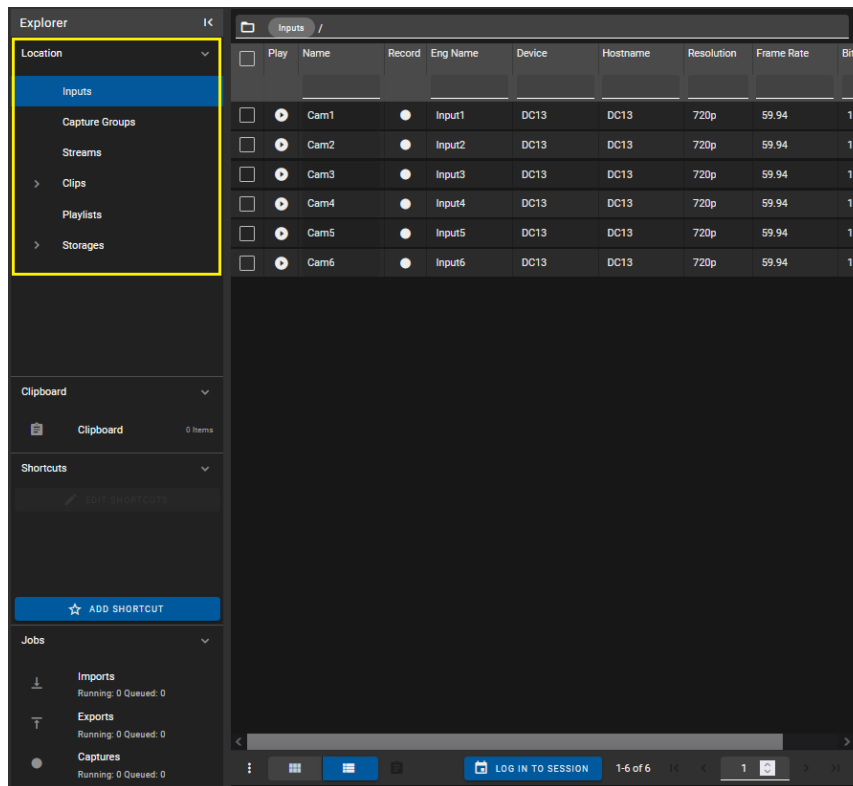


Figure 11-5: Location Navigation in the Media App

- For locations with additional directories, click the arrow icon to see the drop-down directory for that location, as seen in Figure 11-6 next to 'Clips' and 'Storage'.

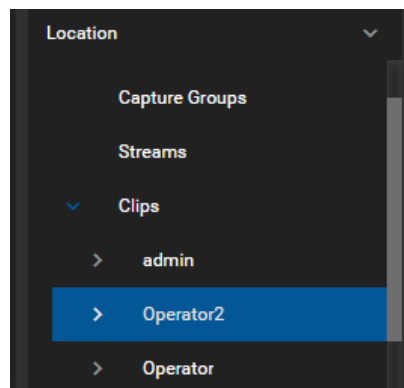


Figure 11-6: Location Navigation in the Media App Extended

11.1.1.2. Clipboard

The Clipboard allows users to save customized lists of resources and content for organization and ease of navigation in the Media App. Workflow examples include making playlists, scheduling records, etc.

- To open the clipboard, click on 'Clipboard' which will expand each of the clipboard locations, click on the location to see items added within each location, see Figure 11-7.

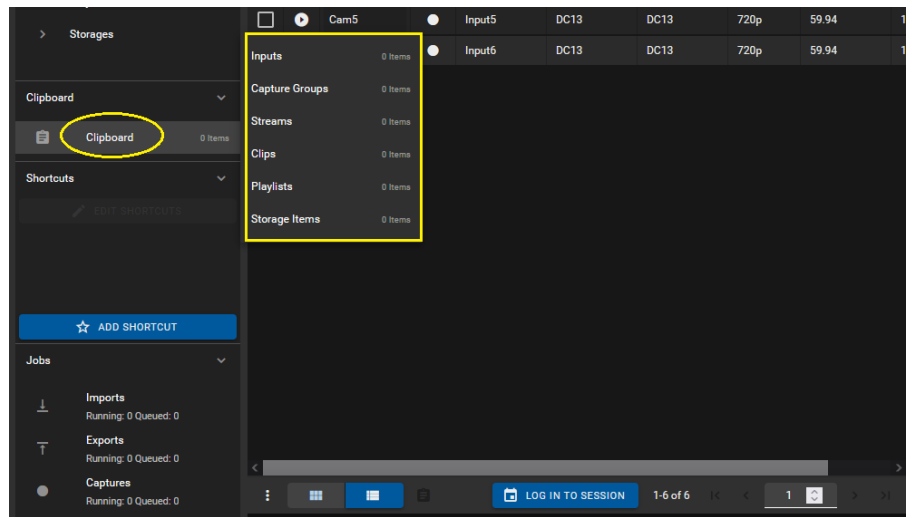


Figure 11-7: Clipboard

- To send any item, resource or content, to the clipboard, select the checkmark box beside the item in the thumbnail or table view (See Section 11.1.2 for thumbnail and table views), and click the clipboard button as shown in Figure 11-8.

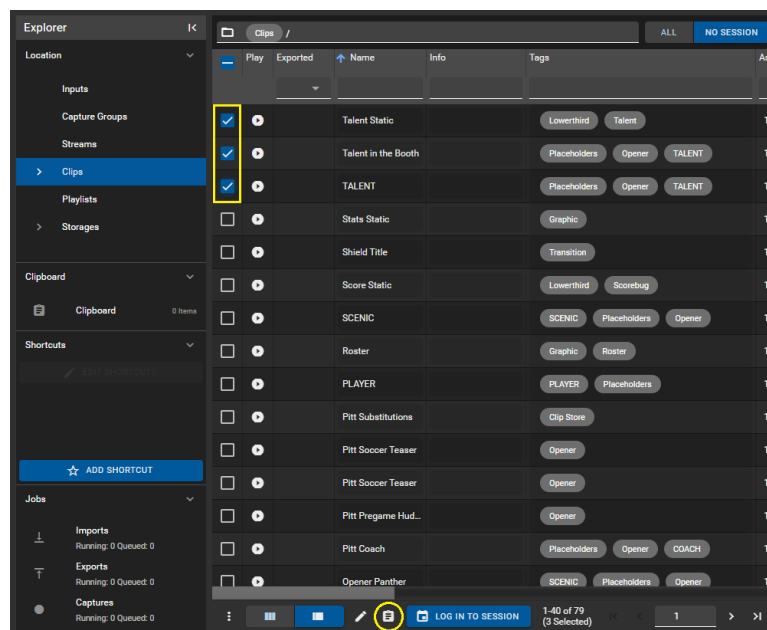


Figure 11-8: Adding items to the Clipboard in the Media App

- When selecting the clipboard, the newly added items will be listed and can be opened to preview that specific clipboard list. See Figure 11-9.

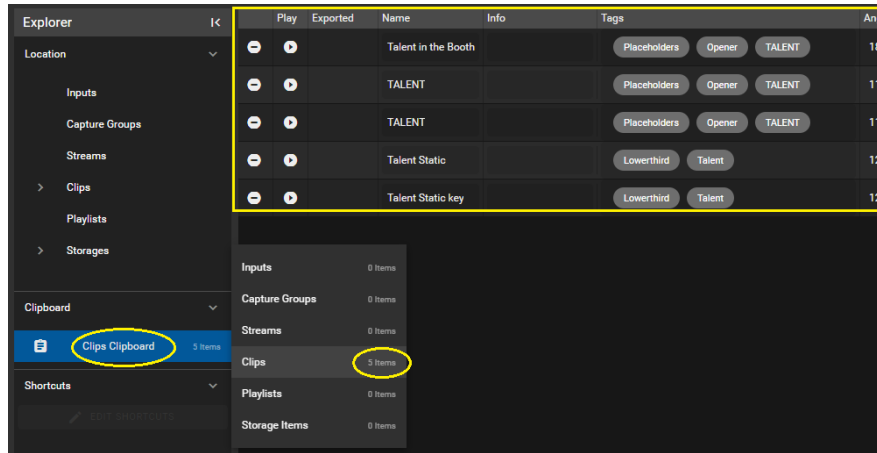


Figure 11-9: Using Clipboard in the Media App

11.1.1.3. Shortcuts

For ease of access, a shortcut section will allow the user to save specific locations to navigate to for accessing content.

- To add a shortcut, navigate to the location of choice, and then select 'ADD SHORTCUT' as shown in Figure 11-10. Multiple shortcuts can be added.

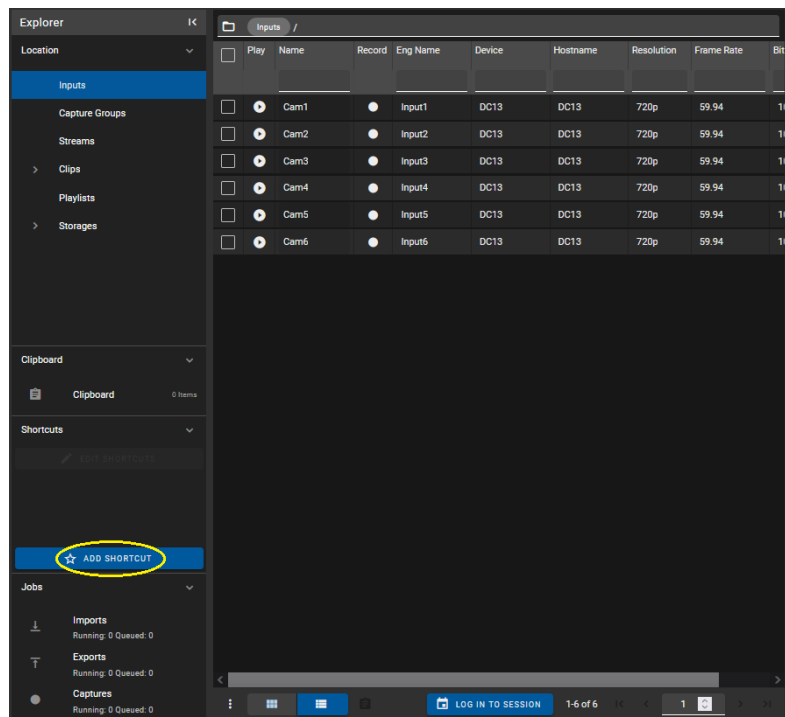


Figure 11-10: Location Shortcuts

- Shortcuts can be given a custom name. To do this, press the 'EDIT SHORTCUT' button as shown in Figure 11-11.

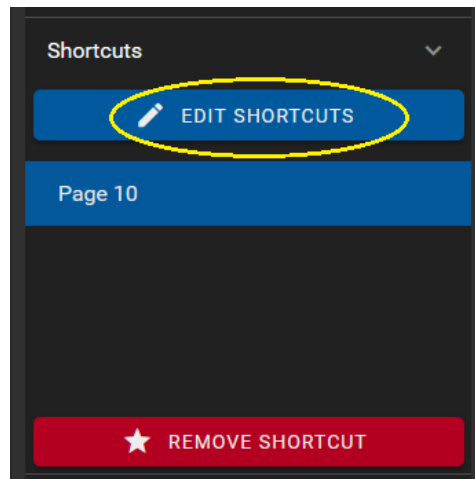


Figure 11-11: Editing Location Shortcuts

- Once selected, a text box will appear to edit the existing shortcut location name, type in a new name and save by pressing 'SAVE SHORTCUT', as shown in Figure 11-12.

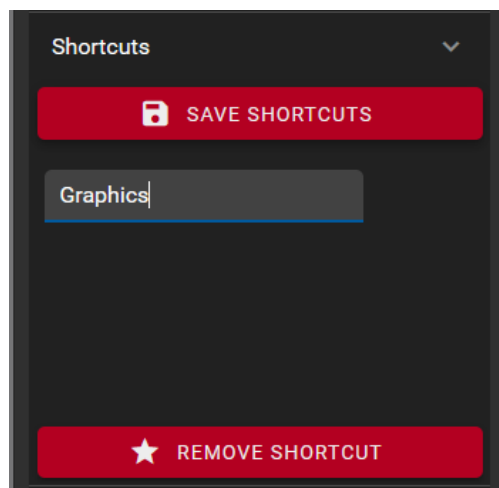


Figure 11-12: Editing Location Shortcuts 2

- If a shortcut is no longer needed, select the shortcut (once selected the shortcut will be highlighted in blue) and click the 'REMOVE SHORTCUT' button as shown previously in Figure 11-12.

- To open shortcuts, simply click on the shortcut and that location will be opened into the Content Section. See Figure 11-13.

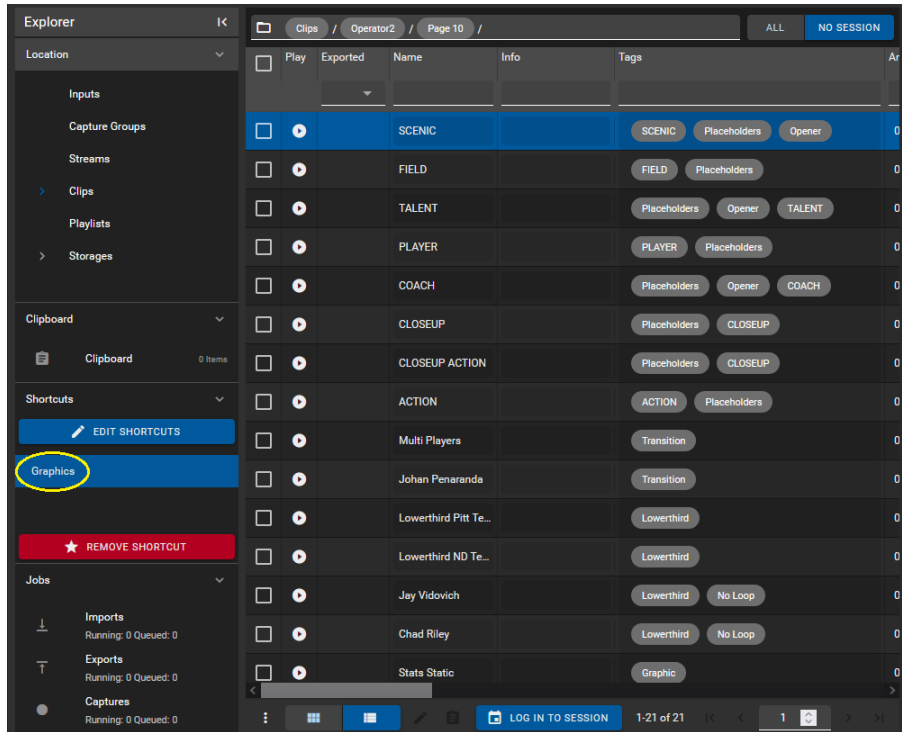


Figure 11-13: Selecting Location Shortcuts

11.1.1.4. Jobs

Jobs offers a quick way preview Imports, Exports and Captures in the Jobs App without opening the Jobs app itself. See Figure 11-14.

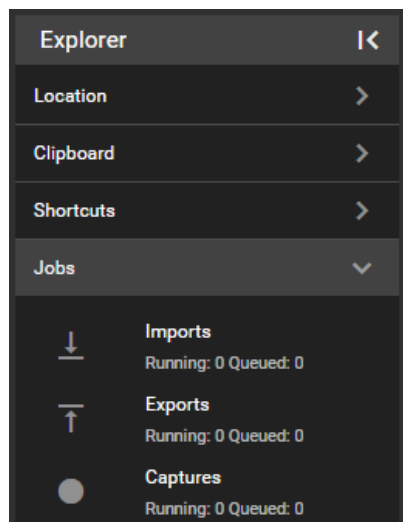


Figure 11-14: Jobs in the Media App

- To preview the status of inputs/ exports or captures, click on your selection and you will see a small Jobs App window open within the Media App. See Figure 11-15 as an example.

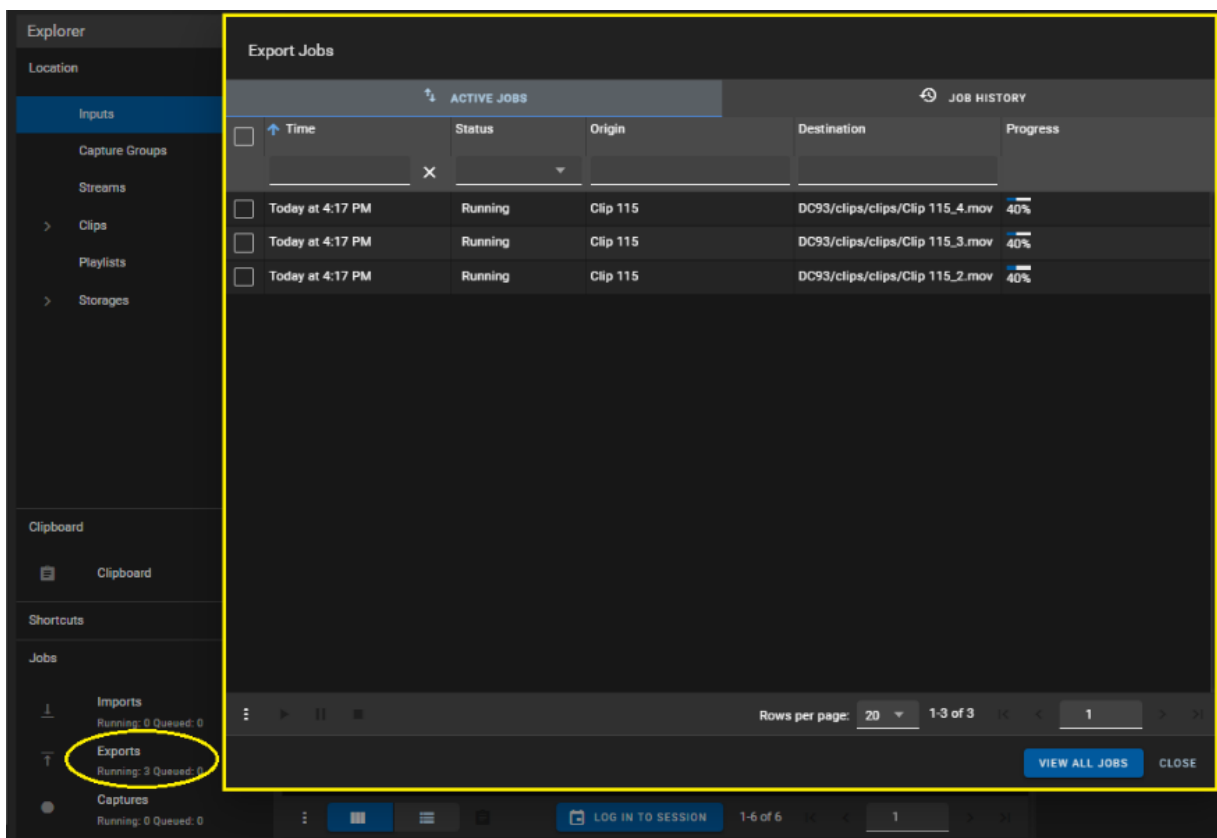


Figure 11-15: Job Progress in the Media App

11.1.2. Content Section Navigation

The Content Section can be customized to the users' liking and incorporates numerous search and organization tools. Content can be viewed in a Thumbnail or table view.

11.1.2.1. Thumbnail View

Thumbnail view may appear differently for each location and will be discussed individually for each subsection of the Media App.

- Thumbnail view can be accessed by clicking the ‘thumbnail’ icon as circled in Figure 11-16.

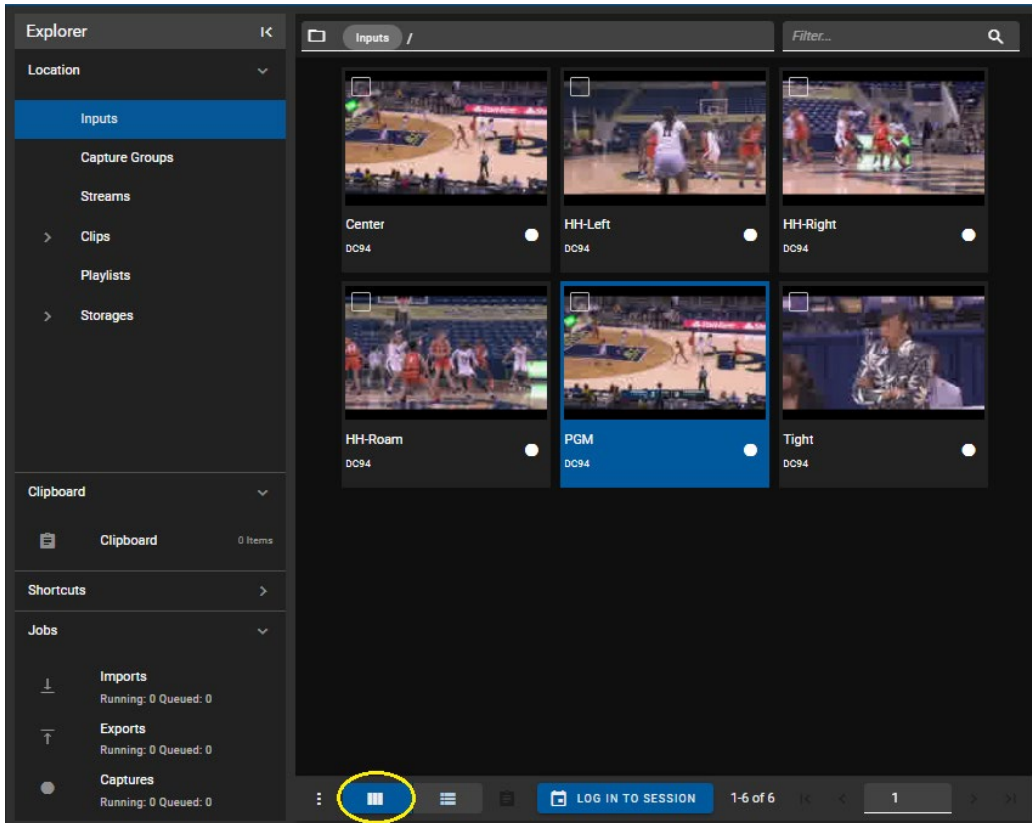


Figure 11-16: Thumbnail View in Media App

- From this view, content can be filtered in the search bar. For an example, see Figure 11-17.

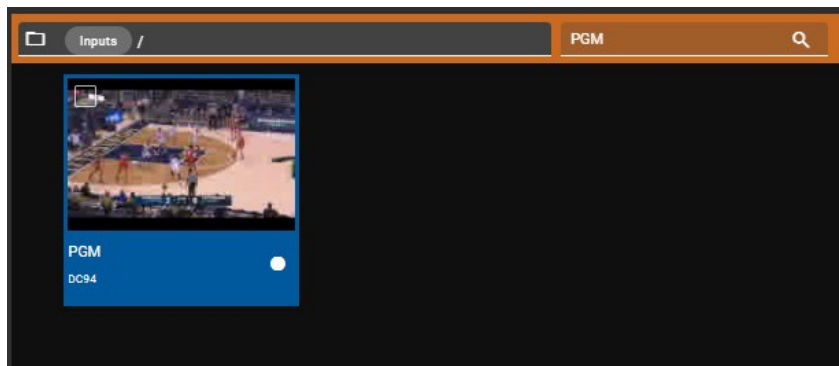


Figure 11-17: Searching in Thumbnail View

11.1.2.2. Table View

Table View columns may appear differently for each location and will be discussed individually for each sub-section of the Media App.

- Table view can be toggled by clicking the ‘table’ icon as circled in Figure 11-18.

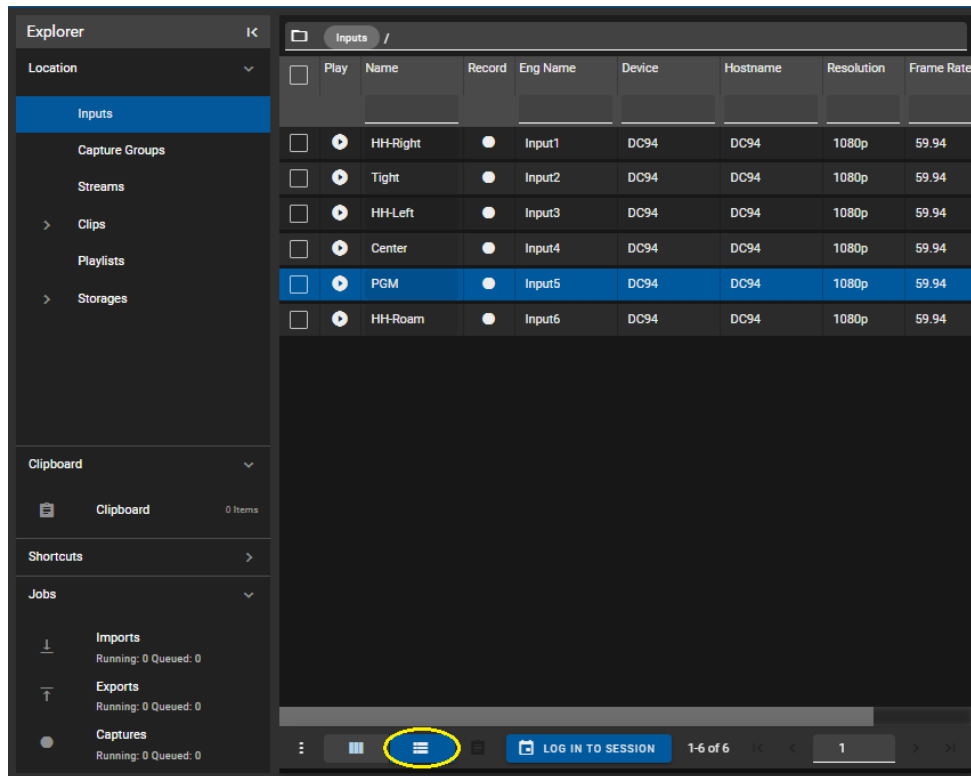


Figure 11-18: Table View in Media App

11.1.2.3. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property’s name to indicate the ascending or descending order. See Figure 11-19.
- To change the order between ascending and descending, simply click the property’s name again.

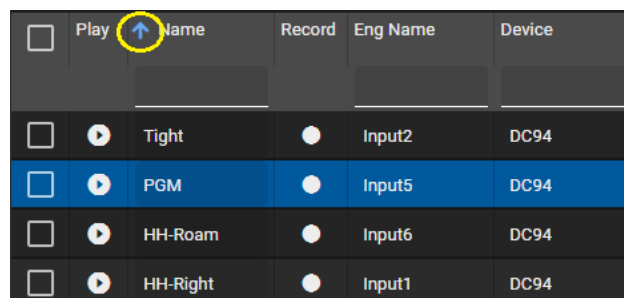


Figure 11-19: Organizing Columns Ascending or Descending

11.1.2.4. Customizing Columns Shown

- Within Table view, information can be organized by hiding property columns. This can be done by selecting the options button (ellipsis icon). See Figure 11-20.
- Within the show columns selection, columns can be check marked on and off to become visible.

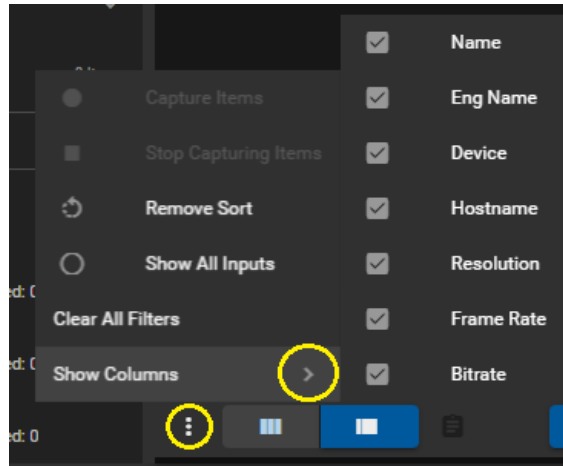


Figure 11-20: Show Columns

11.1.2.5. Filtering Columns

- Some properties can be searched by typing in a value into that column's heading. See Figure 11-21 for an example.
- To reset the search, select the options button (ellipsis icon) and select the 'Clear All Filters' button as shown previously in Figure 11-20.

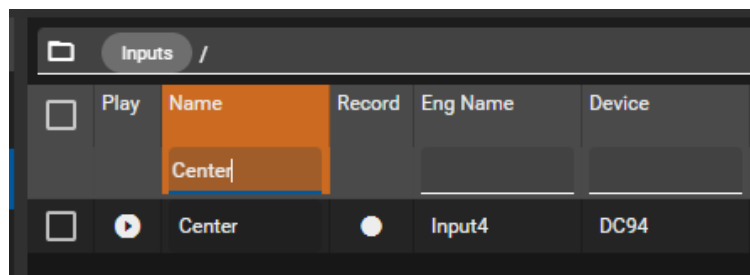


Figure 11-21: Searching Properties

11.1.2.6. Jumping to Location

Locations can be jumped to using the top navigation bar in the Content section.

- Type in the address of the path you want to navigate to. For an example, if you wanted to navigate to the user's clips on page 1 you would type in 'Clips' the name of the user and then 'Page 8' separated by a forward slash. See Figure 11-22.

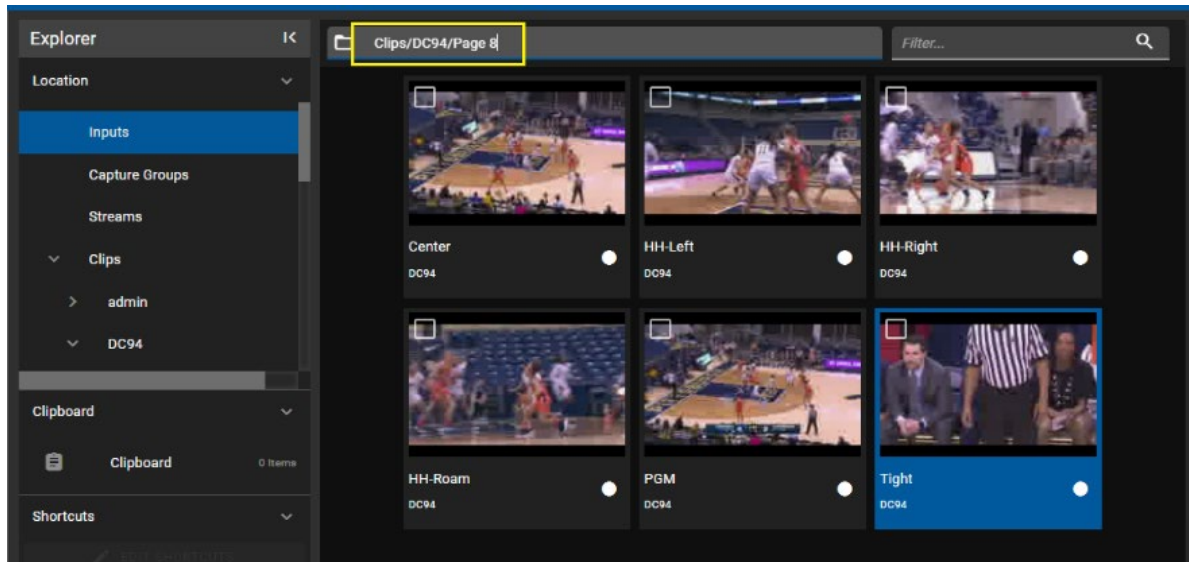


Figure 11-22: Jump to Location Example

- Once finished typing the path, press enter and the content section will jump to that location, see example in Figure 11-23.

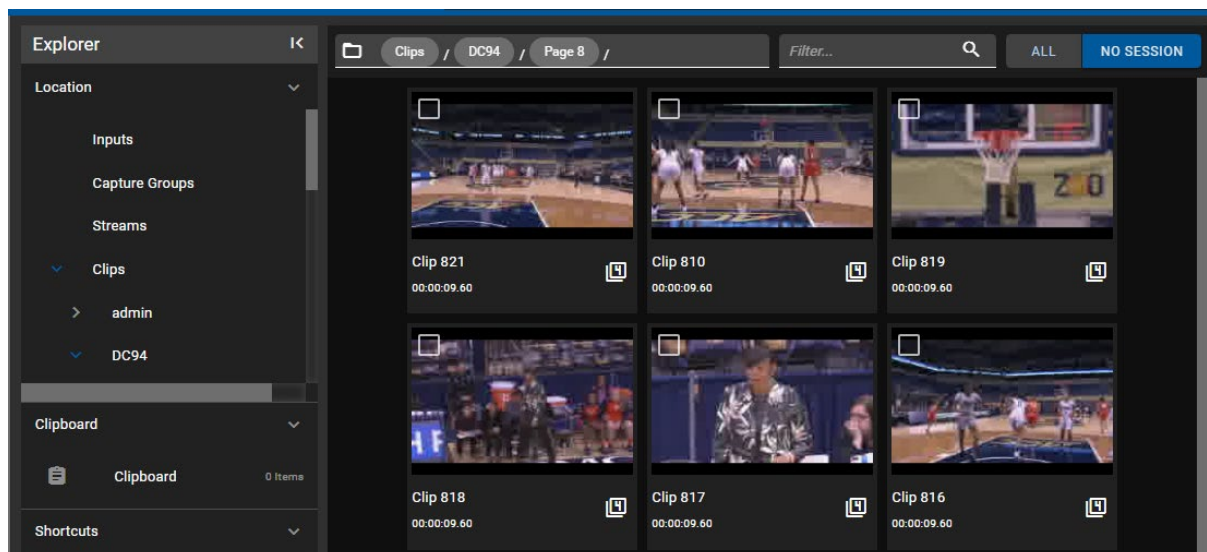


Figure 11-23: Jump to Location Example 2

11.1.2.7. Sessions

Sessions can be joined at the bottom of the Content Section, see Figure 11-24. Joining sessions will be discussed further in each section of the Media App for Inputs, Clips and Playlists.

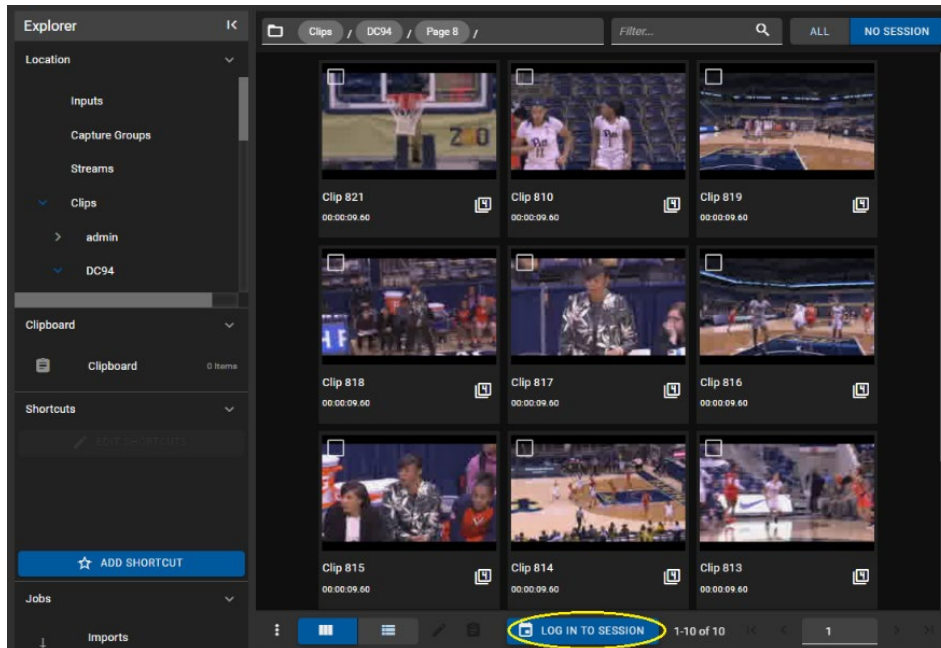


Figure 11-24: Log In to Session

11.1.3. Preview Section Navigation

The Preview window is used to view video and audio from Inputs, Streams, Clips, and Playlists in the DreamCatcher network. Additionally, content from any internal or indexed external storage can be viewed.

11.1.3.1. Loading Content into the Preview Window

Loading Content into the Preview Window may appear differently for each location and will be discussed individually for each sub-section of the Media App.

- If content is available to be previewed, it can be loaded on the preview window using the play buttons in the thumbnail or table view. See Figure 11-25 and Figure 11-26 for an example of the play button in the table view.

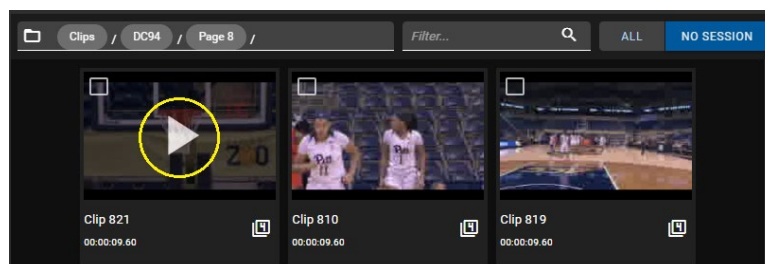


Figure 11-25: Playing Content to Open the Preview Window

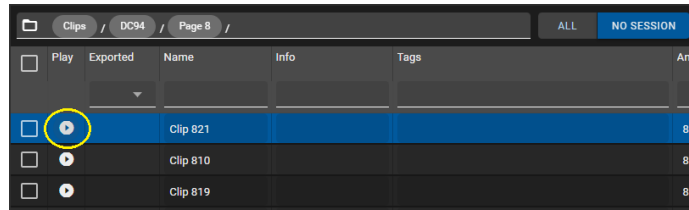


Figure 11-26: Playing Content to Open the Preview Window

11.1.3.2. Viewing the Preview Window

- The preview window can be minimized, extended or closed using the buttons as shown in Figure 11-27.



Figure 11-27: Preview Window Minimize / Extend / Close Buttons

- The first button on the left is the minimizing button, which allows for the user to minimize the whole preview section. It can later be maximized with the arrow button as shown in Figure 11-28.

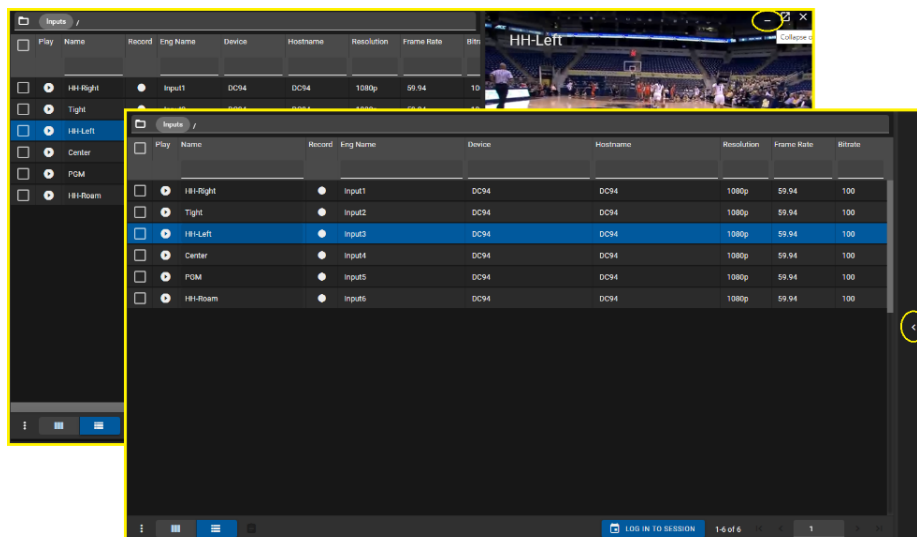


Figure 11-28: Minimizing the Preview Section

- Extending the Preview window to make it larger is done by clicking the extend button, as shown in Figure 11-29.
- The extended window will open in a new browser window, see Figure 11-29.
- To revert back to using the preview window in the Media Suite webpage, close the extended preview window with the close 'X' button in the top right-hand corner, as seen in Figure 11-29.

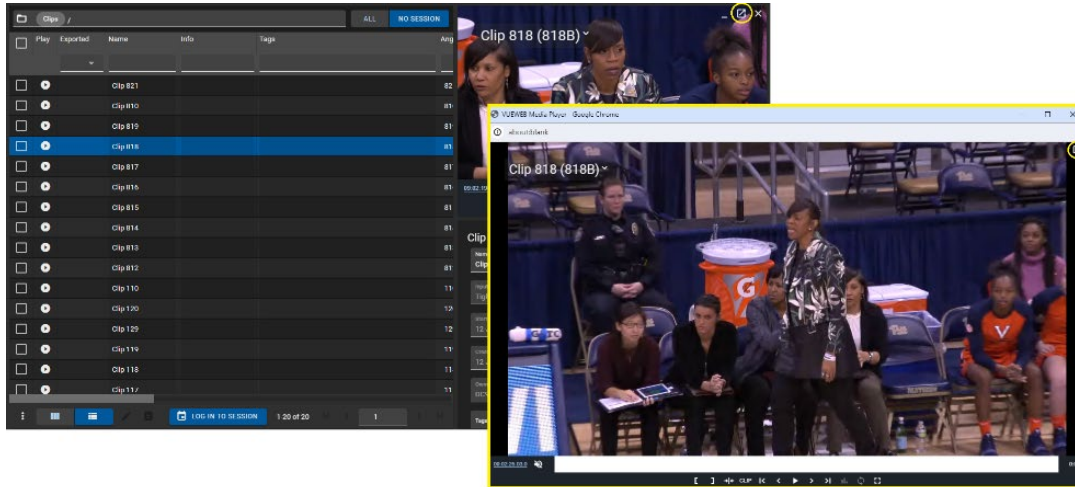


Figure 11-29: Maximizing the Preview Window

- The last button is the close button which, when pressed, closes the entire preview section. See Figure 11-30.
- The preview section can be reopened by clicking 'play' on any input / stream or clip in the content section as shown previously in Figure 11-26.



Figure 11-30: Close Preview Window Button

11.1.3.3. Preview Window Controls

A variety of controls will allow the user to interact with the video, such as going back in time, creating clips, and monitoring playback, see Figure 11-31. The preview controls may appear differently for each location and will be discussed individually for each sub-section of the Media App.

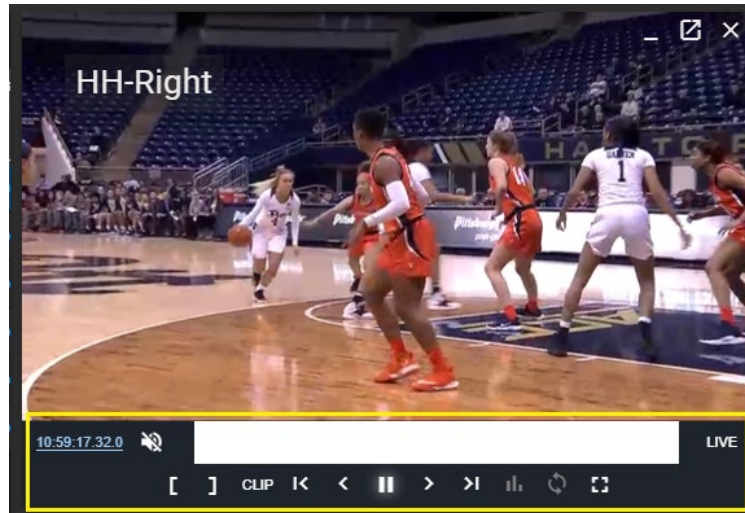


Figure 11-31: Media App Input Preview

11.1.3.3.1 Optional Audio Control

Audio can be listened to from the preview window if the stream type has been set to webRTC. Please refer to Section 2.5.2 for information on setting the Stream Type.

- Once the stream type has been set to webRTC, an audio icon will become available next to the record train, and audio will play from the webpage. See Figure 11-32.

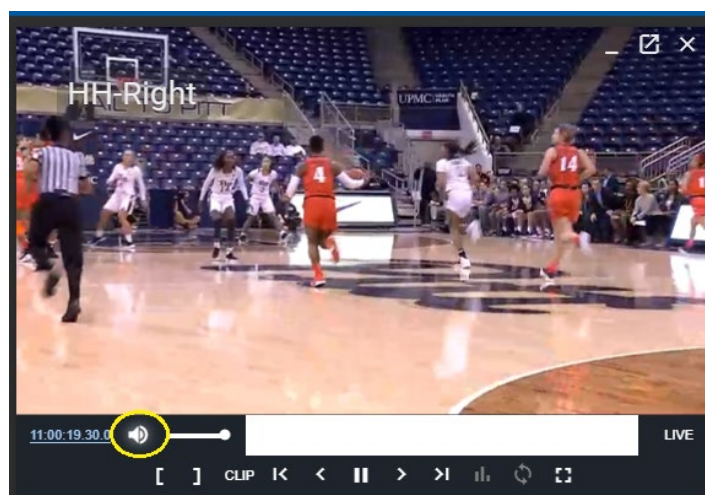


Figure 11-32: webRTC Audio

11.1.4. Information Section

The information section, below the preview window, provides interactive information about the content playing in the Preview window. The information section may appear differently for each location and will be discussed individually for each sub-section of the Media App.

- For an example, input information will be displayed below the playout window if a clip is loaded, see Figure 11-33.

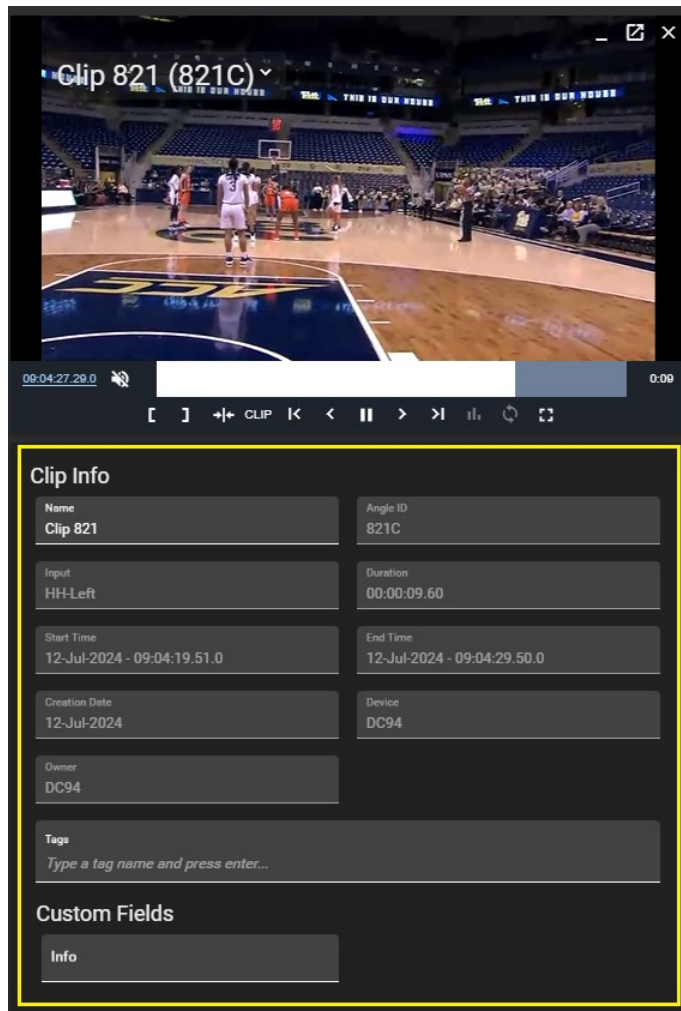


Figure 11-33: Preview Window Information Section Example

11.2. INPUTS

Inputs allow the user to monitor all inputs across the DreamCatcher network on the Media Suite, see Figure 11-34.

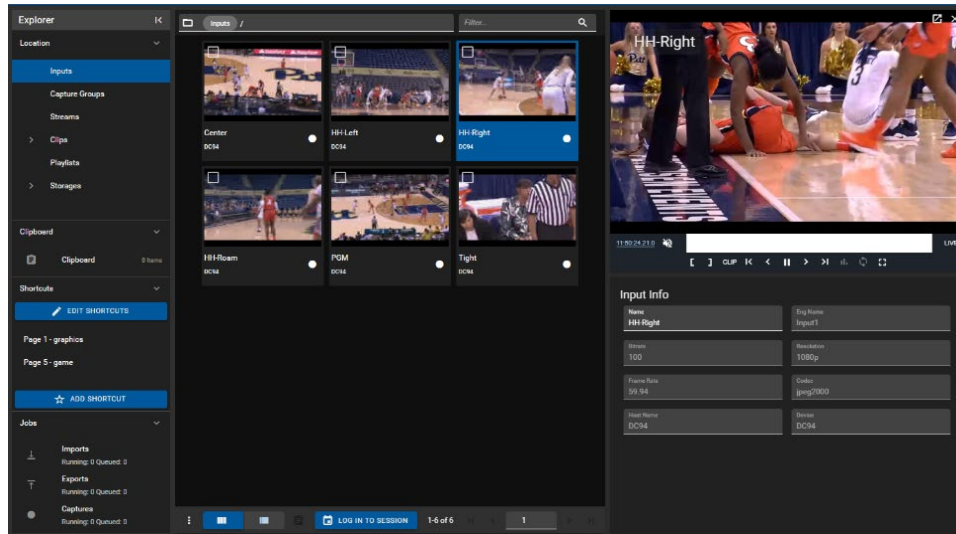


Figure 11-34: Inputs in the Media App

11.2.1. Available Inputs

For most workflows, all inputs across a network will be available for the Media Suite to preview. However, in some workflows only custom selections are desired. Available Inputs can be set in the User IO App.

- Enter the User IO App, select the Media Suite's User and press 'Edit' as shown in Figure 11-35.
- From this edit dialog, inputs can be selected or de-selected as desired. When selected, inputs will be highlighted blue as shown in Figure 11-35.

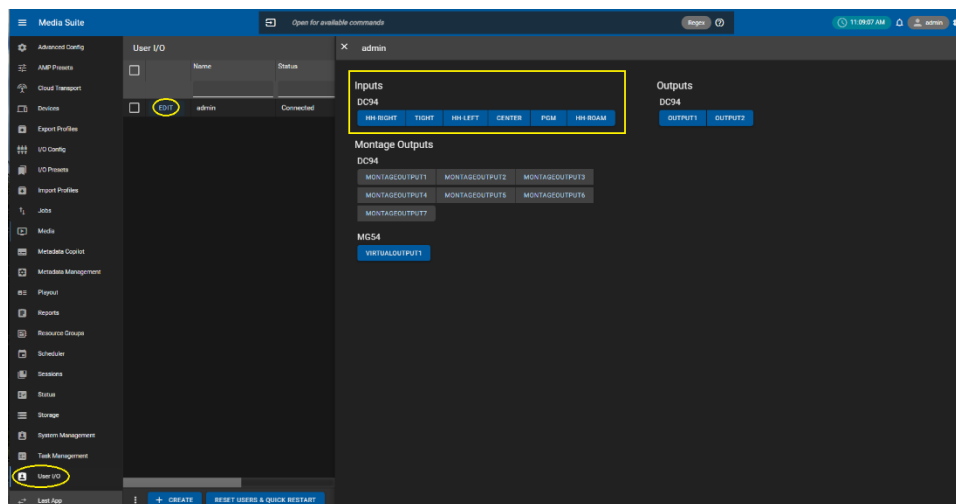


Figure 11-35: User Input Selections

- To de-select an input, simply click and the input will become highlighted in Grey, then save the change by clicking on the save icon as shown in Figure 11-36.

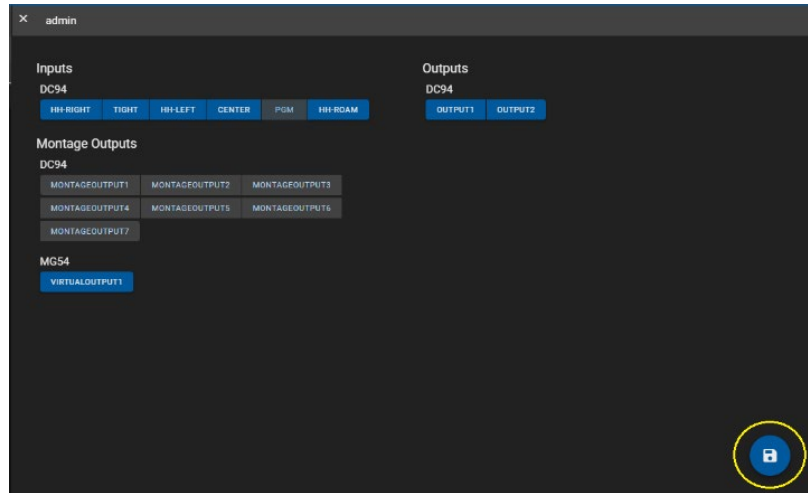


Figure 11-36: Customizing Inputs for Users

11.2.2. Showing All Inputs

If custom inputs have been selected for the Media Suite (As discussed in the previous section), but the user requires the ability to see all inputs, the Media Suite has the ability to automatically force all inputs to be visible.

- To see all inputs, select the options button (ellipsis icon) at the bottom of the content section and select 'Show all Inputs' as shown in Figure 11-37.

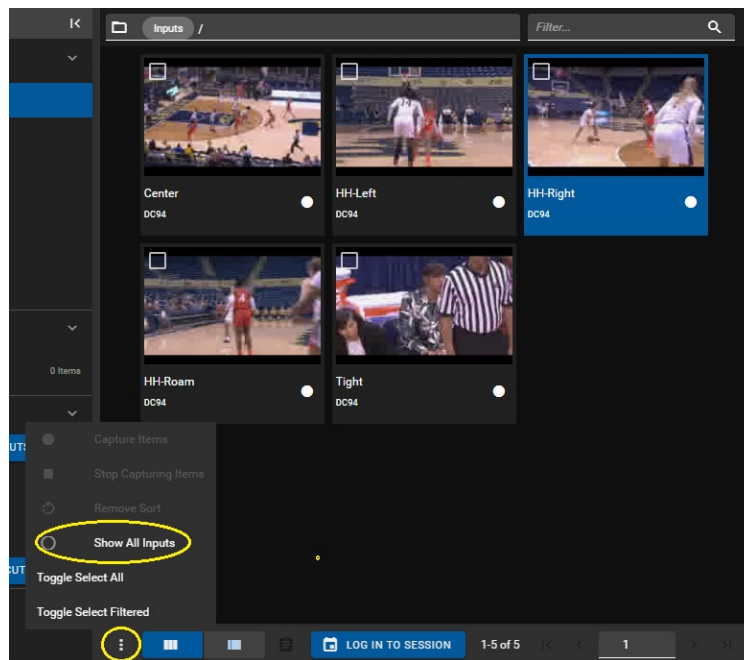


Figure 11-37: Show All Inputs

11.2.3. Using Session Inputs

If a session is joined, only inputs selected for that session will be displayed, regardless of the 'Show All Inputs' selection discussed previously.

- To join a session, click on the 'LOG IN TO SESSION' button at the bottom of the content section as shown in Figure 11-24.

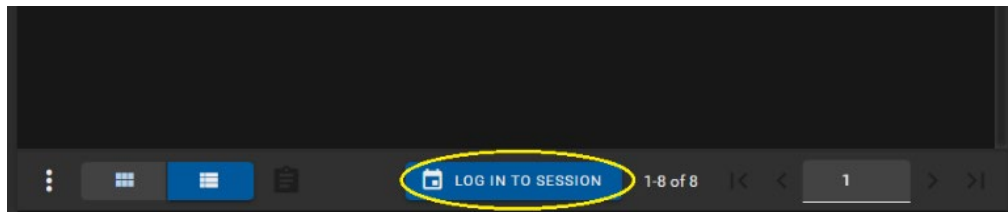


Figure 11-38: Log In to Session

- A window will open with a list of all available sessions. See Figure 11-39.
- Select a session and press 'ENTER' to join it.

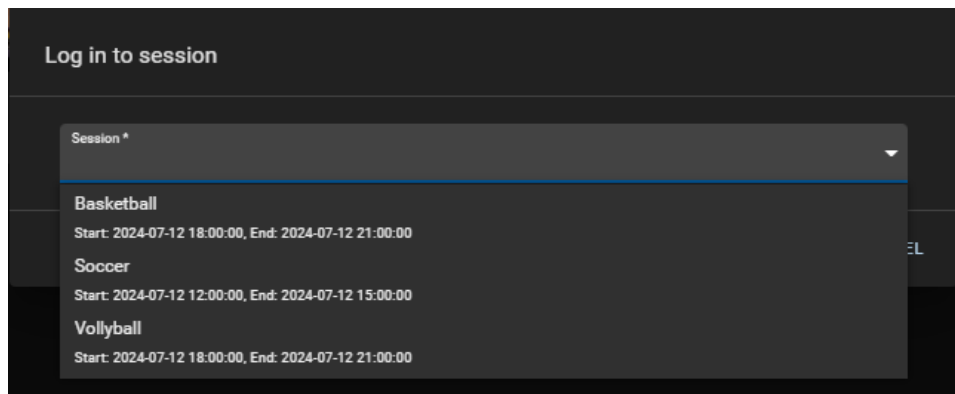


Figure 11-39: Joining a Session

- To leave a session, simply click the "LEAVE: *Name of session*" button as shown in Figure 11-40. A confirmation dialog will open, click 'LOGOUT' to leave the session.

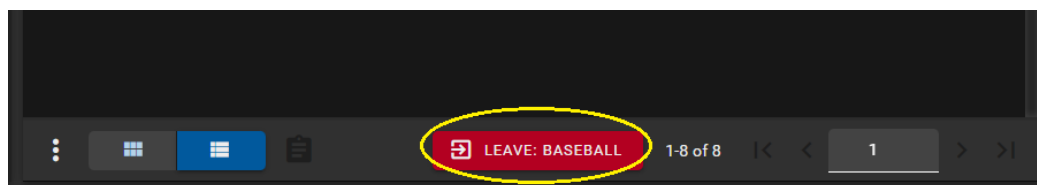


Figure 11-40: Leave Session

11.2.4. Previewing Inputs

- To preview an input, when looking in thumbnail view, hover the mouse over the input to see a 'play' icon appear. (See Figure 11-41). Click on the input to load it into the Preview window, it will then begin to play at live.

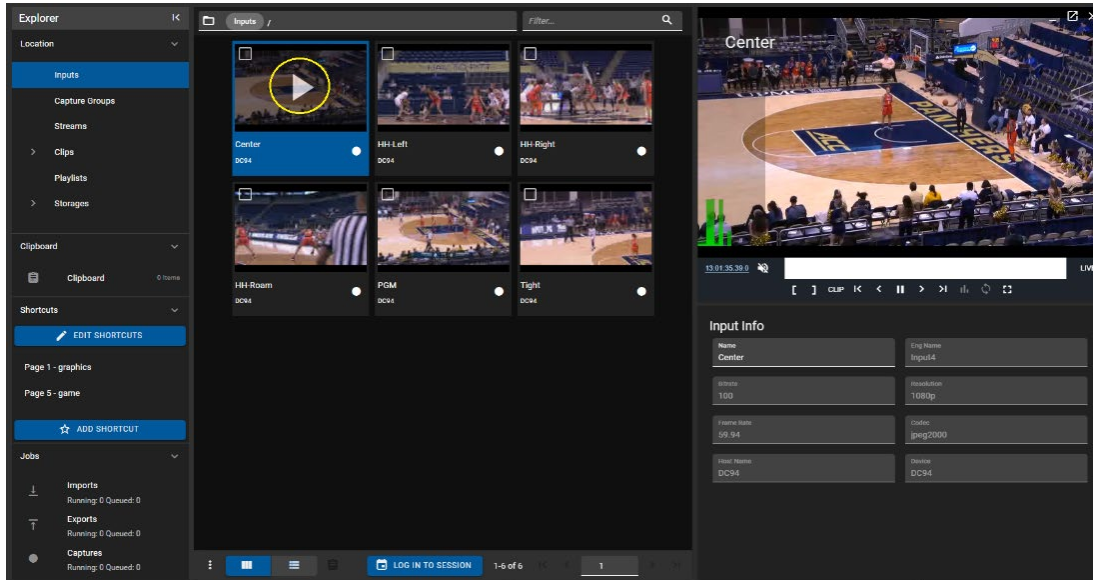


Figure 11-41: Selecting Inputs to Preview in Thumbnail View

- In Table view, select the 'play' button on the input, as shown in Figure 11-42.

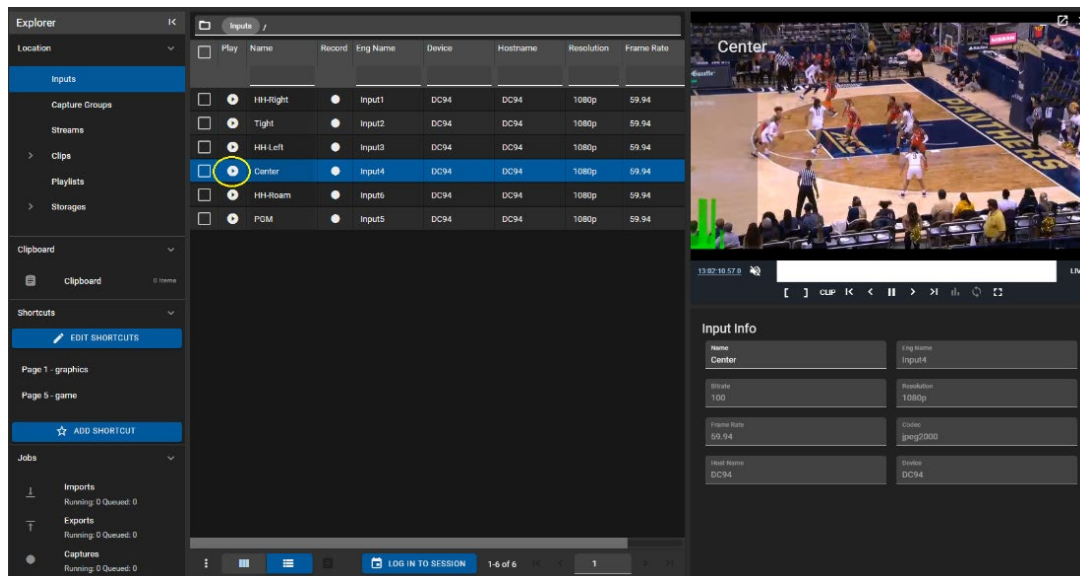


Figure 11-42: Selecting Inputs to Preview in Table View

11.2.5. Preview Window Controls

Once an Input is loaded into the preview window, it can be scrubbed through, paused, played, and put to live using the control buttons, see Figure 11-43.

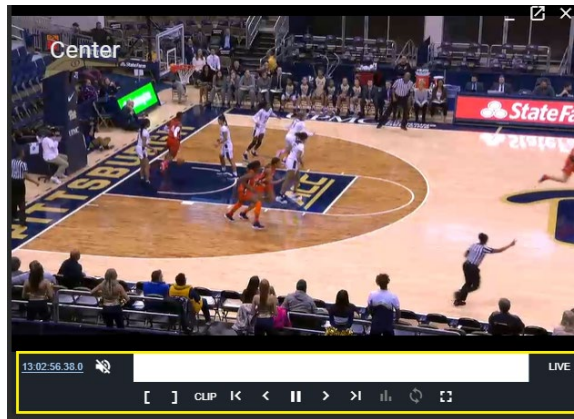


Figure 11-43: Input Control Buttons

11.2.5.1. Input Control Button Descriptions

- For a description of available controls, see Table 11-1.

[Mark In	>	Go to Next Frame
]	Mark Out	>	Go to Out Mark
CLIP	Make a Clip		Show Audio Bars
⏪	Go to In Mark	🔄	Loop
⏮	Go to Previous Frame	⏏	Expand to Full Screen
⏸	Pause/Play		

Table 11-1: Preview Window Input Controls for Inputs

11.2.5.2. Scrubbing on the timeline

- Input controls also include jumping / scrubbing to a time in the record train. This can be done by clicking on a location in the train as shown in Figure 11-44.

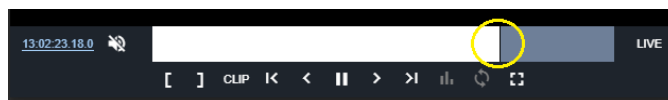


Figure 11-44: Record Train Bar

11.2.5.3. Jumping to Timecode on an Input

- To jump to a specific timecode, click on the timecode in the preview window to open the 'Jump to Timecode' dialog, as shown in Figure 11-45.

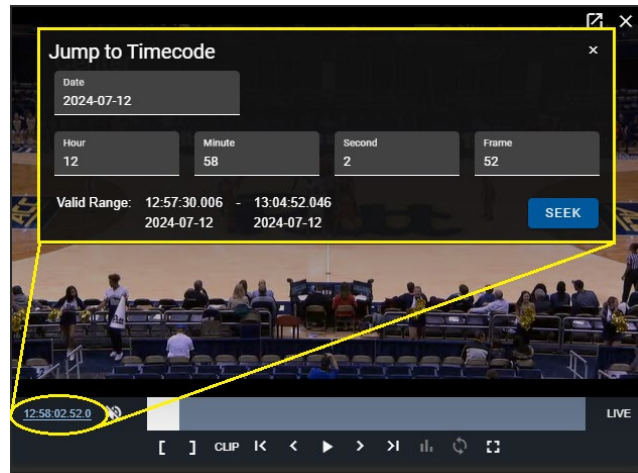


Figure 11-45: Selecting Timecode

11.2.5.4. Going Live on an Input

- If previewing an input or stream, you can use the "Live" button to preview the input at live. See Figure 11-46.

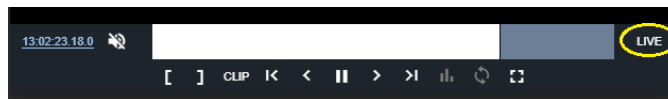


Figure 11-46: Go to Live

11.2.5.5. Creating Clips from an Input

Clips can be made from the input record trains and will be accessible in the Clips section of the Media App.

- Create clips using the Mark in / Mark out and Clip buttons as shown in Figure 11-47.



Figure 11-47: Create Clip

- A dialog will appear allowing the user to name the clip, apply any tags, and select the inputs angles to be clipped. See Figure 11-48. Once ready to create the clip, press the 'CREATE' button.

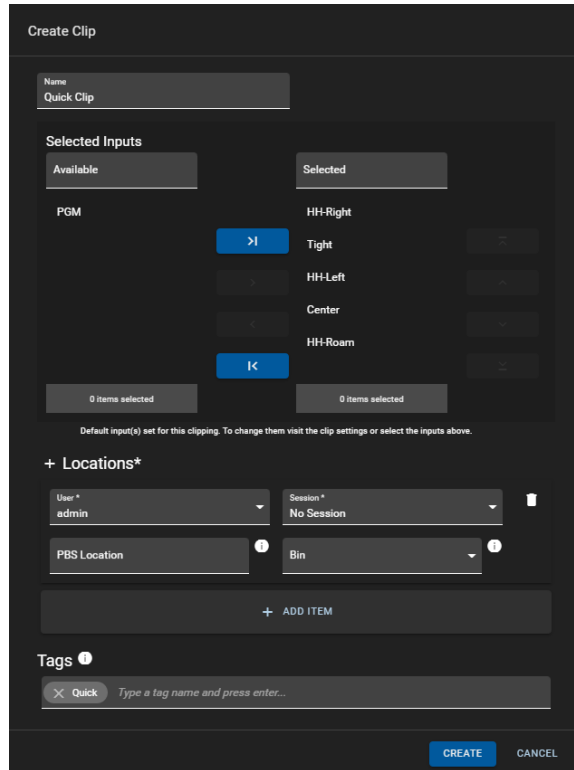


Figure 11-48: Create Clips from Input Record Train

11.2.6. Input Information

Below the preview window is Input Information. Information includes: Name, Engineering Name (default name), Bitrate, Resolution, Frame Rate, Codec, Host Name and Device. See Figure 11-49.

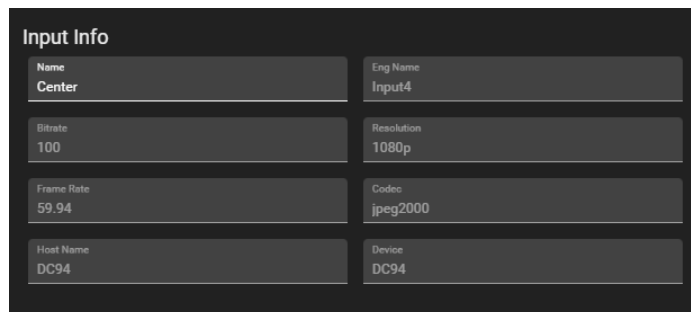


Figure 11-49: Media Input Information

- In this dialog, the name of the Input can be changed by typing in a new name in the Name text box.
- Once a new name has been typed, a save icon will appear at the bottom of the section. See Figure

11-50.

- Click the save icon to complete the renaming process. The input name will now be changed across the DreamCatcher network.

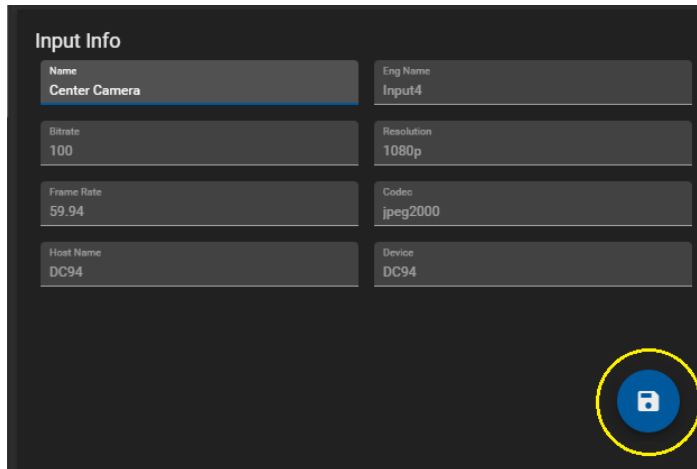


Figure 11-50: Input Name Change

11.2.7. Input Capture Records

Along with clipping inputs, growing file records can be started within the Inputs location.

- To start an input capture record, click the record button next to the input in the table view or below the input thumbnail in the thumbnail view.
- A 'capture items' dialog will open, as shown in Figure 11-51, allowing you to set the duration of the recording, the export profile and any attributes for the filename.

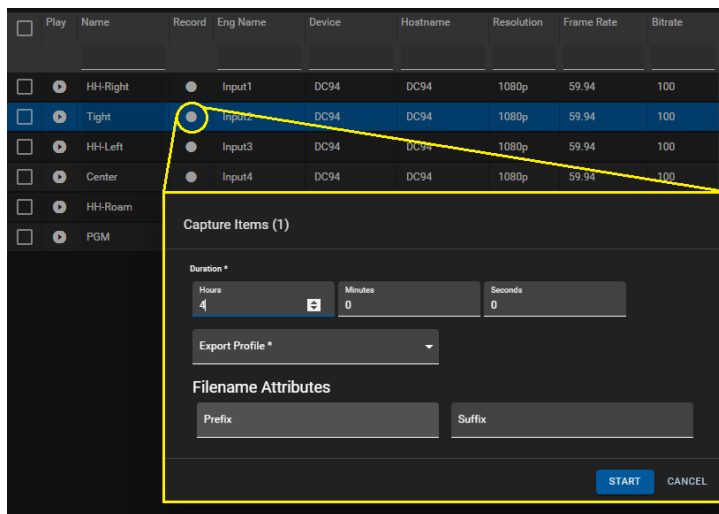


Figure 11-51: Input Capture Record

- By default, the duration will be four hours for a capture record. Set in a custom hour, minute, and/or second combination by selecting each option and typing in a value.
- Optionally, add in a Prefix and Suffix for the filename.
- Once all fields have been set and an export profile is selected the record can be started by clicking the 'START' button.
- The record icon in the content section will now be lit up the colour red, to indicate the active record, see Figure 11-52.

<input type="checkbox"/>	Play	Name	Record	Eng Name	Device	Hostname
<input type="checkbox"/>		HH-Right		Input1	DC94	DC94
<input checked="" type="checkbox"/>		Tight		Input2	DC94	DC94
<input type="checkbox"/>		HH-Left		Input3	DC94	DC94
<input type="checkbox"/>		Center		Input4	DC94	DC94

Figure 11-52: Input Capture Recording In Progress

11.2.8. Monitoring Capture Progress

Capture progress can be monitored in various sections in the Media Suite. From the Jobs app, as well as in the Media App.

- To preview the progress of an input growing file, click on 'Captures' in the Explorer - Jobs Section as discussed in Section 11.1.1.4, shown in Figure 11-15.
- All jobs on the system can also be viewed by entering the Jobs app as discussed in Section 10.

11.2.9. Multi Record Options

- Multiple capture groups can be started and stopped by using the capture group options menu.
- First, checkmark input(s), and click the option (ellipsis icon) button as shown in Figure 11-53.
- From this window, all or only selected inputs can be toggled to capture or to stop capturing.

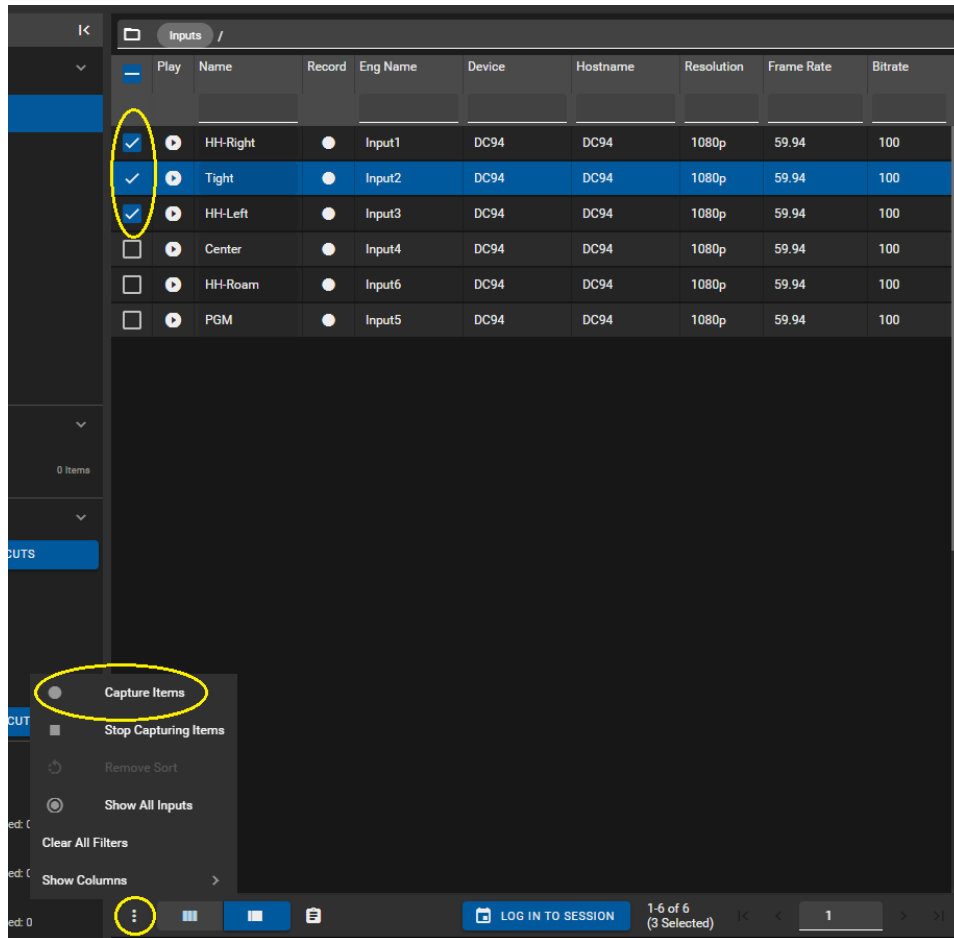


Figure 11-53: Input Options Menu

11.3. CAPTURE GROUPS

Capture Groups allow the user to create growing export files based on groups of inputs or streams selected with a designated export profile. See Figure 11-54.

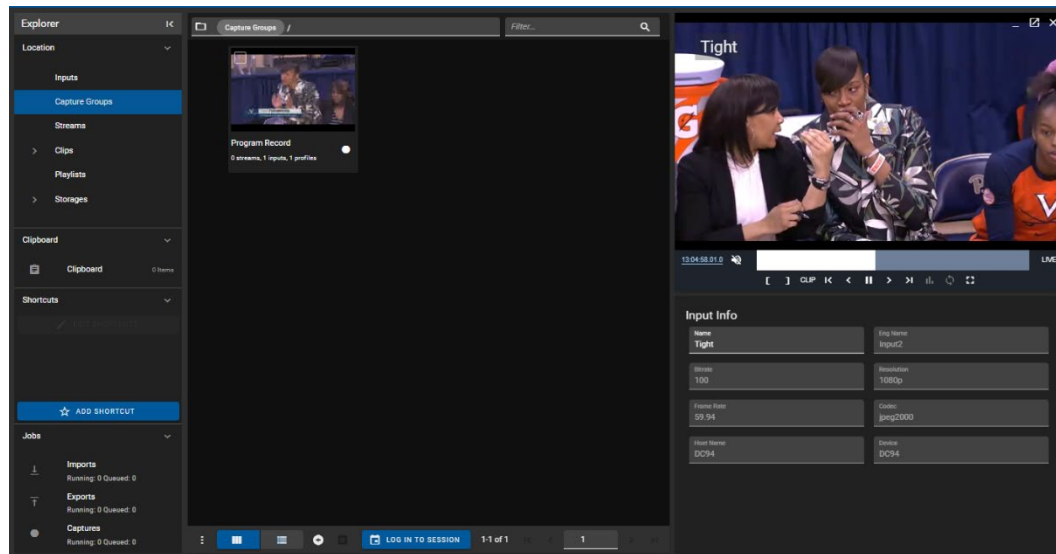


Figure 11-54: Capture Groups in the Media App

11.3.1. Creating Capture Groups

- To create a Capture Group, select the plus icon at the bottom of the window. See Figure 11-55.

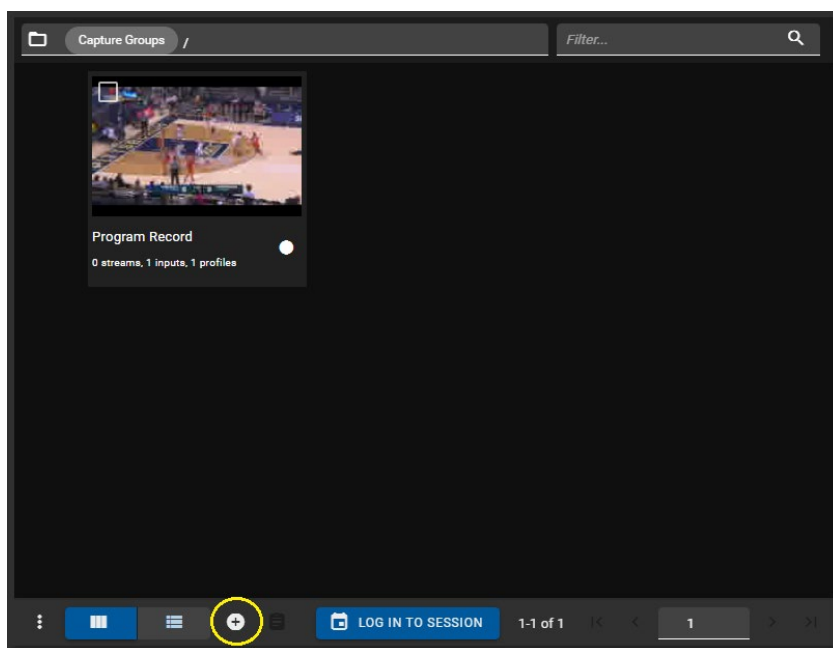


Figure 11-55: Adding a Capture Group in the Media App

- A 'Create Capture Group' dialog will open, see Figure 11-56.
- Begin by creating a name for your Capture Group, as shown at the top of Figure 11-56.
- An option is included for whether the growing file will export into subdirectory or place itself at the root level of the export location. To toggle this selection on and off, click on the blue arrow button, as seen to the right of the name text box in of Figure 11-56.

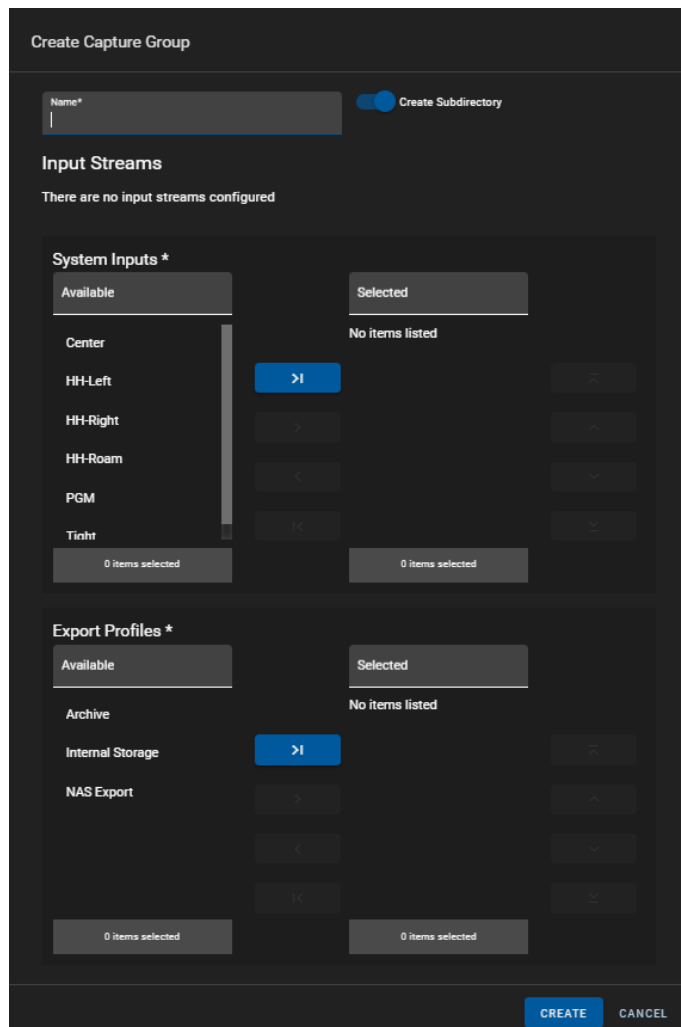


Figure 11-56: Creating a Capture Group in the Media App

- Next, Input(s) / Stream(s) and export profile(s) need to be selected. Use the blue '>|' arrow buttons to move all available options to the selected column.

- To select only specific input(s)/ stream(s) and export profile(s), click on a specific input and/or profile and use the individual blue '>' arrow buttons to add the individual selection to the selected column. See Figure 11-57.
- Multiple Inputs and export profiles can be chosen for each capture group.
- Once selected, inputs/ profiles can be re-ordered or removed from the list by selecting one, and using the blue navigation buttons as needed. See Figure 11-57.

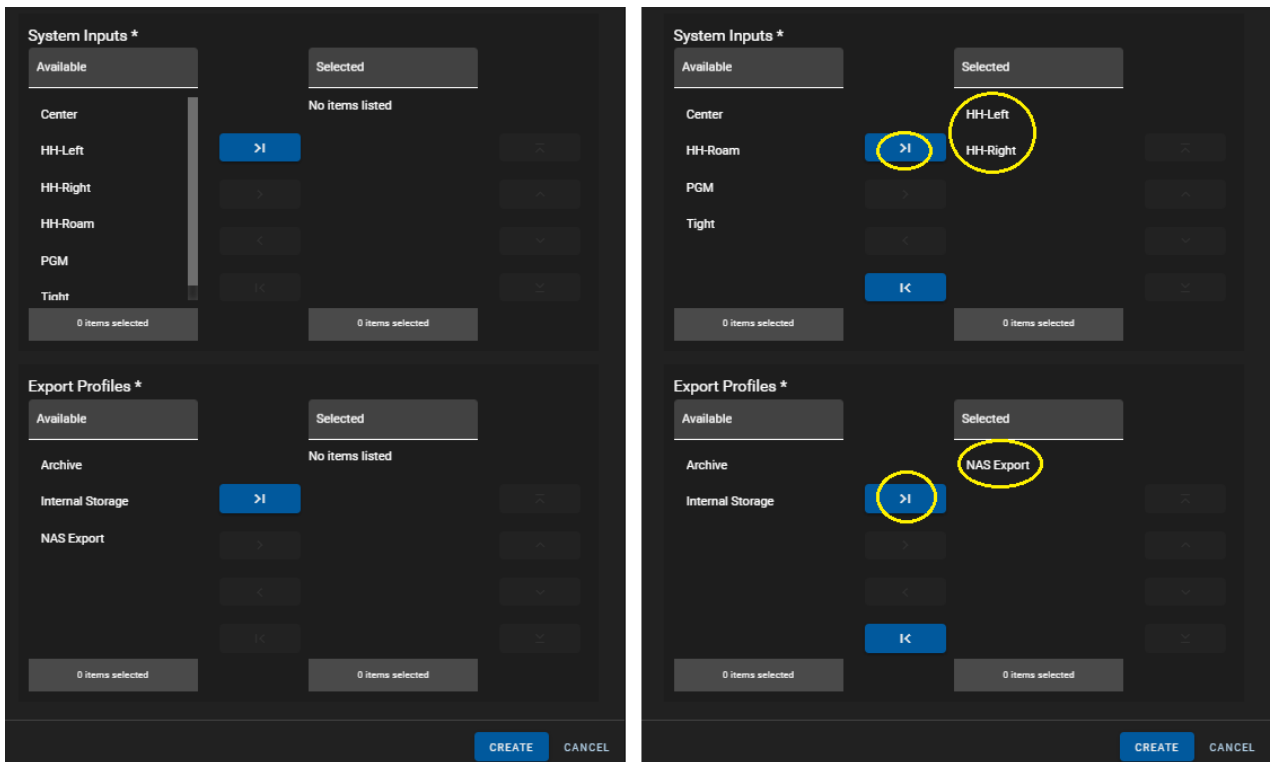


Figure 11-57: Selections for Capture Groups

- Once finished, use the “CREATE” button to create the Capture Group.
- When created, the Capture Group will be listed in the Content Section of the Media App.

11.3.2. Previewing Capture Groups

- To preview a capture group's input/stream, when looking in Thumbnail view, hover the mouse over the group to see a 'play' icon appear, see Figure 11-58. Click on the group to load it into the Preview window, the first input or stream in the group will then begin to play.

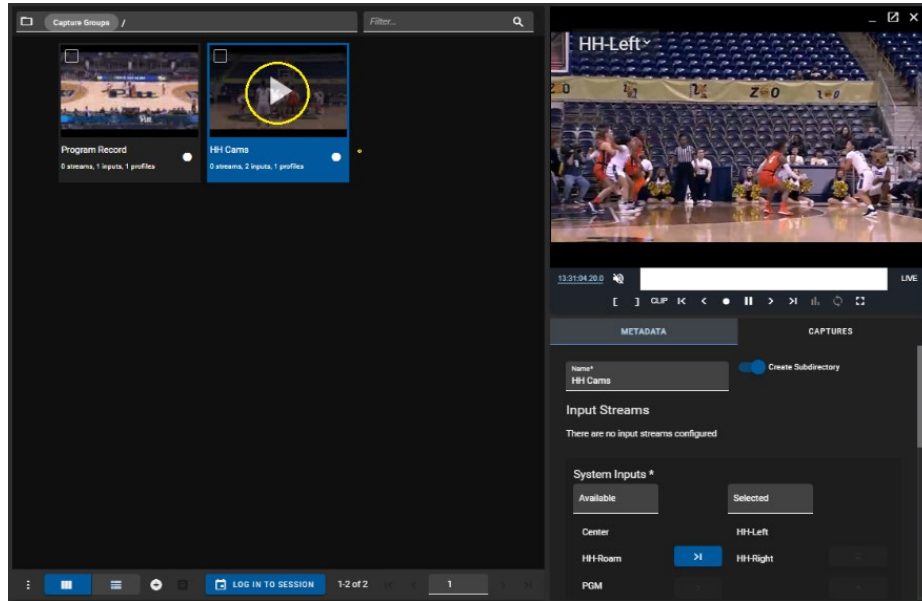


Figure 11-58: Previewing Capture Groups in Thumbnail View

- In the Table view, pressing the 'play' icon will cue the capture group's first input /stream in the Preview window and play it out, see Figure 11-59.

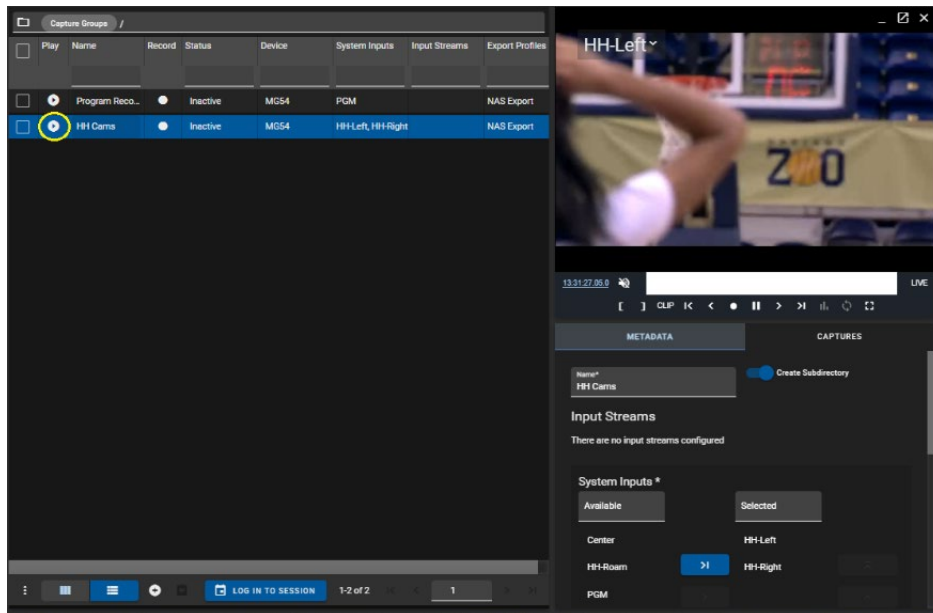


Figure 11-59: Previewing Capture Groups in Table View

11.3.3. Previewing Window Controls

When a capture group is selected to play in the preview window, by default the first input or stream from that capture group will queue in the window. To preview another input/stream select from the drop-down menu with the input or steam name, see Figure 11-60.

Inputs, when cued, can be controlled with the preview control buttons. Please refer back to section 11.2.5.1 for instructions on using the control buttons.

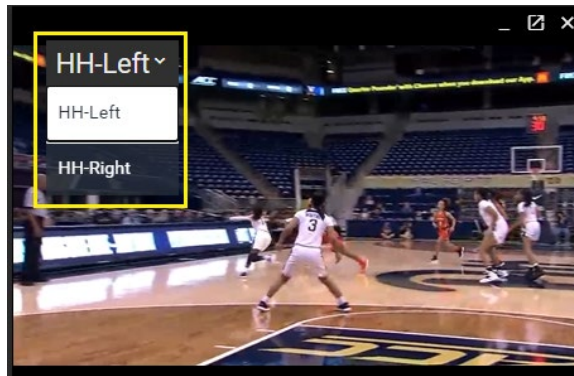


Figure 11-60: Capture Group Preview Window

11.3.4. Recording Capture Groups

- To start a capture group record, click the record button next to the group’s name in the table view or below the input thumbnail in the thumbnail view. See Figure 11-61.

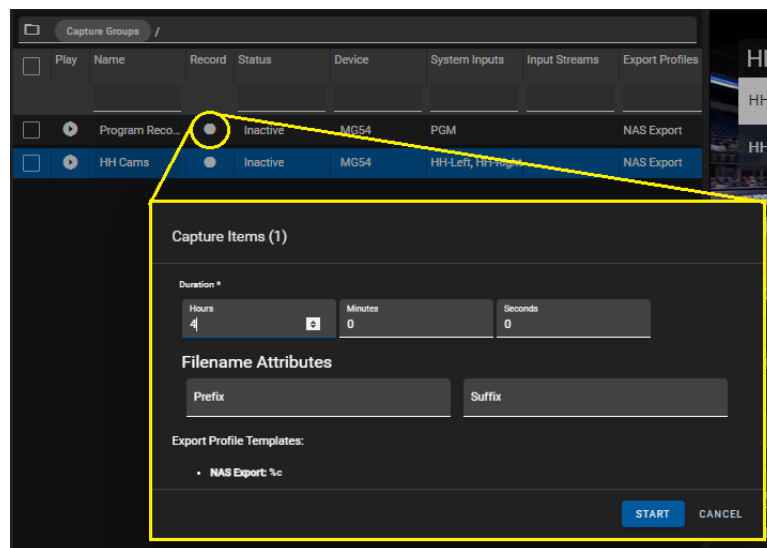


Figure 11-61: Starting a Capture Group Record

- A ‘capture items’ dialog will open, as shown in Figure 11-61, allowing you to set the duration of the recording, the export profile and any attributes for the filename.

- By default, the duration will be four hours for a capture record. Set in a custom hour, minute, and/or second combination by selecting each option and typing in a value.
- Optionally, add in a Prefix and Suffix for the filename.
- Once all fields have been set and an export profile is selected the record can be started by clicking the 'START' button.
- The record icon in the content section will now be lit up the colour red, to indicate the active record, see Figure 11-62.

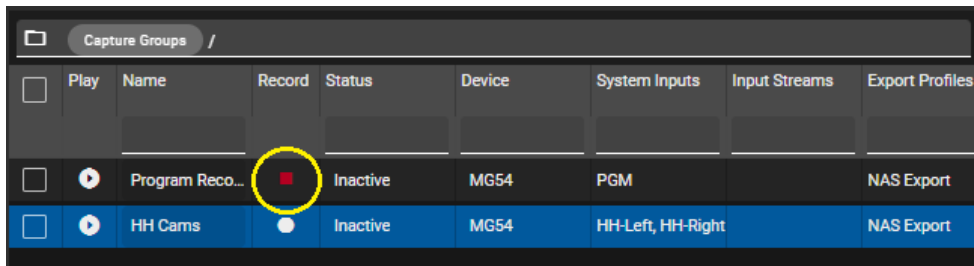


Figure 11-62: Input Capture Recording In Progress

11.3.5. Capture Group Metadata Information

Below the preview window is the capture group's metadata, including: name, subdirectory option, input options, and export options See Figure 11-63.

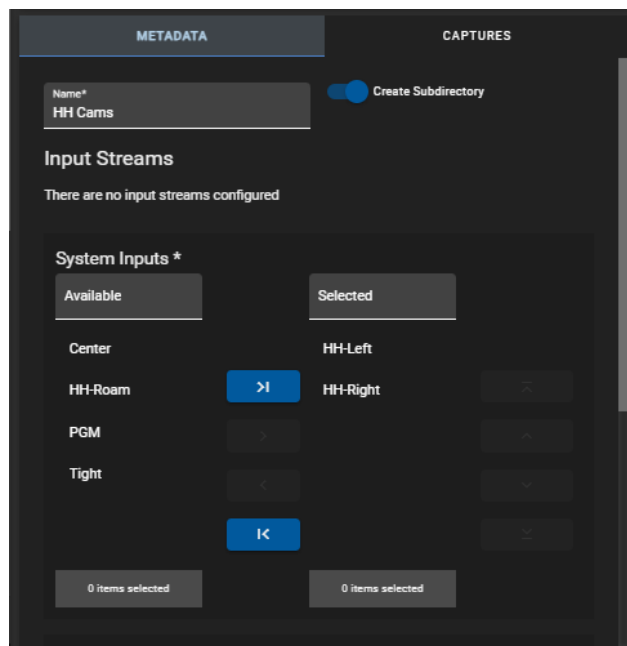


Figure 11-63: Capture Group Metadata

- In this dialog, all options can be changed.

- Once changes have been made, a save icon will appear at the bottom of the section. Click the save icon to complete the changes. See Figure 11-64.

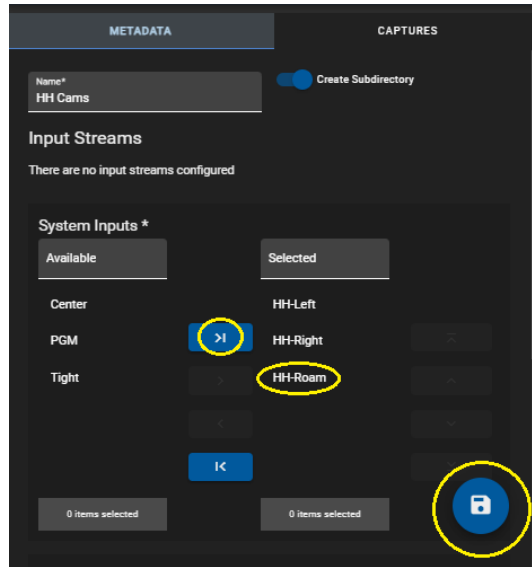


Figure 11-64: Editing a Capture Group

11.3.6. Monitoring Capture Progress Information

Along with the metadata, below the preview window, the capture group’s export progress can be monitored.

- Select the ‘Captures’ tab below a playing capture input to preview the status of captures, present and past. See Figure 11-65.

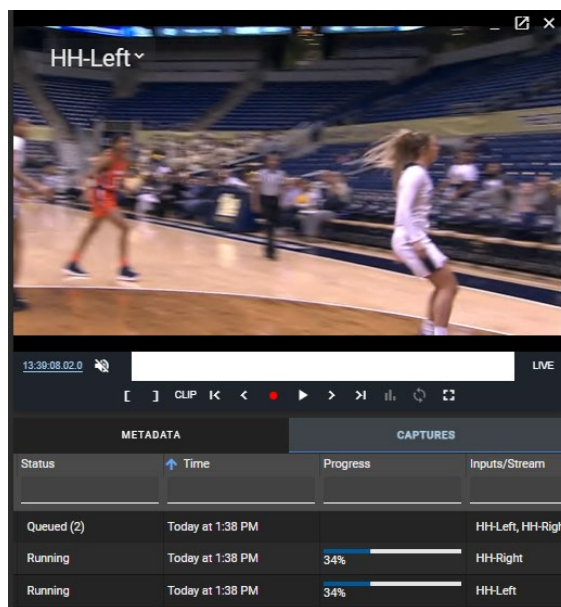


Figure 11-65: Monitoring Captures in the Preview Section

- The progress of the growing file can also be monitored by clicking on 'Captures' in the Explorer - Jobs Section as discussed in Section 11.1.1.4., shown in Figure 11-15.
- All jobs on the system can also be viewed by entering the Jobs app as discussed in 10

11.3.7. Multi Record Options

- Multiple capture groups can be started and stopped by using the capture group options menu.
- First, checkmark capture group(s), and click the option (ellipsis icon) button as shown in Figure 11-66.
- From this window, all or only selected Capture Groups can be toggled to capture or to stop capturing.

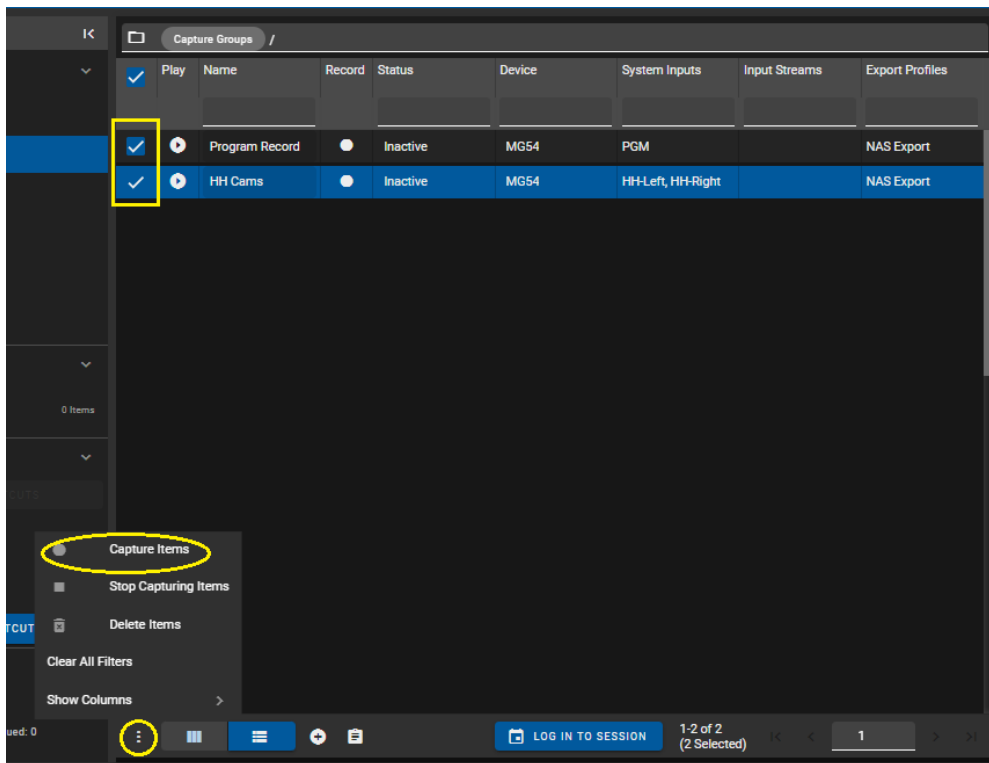


Figure 11-66: Capture Group Options Menu

11.3.8. Deleting Capture Groups

- Capture groups can be deleted by using the capture group options menu.
- First, checkmark capture group(s), and click the option (ellipsis icon) button as shown in the previous Figure 11-66.
- From these options dialog select 'delete items.'

- A confirmation dialog will appear as seen in Figure 11-67.
- To confirm deleting the capture group(s) click the 'DELETE' button.

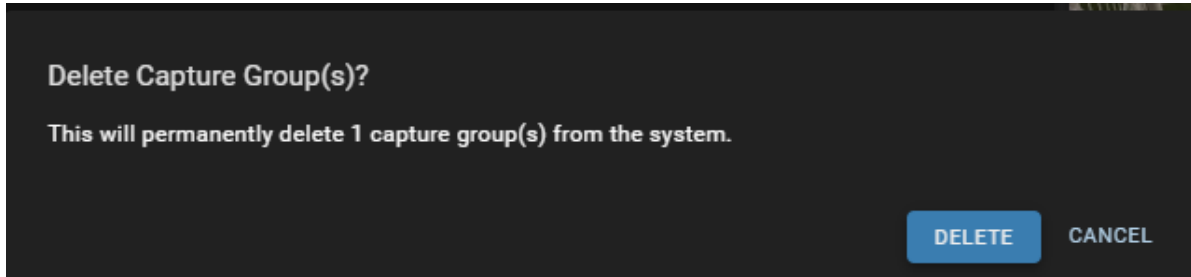


Figure 11-67: Capture Group Delete Confirmation

11.4. STREAMS

From this section, the user will be able to observe streams going through the network. See Figure 11-68.

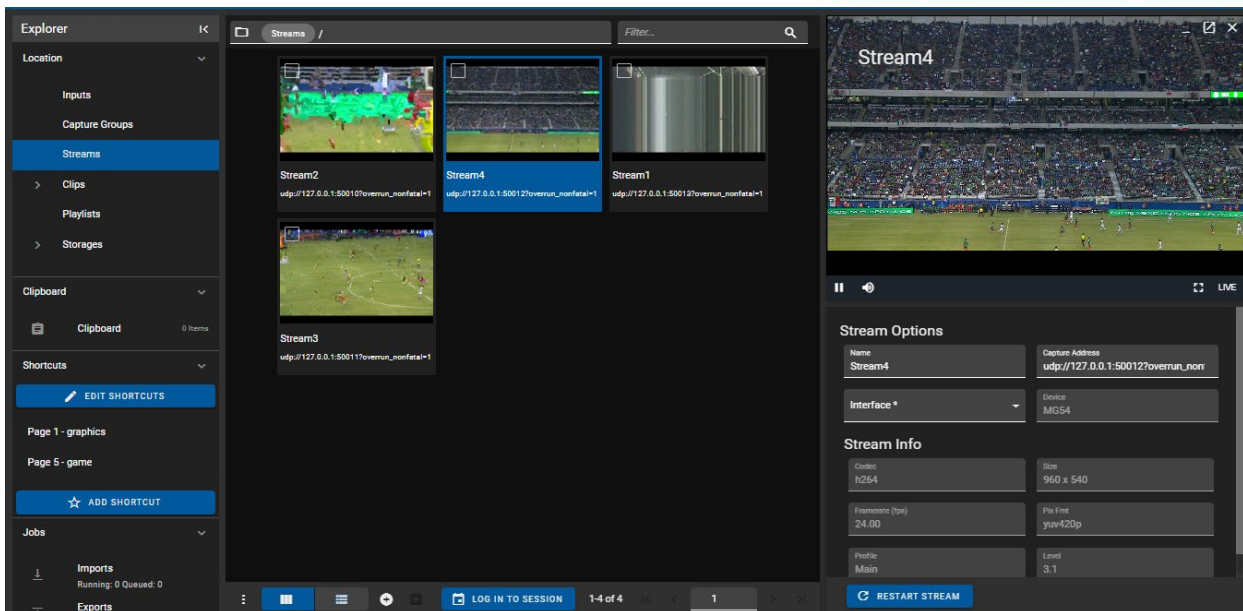


Figure 11-68: Streams in the Media App

11.4.1. Adding Streams

- To add streams, click on the 'plus' icon at the bottom of the content section, see Figure 11-69.

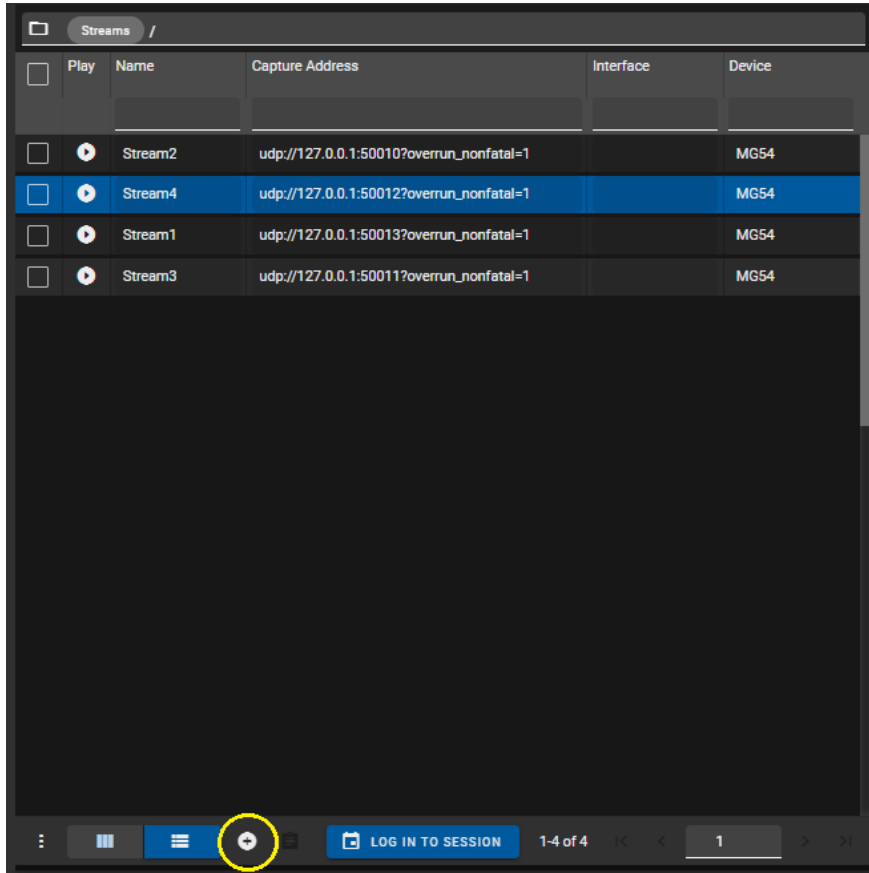


Figure 11-69: Create Stream

- A 'Create Stream' dialog will open, add in the name and IP address of the stream, as shown in Figure 11-70. To complete and save the stream, click the 'CREATE' button.

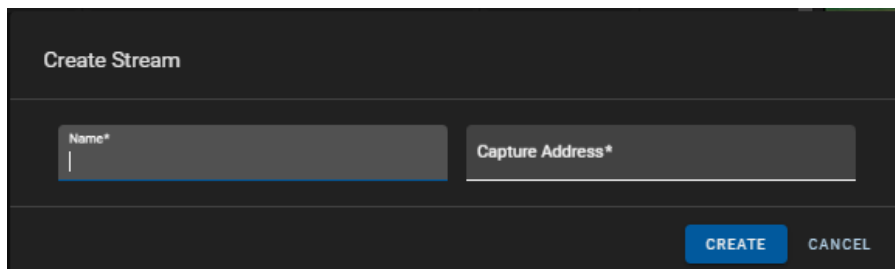


Figure 11-70: Create Stream Dialog

11.4.2. Previewing Streams

- To preview a stream, when looking in Thumbnail view, hover the mouse over the stream to see a 'play' icon appear. (See Figure 11-71). Click on the stream to load it into the Preview window, it will then begin to play.

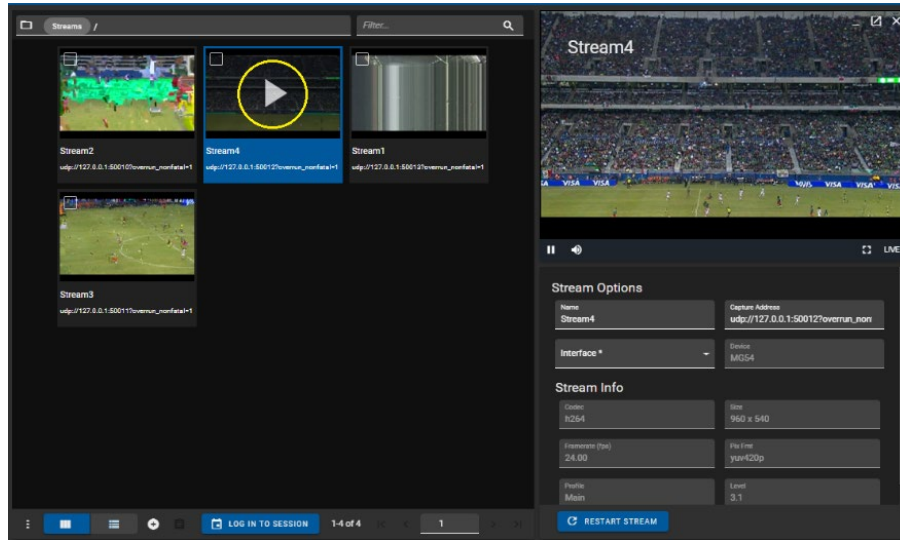


Figure 11-71: Previewing Streams in Thumbnail View

- In the Table view, pressing the 'play' icon will cue the clip in the Preview window and play it out, see Figure 11-72.

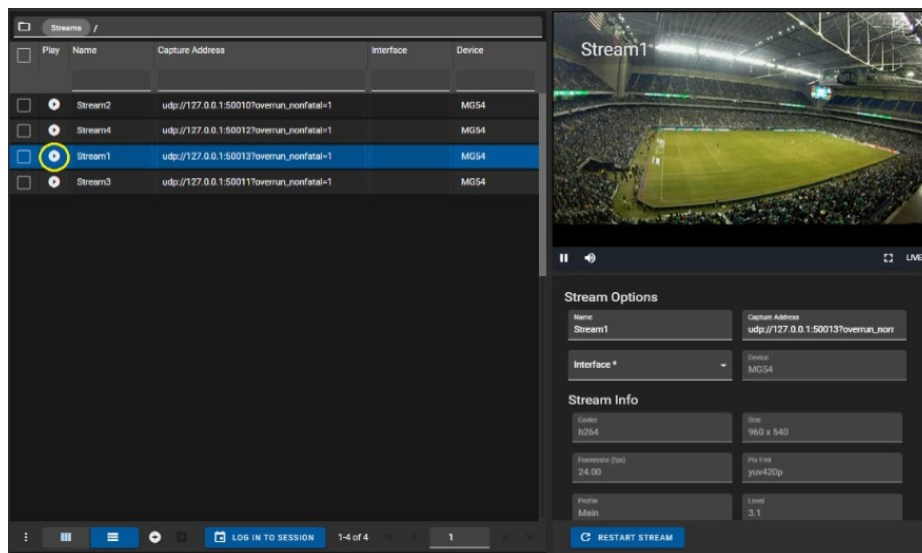


Figure 11-72: Previewing Streams in Table View

- Once a stream is loaded into the preview window, it can be paused, played, and put to live using the control buttons as seen below the video preview window in Figure 11-72.

11.4.3. Stream Information

Displayed below the preview window is the stream information section, see Figure 11-73. Information includes The Name, Capture Address, Interface, Device, Codec, Size, Framerate, Pixel Format, Profile and Level.

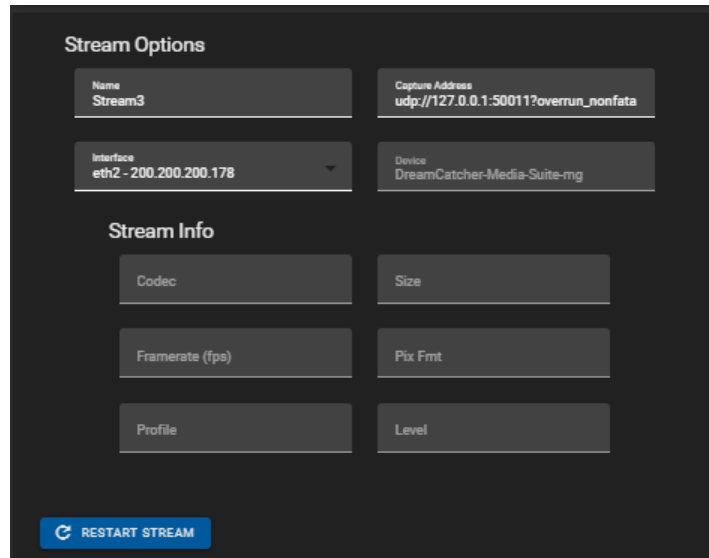


Figure 11-73: Stream Options

- In this dialog, Stream Name, Address and Interface can be modified. Once changes have been made, a save icon will appear at the bottom of the section, see Figure 11-74. Click the save icon.
- The stream can also be restarted from this location by clicking the 'RESTART STREAM' button as seen in Figure 11-74.

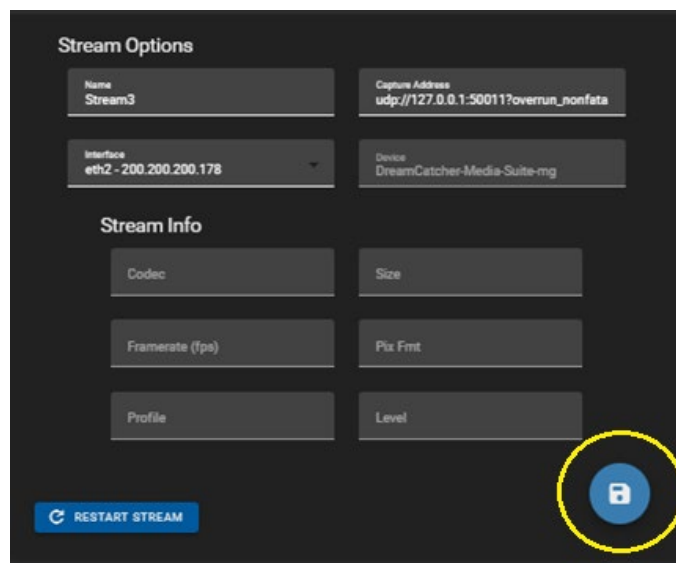


Figure 11-74: Editing Stream Information

11.4.4. Deleting Input Streams

- To delete a stream, first checkmark the stream(s) you wish to delete, then open the options menu (ellipsis icon) at the bottom of the page and select the 'Delete Items' button as shown in Figure 11-75.

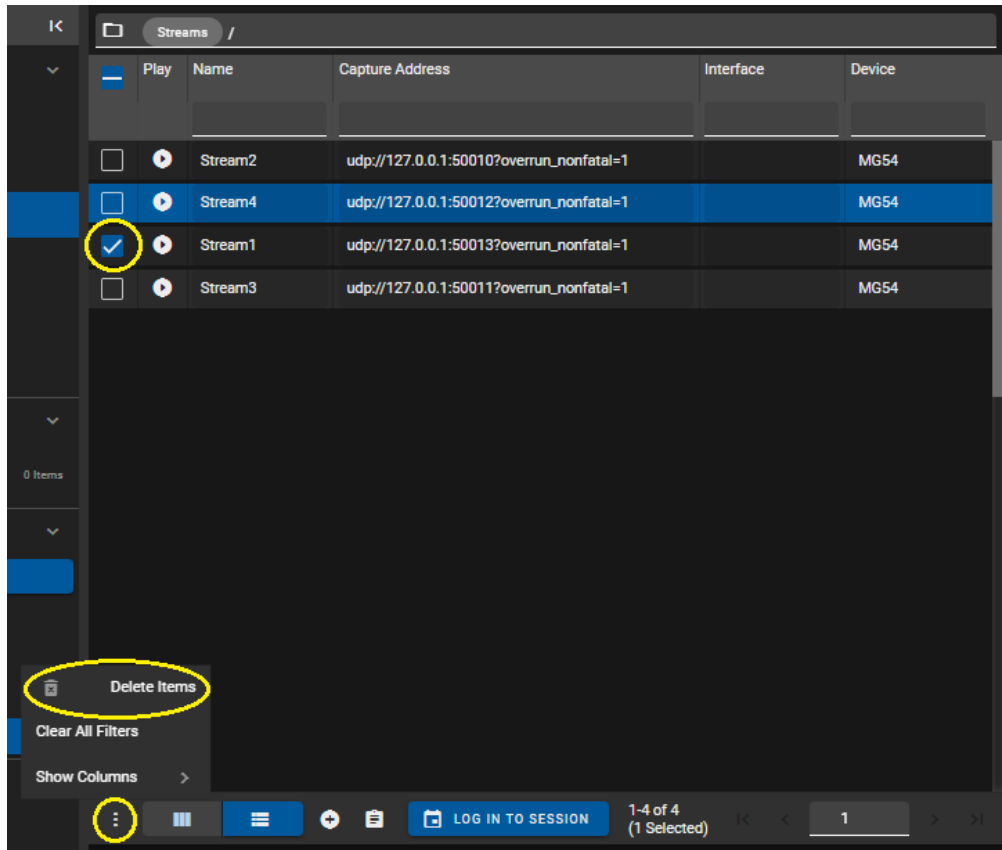


Figure 11-75: Deleting Streams

- Once clicked, a delete confirmation dialog will appear.
- To complete removing the stream(s) click on the 'DELETE' button as shown in Figure 11-76.

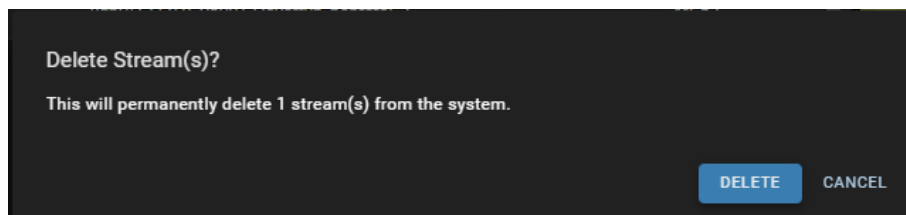


Figure 11-76: Delete Confirmation Dialog

11.5. CLIPS

The Clips section gives the user the ability to work with content on all networked devices.

Within the Clips section, all clips created on any networked DreamCatcher's PBS (Page/Bank/Slot) or Bins can be browsed through, played, and display information associated with that content.

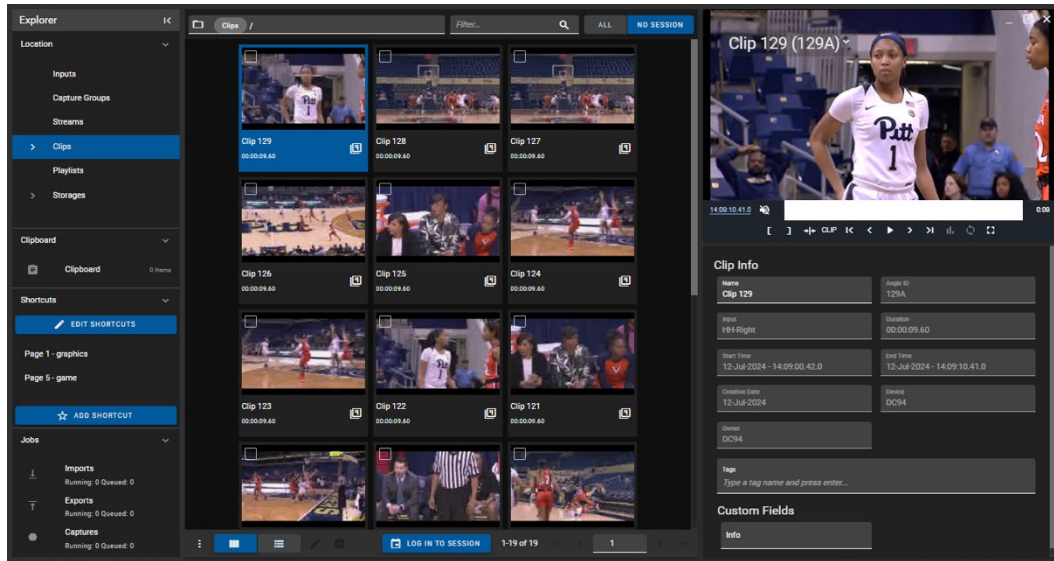


Figure 11-77: Clips in the Media App

11.5.1. Previewing Clips

- To preview clips, when looking in Thumbnail view, hover the mouse over the clip to see a 'play' icon appear, as shown in Figure 11-78. Click on the clip to load it into the Preview window. It will then begin to play out.

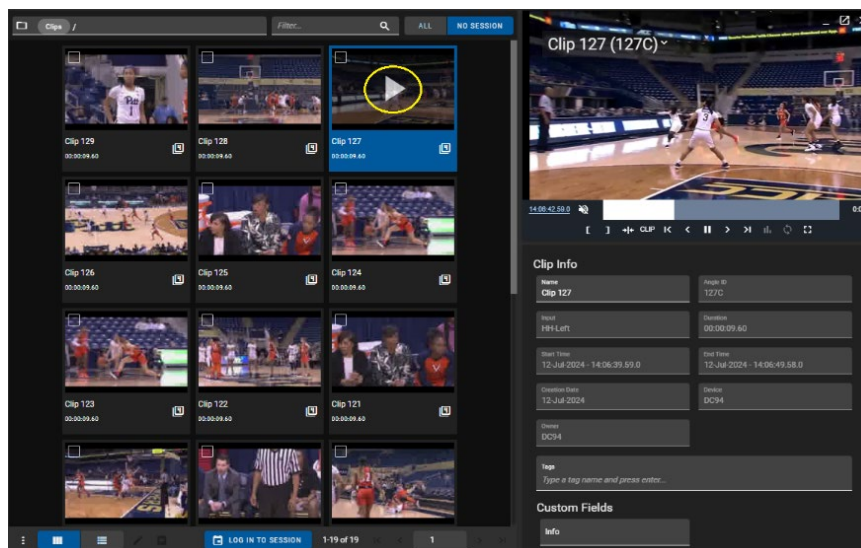


Figure 11-78: Playback of Clips in Thumbnail View

- In the Table view, pressing the 'play' icon will cue the clip in the Preview window and play it out. See Figure 11-79.

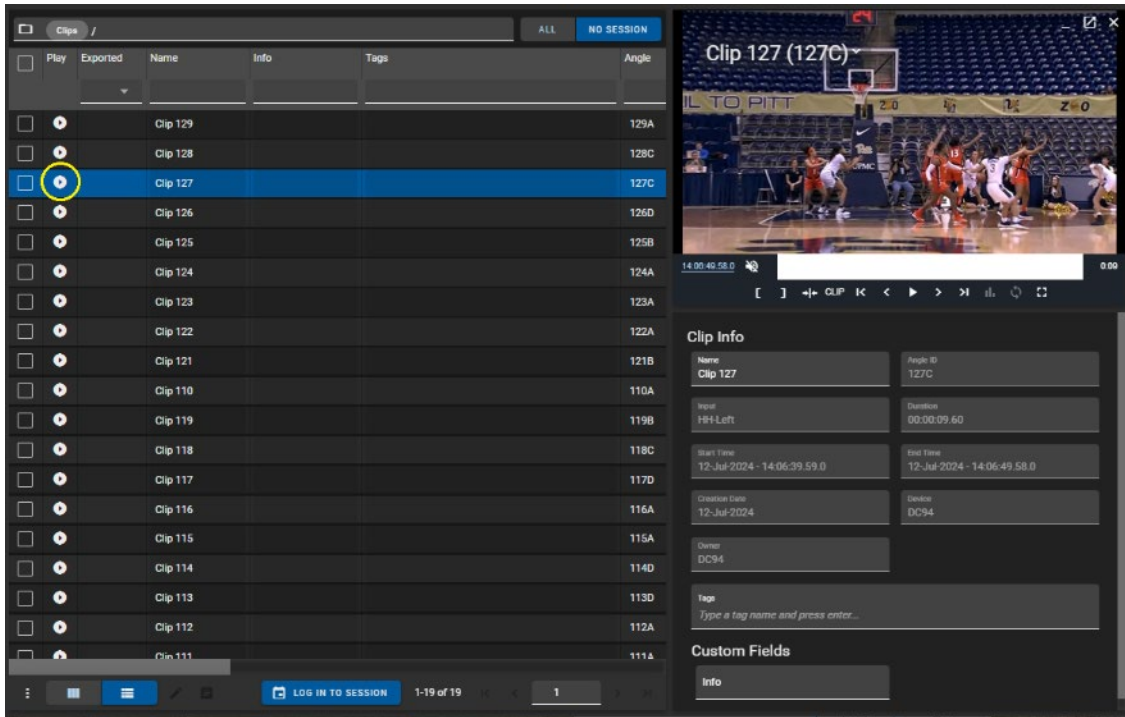


Figure 11-79: Playback of Clips in Table View

11.5.2. Using Session Clips

After joining a session, clips belonging to that session will be displayed in the content section.

- To join a session, click on the 'LOG IN TO SESSION' button at the bottom of the content section as shown in Figure 11-24.

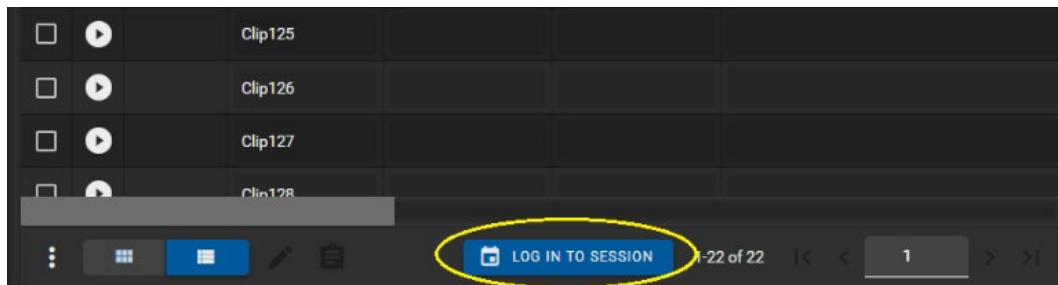


Figure 11-80: Log In to Session

- A window will open with a list of all available sessions. See Figure 11-81.
- Select a session and press 'ENTER' to join it.

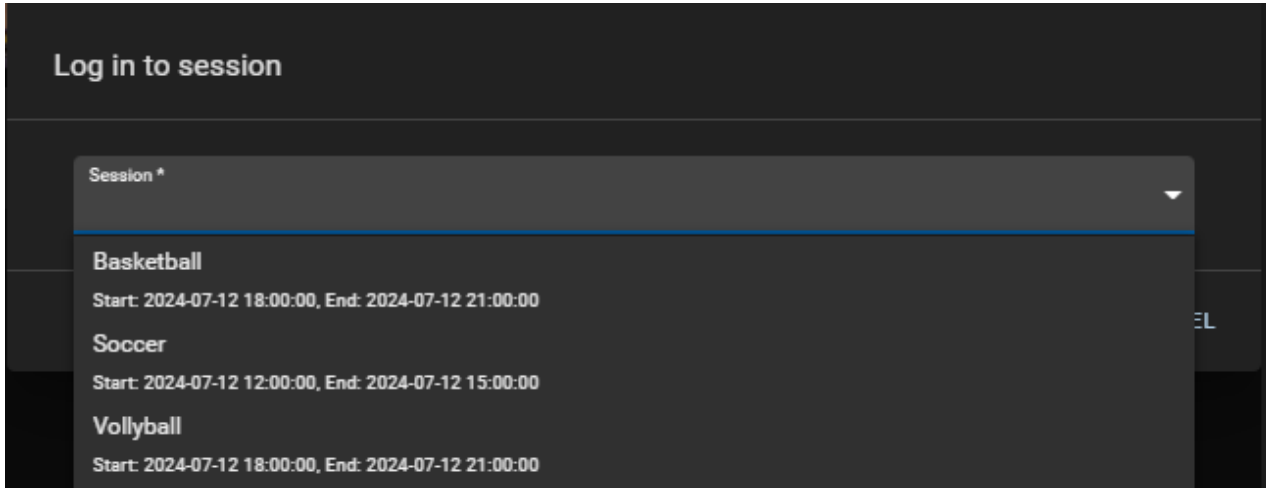


Figure 11-81: Joining a Session

- To leave a session, simply click the "LEAVE: *Session Name*" button as shown in Figure 11-40. A confirmation dialog will open; click 'LEAVE' to leave the session.

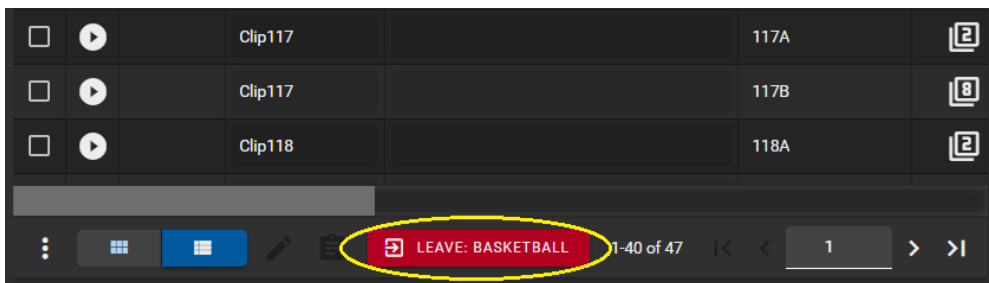


Figure 11-82: Leave Session

11.5.2.1. Viewing Session vs Non-Session Clips

- Once inside a Session you can still preview clips outside of the session by clicking on the 'ALL' button at the top of the content section. See Figure 11-83.
- To return to only seeing clips inside your joined session, press the 'SESSION' button.

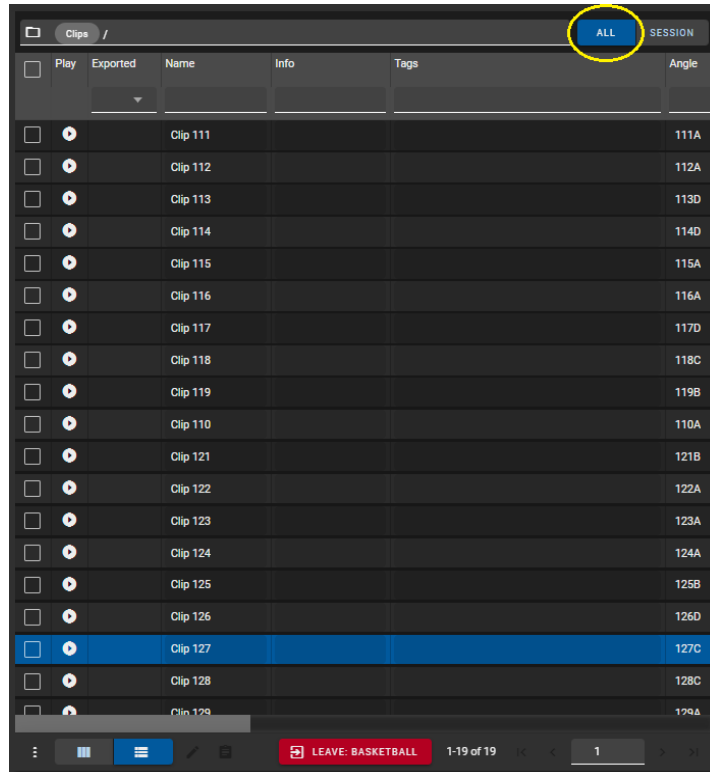


Figure 11-83: Previewing All or Only Session Clips

11.5.3. Preview Window Controls

Once a clip is loaded into the preview window, it can be scrubbed through, paused, played, and put to live using the control buttons, see Figure 11-43.



Figure 11-84: Input Control Buttons

11.5.3.1. Clip Control Button Descriptions

- For a description of available controls, see Table 11-2.

[Mark In	>	Go to Next Frame
]	Mark Out	>	Go to Out Mark
+ -	Trim Clip		Show Audio Bars
CLIP	Create Sub-Clip	↺	Loop Playback
<	Go to In Mark	⏏	Show/Hide Guardband
<	Go to Previous Frame	⏏	Expand to Full Screen
	Pause/Play		

Table 11-2: Preview Window Clip Controls for Clips

11.5.3.2. Scrubbing on the Clip Train

- Clip controls also include scrubbing to a time in the recorded clip train. This can be done by clicking on a location in the clip train as shown in Figure 11-85.

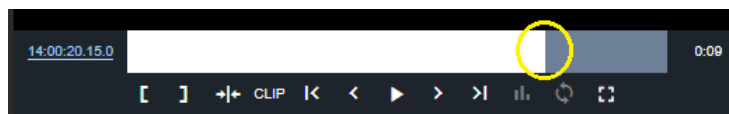


Figure 11-85: Record Train Bar

11.5.3.3. Jumping to Timecode on a Clip

- To jump to a specific timecode within the clip region, click on the timecode in the preview window to open the 'Jump to Timecode' dialog, as shown in Figure 11-86. Enter in the time and press the 'SEEK' button to jump to that time in the record train.

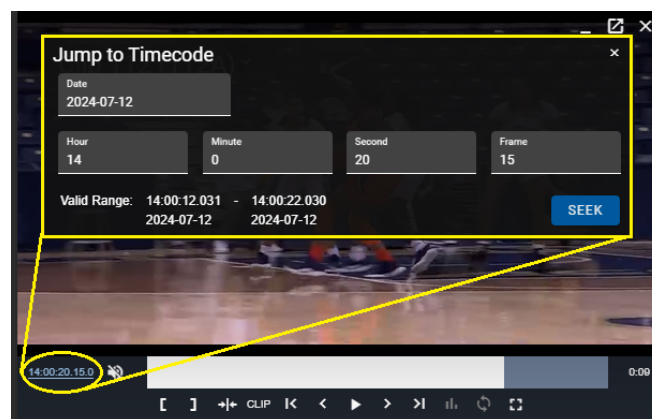


Figure 11-86: Selecting Timecode

11.5.3.4. Creating Sub-Clips from Clips

Sub-Clips can be created from existing Clips and will be accessible in the Media App.

- Create a sub-clip by using the Mark in / Mark out to create secondary In and Out marks on the clip, see Figure 11-87. Once chosen, click the ‘Clip’ Button.

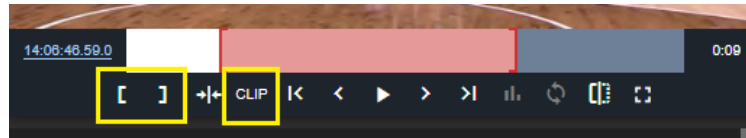


Figure 11-87: Create Sub-Clip

- A ‘Create Clip’ dialog will appear allowing the user to name the clip, apply any tags, and fields if configured. See Figure 11-88. Once ready to create the clip, press the ‘CREATE’ button.

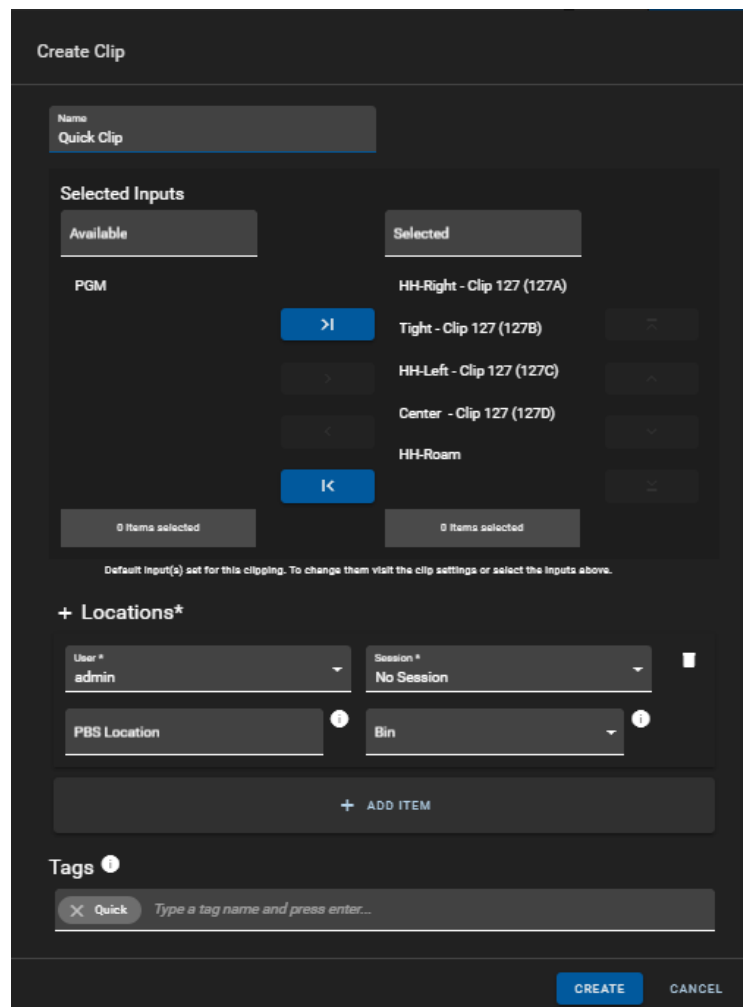


Figure 11-88: Create Sub-Clips From Clips

11.5.4. Clip Information

Below the preview window is Clip Information. Information includes: Name, Angle ID, Input, Duration, Start & End Time, Creation Date, Device, Owner, Tags and optionally Custom Fields (a custom info field). See Figure 11-89.

The screenshot shows a 'Clip Info' dialog box with the following fields and values:

Name	Clip 118	Angle ID	118C	
Input	HH-Left	Duration	00:00:09.60	
Start Time	12-Jul-2024 - 13:56:05.02.0		End Time	12-Jul-2024 - 13:56:15.01.0
Creation Date	12-Jul-2024		Device	DC94
Owner	DC94			
Tags	Type a tag name and press enter...			
Custom Fields	Info			

Figure 11-89: Clip Information

- In this dialog, the Name, Tags and Custom Fields of the clip can be modified by typing a new value in the text box.
- Once changes have been made, a save icon will appear at the bottom of the section. Click the save icon to complete the changes. Changes will be made across the DreamCatcher network. See Figure 11-90.

This screenshot is identical to Figure 11-89, but with a save icon (a blue square with a white floppy disk symbol) highlighted by a yellow circle at the bottom right of the dialog box.

Figure 11-90: Editing Clip Information

11.5.5. Clip Options

Within the additional options for clips, opened by clicking on the options button (ellipsis icon), checked off clips can be exported, moved, deleted and more. Each option will be discussed below. See Figure 11-91.

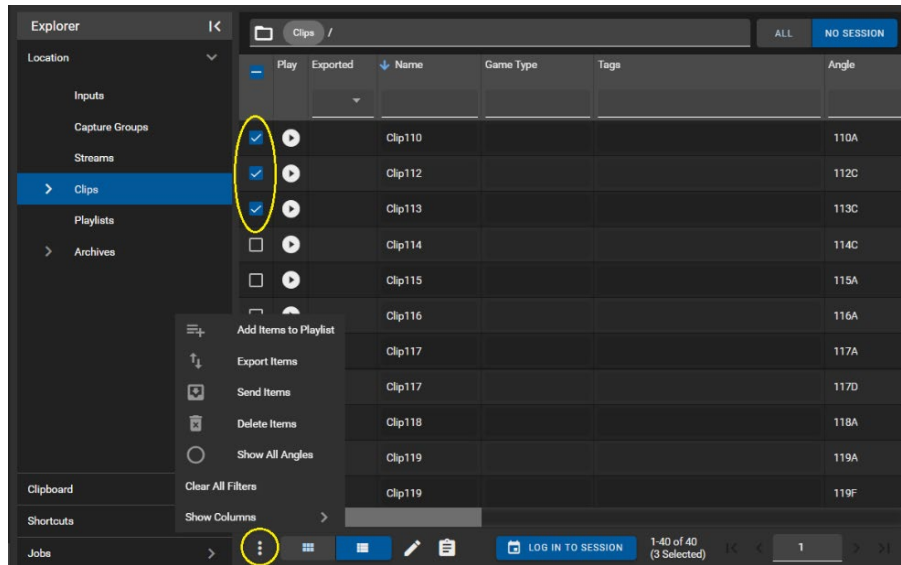


Figure 11-91: Clip Options

11.5.5.1. Adding Clips to a Playlist

Adding Clips to a Playlist in the Media App is discussed in Section 11.6.

11.5.5.2. Export Items

- To export clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 11-91, and click “Export Items”.
- An ‘Export Items’ dialog will open, where an export profile can be chosen from the list of available profiles in a drop-down menu. Please see Section 6 for creating export profiles. See Figure 11-92.

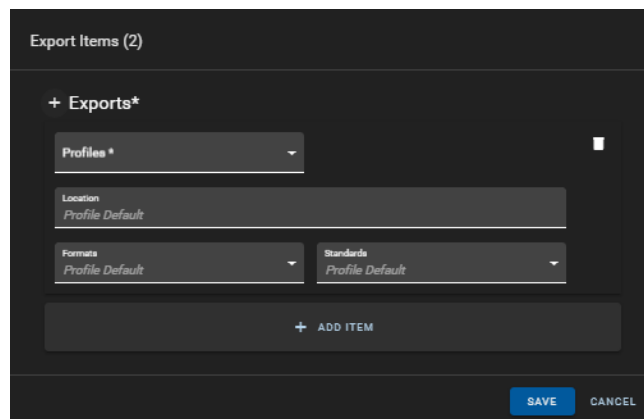


Figure 11-92: Export Items

- Optionally a different location / format / standard can be chosen within the export items dialog, by clicking on the available options see Figure 11-93.

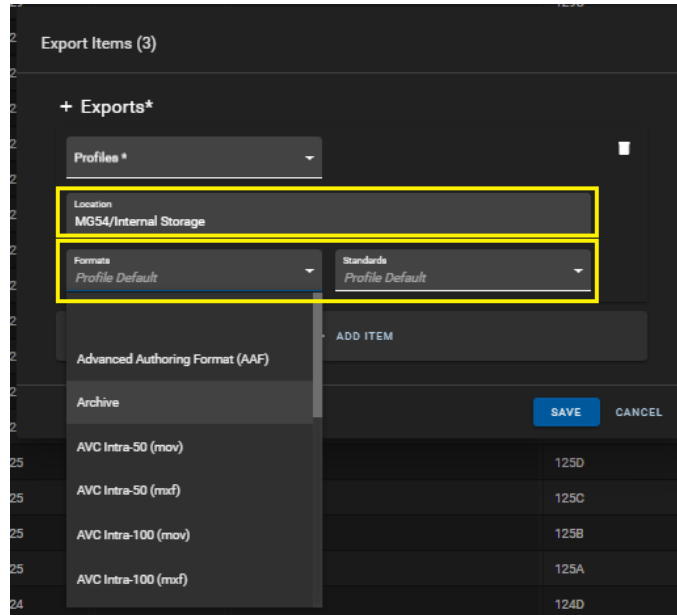


Figure 11-93: Export Items

- As well, multiple export profiles / customized exports can be created by clicking the '+ Add Item' button as shown in Figure 11-94.

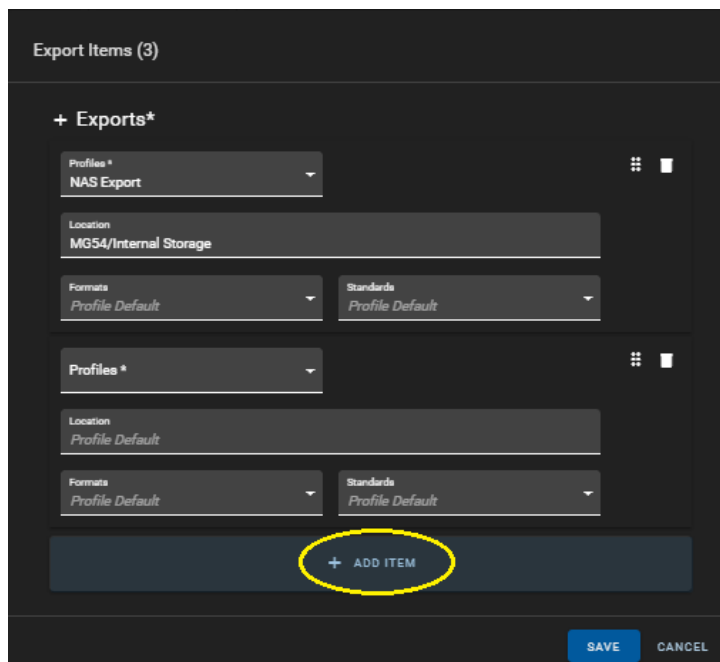


Figure 11-94: Export Items with Multiple Export Profiles

- Once complete with your export choice(s), begin the export by clicking the 'SAVE' button.
- To preview the progress of an export, navigate to the 'Jobs Section' as discussed in Section 11.1.1.4, shown in Figure 11-15, or open the 'Jobs' app as discussed in Section 10.

11.5.5.2.2 Export Items with Custom Angles

In the Media Suite settings, you can configure a default export setting to always select all angles of a clip or a custom set of angles to be exported, please refer back to Section 2.5.4.3 for instructions.

Additionally in the Media App, if the setting "Show All Angles" is OFF, a 'Selected Angles' section will be added to the Export clip dialog. For instructions on the 'Show All Angles' setting, see Section 11.5.5.5.

- To export specific angles, with 'Show All Angles' OFF, repeat steps from the prior section to export clip(s), and select angles from within the 'Selected Angles' section, see Figure.

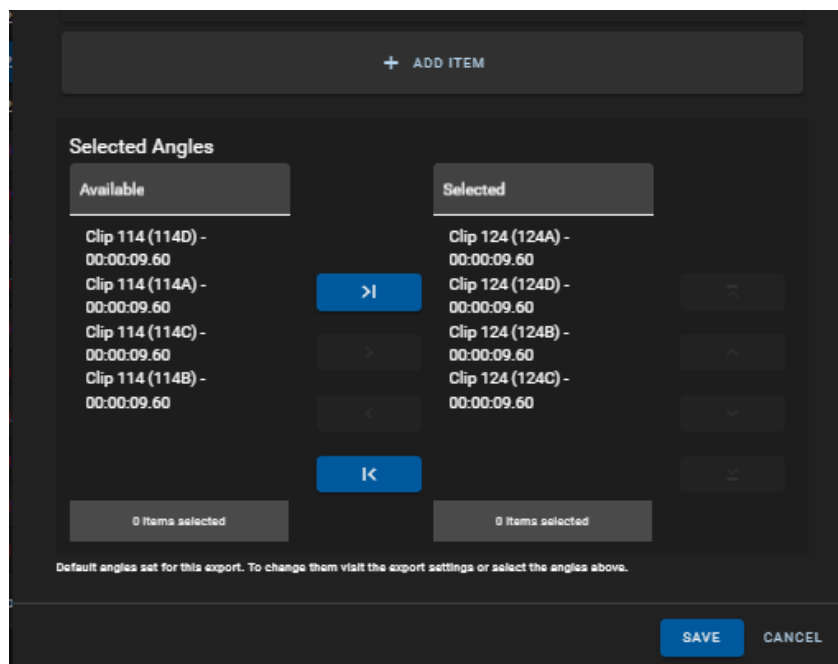


Figure 11-95: Export Items with Selected Angles

11.5.5.3. Send Items

- To send clips, first checkmark the desired clip(s) in the Content Section. Next click the options button (ellipsis icon), as shown in Figure 11-91, and click “Send Items”
- A ‘Send Clips’ dialog will open, where a user must be chosen from the list of available users. See Figure 11-96.
- Optionally, a designated Session, PBS Location and Bin can be chosen to send the clip(s) to.

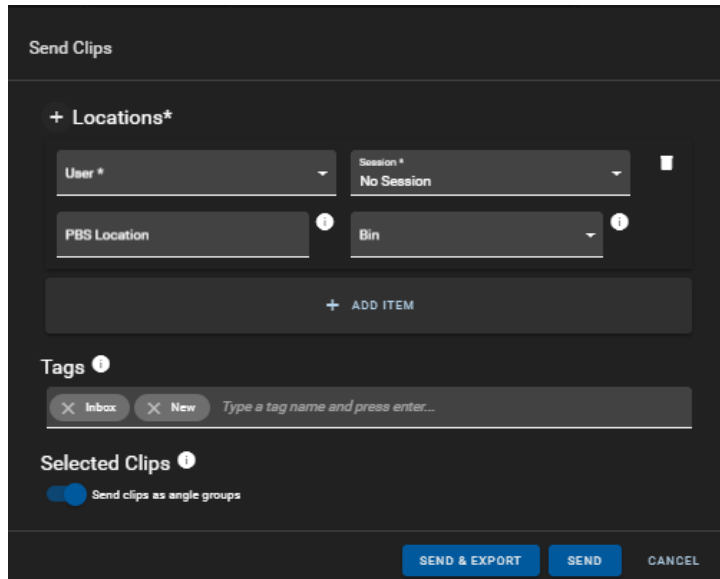


Figure 11-96: Sending Clips

- As well, multiple locations can be chosen by clicking the ‘+ Add Item’ button as shown in Figure 11-101.

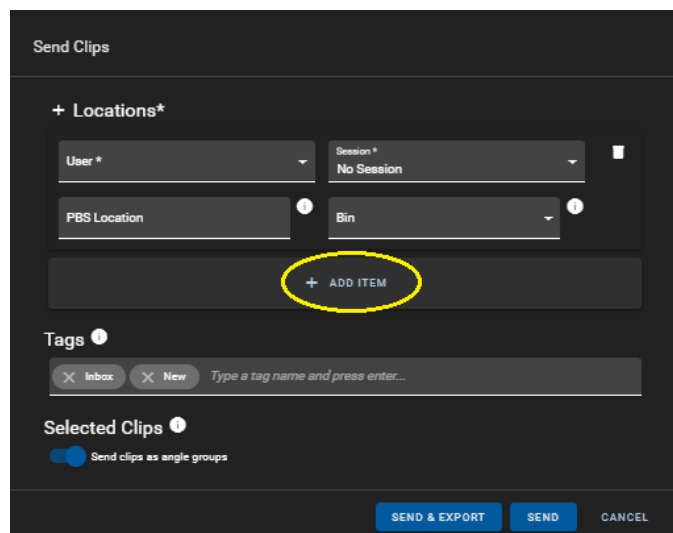


Figure 11-97: Export Items with Multiple Export Profiles

- Tags can be added to the clips in which you are sending, by default 'Inbox' and 'New' will be automatically assigned for the sending clips.
- One final option is to 'send clips as angle groups', toggle this option on to send all angles from clip(s) together as a multi-angle clip. If not selected, clips will be sent individually. See Figure 11-98.

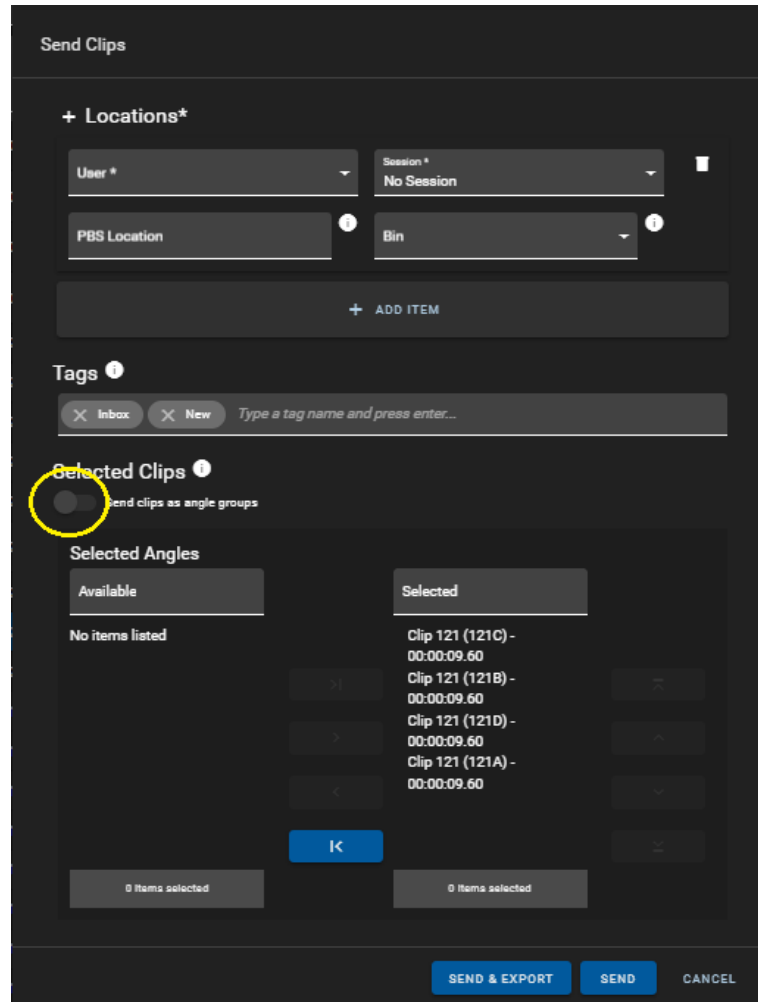


Figure 11-98: Send Clips as Angle Groups

- Once complete with your selections, complete the process by clicking the 'SEND/' button.
- Optionally the clip can be sent and exported by clicking the 'SEND & EXPORT' button as shown at the bottom of Figure 11-98. Please refer to the previous section 11.5.5.2 for instructions on exporting.

11.5.5.4. Delete Items

- To delete clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 11-91, and click “Delete Items”.
- A ‘Delete Clip(s)’ dialog will open, where a toggle option to choose to delete the single angle or ‘include all angles’ from that clip is presented, see Figure 11-99.

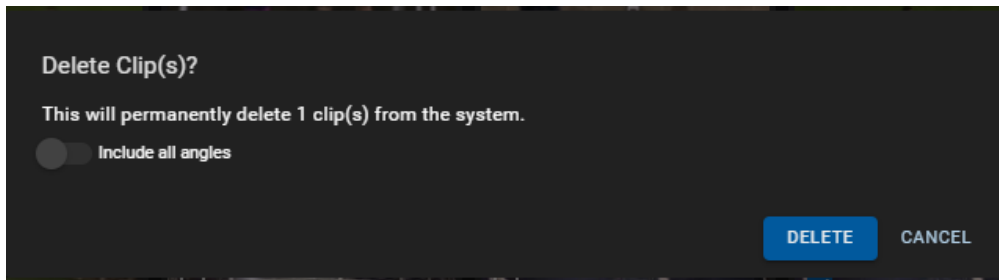


Figure 11-99: Deleting Clips

- Once ready, complete the process by clicking the ‘DELETE’ button.



IMPORTANT: Once a clip is deleted, it cannot be recovered. Deleting Clips from the Media Suite will remove Clips from the PBS on a DreamCatcher’s User Interface.

11.5.5.5. Show All Angles

- To preview all clip angles (all inputs clipped off when creating a clip) in the Content Section, click the options button (ellipsis icon), as shown in Figure 11-91, and click “Show All Angles”.
- Angles can alternatively be viewed by clicking on the number of angles in the content section region. See Figure 11-100.

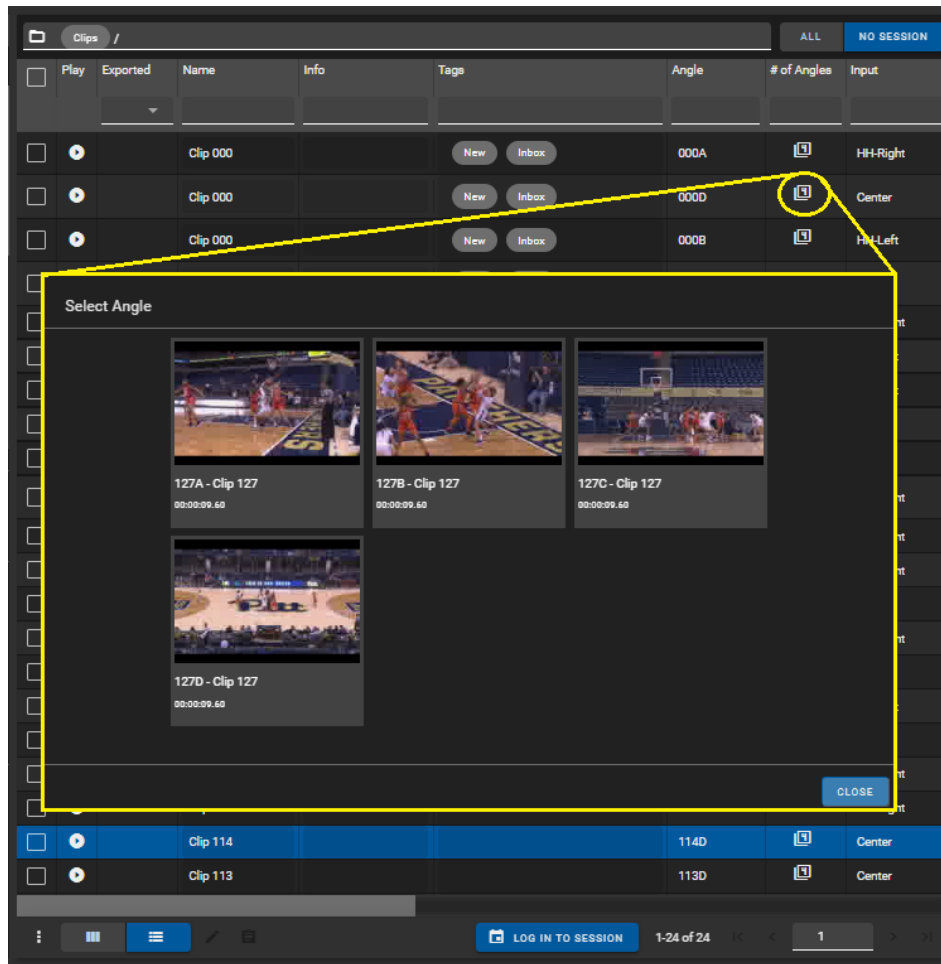


Figure 11-100: Previewing Angles in a Clip

11.5.5.6. Editing Clips in Table View

Clip name, Info (custom fields) and tags can be added or edited while previewing content in the table view. Optionally clip information can be edited in the information section as discussed previously in section 11.5.4.

- To edit a clip, click on the location of the property you wish to edit or add (name / field or tag).
- A text box will appear allowing existing content to be edited or additional content to be added, see Figure 11-101.
- Once finished, press enter or click outside of the text box to save the changes.

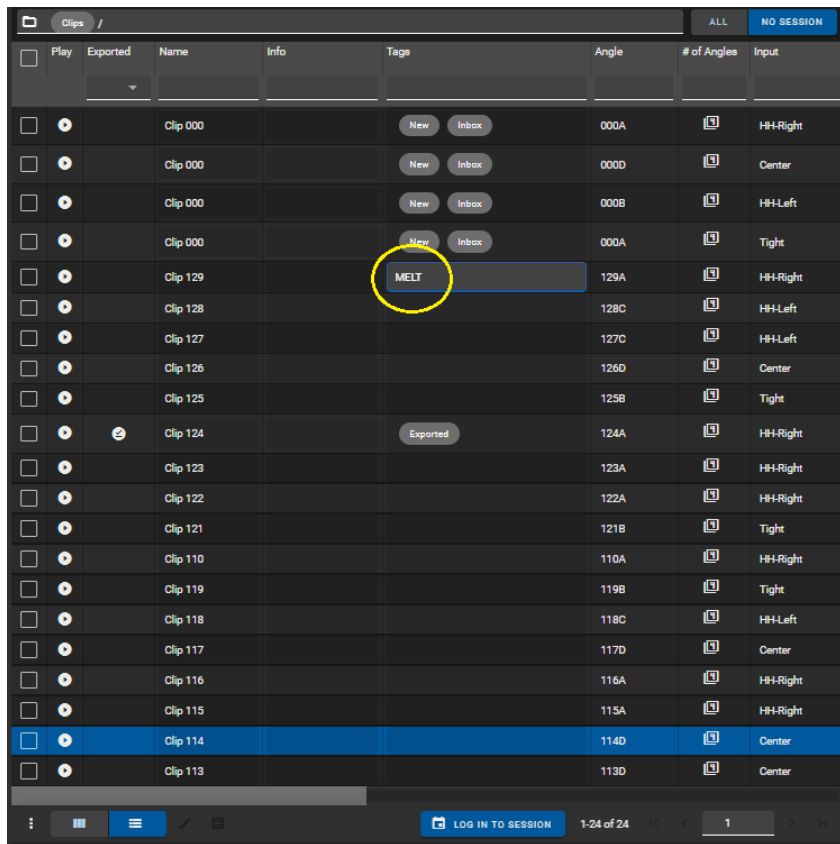


Figure 11-101: Editing Clip Information

11.5.5.7. Editing Clips with the Pen Tool

Selected clips, individual or multiple, can be edited at one time using the pen tool.

- Select clip(s) by clicking on the check mark boxes in either the thumbnail or table view, then once selected click the pen tool.
- An 'Edit Items' dialog will open with options to change clip name(s), tags and / or custom fields. as shown in Figure 11-102.

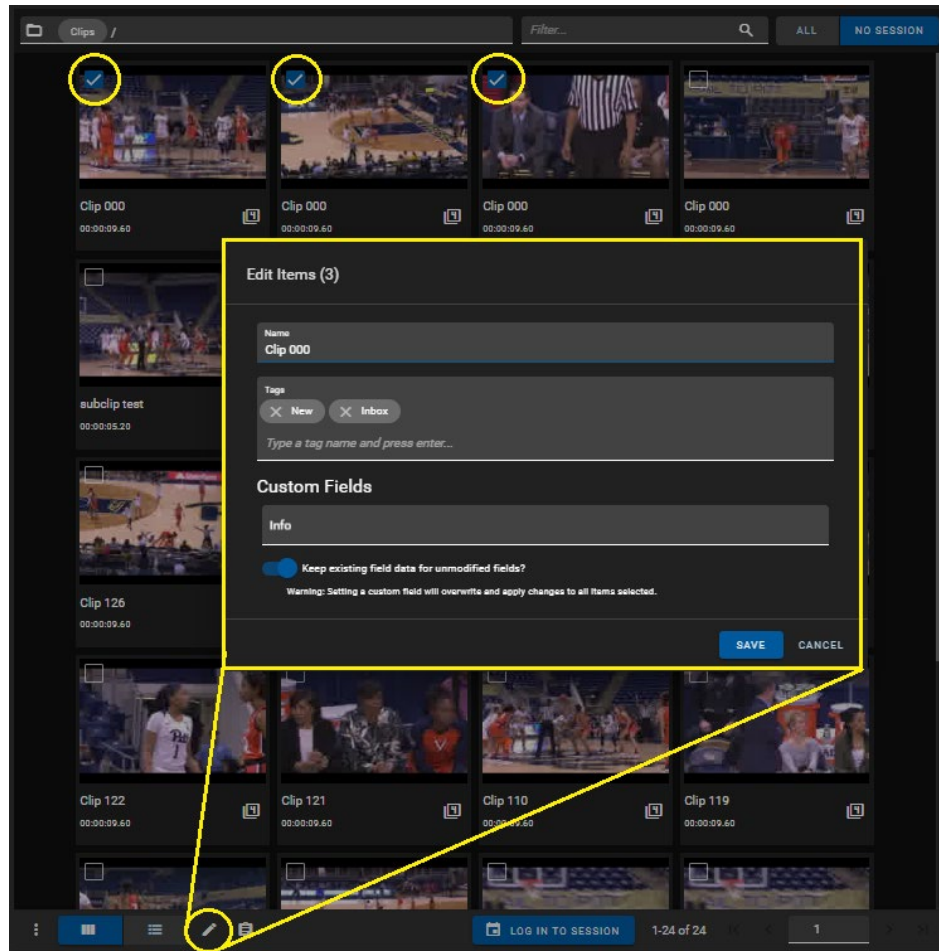


Figure 11-102: Multi-Edit Pen Tool and Clip Edit Dialog

11.6. PLAYLISTS

The Playlist section gives the user the ability to create, edit and preview playlists from all networked devices.

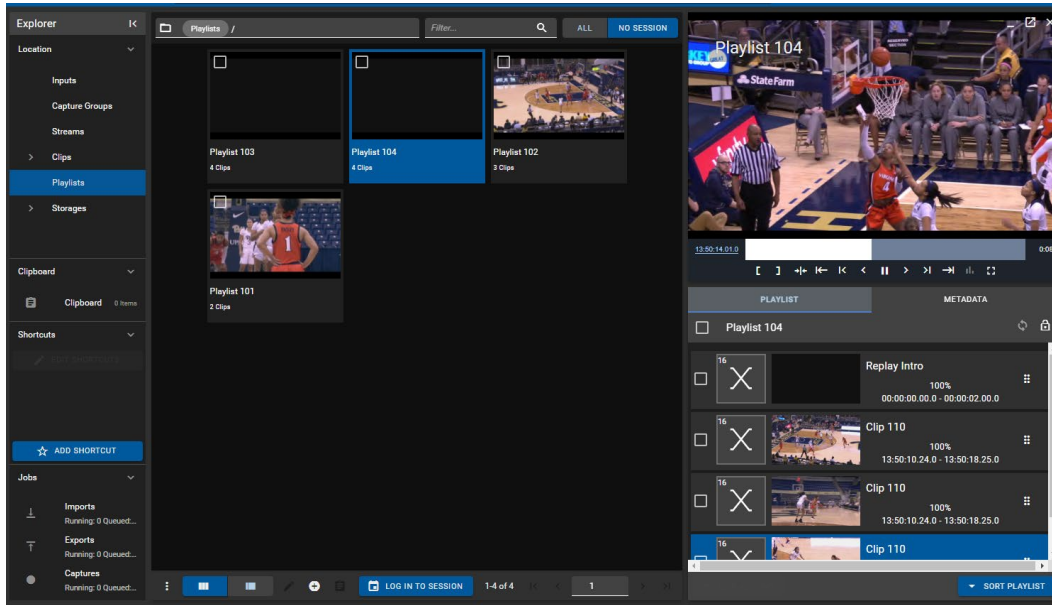


Figure 11-103: Playlists in the Media App

11.6.1. Previewing Playlists

- To preview existing playlists from the Content Section, when looking in Thumbnail view, hover your mouse over the playlist to see a 'play' icon appear, as shown in Figure 11-104. Click on the playlist to load it into the Preview window. It will then begin to play out.

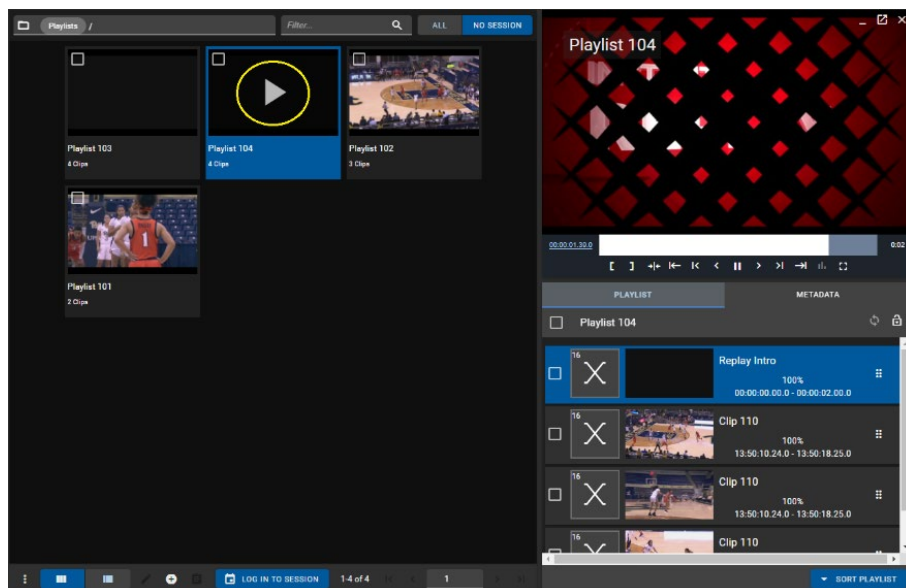


Figure 11-104: Playback of Playlists in Thumbnail View

- In the Table view, pressing the 'play' icon will cue the playlist in the Preview window and play it out. See Figure 11-105.

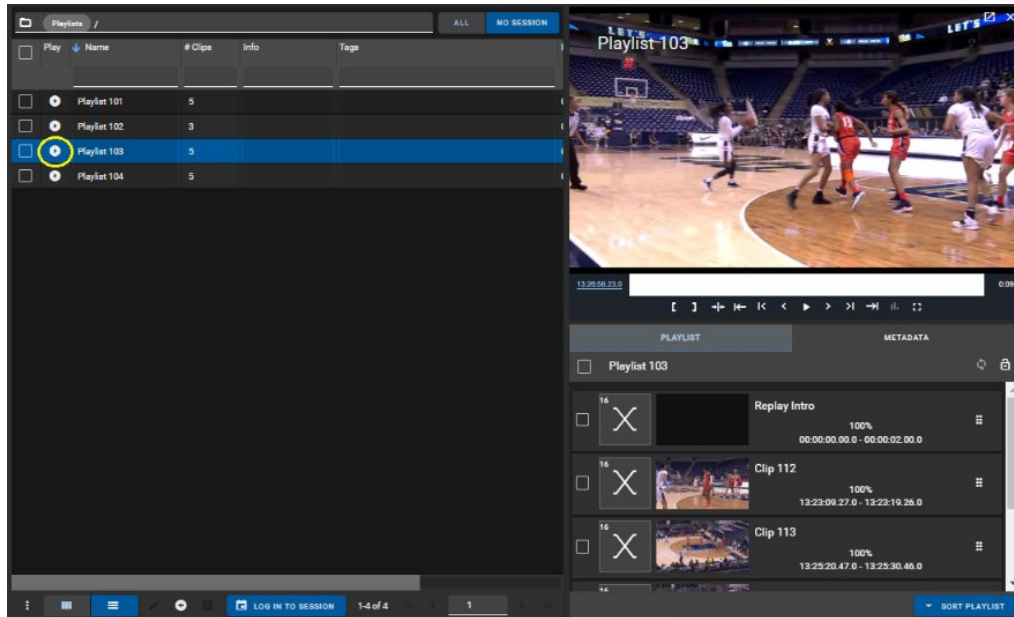


Figure 11-105: Playback of Playlists in Table View

11.6.2. Using Session Playlists

If a session is joined, playlists belonging to that session will be displayed in the content section.

- To join a session, click on the 'LOG IN TO SESSION' button at the bottom of the content section as shown in Figure 11-106.

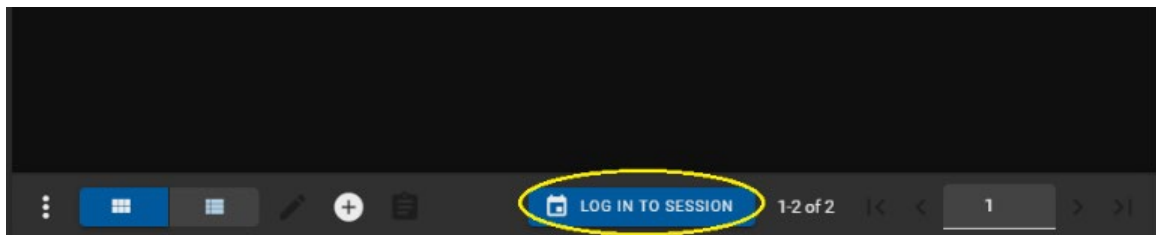


Figure 11-106: Log In to Session

- A window will open with a list of all available sessions. See Figure 11-107.
- Select a session and press 'ENTER' to join it.

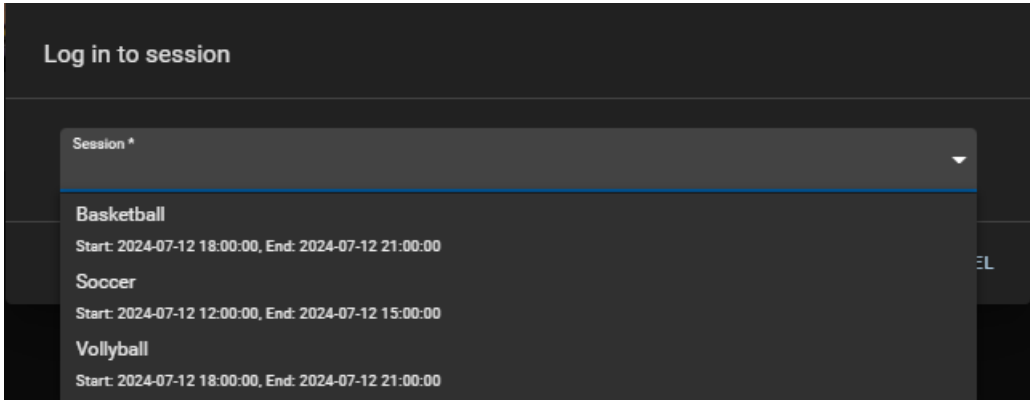


Figure 11-107: Joining a Session

- To leave a session, simply click the "LEAVE: *Name of session*" button as shown in Figure 11-108. A confirmation dialog will open, click 'LOGOUT' to leave the session.



Figure 11-108: Leave Session

11.6.2.1. Viewing Session vs Non-Session Playlists

- Once inside a Session you can still preview playlists outside of the session by clicking on the 'ALL' button at the top of the content section. See Figure 11-109.
- To return to only seeing clips inside your joined session, press the 'SESSION' button.

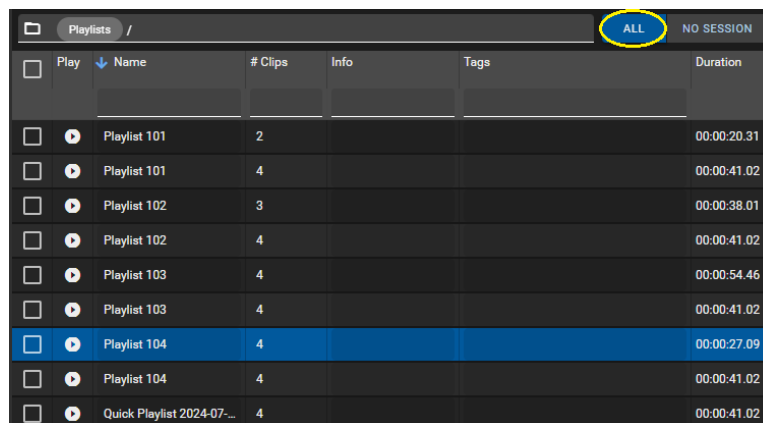


Figure 11-109: Previewing All or Only Session Playlists

11.6.3. Preview Window Controls

Once a playlist is loaded into the preview window, it can be scrubbed through, paused, played, and put to live using the control buttons, see Figure 11-110.



Figure 11-110: Input Control Buttons

11.6.3.1. Playlist Control Button Descriptions

- For a description of available controls, see Table 11-3: Preview Window Clip Controls.

	Clip In		Go to Next Frame
	Clip Out		Jump to Clip Out
	Trim Playlist Clip		Jump to Next Clip
	Jump to Prev Clip		Show Audio Bars
	Go to Clip In		Loop Playback
	Go to Prev Frame		Show/Hide Guardband
	Pause/Play		Expand to Full Screen

Table 11-3: Preview Window Clip Controls for Playlists

11.6.3.2. Scrubbing on the Clip Train

- Clips controls also include scrubbing to a time in the recorded clip train. This can be done by clicking on a location in the clip train as shown in Figure 11-111.

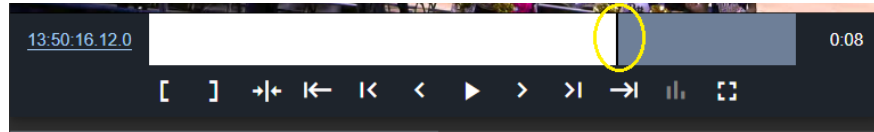


Figure 11-111: Record Train Bar

11.6.3.3. Jumping to Timecode on a Clip

- To jump to a specific timecode within the clip region, click on the timecode in the preview window to open the 'Jump to Timecode' dialog, as shown in Figure 11-112. Enter in the time and press the 'SEEK' button to jump to that time in the record train.

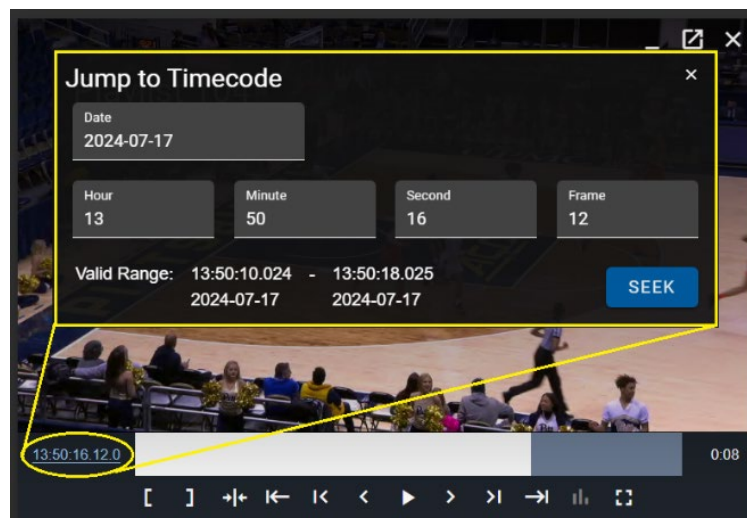


Figure 11-112: Selecting Timecode

11.6.4. Creating a Playlist in the Media App

Newly made playlists will be owned by the Media Suite's user and can be played on remote machines.

- To create a playlist, click the 'plus' icon at the bottom of the playout App, as shown in Figure 11-113. A 'Create new playlist' window will open.

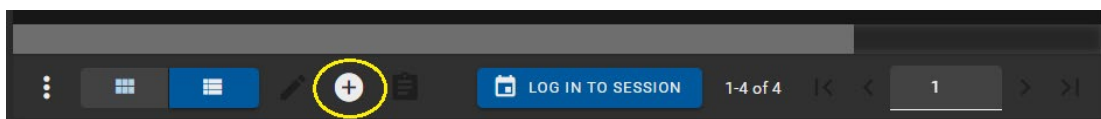


Figure 11-113: Creating a Playlist

- A 'Create Capture Group' dialog will open, see Figure 11-114.
- The new playlist will require a name, once named click the 'CREATE' button to continue.

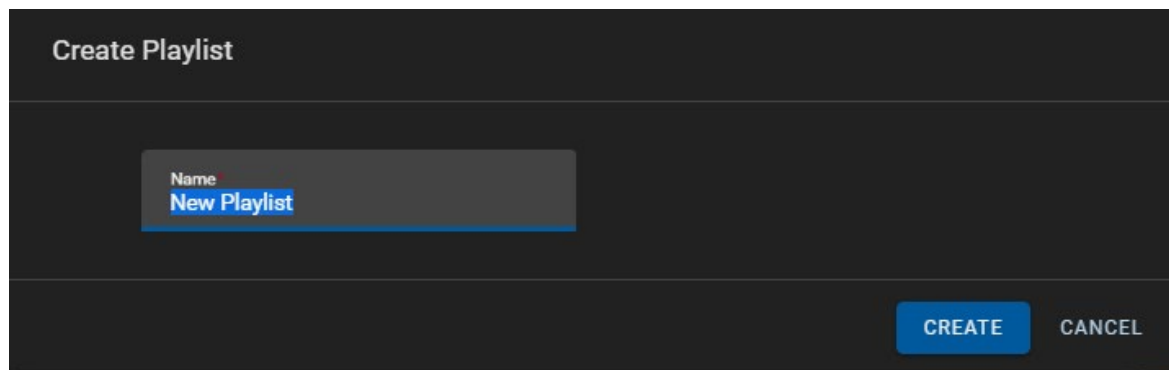
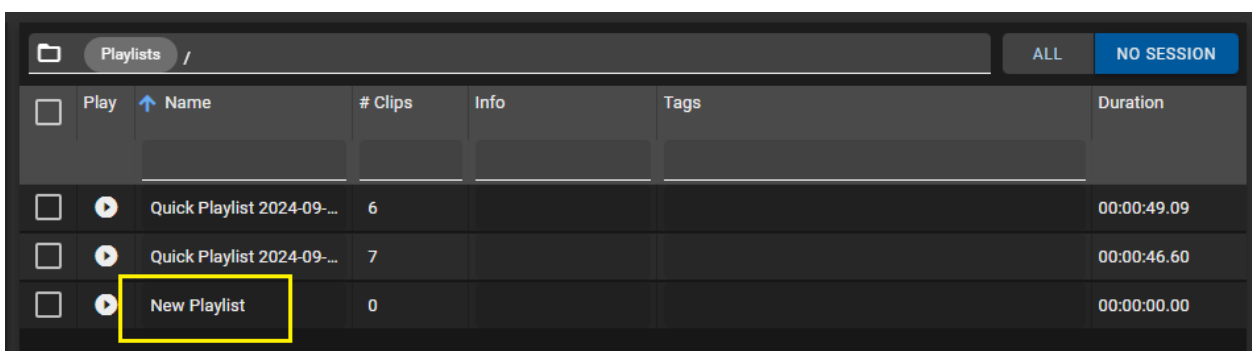


Figure 11-114: Create Playlist

- The new playlist will be added to the available playlists, see Figure 11-115.



<input type="checkbox"/>	Play	Name	# Clips	Info	Tags	Duration
<input type="checkbox"/>	<input type="checkbox"/>	Quick Playlist 2024-09-...	6			00:00:49.09
<input type="checkbox"/>	<input type="checkbox"/>	Quick Playlist 2024-09-...	7			00:00:46.60
<input type="checkbox"/>	<input type="checkbox"/>	New Playlist	0			00:00:00.00

Figure 11-115: New Playlist

- At this point a new playlist will have no clips, adding clips to existing playlists or new playlists will be discussed in the next section.

11.6.5. Adding Clips to a Playlist

Clips can be added to any new or existing playlist from the Clips Location.

- Return to the clip's location, and checkmark clips to add to the playlist. Then, open the clip options button (ellipsis icon), and select "Add Clips to Playlist." See Figure 11-116.

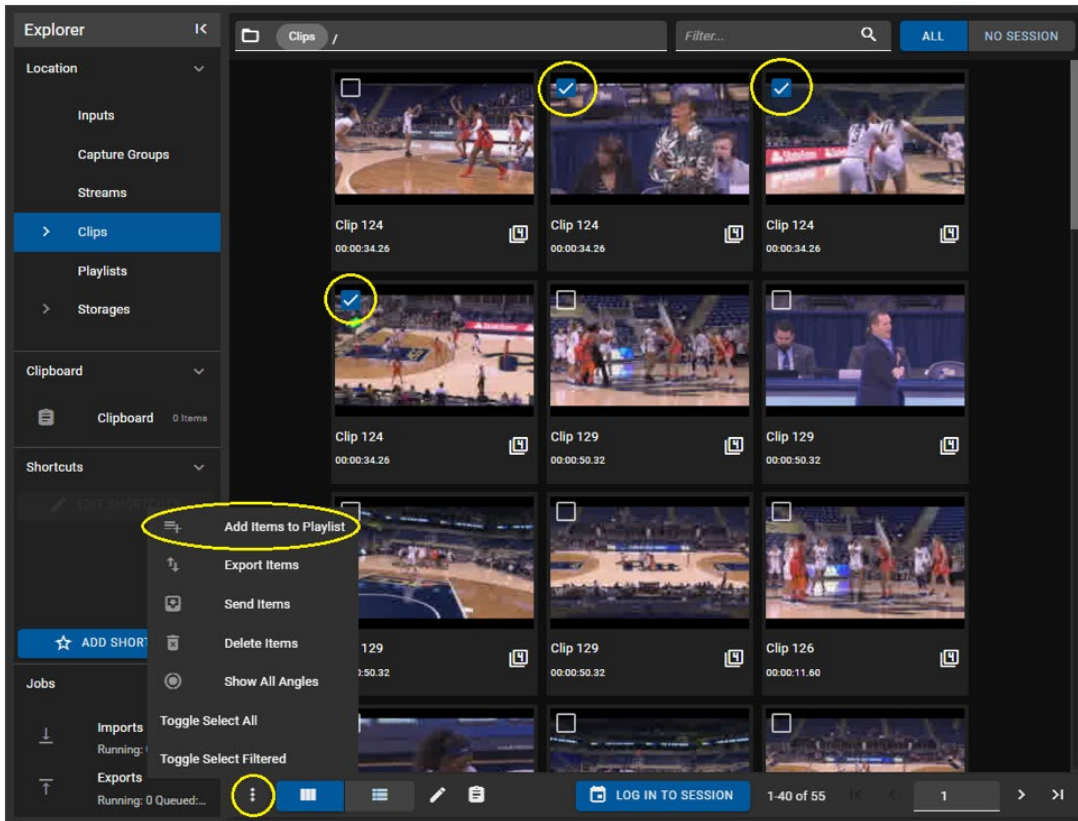


Figure 11-116: Adding Clips to Playlist

- A dialog will open with the choice of all playlists to add the clips to. See Figure 11-117.
- Checkmark the playlist(s) of choice to send the clips to and complete the action by pressing the 'ADD ITEM' button.

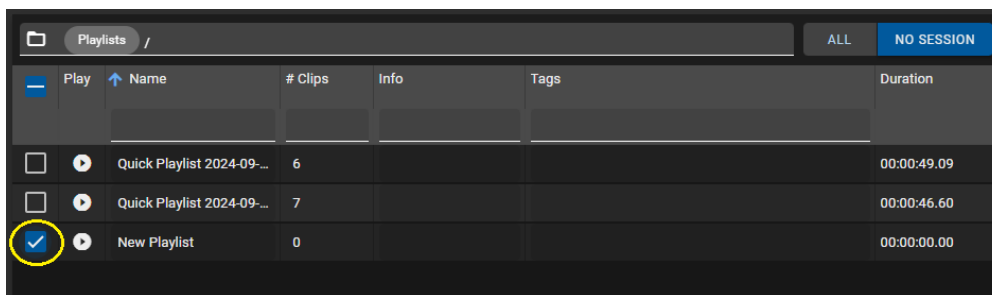


Figure 11-117: Playlist Selection

- Clips will now be added to the playlist. The playlist now can be played, to preview all clips as well as edited, which will be discussed in the next section. See Figure 11-118.

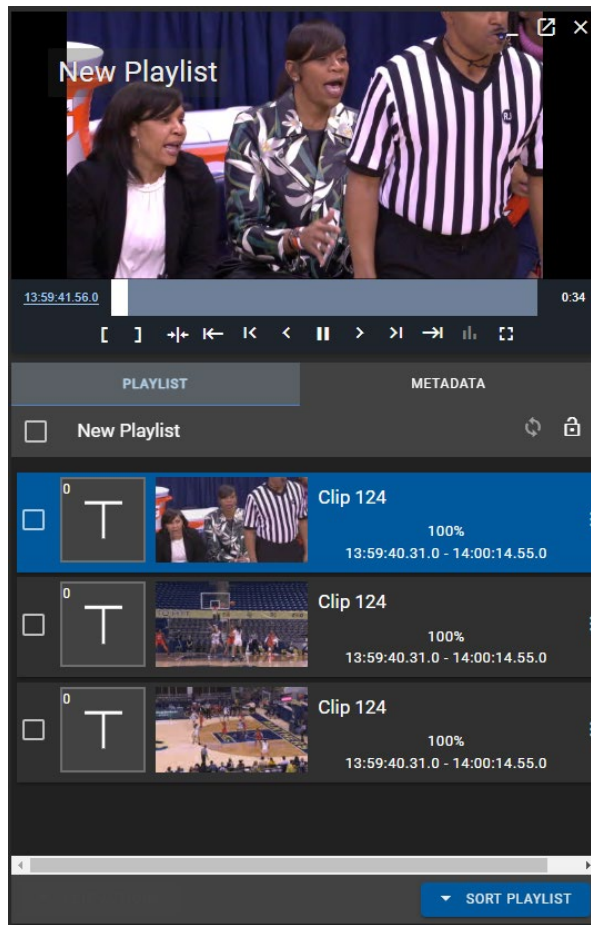


Figure 11-118: New Playlist

11.6.6. Editing a Playlist

Each playlist can be edited to add / change or remove playlist features and functionality. A playlist must be queued on the preview window to see all editing options. Please refer to the previous image Figure 11-118 for an example of a cued playlist.

11.6.6.1. Loop A Playlist

- To loop a playlist, click on the 'loop' icon beside the playlist's name, as shown in Figure 11-119.

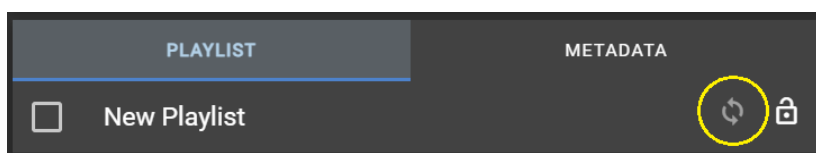


Figure 11-119: Loop a Playlist

11.6.6.2. Lock A Playlist

- To lock a playlist from editing changes, click on the 'lock' icon beside the playlist's name, as shown in Figure 11-120.

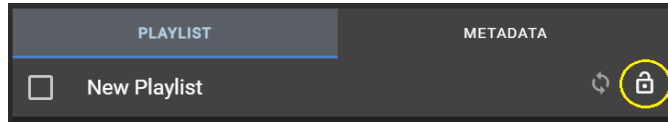


Figure 11-120: Lock a Playlist

11.6.6.3. Sort Clips in a Playlist

- Playlists can be sorted by clicking on the "SORT PLAYLIST" button and choosing from the following options: In Timecode (Ascending), In Timecode (Descending), Out Timecode (Ascending), Out Timecode (Descending). See Figure 11-121.

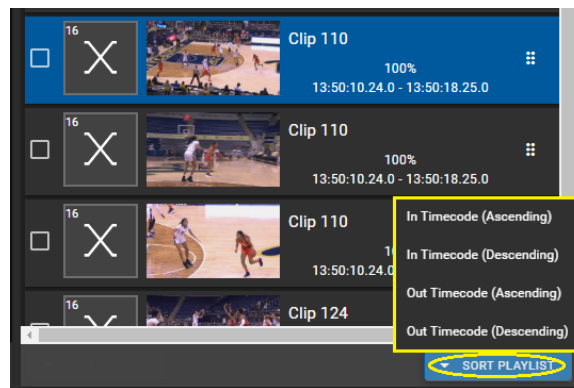


Figure 11-121: Sorting Clips in a Playlist

11.6.6.4. Manually Re-arrange Clips in a Playlist

- The order of items in the playlist can be moved by clicking on the movement icon, as shown in Figure 11-122, and drag the clip up or down in the playlist.

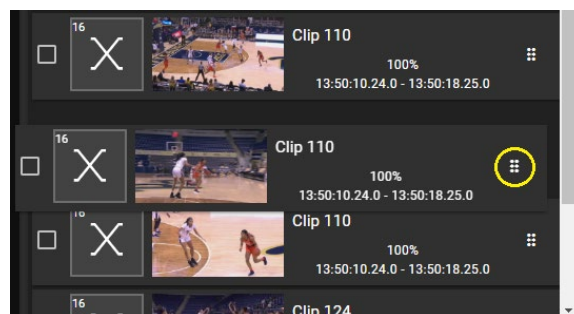


Figure 11-122: Re-Arranging Clips in a Playlist

11.6.6.5. Remove Clips

Removing clips can be done within the playlist 'CLIP ACTIONS'

- Check marking clip(s) enables the ability to use Clip Actions, as shown in Figure 11-123.
- Once in the Clip Actions menu, select 'Remove Clips'.

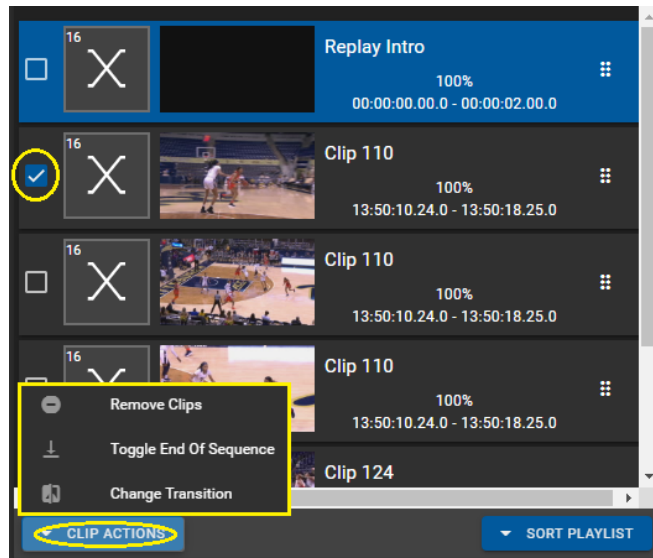


Figure 11-123: Clip Actions

11.6.6.6. Toggle End of Sequence (EOS)

Toggling an EOS can be done within the playlist 'CLIP ACTIONS'

- Check marking clip(s) enables the ability to use Clip Actions, as shown previously in Figure 11-123.
- Once in the Clip Actions menu, select 'Toggle End of Sequence'.
- Once added, a bar with the EOS will be added into the playlist. See Figure 11-124.
- The EOS can be removed by performing the same action as above to add.

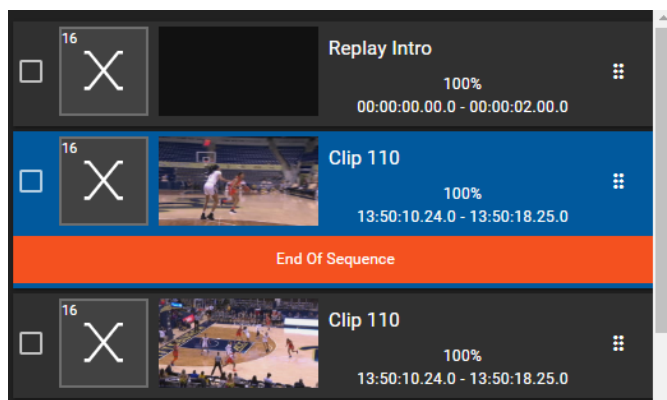


Figure 11-124: EOS in a Playlist

11.6.6.7. Change Transition

Multiple clip transitions can be done from the playlist 'CLIP ACTIONS'.

- Check marking clip(s) enables the ability to use Clip Actions, as shown previously in Figure 11-123.
- Once in the Clip Actions menu, select 'Change Transition'.
- A window will open with the available transition options. These include: Cut, Mix, Fade from Colour, Fade to Colour, Fade to/From Colour. See Figure 11-125.
- The duration for the transitions can be added into the 'Duration' text box.
- Complete the transition changes by clicking 'SAVE'.

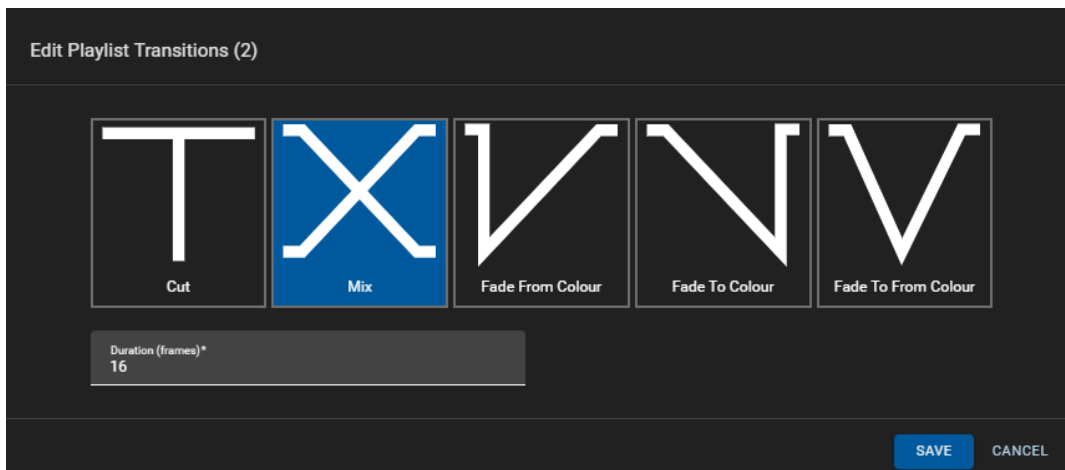


Figure 11-125: Playlist Transition Options

- Alternatively, to change transitions on a per-clip basis you can click on the transition icon in the playlist to open the transition dialog as previously shown. See Figure 11-126.

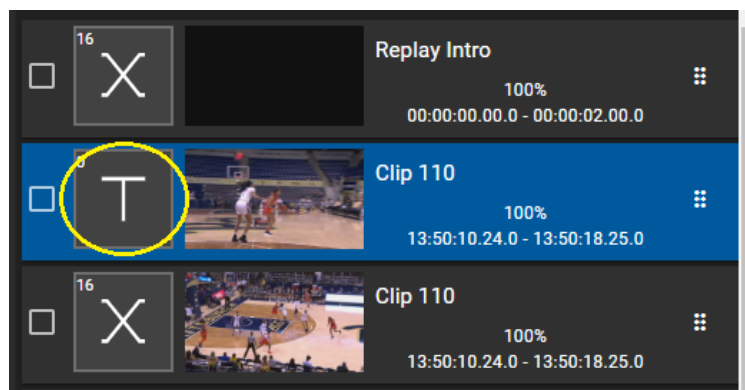


Figure 11-126: Playlist Transition Button

11.6.7. Playlist Information

Below the preview window is a Playlist Metadata tab. Metadata includes: Name, Owner, Duration, Tags and Fields. See Figure 11-127.

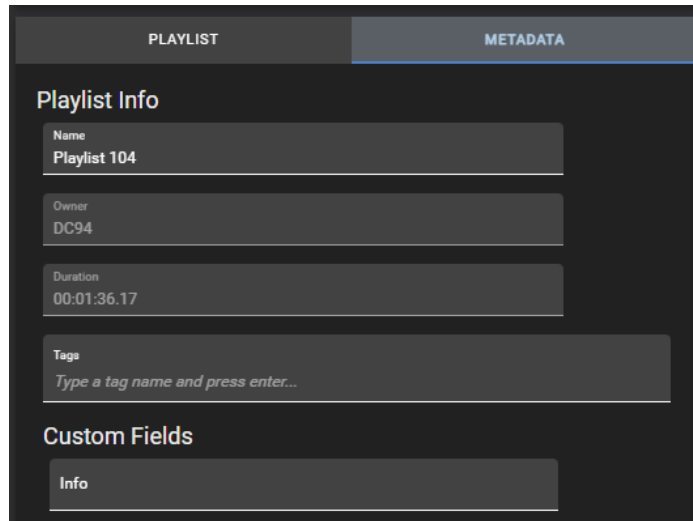


Figure 11-127: Playlist Metadata

- In this dialog, the Name, Tags and custom fields can be edited by typing a new value into the text box.
- Once the metadata has been modified, a save icon will appear at the bottom of the section. See Figure 11-128.
- Click the save icon to complete the renaming process. The input name will now be changed across the DreamCatcher network.

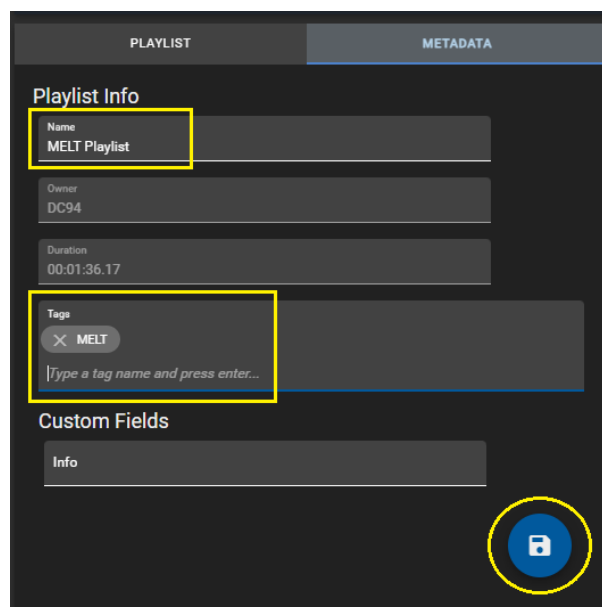


Figure 11-128: Editing Playlist Metadata

11.6.8. Editing Multiple Playlists

- To multi-edit playlists, checkmark each playlist, and click the 'pen' icon, as shown in Figure 11-129.

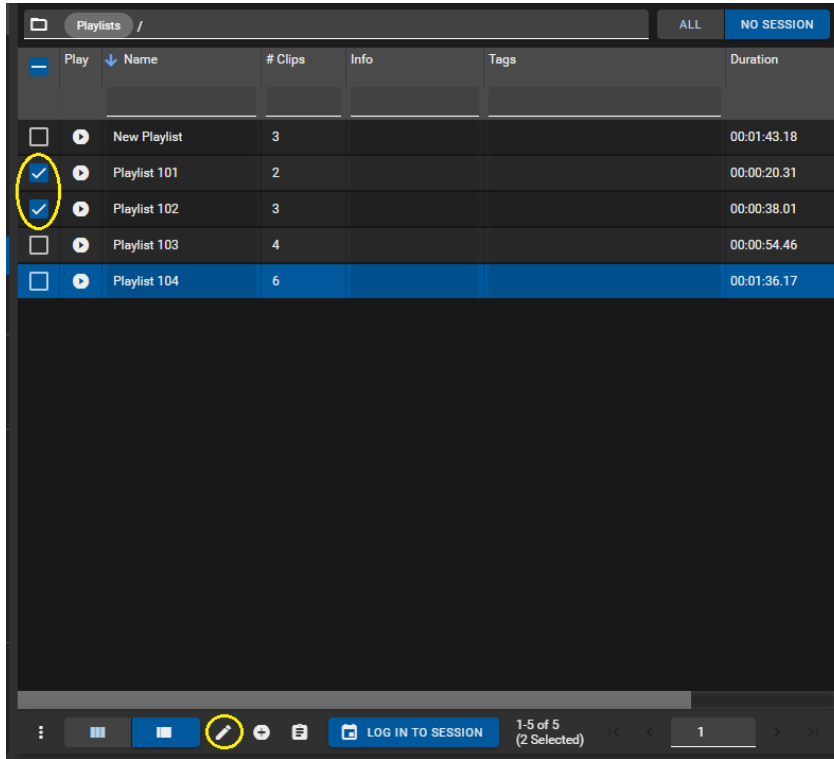


Figure 11-129: Edit Playlist Name

- A 'Edit Items' dialog will open with options to change playlist name(s), tag(s), and/ or fields, as shown in Figure 11-130. Once done making changes, press the 'SAVE' button.

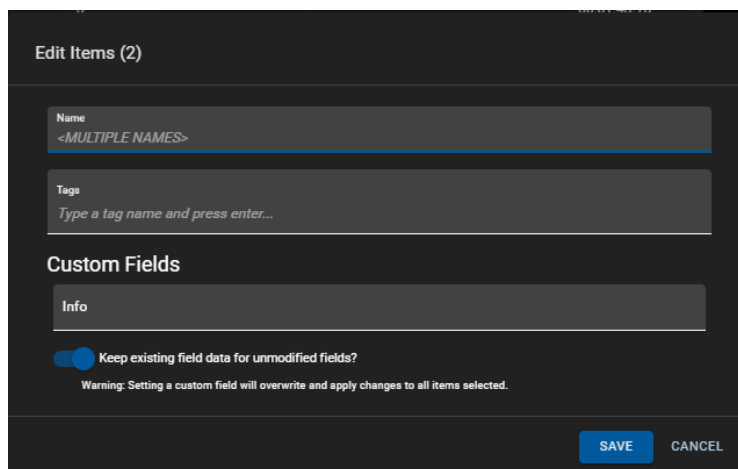


Figure 11-130: Editing Multiple Playlists

11.6.9. Playlist Options

- Within the additional options for playlists, opened by clicking on the options button (ellipsis icon), playlists can be exported, moved, deleted and more. Each option will be discussed below. See Figure 11-131.

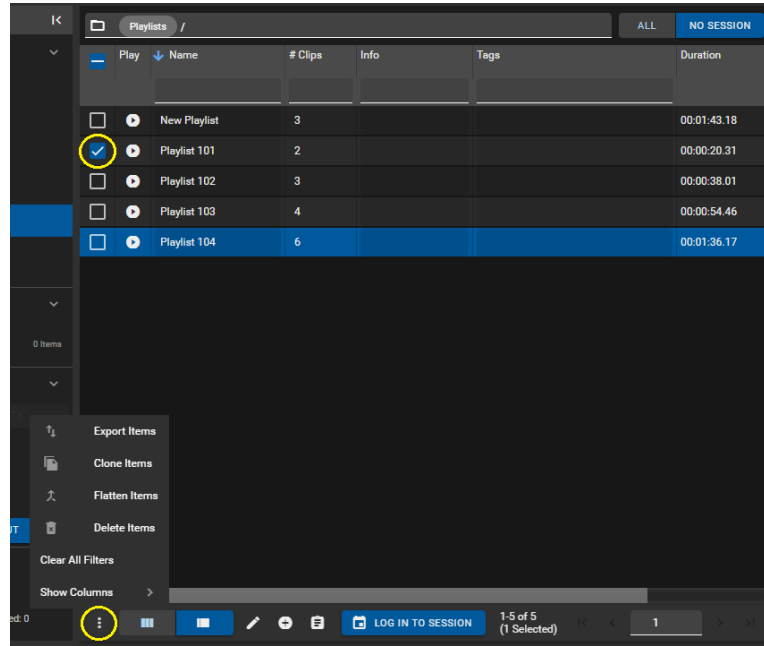


Figure 11-131: Playlist Options

11.6.9.1. Export Items

- To export a playlist, checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 11-131, and click “Export Items”.
- An ‘Export Items’ dialog will open, where an export profile can be chosen from the list of available profiles. Please see Section 6 for creating export profiles. See Figure 11-132.

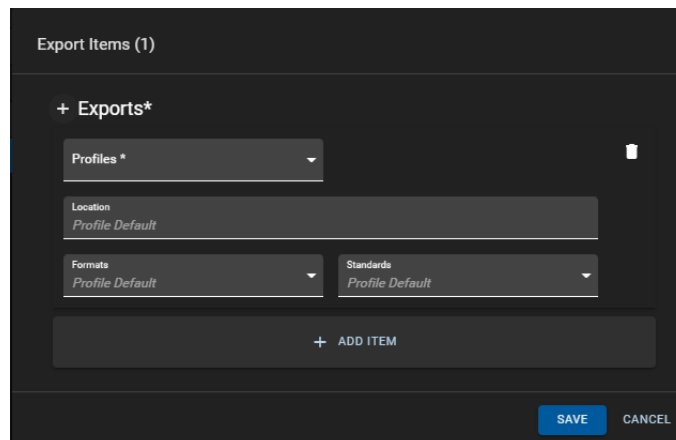


Figure 11-132: Exporting Playlists

- Optionally a different Location/ Format/ Standard can be chosen in their respective fields.
- As well, multiple export profiles/ customized exports can be created by clicking the ‘+ Exports’ button as shown in Figure 11-133.

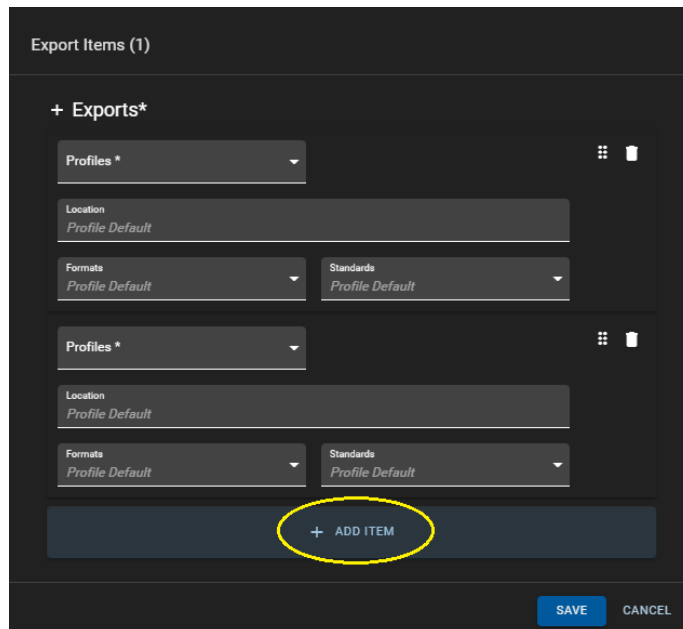


Figure 11-133: Export Items with Multiple Export Profiles

- Once complete with your export choice(s), begin the export by clicking the ‘SAVE’ button.
- To preview the progress of an input growing file, click on ‘Captures’ in the Explorer - Jobs Section as discussed in Section 11.1.1.4, shown in Figure 11-15.
- All jobs on the system can also be viewed by entering the Jobs app as discussed in Section 10.

11.6.9.2. Clone Items

- To clone playlists (make a copy), checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 11-131, and click “Clone Items”.
- A new playlist, the clone, will appear in your Playlist Content Section with the same name as well as “(Copy)” to indicate the cloned playlist, see Figure 11-134.

<input type="checkbox"/>		New Playlist	3		00:01:43.18
<input checked="" type="checkbox"/>		Playlist 101	2		00:00:20.31
<input type="checkbox"/>		Playlist 101 (Copy)	2		00:00:20.31
<input type="checkbox"/>		Playlist 102	3		00:00:38.01
<input type="checkbox"/>		Playlist 103	4		00:00:54.46
<input type="checkbox"/>		Playlist 104	6		00:01:36.17

Figure 11-134: Cloned Playlist Example

11.6.9.3. Flatten Items

- To flatten a playlist into a clip, checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 11-131, and click “Flatten Items”.
- The newly created clip will be accessible in the Clips section of the Media App.

11.6.9.4. Deleting Items

- To delete playlists, checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 11-131, and click “Delete Items”.
- A confirmation dialog will open, once ready, click the ‘DELETE’ button as shown in Figure 11-135.

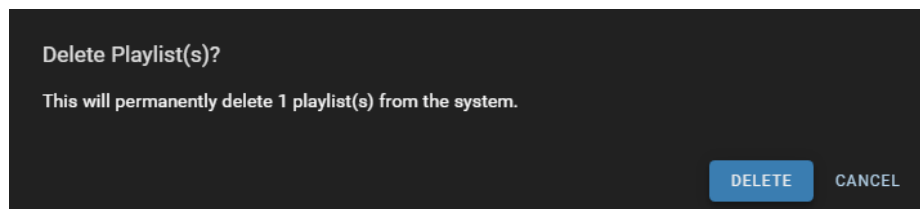


Figure 11-135: Delete Playlist Confirmation

11.7. STORAGES

The Storages section gives the user the ability to view or interact with content on storage devices in the network. This includes Internal storage, external storage (USB connections) and Network Attached Storage mounts, See Figure 11-136.

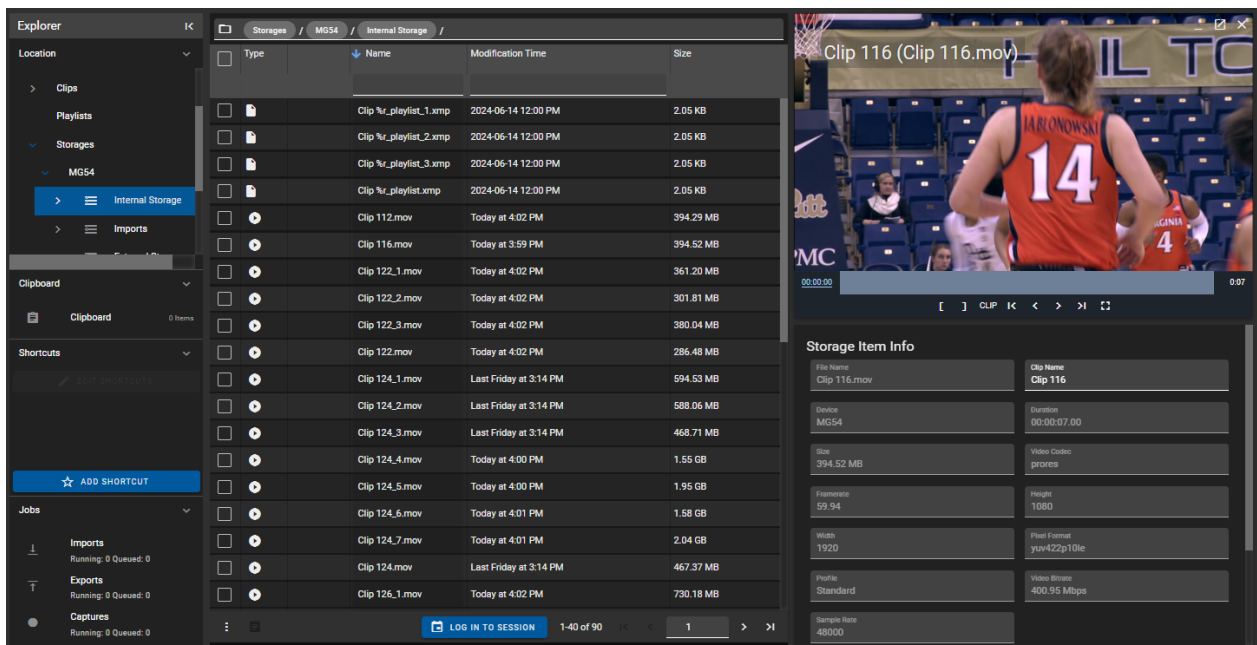


Figure 11-136: Selecting Storages Location

11.7.1. Previewing Storage Clips

- To preview clips from Storage, with the content section when looking in Thumbnail view, hover the mouse over the clip to see a 'play' icon appear, as shown in Figure 11-137. Click on the clip to load it into the Preview window.

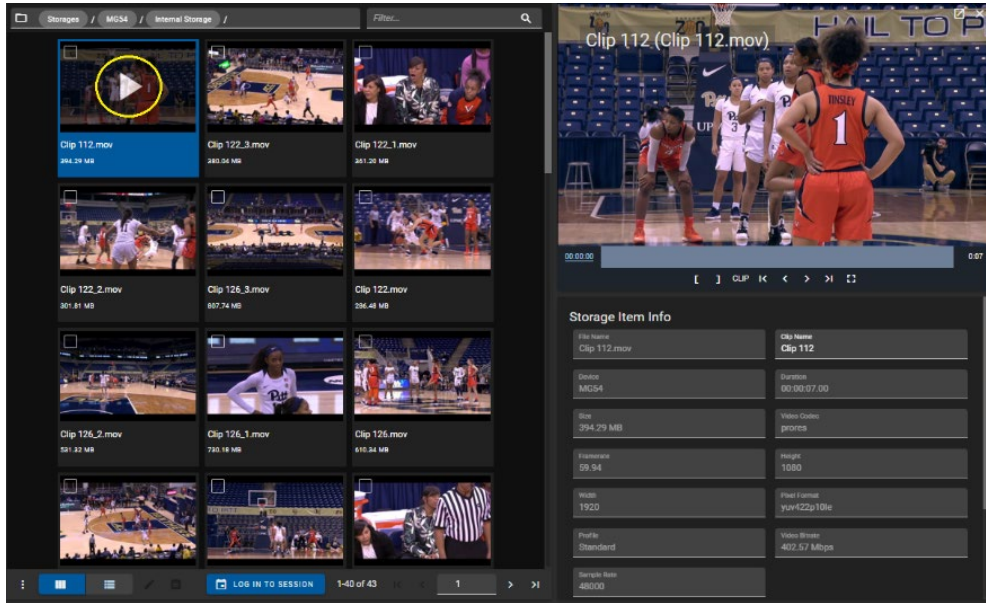


Figure 11-137: Playback of Storage Clips in Thumbnail View

- In the Table view, pressing the 'play' icon will cue the clip in the Preview window and play it out. See Figure 11-138.

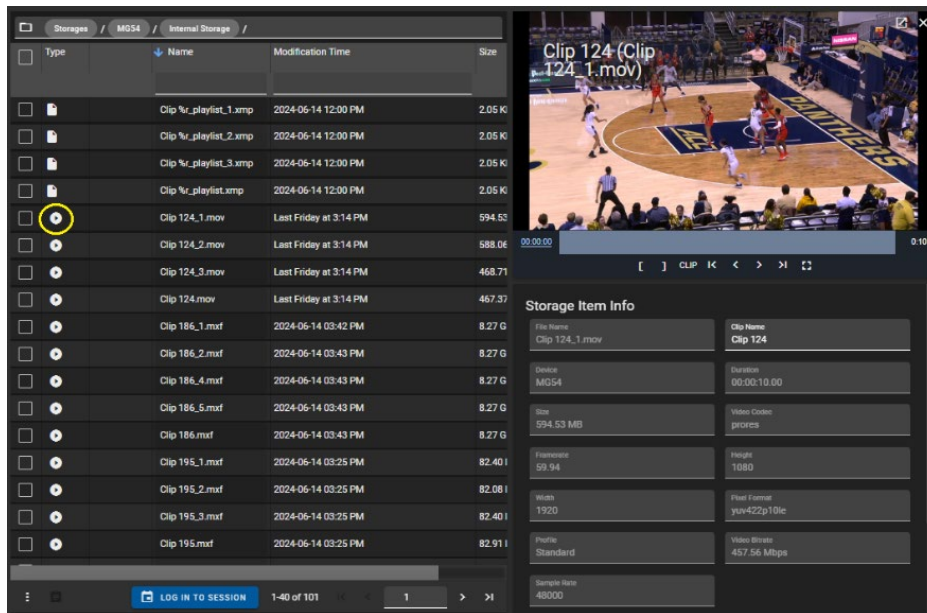


Figure 11-138: Playback of Storage Clips in Table View



Note: Storage content is only viewable in thumbnail form and will not play moving video in the preview window. For playback instructions see the next section.

11.7.2. View Playable Files in the Storages

By default, any Internal Storage content will be available to preview in the thumbnail or table view, as well, content can be played in the preview window.

In order for NAS content to become available to preview and play out, the mount must be Indexed. Please see Section 19.3 for instructions on how to index a NAS mount.

External Storage content and NAS mounts which are not indexed cannot be previewed or played out. However, content information can be listed by enabling the 'View All Files' feature.

- To begin, navigate to the folder of choice in the external storage or NAS mount. Select the location in the location tree, this will highlight the location in blue.
- Next, click the options button (ellipsis icon), as shown in Figure 11-139, and click "View All Files'.
- Files will now be listed in the content section with 'View all Files' enabled, as highlighted in Figure 11-139.

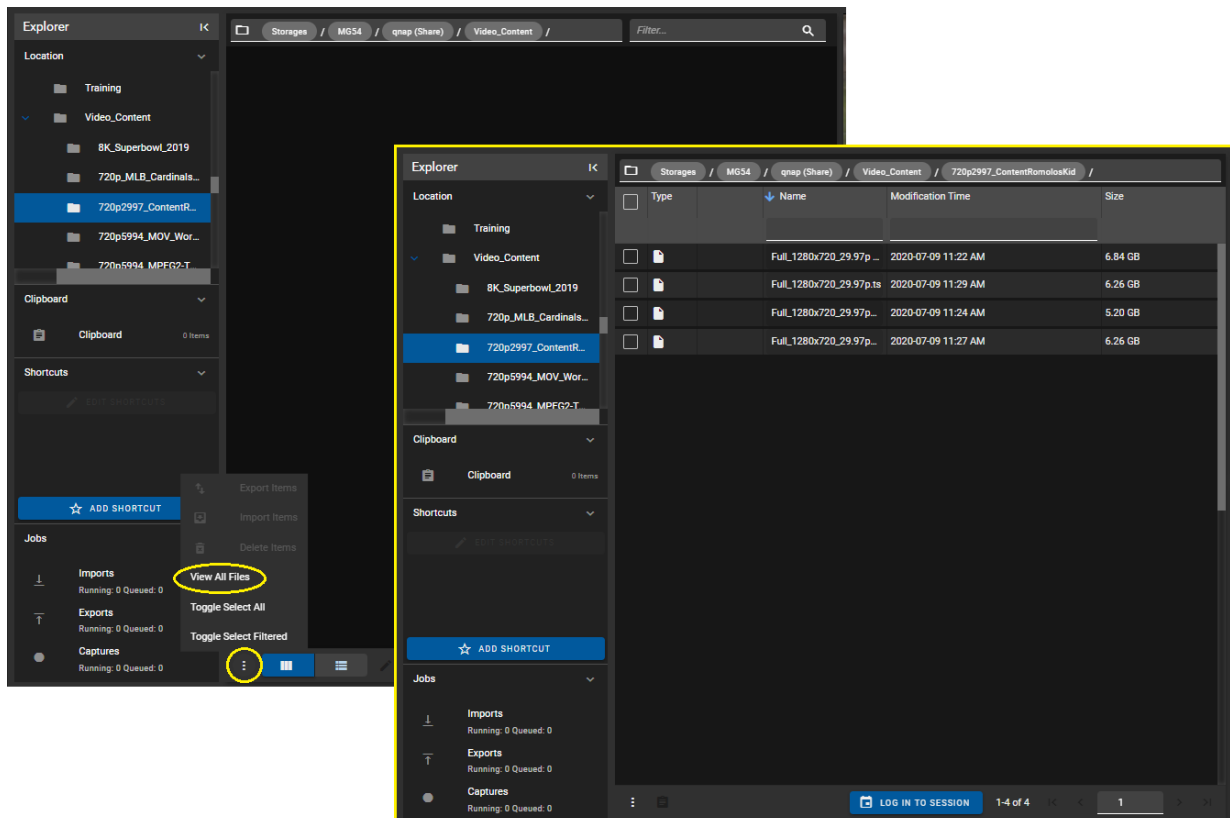


Figure 11-139: View All Files in Storages

- To disable this feature, restoring the use of the thumbnail and table views, repeat the above process and select 'View Playable Files' as shown in Figure 11-140.

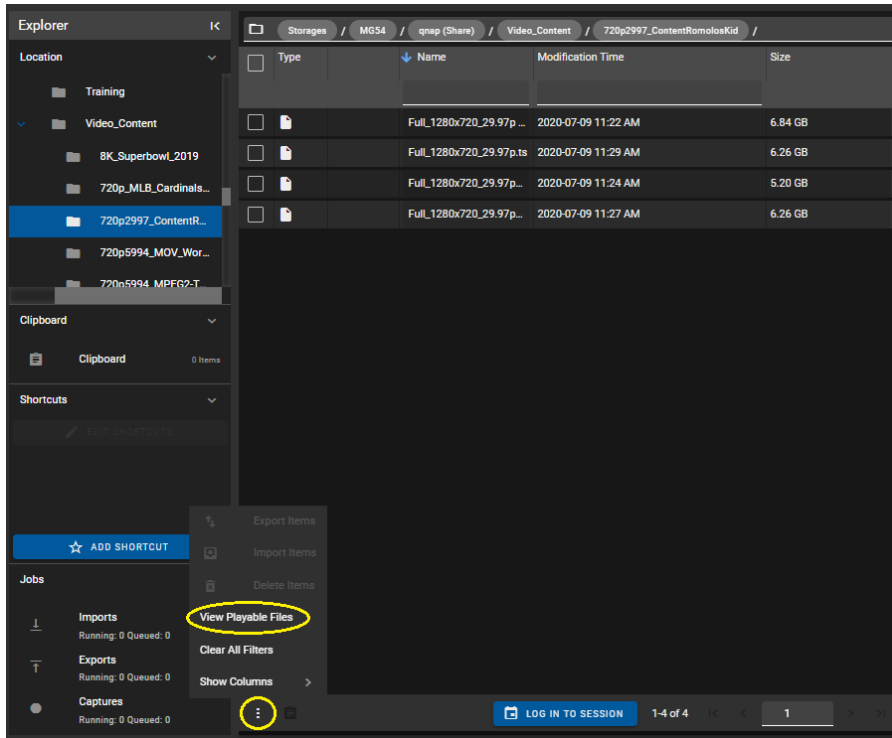


Figure 11-140: View Playable Files

11.7.3. Preview Window Controls

Once a clip from storage is loaded into the preview window, video thumbnails of the clip can be previewed, and portions can be clipped for importing using the control buttons, see Figure 11-43.

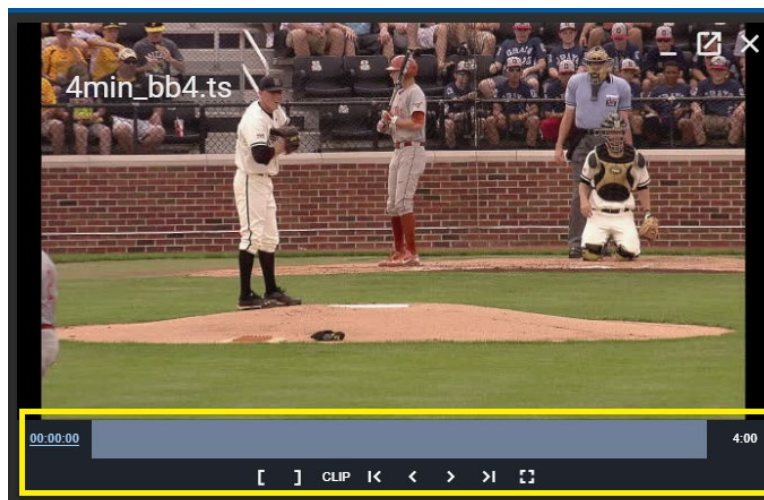


Figure 11-141: Input Control Buttons

11.7.3.1. Storages Clip Control Button Descriptions

- For a description of available controls, see Table 11-2.









	Mark In		Go to Previous Frame
	Mark Out		Go to Next Frame
	Import Sub-Clip		Jump to Clip Out
	Jump to Clip In		Expand to Full Screen]

Table 11-4: Preview Window Clip Controls for Clips

11.7.3.2. Scrubbing on the Clip Train

- Clips controls also include scrubbing to a time in the recorded clip train. This can be done by clicking on a location in the clip train as shown in Figure 11-142.

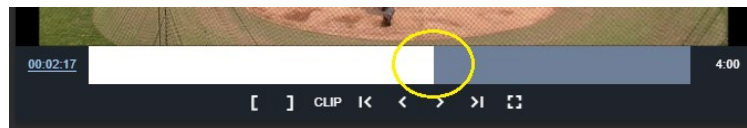


Figure 11-142: Record Train Bar

11.7.3.3. Jumping to Timecode on a Clip

- To jump to a specific timecode within the clip region, click on the timecode in the preview window to open the 'Jump to Timecode' dialog, as shown in Figure 11-143. Enter the time and press the 'SEEK' button to jump to that time in the record train.

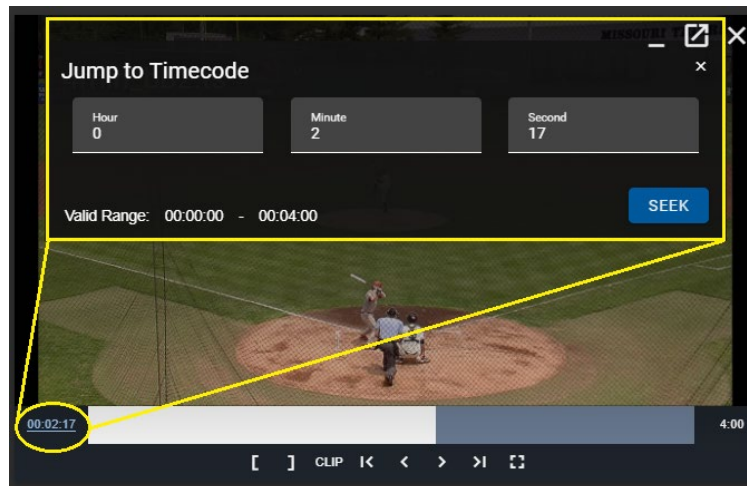


Figure 11-143: Selecting Timecode

11.7.3.4. Importing Sub-Clips from Storage Clips

Sub-Clipping a storage clip allows you to import that portion of the clip into the Media Suite and be accessed across the DreamCatcher Network.

- Create clips using the Mark in / Mark out and Clip buttons as shown in Figure 11-144.

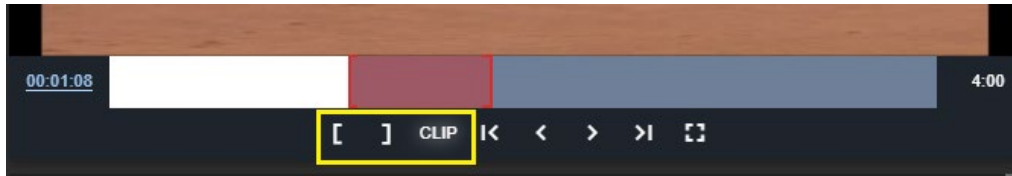


Figure 11-144: Import a Sub Clip

- An 'Import Storage' dialog will open, where a user must be chosen from the list of available users. See Figure 11-145. Optionally select '+ Location' to send to multiple users.

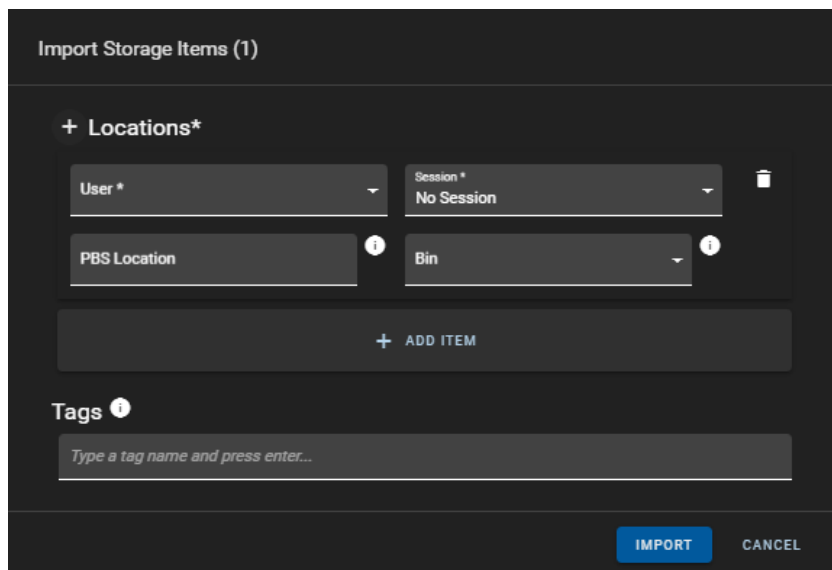


Figure 11-145: Create Clips from Input Record Train

- A Session and / or bin(s) can be chosen to send the clip to, as well, Tags can be added to the imported clip.
- Once complete with your importing choices, complete the process by clicking the 'IMPORT' button.

11.7.4. Clip Information

Below the preview window is storage Information. Information includes: File Name, Clip Name, Device, Duration, Size, Video Codec, Framerate, Height, Width, Pixel Format, Profile, Video Bitrate, Sample Rate, Tags and Custom Fields. See Figure 11-146.

Figure 11-146: Storage Information

- In this dialog, the Name, tags and custom fields can be modified by typing a new value in the text boxes.
- Once changes have been made, a save icon will appear at the bottom of the section. Click the 'save' icon to complete the changes. Changes will be made across the DreamCatcher network. See Figure 11-147.

Figure 11-147: Editing Storage Information

11.7.5. Storage Clip Options

Within the additional options for storage clips, opened by clicking on the options button (ellipsis icon), clips can be exported, sent, deleted and more. Each option will be discussed below. See Figure 11-148.

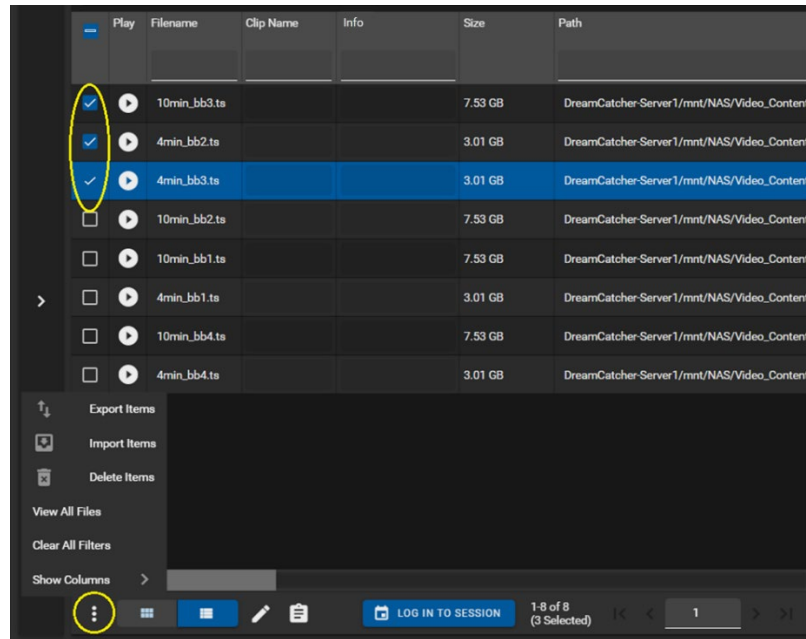


Figure 11-148: Storage Clip Options

11.7.5.1. Export Items

- To export clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 11-148, and click “Export Items”.
- An ‘Export Items’ dialog will open, where an export profile can be chosen from the list of available profiles. Please see Section 6 for creating export profiles. See Figure 11-149.

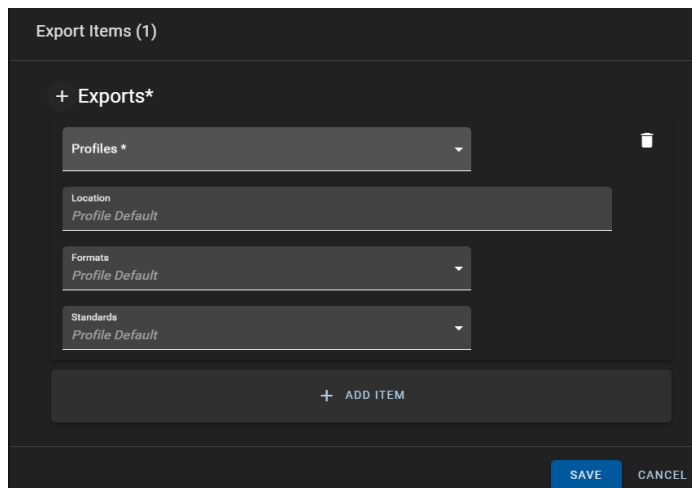
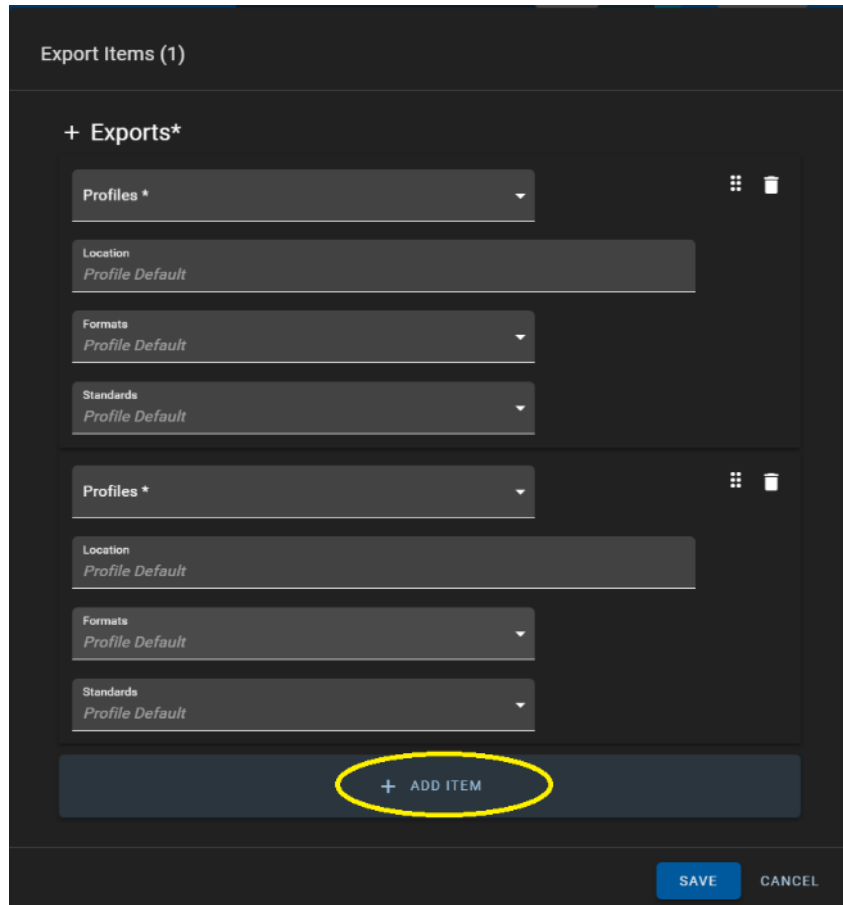


Figure 11-149: Export Items in Storage

- Optionally a different location/ Format/ Standard can be chosen by selecting field and navigating to a new location/ selecting an option from the drop-down menu.
- As well, multiple export profiles / customized exports can be created by clicking the '+ Exports' button as shown in Figure 11-150.



Export Items (1)

+ Exports*

Profiles * [dropdown] [options icon] [trash icon]

Location
Profile Default

Formats
Profile Default [dropdown]

Standards
Profile Default [dropdown]

Profiles * [dropdown] [options icon] [trash icon]

Location
Profile Default

Formats
Profile Default [dropdown]

Standards
Profile Default [dropdown]

+ ADD ITEM

SAVE CANCEL

Figure 11-150: Export Storage Items with Multiple Export Profiles

- Once complete with your export choice(s), begin the export by clicking the 'SAVE' button.
- To preview the progress of an export, navigate to the Jobs Section as discussed in Section 11.1.1.4, shown in Figure 11-15, or open the Jobs app as discussed in Section 10.

11.7.5.2. Import Items

- To import clips, first checkmark the desired clip(s) in the Content Section. Next click the options button (ellipsis icon), as shown in Figure 11-148, and click "Import Items".

- An 'Import Items' dialog will open, where a user must be chosen from the list of available users. See Figure 11-151. Optionally select '+ Location' to send to multiple users.

Figure 11-151: Sending Clips

- A Session and / or bin(s) can be chosen to send the clip to, as well, Tags can be added to the sent clip.
- Once complete with your sending choices, complete the process by clicking the 'IMPORT' button.

11.7.5.3. Delete Items

- To delete storage clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 11-148, and click "Delete Items".
- A confirmation dialog will open, once ready, click the 'DELETE' button as shown in Figure 11-152.



IMPORTANT: Once a clip is deleted from its storage location, it cannot be recovered.

Figure 11-152: Deleting Storage Items

12. METADATA MANAGEMENT APP

The Metadata Management App allows for the creation and modification of metadata groups of tags / Rosters for the Tagging Editor accessed in VUE. For instructions using the Tagging Editor, please see the DreamCatcher User Guide. See Figure 12-1.

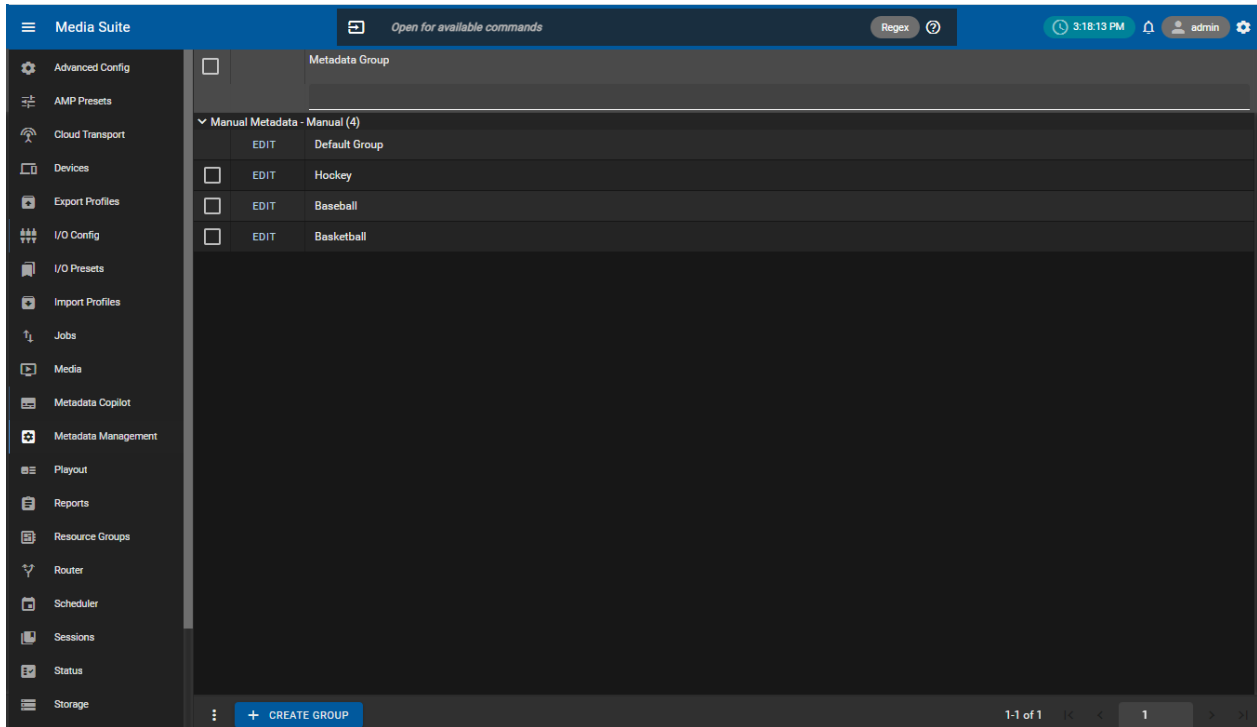


Figure 12-1: Metadata Management App

12.1. IMPORTING, EDITING AND CREATING METADATA GROUPS

Groups of Tags, Rosters and logos can be imported via a CSV file uploaded to the Metadata Management App. All metadata will be accessible to remote systems in the network. Options to import rosters and logos include: importing from the DreamCatcher, from a URL or from a Windows file system.

12.1.1. Creating a Custom Group

Rosters, Tags and logos can be stored in the 'default group' location, or custom groups can be created to organize the metadata.

- To create a new custom group, click '+ CREATE GROUP', as shown at the bottom of the app, see Figure 12-2.



Figure 12-2: Creating New Group in the Metadata Management App

- A dialog will open, type in a new name and press 'SAVE', see Figure 12-3.

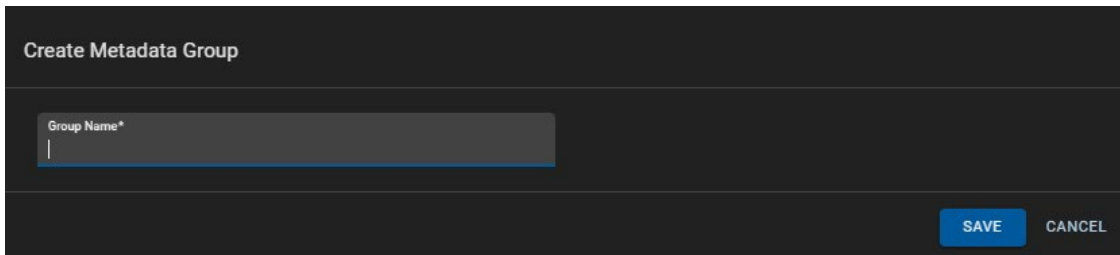


Figure 12-3: Add New Metadata Group

12.1.1.1. Importing Metadata

- Press 'EDIT' on the Default Group or custom group of your choice. The edit pane will open, see Figure 12-4.

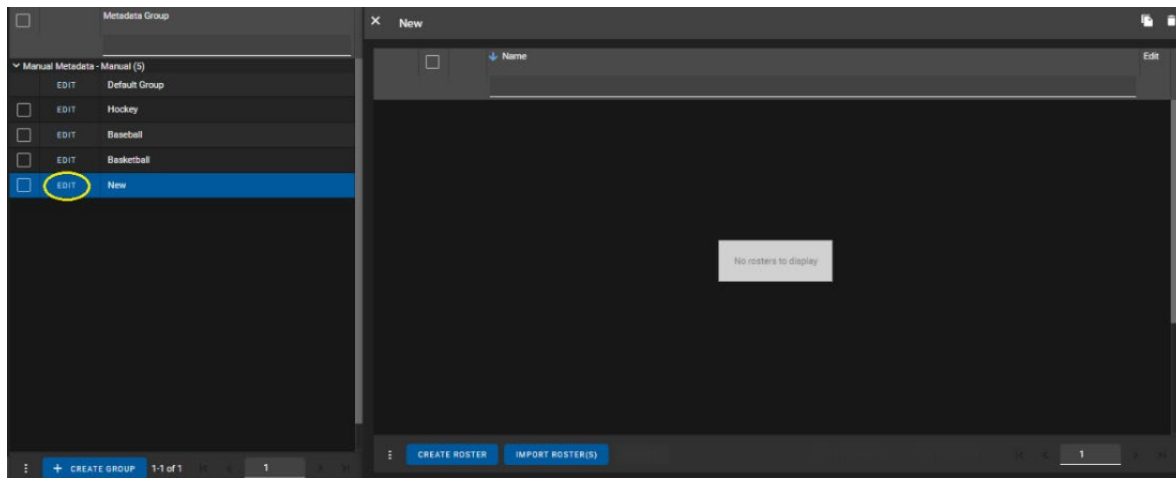


Figure 12-4: Edit Group Metadata

- Select 'IMPORT ROSTER(S)' to open a metadata import dialog.

- Select an option to import, choices include a Local Import (upload a csv file from a windows file system), URL (copy and pasted URL link), or DC (a csv file saved in the internal storage). See Figure 12-5.
- Follow the prompts for selection as needed, selecting your files and complete the import by clicking the “SAVE” button.

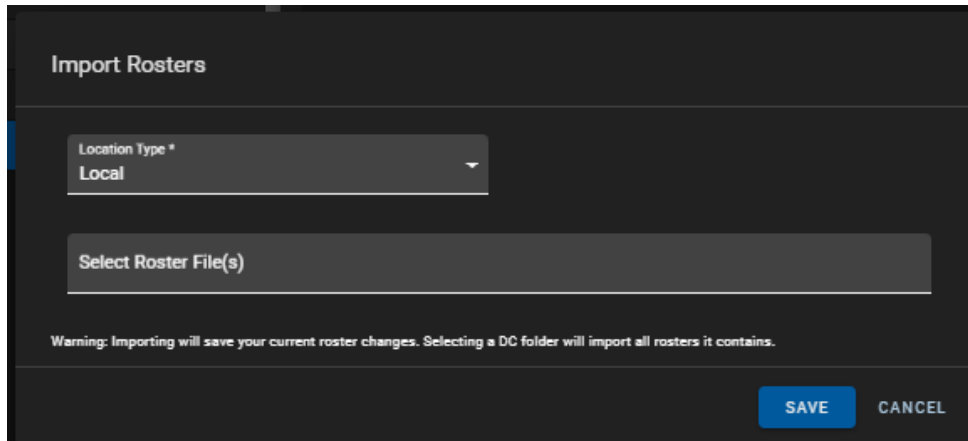


Figure 12-5: Import Roster Files in the Metadata Management App

- The imported roster will now be present in the group list. See Figure 12-6.

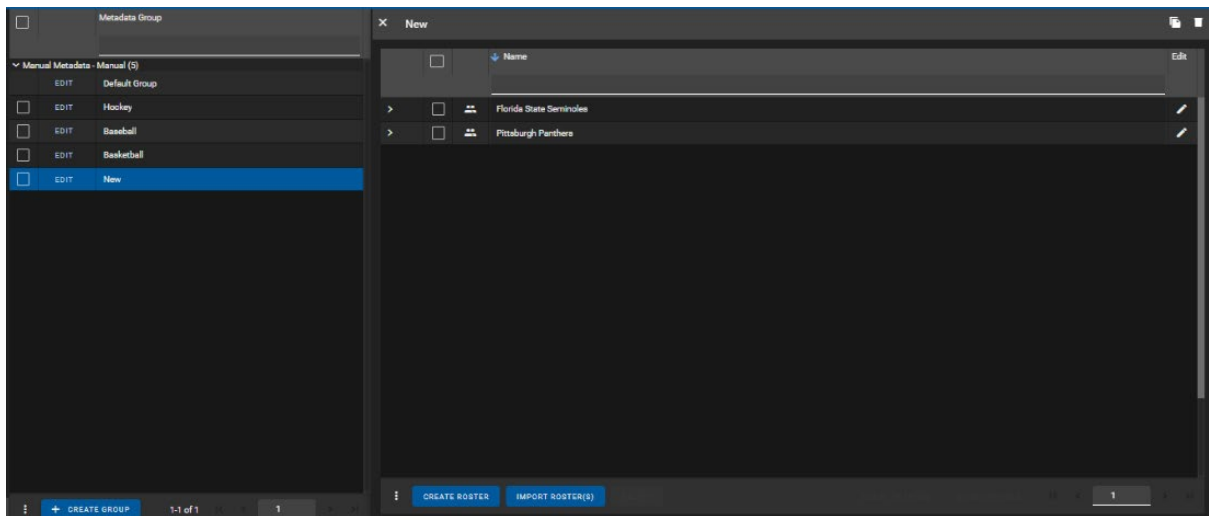


Figure 12-6: New Rosters Example

12.1.1.2. Importing Logos

- Open a group with existing rosters and click on a roster's pen tool. See Figure 12-7.

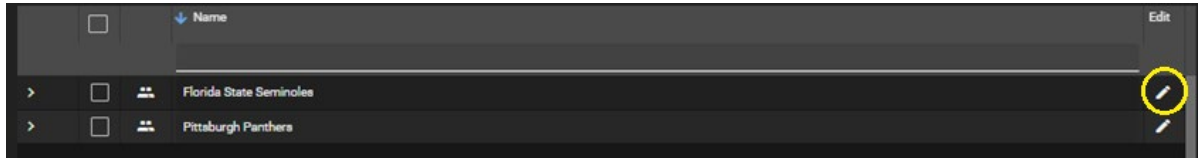


Figure 12-7: Edit Roster in the Metadata Management App

- From the edit dialog, logos can be added by pasting in a URL address or by selecting a DC internal storage path, see Figure 12-8.

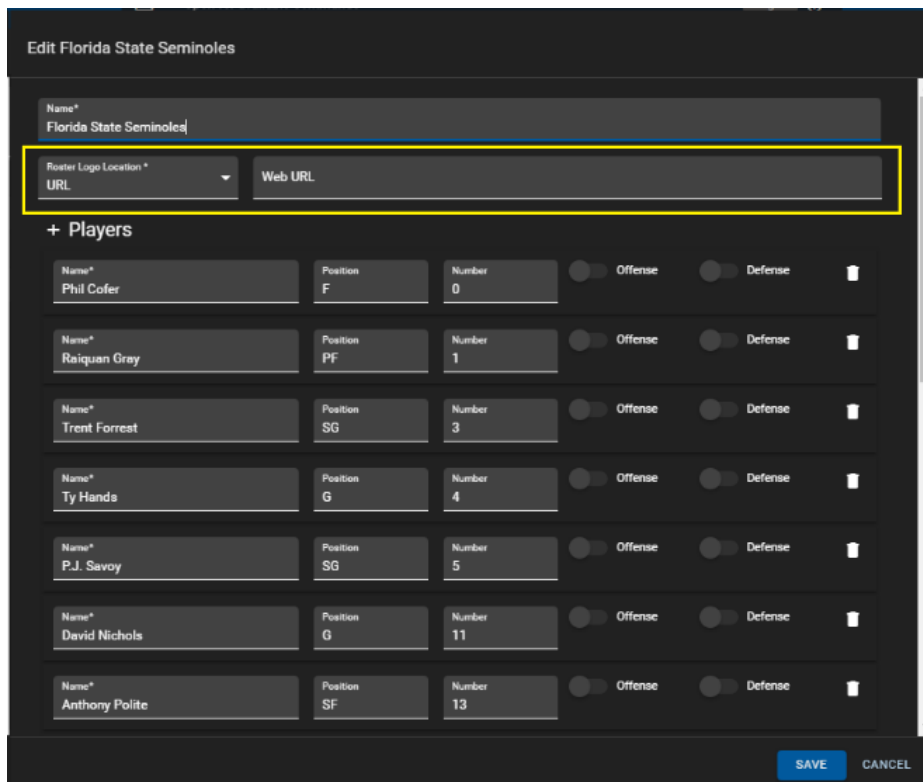


Figure 12-8: Importing Logos

12.1.2. How to Edit Rosters

- Open a group with existing rosters and click on a roster’s pen tool. See previous Figure 12-7.
- From within the edit window, the roster names along with player names can be edited as desired by simply clicking in a text field, typing in any changes and saving with enter. See Figure 12-9.

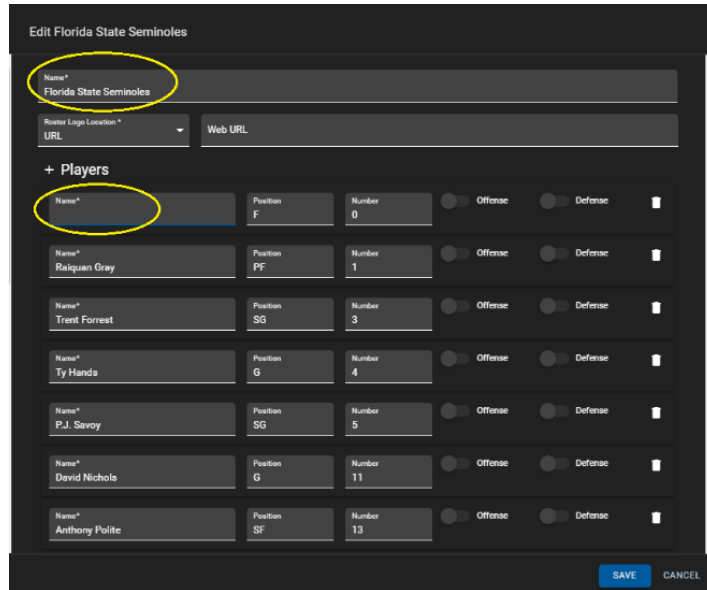


Figure 12-9: Edit Roster Names

12.1.3. How to Create Custom Rosters

- To manually create a roster, select ‘CREATE ROSTER’ after opening the Edit pane for a group shown in Figure 12-4. A creation dialog will open, see Figure 12-10.
- Begin by typing in a name for the roster.
- Type in Player names and add new players by clicking the ‘+ ADD ITEM’ button.
- Logos can be added by pasting in a URL address or by selecting a DC internal storage path.
- Once all players have been added, save the roster with the “save” button.

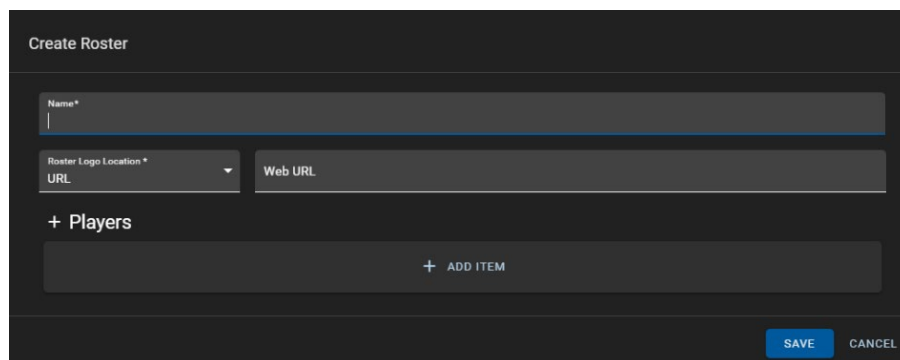


Figure 12-10: Create Manual Roster

- Once a new roster is added confirm the addition by clicking the 'SAVE CHANGES' button shown in Figure 12-11.

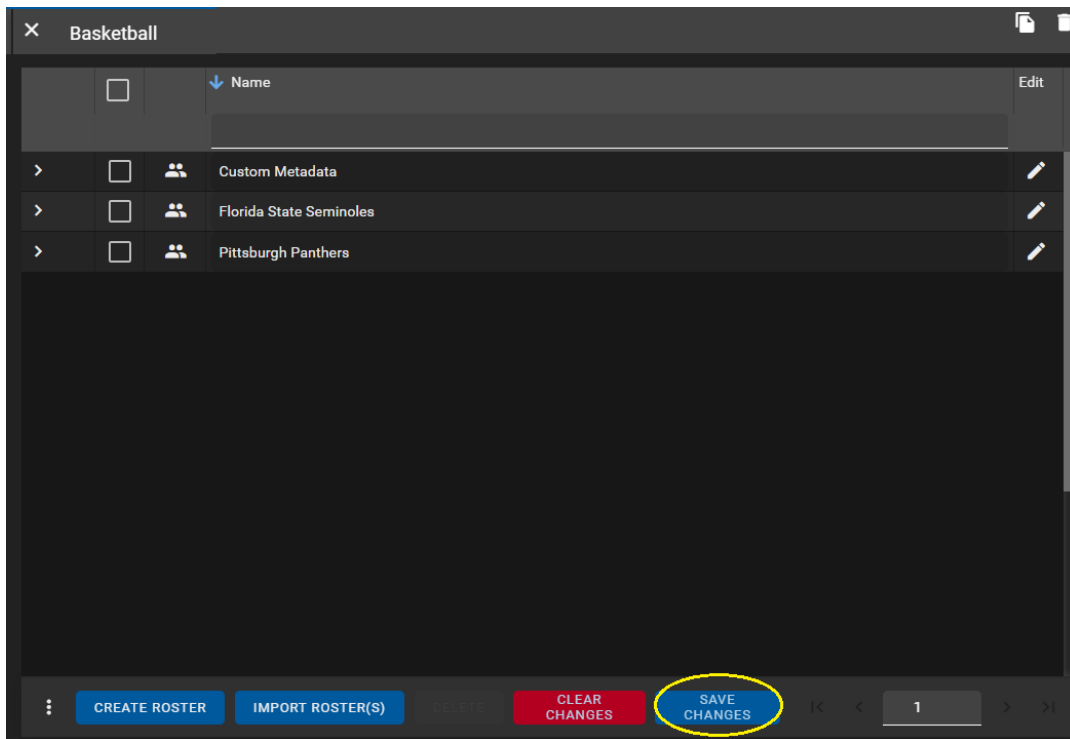


Figure 12-11: Saving Custom Changes

- All metadata can now be used in the Tagging Editor in VUE.

13. PLAYOUT

The Playout App allows users on the Media Suite to control remote outputs in the DreamCatcher network. Controls include the general pause, play and go live functionality. As well inputs can be taken on outputs, clips can be cued and played, as well playlists can be cued and played on outputs.

13.1. CONFIGURING AVAILABLE OUTPUTS

Remote outputs must first be configured on the Media Suite's 'User I/O' App to become usable in the Playout App.

- Enter the User IO App, select the Media Suite's User and press 'Edit' as shown in Figure 13-1.
- From this edit dialog, remote outputs can be selected or de-selected as desired. When selected, outputs will be highlighted blue as shown in Figure 13-1.

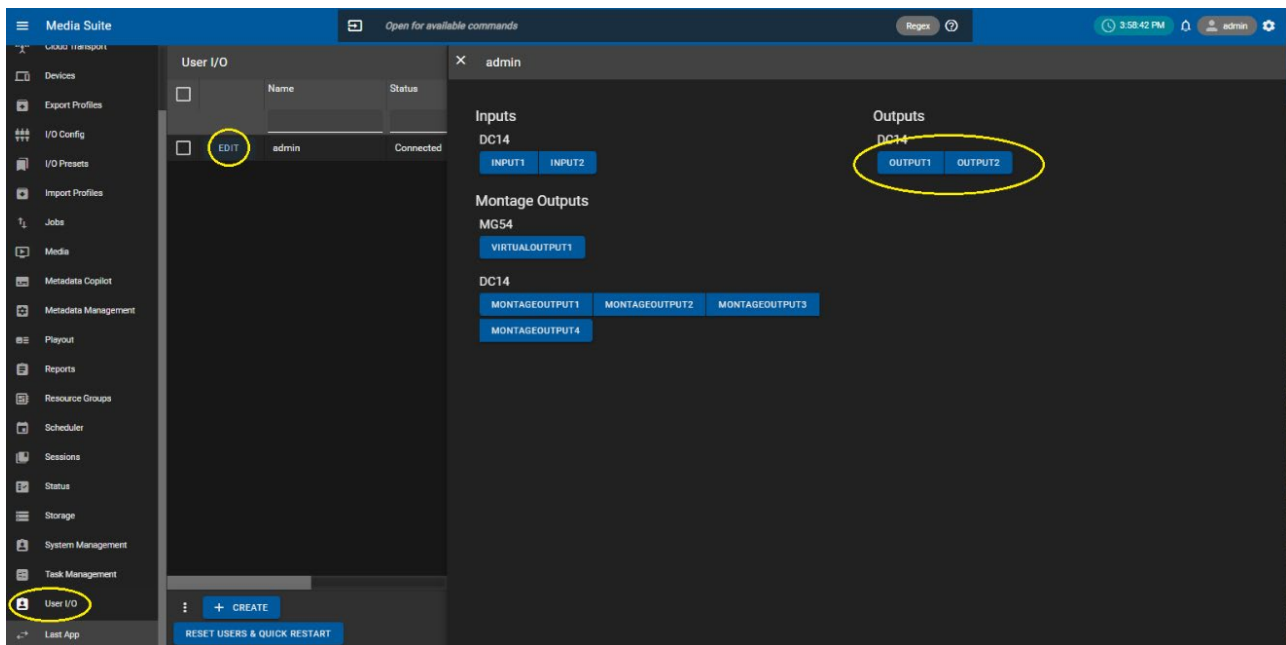


Figure 13-1: User Output Selections

- To de-select an output, simply click and the output will become highlighted in Grey, then save the change by clicking on the save icon as shown in Figure 13-2.

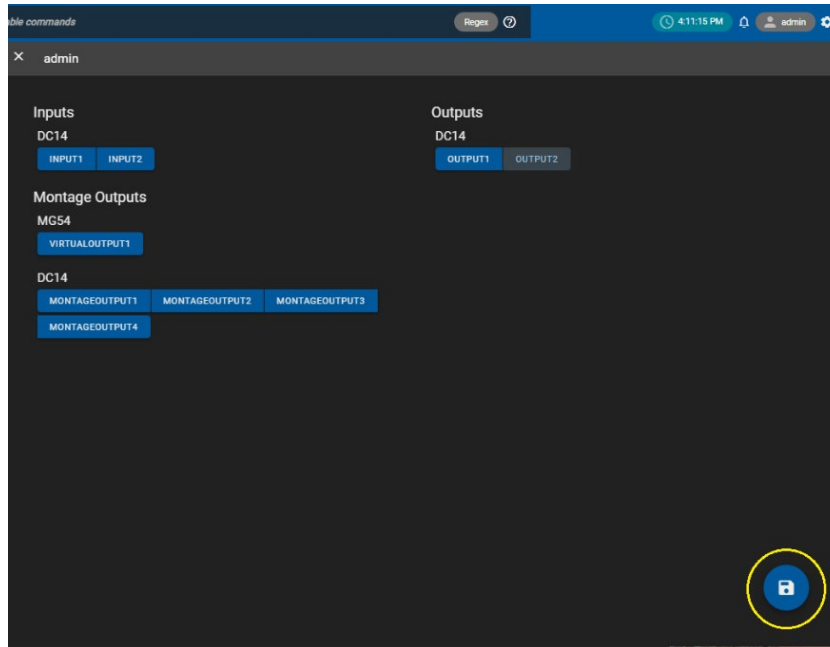


Figure 13-2: Customizing Inputs for Users

13.2. PLAYOUT APP

The Playout App consists of three sections. See Figure 13-3.

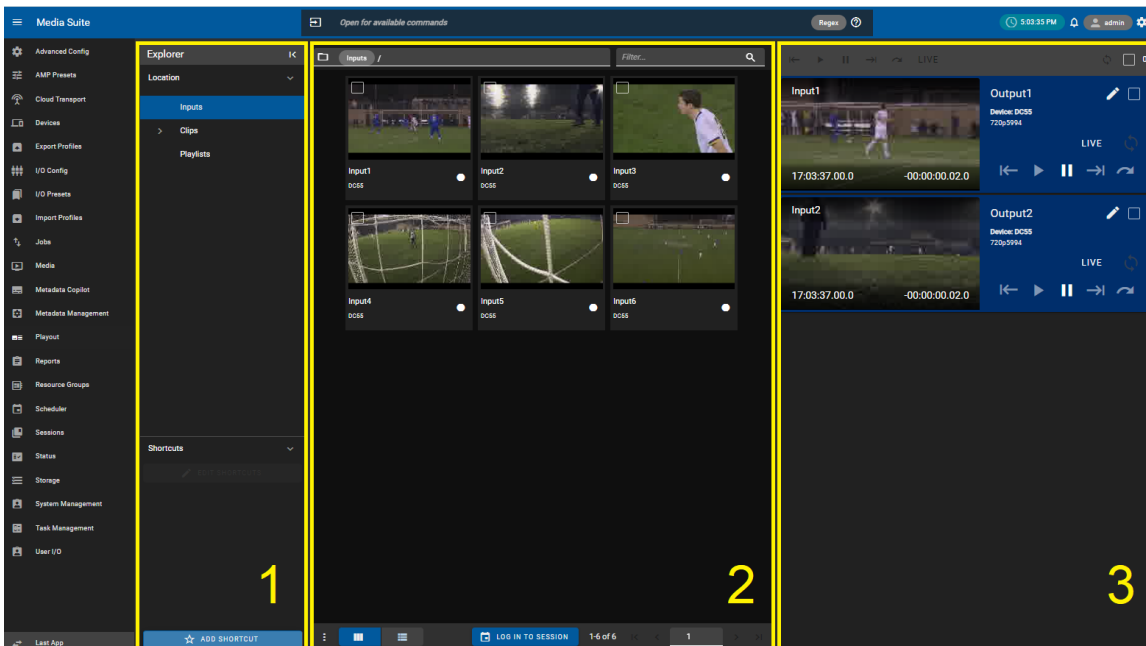


Figure 13-3: Playout App

- 1. Explorer Section:** This section involves control of what content you are viewing and interacting with in the Playout App. Tabs include Location for navigating all inputs and content in the network and Shortcuts for quick navigation of locations. See Section 13.2.1.
- 2. Content Section:** This is where you can choose which content you want to interact with, either Inputs (record trains) clips or playlists. See Section 13.2.2.
- 3. Output Section:** This is where outputs can be previewed and controlled. Outputs can be controlled together or controlled individually. See Section 13.2.3.

13.2.1. Explorer Section Navigation

The Explorer section allows the user to navigate through content within the DreamCatcher network, as well as providing quick navigation and information tools.

- The explorer can be minimized and maximized as needed. To minimize the section, click the '|<' button, as shown in Figure 13-4.

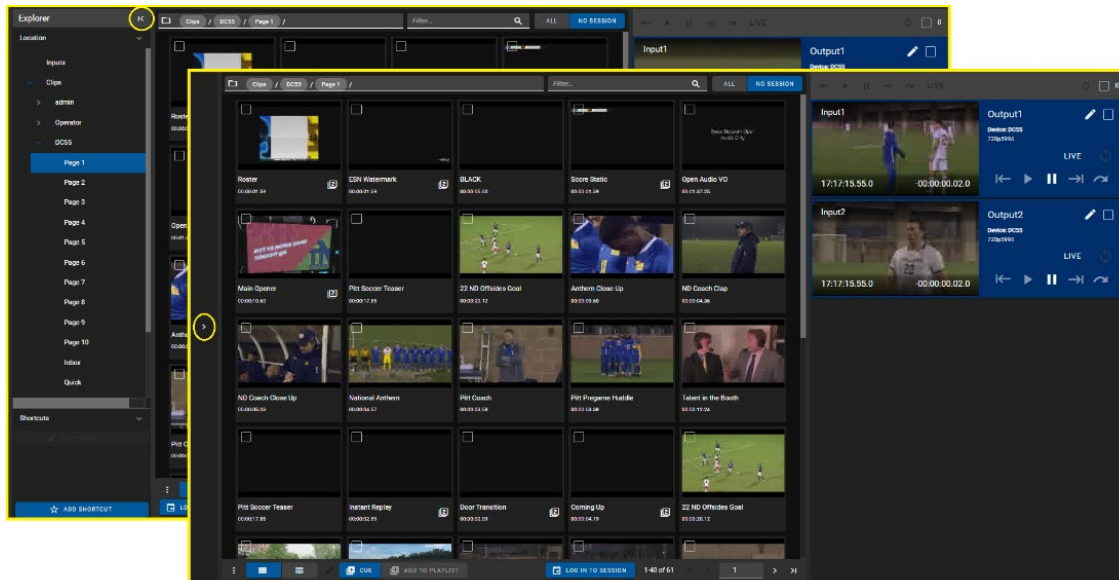


Figure 13-4: Minimizing and Maximizing the Explorer Section

- Each sub-section can also be minimized and maximized as needed. To minimize each sub-section, use the 'v' arrows, and '>' arrows as shown in Figure 13-5.

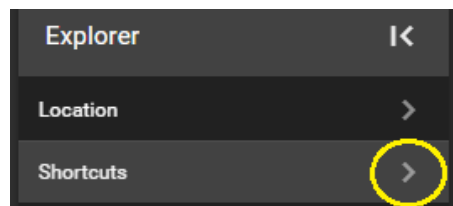


Figure 13-5: Minimizing Sub-Sections in the Explorer

13.2.1.1. Location

All top-level locations for content accessible in the Playout App are listed in the Location tab and will be discussed throughout this guide.

- To open a location, click on the name, it will highlight blue and the location's content will become previewed in the Content Section. See Figure 13-6.

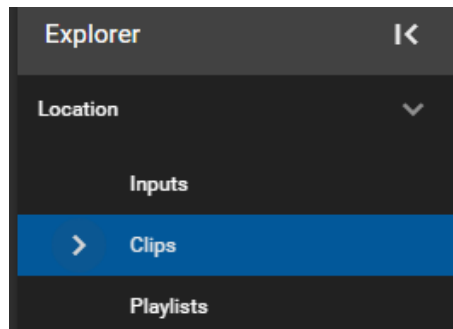


Figure 13-6: Location Navigation in the Playout App

- For locations with additional directories, click the arrow icon to see the drop-down directory for that location, as seen in Figure 13-7 next to 'Clips'.

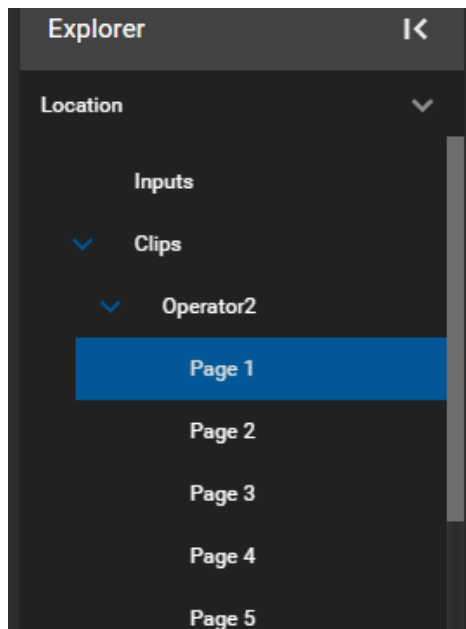


Figure 13-7: Location Navigation in the Playout App Extended

13.2.1.2. Shortcuts

For ease of access a shortcut section will allow the user to save specific locations to navigate to for accessing content.

- To add a shortcut, navigate to the location of choice, as described above in Section 13.2.1.1. and then select 'ADD SHORTCUT' as shown in Figure 13-8. Multiple shortcuts can be added.

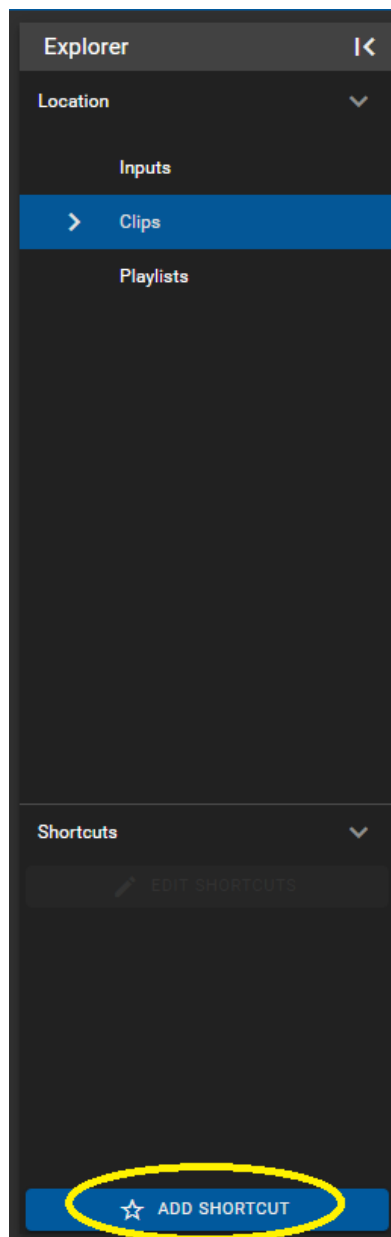


Figure 13-8: Location Shortcuts

- Shortcuts can be given a custom name. To do this, press the 'EDIT SHORTCUT' button, type in a new name and save with 'SAVE SHORTCUTS' as shown in Figure 13-9 and Figure 13-10.

- If a shortcut is no longer needed, select the shortcut (selected shortcuts will be highlighted in blue) and click the 'REMOVE SHORTCUT' button as shown previously in Figure 13-10.

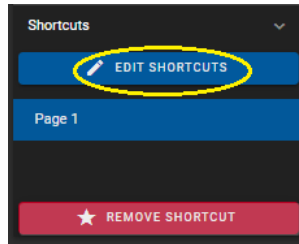


Figure 13-9: Editing Location Shortcuts

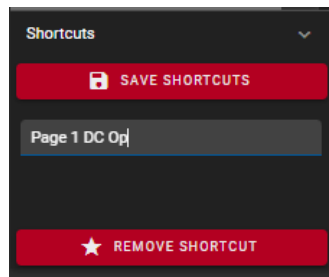


Figure 13-10: Editing Location Shortcuts 2

- To open shortcuts, simply click on the shortcut and that location will be opened into the Content Section. See Figure 13-11.

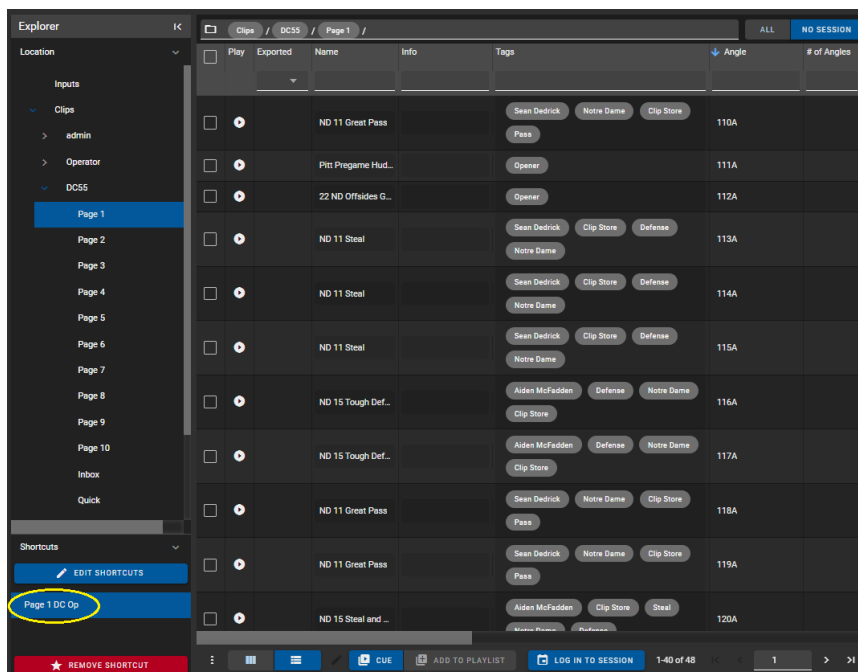


Figure 13-11: Selecting Location Shortcuts

13.2.2. Content Section Navigation

The Content Section can be customized to the users' liking and incorporates numerous search and organization tools. Content can be viewed in a Thumbnail or table view.

13.2.2.1. Thumbnail View

Thumbnail view may appear differently for each location and will be discussed individually for each sub-section of the Playout App.

- Thumbnail view can be accessed by clicking the 'thumbnail' icon as circled in Figure 13-12.

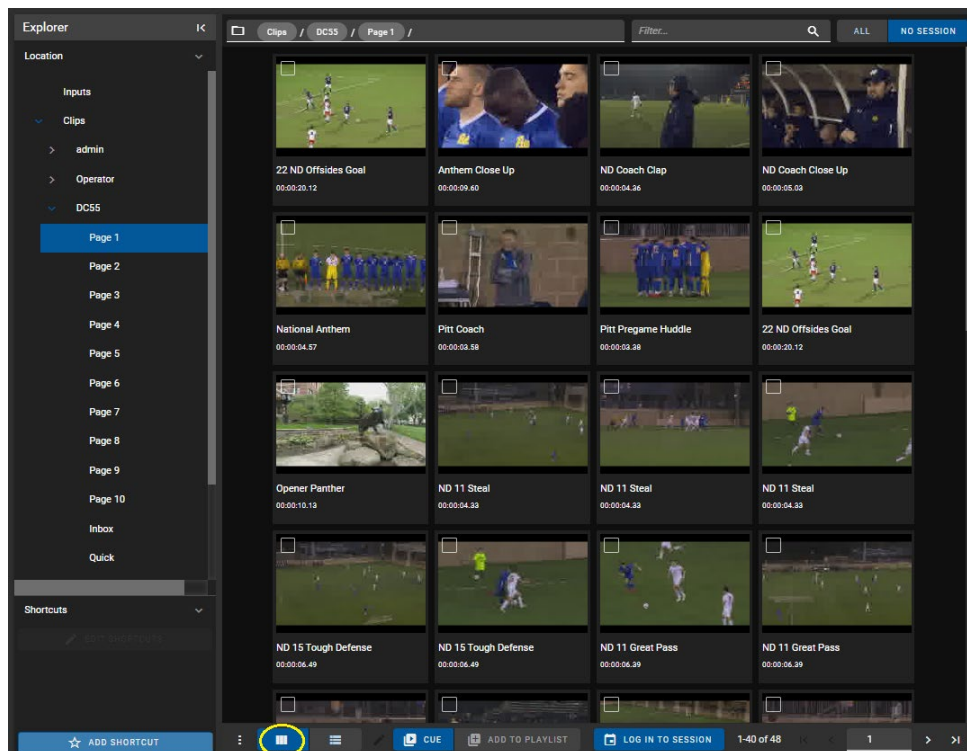


Figure 13-12: Thumbnail View in Playout App

- While in Thumbnail view, content can be found using the search bar. For an example, see Figure 13-13.

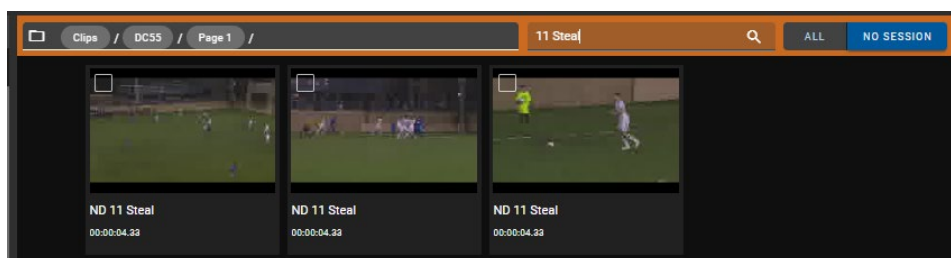


Figure 13-13: Searching in Thumbnail View

13.2.2.2. Table View

Table View columns may appear differently for each location and will be discussed individually for each sub-section of the Playout App.

- Table view can be toggled by clicking the ‘table’ icon as circled in Figure 13-14.

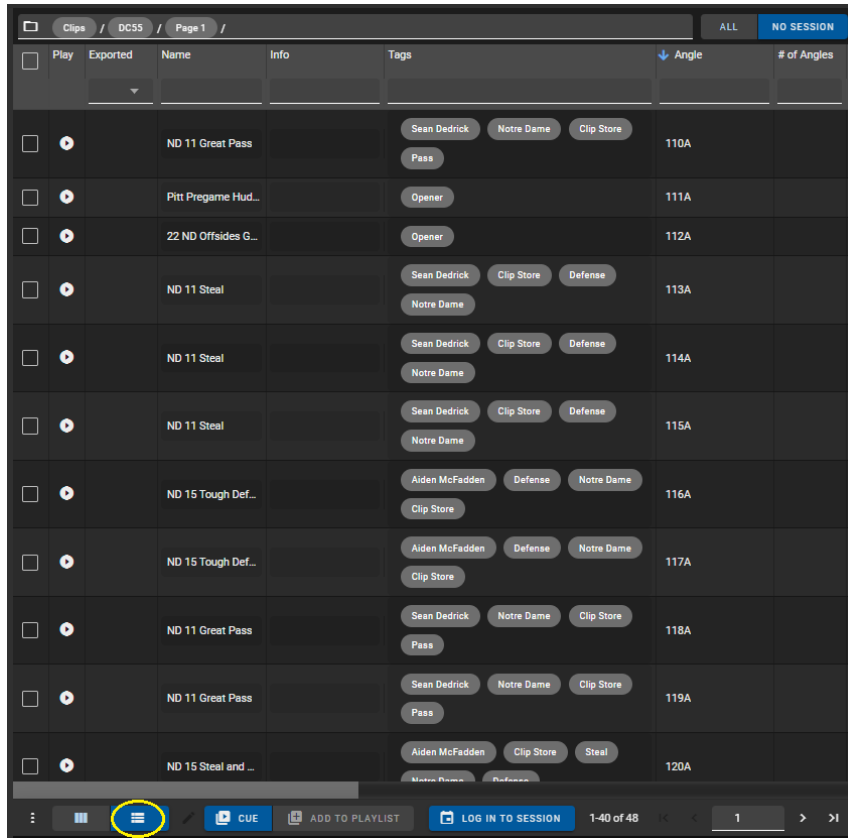


Figure 13-14: Table View in Playout App

13.2.2.3. Customizing Column Order

- Each column can be arranged in ascending / descending order. This is done by clicking the property’s name. An arrow will become present beside the property to inform of the order. See Figure 13-15.

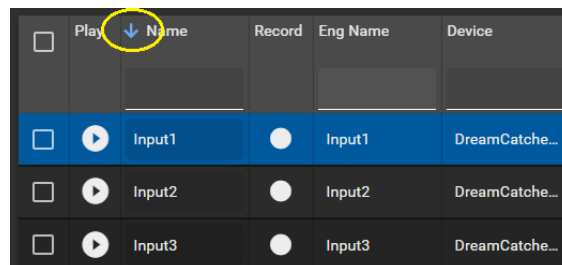


Figure 13-15: Playout - Organizing Columns Ascending or Descending

- To change the order between ascending and descending, simply click the property’s name again.

13.2.2.4. Customizing Columns Shown and Grouped

- Within Table view, the property information can be organized by grouping or hiding property columns. This can be done by selecting the options button (ellipsis icon). See Figure 13-16.
- Within the show columns selection, columns can be checked on and off to become visible.

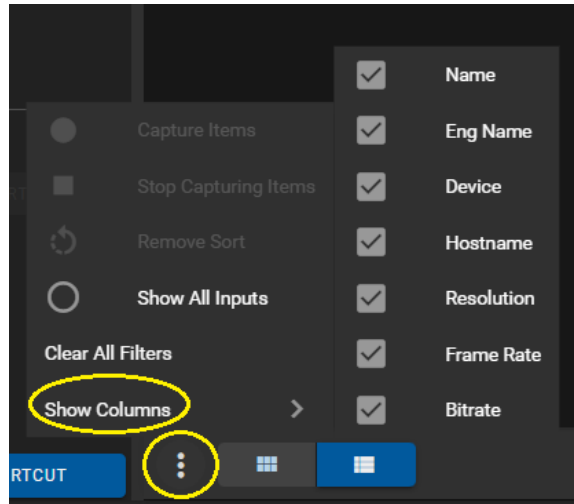


Figure 13-16: Playback - Show Columns

13.2.2.5. Filtering Columns

- Some properties can be searched, by simply typing in a value in their search bar region, below the property name. See Figure 13-17 for an example.
- To reset the search, select the options button (ellipsis icon) and select the ‘Clear All Filters’ button as shown previously in Figure 13-16.

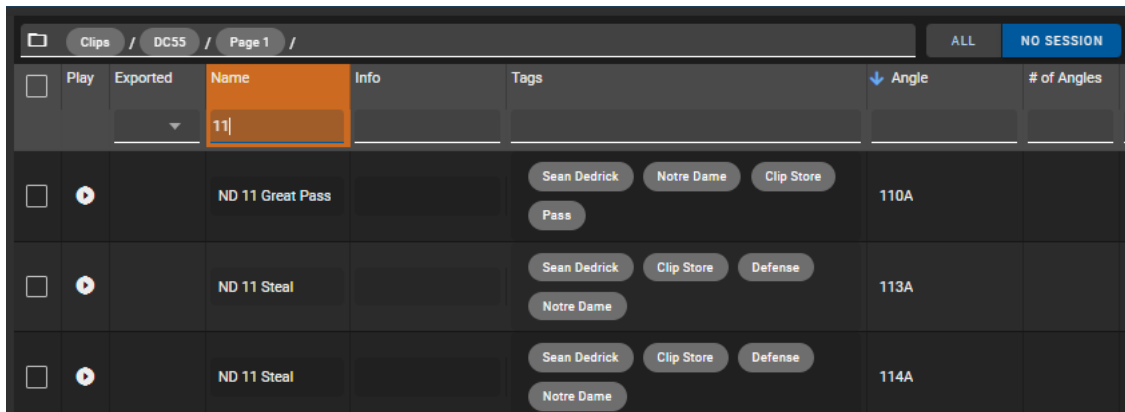


Figure 13-17: Searching Properties

13.2.2.6. Jumping to Location

Locations can be jumped to using the top navigation bar in the Content section.

- Type in the address of the path you want to navigate to. For an example, if you wanted to navigate to the user's clips on page 8 you would type in 'Clips' the name of the user and then 'Page 8' separated by a forward slash. See Figure 13-18.



Figure 13-18: Jump to Location Example

- Once finished typing the path, press enter and the content section will jump to that location, see example in Figure 13-19.

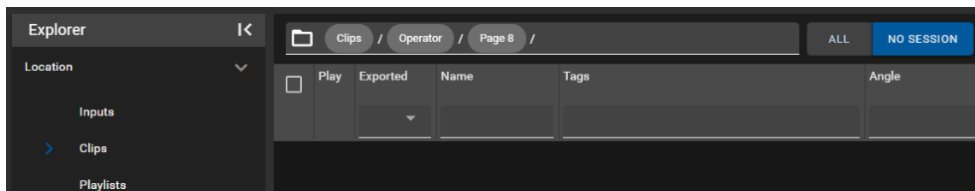


Figure 13-19: Jump to Location Example 2

13.2.2.7. Sessions

Sessions can be joined at the bottom of the Content Section, see Figure 13-20. Joining sessions will be discussed further in each section of the Media App for Inputs, Clips and Playlists.

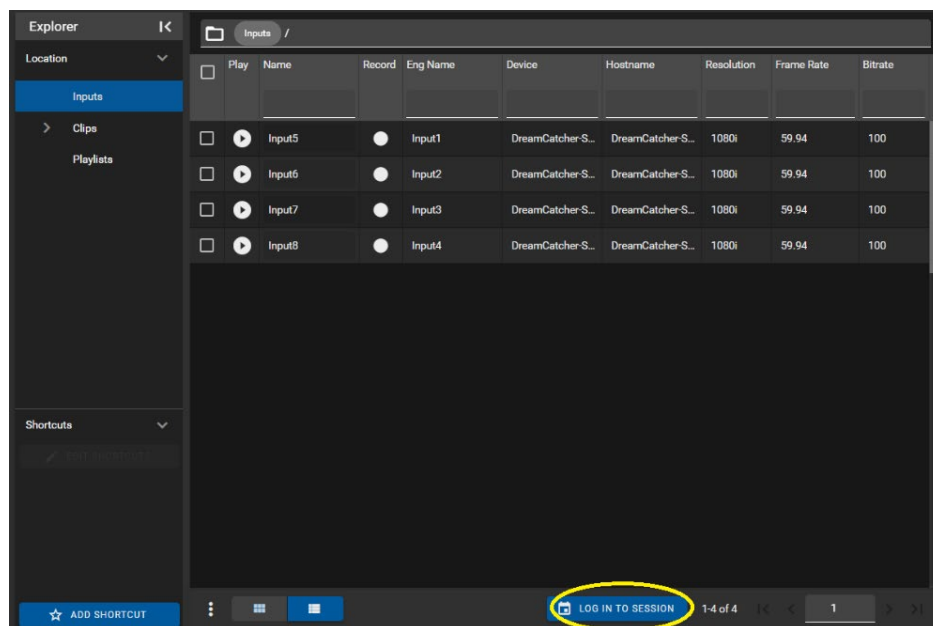


Figure 13-20: Log In to Session

13.2.3. Output Section Navigation

The Outputs section is where all available Outputs in the system are visible and can be interacted with, see Figure 13-21. For information about configuring Outputs, please refer back to Section 13.1.

By default, all available outputs will be listed in a top-level view as shown in Figure 13-21. The top-level view allows the user to control individual or multiple outputs at one time as well as monitoring an updating thumbnail view of the output.

Alternatively, individual outputs can be expanded to be monitored and controlled with live video. All will be discussed within this section.

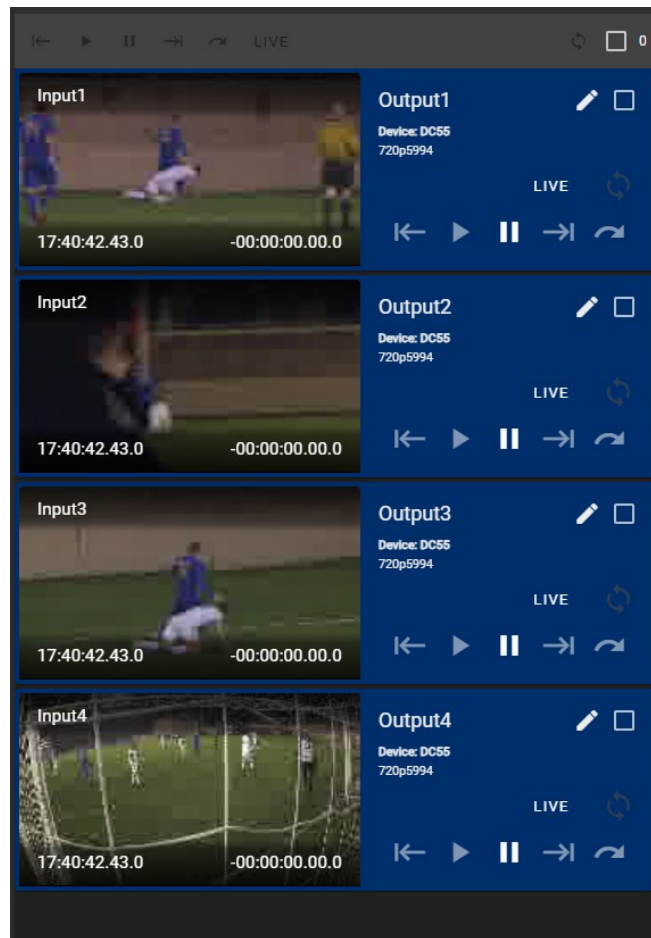


Figure 13-21: Output Preview Section



NOTE: Outputs which are playing will have a blue background in the Playout App. When the output is paused (paused on a record train / cued with a clip or playlist) the background will be grey.

13.2.3.1. Cueing on an Individual Output from the Top Level

All content in the playout app can be queued on outputs. For this section, inputs will be used as an example.

- To begin, select the individual output by check marking it, as shown in Figure 13-22.
- Once check marked, the output will have a green border to indicate it is selected.

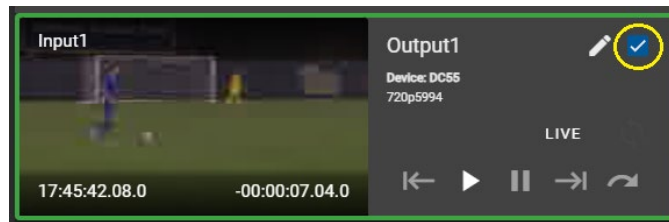


Figure 13-22: Individual Output Selection

13.2.3.2. Cueing Content onto a Selected Output

- Next, content from any location can be cued onto the output using the play buttons in the thumbnail or table view. See Figure 13-23 for an example of the play button in the table view.

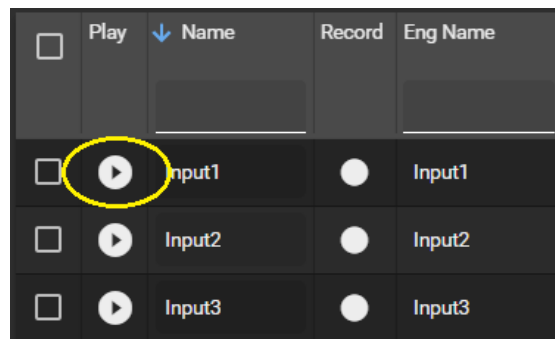


Figure 13-23: Cueing Content onto a Selected Output

13.2.3.3. Individual Output Control from the Top Level

A variety of controls are available beside each individual output's thumbnail view, see Figure 13-24. The output controls may appear differently depending on the type of content cued and will be discussed individually for each sub-section of the Media App.

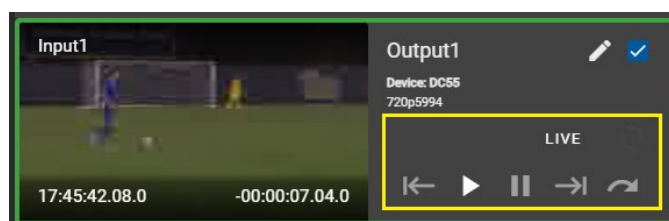


Figure 13-24: Individual Output Controls

13.2.3.4. Cueing on Multiple Outputs from the Top Level

Selecting multiple outputs allows content to be cued simultaneously. This workflow is also known as 'ganged outputs'.

- Select multiple outputs by check marking them, as shown in Figure 13-25.
- Once check marked, the output will have a green border to indicate it is selected.

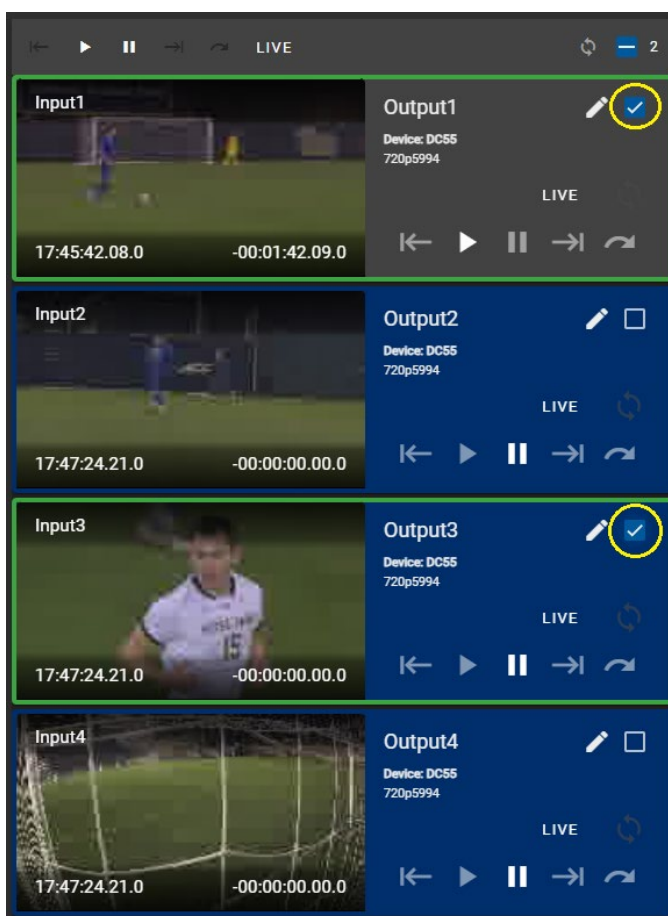


Figure 13-25: Ganged Output Selection

- All Outputs can be selected to use by check marking the top checkmark box, as shown in Figure 13-26.

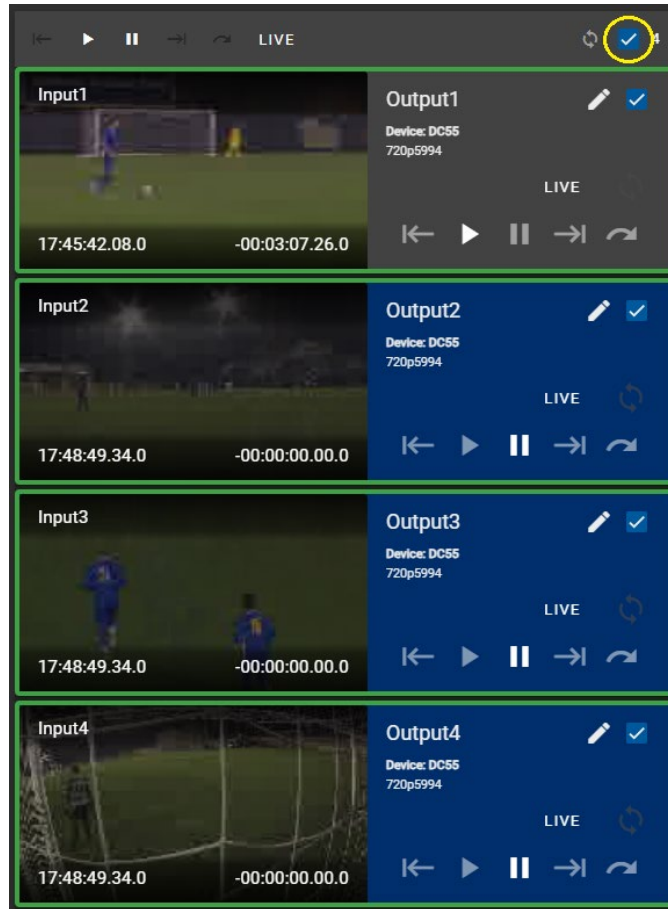


Figure 13-26: Ganging All Outputs

- Now content from any location can be cued onto the outputs using the play buttons in the thumbnail or table view. See the previous Figure 13-23 for an example.

13.2.3.5. Multi Output Control from the Top Level

When multiple outputs are selected, the control buttons at the top of the output section will control the ganged outputs, see Figure 13-27. The output controls may appear differently depending on the type of content cued and will be discussed individually for each sub-section of the Media App.

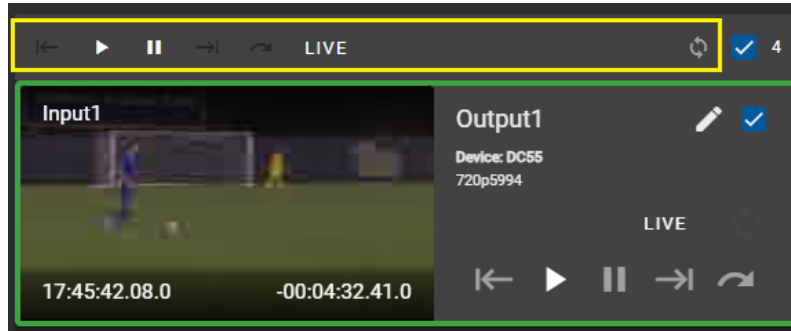


Figure 13-27: Ganged Output Control Buttons

13.2.3.6. Cueing on an Individual Expanded Output

Outputs can be expanded to preview active video, to cue new content and be controlled individually.

- To select an output, hover over an output, to see an expand icon, and click to expand, Once clicked an individual large viewer will be shown. see Figure 13-28

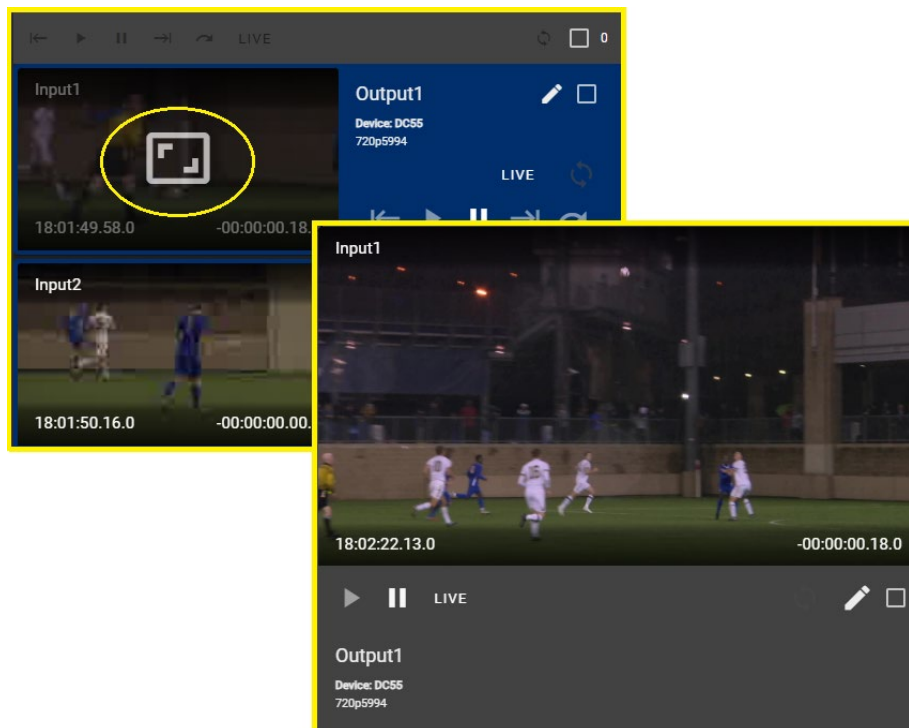


Figure 13-28: Individual Expanded Output Control

- Next, content from any location can be cued onto the expanded output using the play buttons in the thumbnail or table view. See Figure 13-23 for an example of the play button in the table view.
- The individual control window can be closed anytime by hovering your mouse over the preview window and clicking on the 'x' icon. See Figure 13-29.

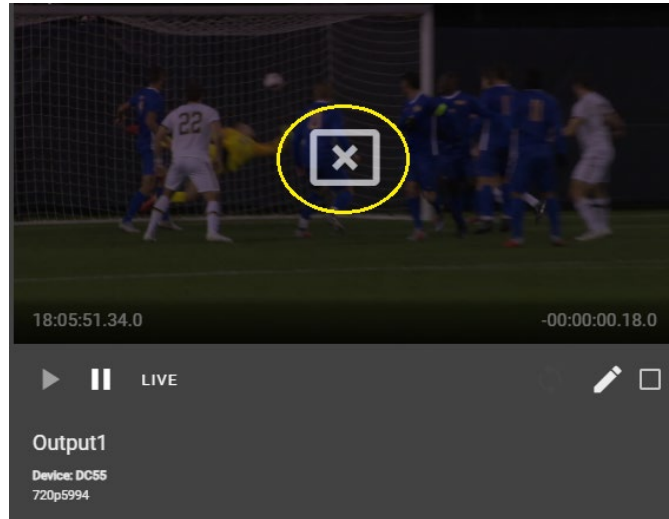


Figure 13-29: Close Individual Output Preview

13.2.3.7. Expanded Individual Output Control

When an individual output is opened in the expanded view, the control buttons will be found below the output window, as shown in Figure 13-30. The output controls may appear differently depending on the type of content cued and will be discussed individually for each sub-section of the Media App.

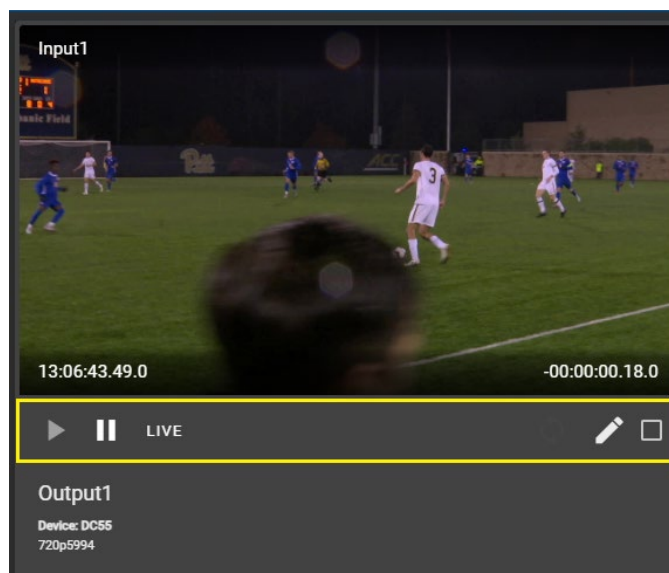


Figure 13-30: Individual Output Control Buttons

13.2.3.7.1 Optional Audio Control

Audio can be listened to from the preview window if the stream type has been set to webRTC. Please refer to Section 2.5.2 for information on setting Stream Type.

- Once the stream type has been set to webRTC, an audio icon will become available next to the record train, and audio will play from the webpage. See Figure 13-31.

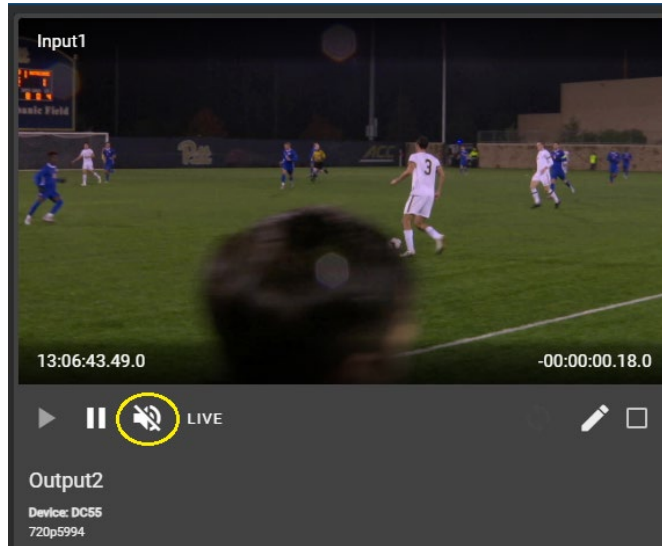


Figure 13-31: webRTC Audio

13.3. INPUT PLAYOUT

For most workflows, all inputs across a network will be available for the Media Suite. See Figure 13-32. In some workflows, however, only custom input selections are desired. Custom available Inputs can be set in the Media Suite Engineering Webpage. Please refer back to the 'Available Inputs' section 11.2.1, for instructions.

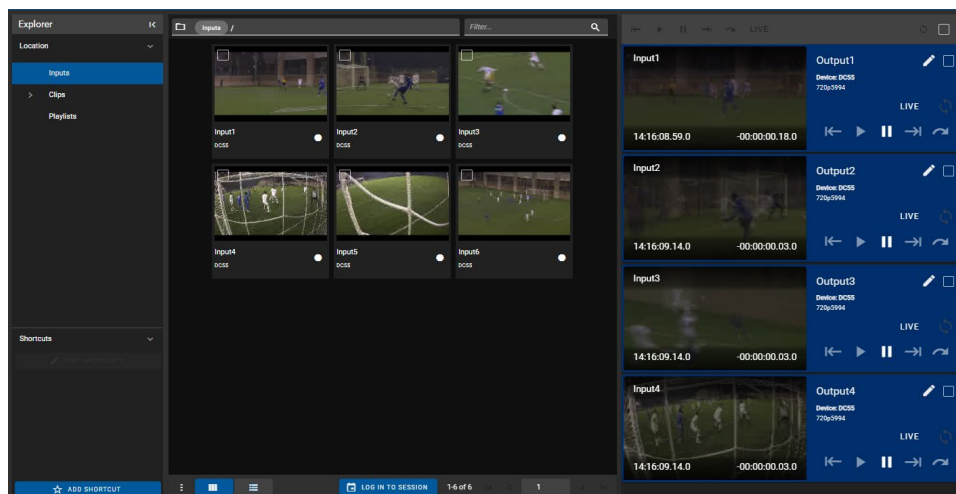


Figure 13-32: Inputs in the Playout App

13.3.1. Showing All Inputs

If custom inputs have been selected for the Media Suite, but all inputs are needed for a temporary purpose, the Media Suite has the ability to automatically force all inputs to be visible.

- To see all inputs, select the options button (ellipsis icon) at the bottom of the content section and select 'Show all Inputs' as shown in Figure 13-33.

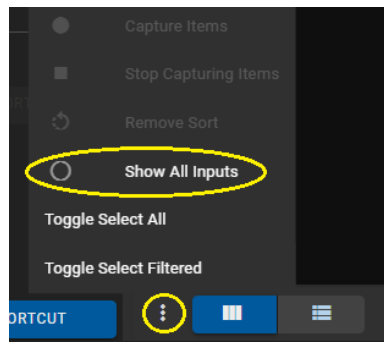


Figure 13-33: Show All Inputs

13.3.2. Using Session Inputs

If a session is joined, the only inputs selected for that session will be displayed, regardless of the 'Show All Inputs' selection discussed previously.

- To join a session, click on the 'LOG IN TO SESSION' button at the bottom of the content section as shown in Figure 13-34.

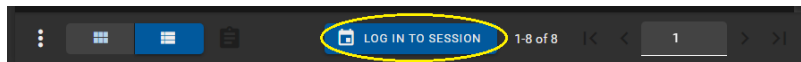


Figure 13-34: Log In to Session

- A window will open with a list of all available sessions. See Figure 13-35.
- Select a session and press 'ENTER' to join it.

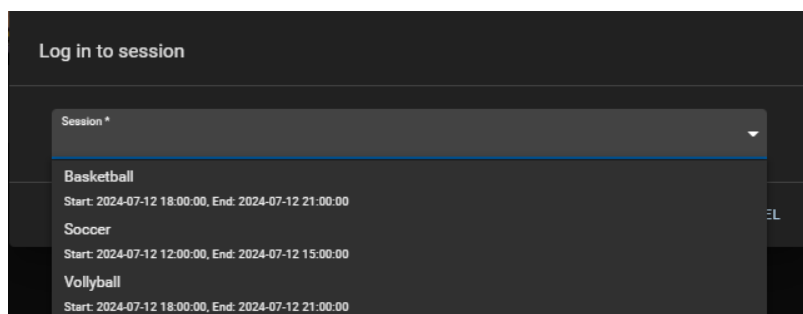


Figure 13-35: Joining a Session

- To leave a session, simply click the “LEAVE: *Session Name*” button as shown in Figure 13-36. A confirmation dialog will open, click ‘LOGOUT’ to leave the session.

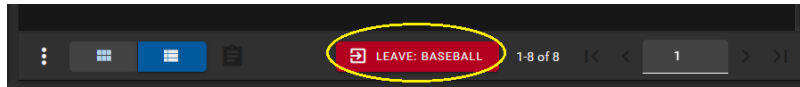


Figure 13-36: Leave Session

13.3.3. Cueing and Playing an Input on an Output

- First, select the output(s) by check marking them or by expanding an individual output as discussed in Section 13.2.3.
- To preview an input, when looking in thumbnail view, hover the mouse over the input to see a ‘play’ icon appear (See Figure 13-37) and click on the input to load it into the output window. The input will then begin to play at live.

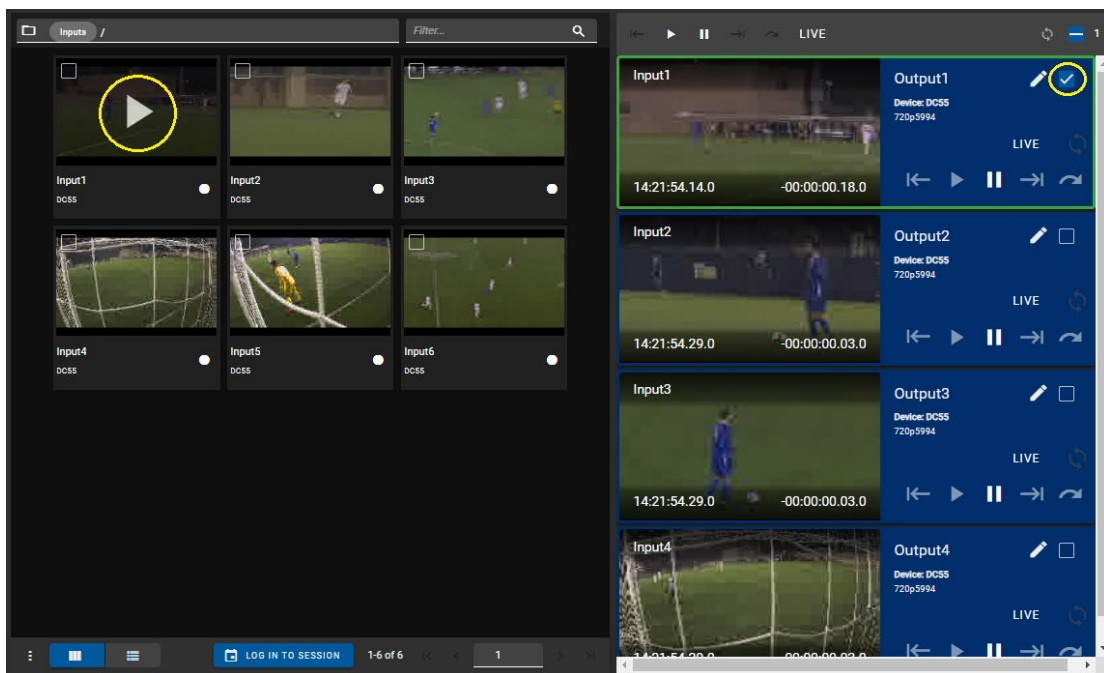


Figure 13-37: Cueing Inputs on Outputs in Thumbnail View

- In Table view, select the 'play' button on the input, as shown in Figure 13-38.

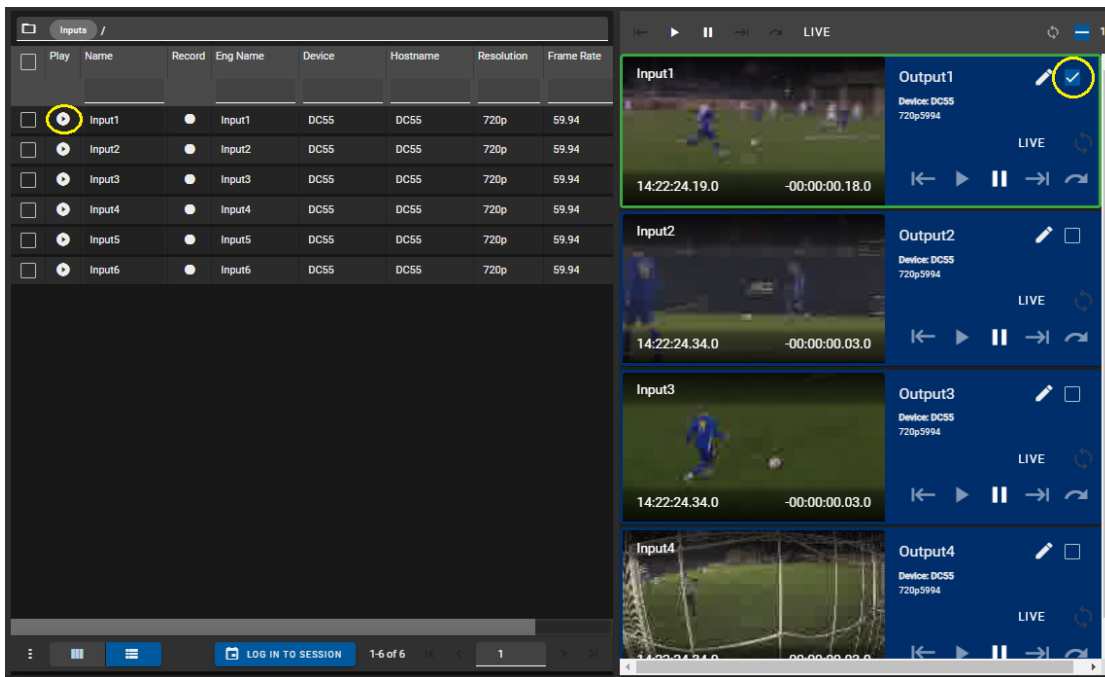


Figure 13-38: Cueing Inputs on Outputs in Table View

13.3.4. Output Control with Inputs

Once an Input is loaded onto an output(s), the control buttons, as shown in Figure 13-39, can be used to pause, play and set to live. The control buttons can be used in both the top-level output view and individual view, please reference back to Section 13.2.3 for more details on the output views.

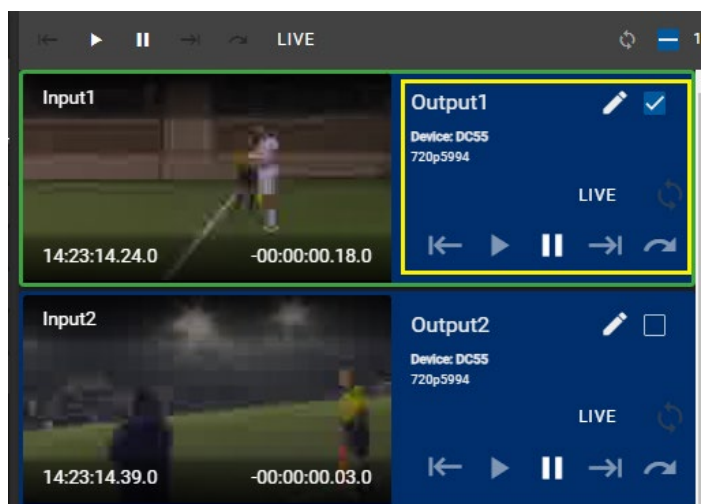


Figure 13-39: Output Control Buttons

13.3.4.1. Output Control Button for Inputs

- For a description of available controls for inputs, see Table 13-1.





	Rename Output		Play
	Go to Live		Pause

Table 13-1: Preview Window Input Controls for Inputs

13.3.5. Input Capture Records

Along with cueing inputs, growing file records can be started within the Inputs location.

- To start an input capture record, click the record button next to the input in the table view or below the input thumbnail in the thumbnail view.
- A ‘capture items’ dialog will open, as shown in Figure 13-40 allowing you to set the duration of the recording, the export profile and any attributes for the filename.

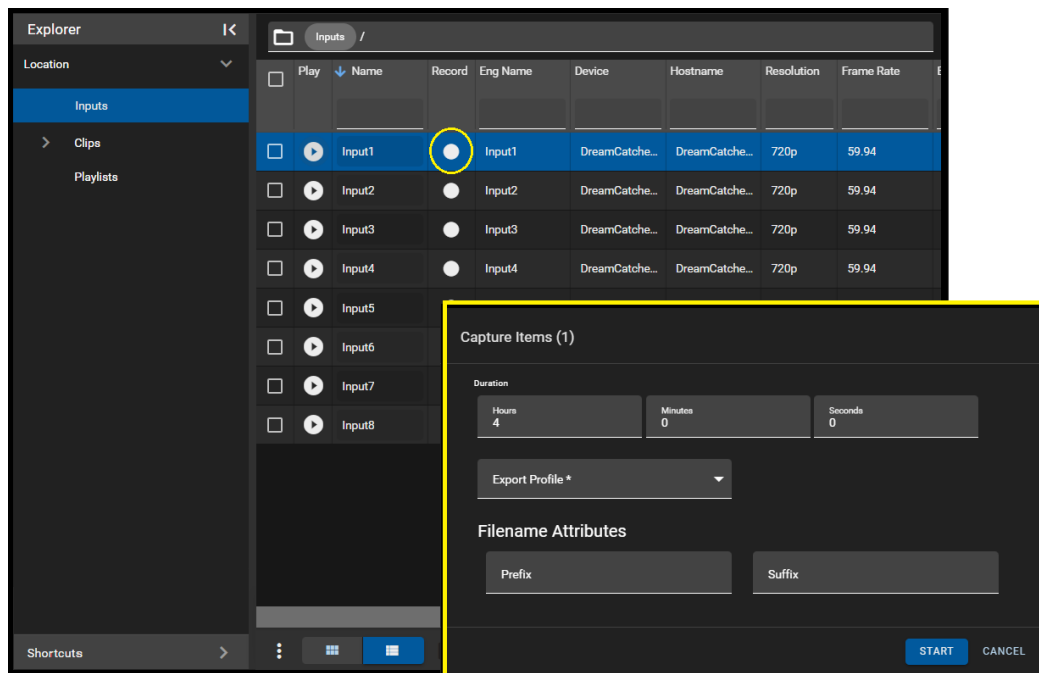


Figure 13-40: Input Capture Record.

- By default, the duration will be four hours for a capture record. Set in a custom hour, minute, and/or second combination by selecting each option and typing in a value.
- Optionally, add in a Prefix and Suffix for the filename.
- Once all fields have been set and an export profile is selected the record can be started by clicking the ‘START’ button.

- The record icon in the content section will now be lit up the colour red, to indicate the active record, see Figure 13-41.

<input type="checkbox"/>	Play	Name	Record	Eng Name	Device
<input type="checkbox"/>		Input1		Input1	DreamCatche...
<input type="checkbox"/>		Input2		Input2	DreamCatche...
<input type="checkbox"/>		Input3		Input3	DreamCatche...
<input type="checkbox"/>		Input4		Input4	DreamCatche...

Figure 13-41: Input Capture Recording In Progress

13.3.5.1. Monitoring Capture Progress

Capture progress can be monitored in the Jobs app, see Section 10.

13.3.6. Multi Record Options

- Multiple capture groups can be started and stopped by using the capture group options menu.
- First, checkmark input(s), and click the option (ellipsis icon) button as shown in Figure 13-42.
- From this window, all or only selected inputs can be toggled to capture or to stop capturing.

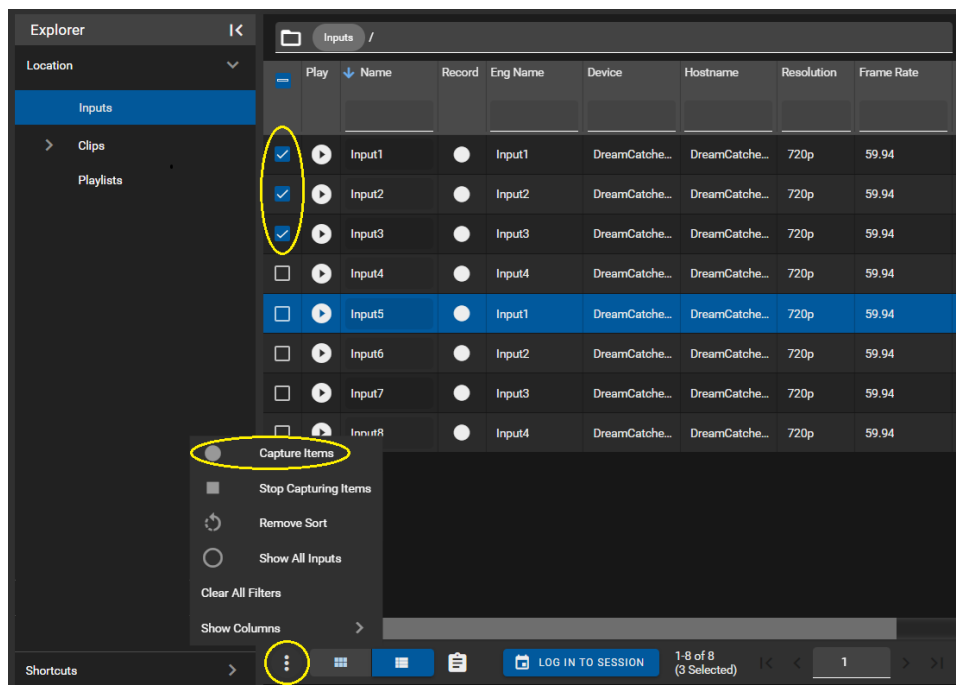


Figure 13-42: Input Options Menu

13.4. CLIP PLAYOUT

The Clips section gives the user the ability to cue all content from all networked devices. See Figure 13-43.

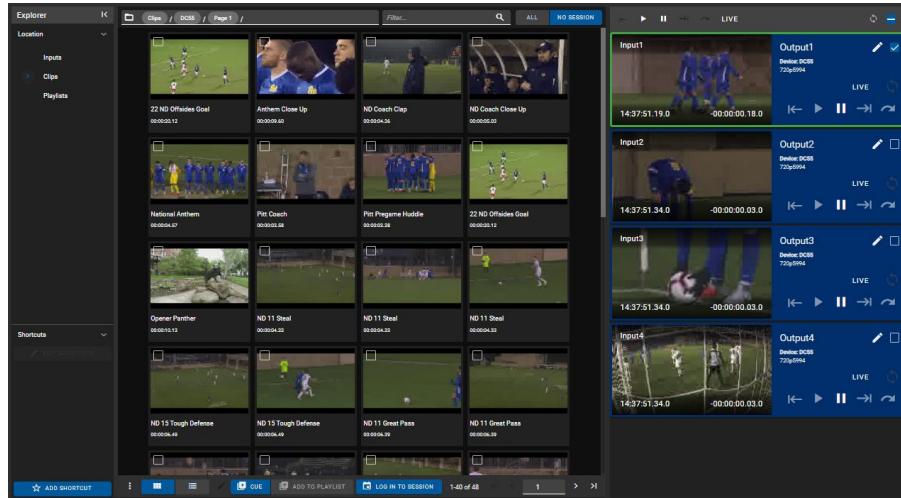


Figure 13-43: Clips in the Payout App

13.4.1. Cueing and Playing a Clip on an Output

- First, select the 'cue' button at the bottom of the content section, as shown in Figure 13-43.
- Next, select the output(s) by check marking them or by expanding an individual output as discussed in Section 13.2.3.
- To preview a clip, when looking in thumbnail view, hover the mouse over the clip to see a 'play' icon appear (See Figure 13-44) and click on the clip to cue it on the selected output(s).

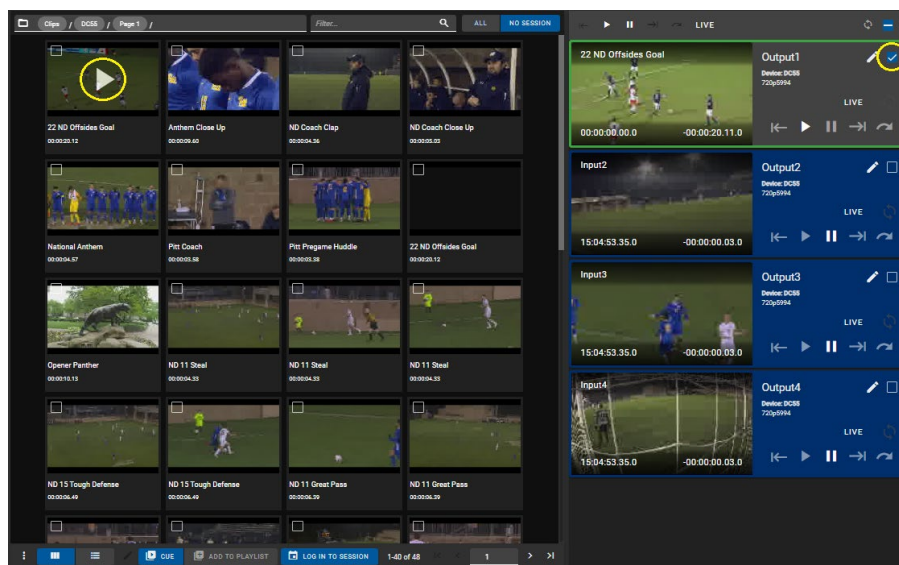


Figure 13-44: Cueing Clips on Outputs in Thumbnail View

- In Table view, select the 'play' button on the clip, as shown in Figure 13-45.

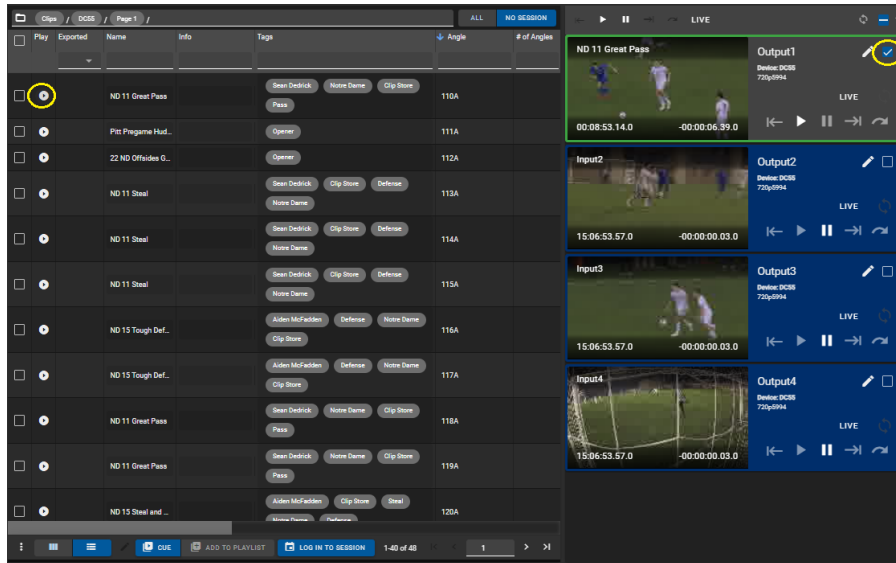


Figure 13-45: Cueing Clips on Outputs in Table View

13.4.2. Using Session Clips

If a session is joined, clips belonging to that session will be displayed in the content section.

- To join a session, click on the 'LOG IN TO SESSION' button at the bottom of the content section as shown in Figure 13-46.

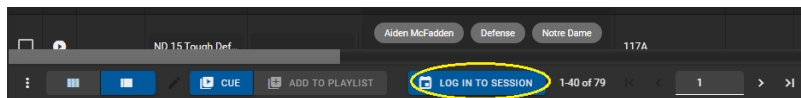


Figure 13-46: Log In to Session

- A window will open with a list of all available sessions. See Figure 13-47.
- Select a session and press 'ENTER' to join it.

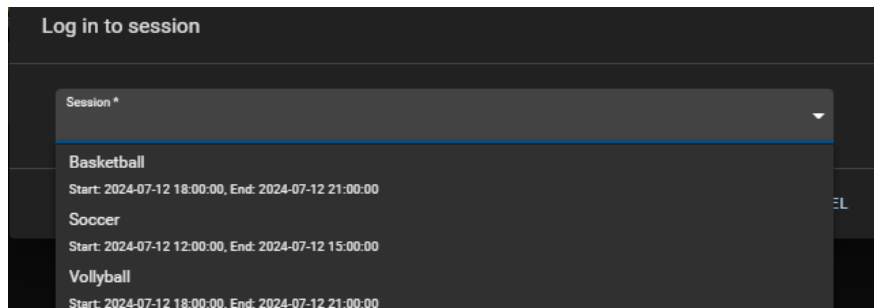


Figure 13-47: Joining a Session

- To leave a session, simply click the “LEAVE: *Name of session*” button as shown in Figure 13-48. A confirmation dialog will open, click ‘LOGOUT’ to leave the session.

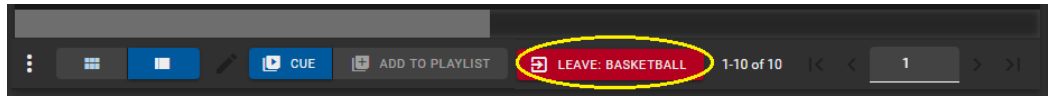


Figure 13-48: Leave Session

13.4.2.1. Viewing Session vs Non-Session Clips

- Once inside a Session you can still preview clips outside of the session by clicking on the ‘ALL’ button at the top of the content section. See Figure 13-49.
- To return to only seeing clips inside your joined session, press the ‘SESSION’ button.

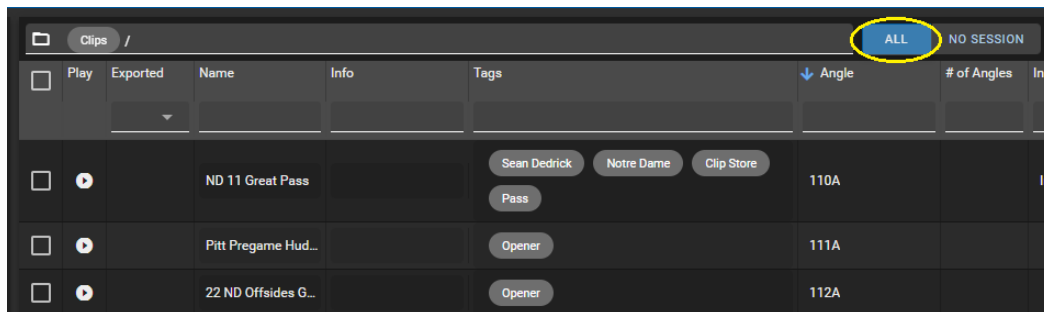


Figure 13-49: Previewing All or Only Session Clips

13.4.3. Output Control with Clips

Once a clip is loaded onto an output(s), the control buttons, as shown in Figure 13-51, can be used to pause, play and set to live. The control buttons can be used in both the top-level output view and individual view, please reference back to Section 13.2.3 for more details on the output views.

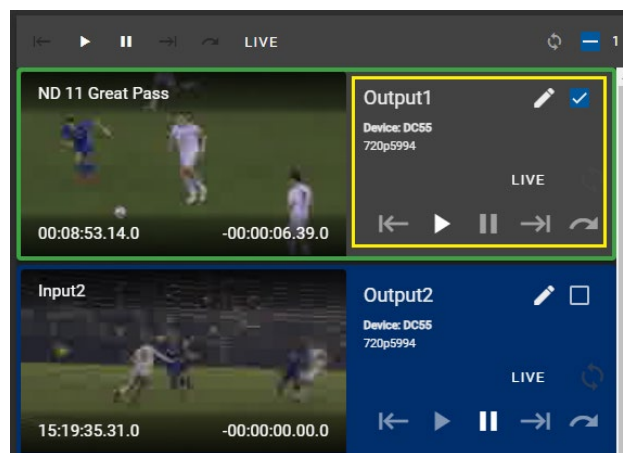


Figure 13-50: Output Control Buttons

13.4.3.1. Output Control Buttons for Clips

- For a description of available controls for clips, see Table 13-2.

	Rename Output		Play
	Go to Live		Pause
	Loop Output		

Table 13-2: Preview Window Input Controls for Inputs

13.4.4. Clip Options in Playout App

Within the additional options for clips, opened by clicking on the options button (ellipsis icon), checked off clips can be exported, moved, deleted and more. Each option will be discussed below. See Figure 13-51.

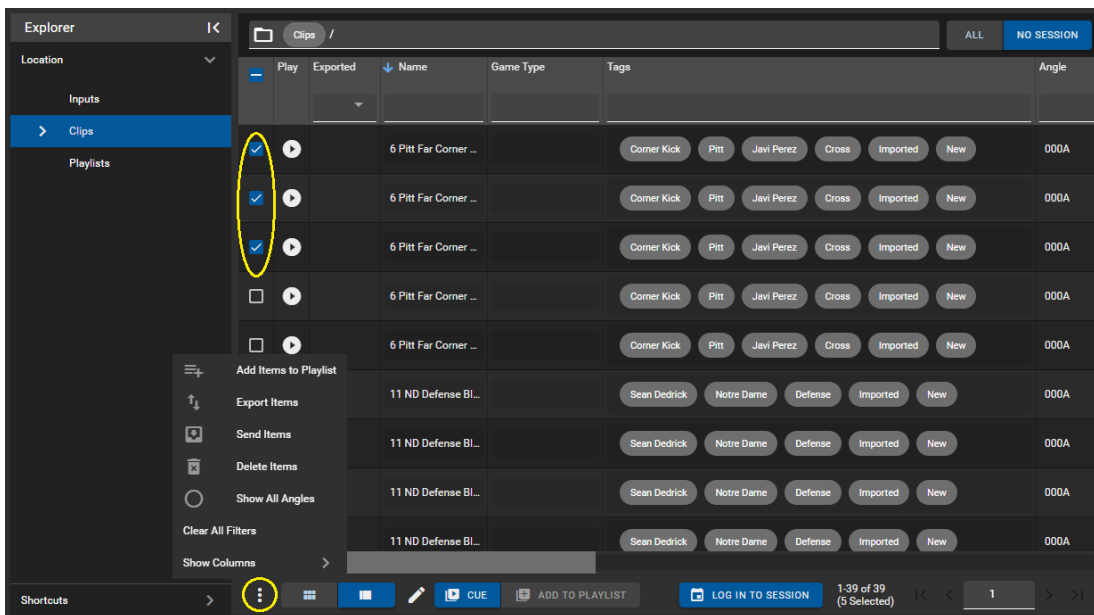


Figure 13-51: Clip Options

13.4.4.1. Adding Clips to a Playlist

- Adding Clips to a Playlist is discussed in Section 13.5.5.

13.4.4.2. Export Items

- To export clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 13-51, and click “Export Items”.
- An ‘Export Items’ dialog will open, where an export profile can be chosen from the list of available profiles. Please see Section 6 for creating export profiles. See Figure 13-52.

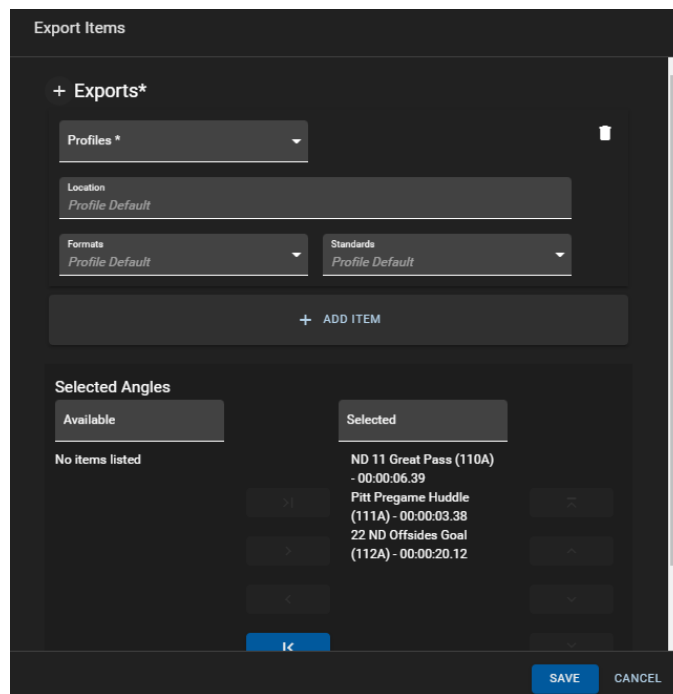


Figure 13-52: Export Items

- In some cases, you may see an optional section to Select Angles. This will appear if ‘Show All Angles’ is OFF, which is a setting further discussed in Section 13.4.4.5. An example of this can be seen in Figure 13-53. Select angles using the blue arrow buttons to add and remove options.
- You can configure a default export setting to select all or a custom set of inputs to be exported, please refer back to Section 2.5.4.3.

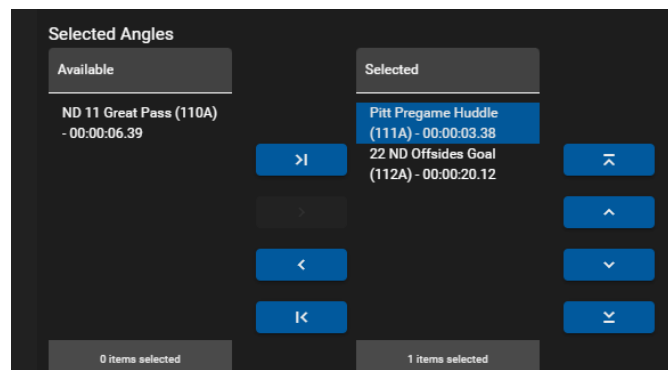


Figure 13-53: Export Items with Selected Angles

- Optionally a different Location / Format / Standard can be chosen by selecting field and navigating to a new location/ selecting an option from the drop-down menu.
- As well, multiple export profiles / customized exports can be created by clicking the '+ Exports' button as shown in Figure 13-54.

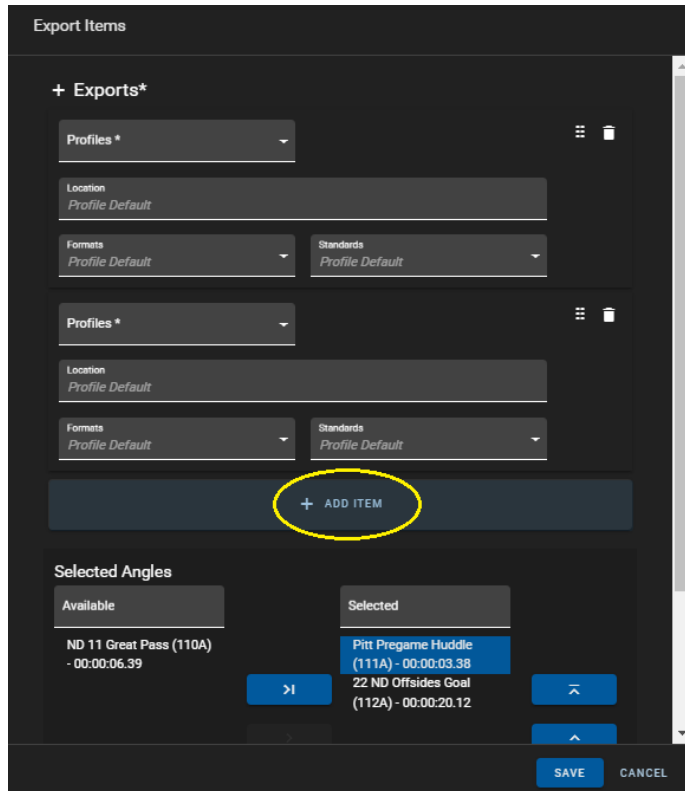


Figure 13-54: Export Items with Multiple Export Profiles

- Once complete with your export choice(s), begin the export by clicking the 'SAVE' button.
- To preview the progress of an export, navigate to the Jobs App, discussed in Section 10

13.4.4.3. Send Items

- To send clips, first checkmark the desired clip(s) in the Content Section. Next click the options button (ellipsis icon), as shown in Figure 13-51, and click “Send Items”.
- A ‘Send Items’ dialog will open, where a user must be chosen from the list of available users. See Figure 13-55.

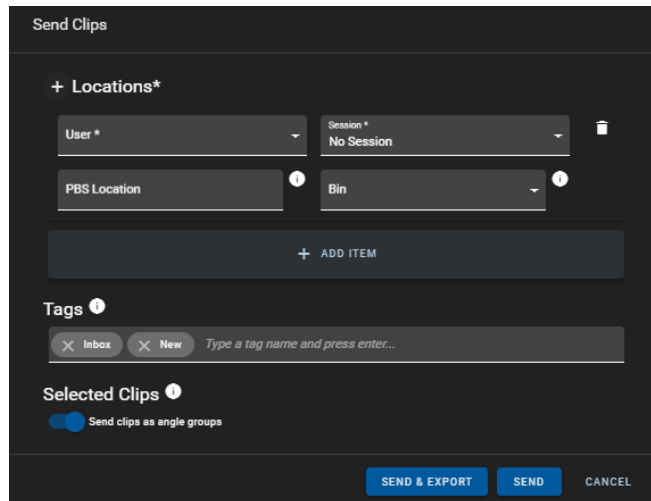


Figure 13-55: Sending Clips

- A Session and / or bin(s) can be chosen to send the clip to. Additionally, Tags can be added to the sent clip.
- As well, multiple locations can be chosen by clicking the ‘+ Add Item’ button as shown in Figure 13-56.

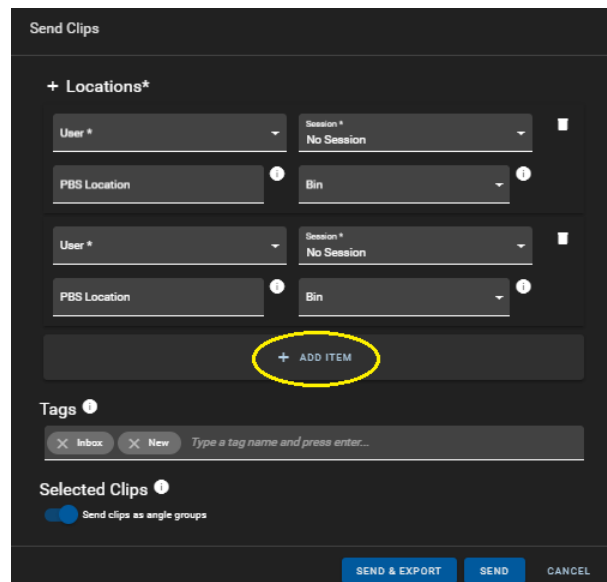


Figure 13-56: Send Items to Multiple Locations

- One final option is to 'send clips as angle groups', toggle this option on to send all angles from clip(s) together as a multi-angle clip. If not selected, clips will be sent individually. See Figure 11-98.

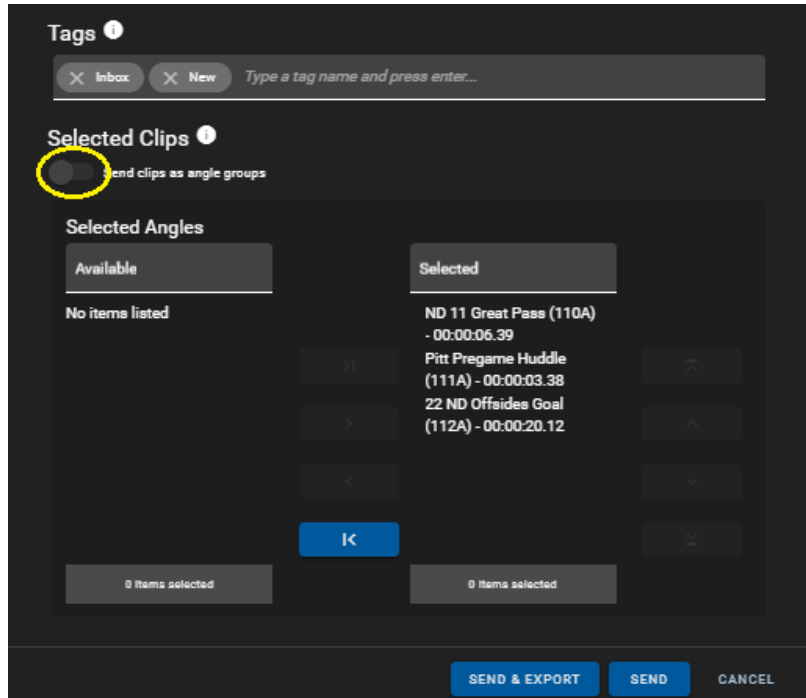


Figure 13-57: Send Clips as Angle Groups

- Once complete with your sending choices, complete the process by clicking the 'SEND' button.
- Optionally the clip can be sent and exported by clicking the 'SEND & EXPORT' button as shown at the bottom of Figure 11-98. Please refer to the previous section 13.4.4.2 for instructions on exporting.

13.4.4.4. Delete Items

- To delete clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 13-51, and click "Delete Items".
- A 'Delete Clip(s)' dialog will open, where a toggle option to choose to delete the single angle or 'include all angles' from that clip is presented, see Figure 13-58.

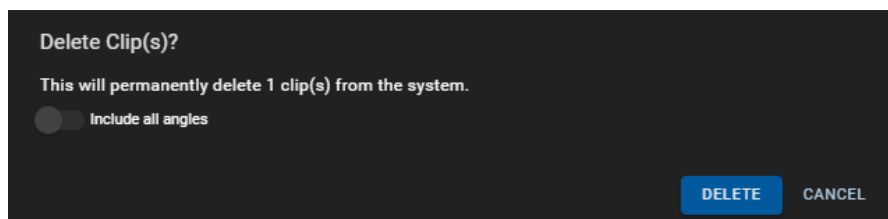


Figure 13-58: Delete Clips Confirmation

- Once ready, complete the process by clicking the 'DELETE' button.



IMPORTANT: Once a clip is deleted, it cannot be recovered. Deleting Clips from the Media Suite will remove Clips from the PBS on a DreamCatcher's User Interface.

13.4.4.5. Show All Angles

- To preview all clip angles (All inputs clipped off when creating a clip) in the Content Section, click the options button (ellipsis icon), as shown in Figure 13-51, and click "Show All Angles".
- Angles can alternatively be viewed by clicking on the number of angles in the content section region. See Figure 13-59.

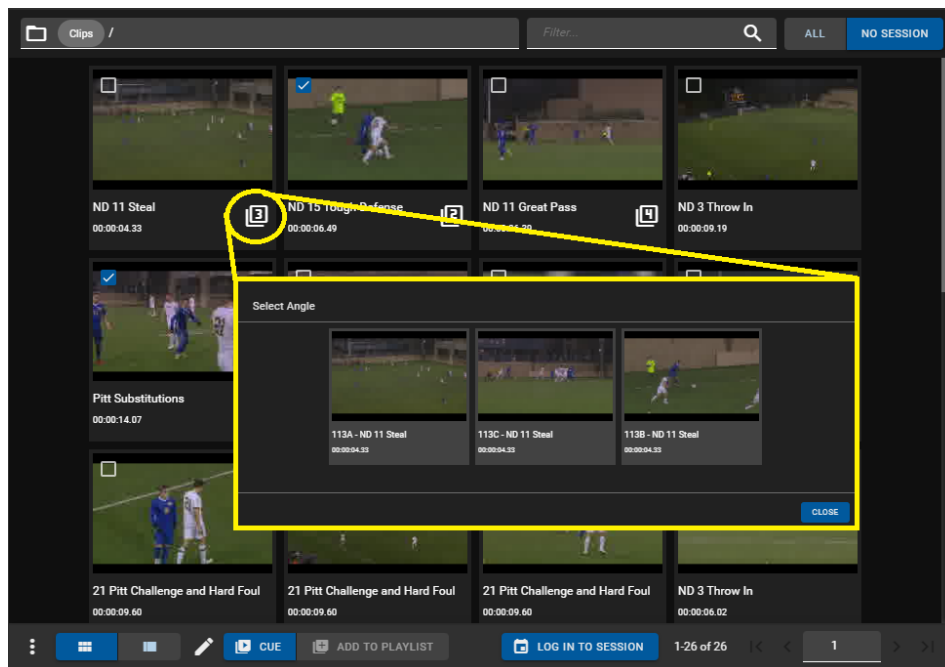


Figure 13-59: Previewing Angles in a Clip

13.4.4.6. Editing Clips

In the Table View, Clip name, info (custom fields) and tags can be added or edited while previewing content in the table view.

- To edit a clip, click on the location of the property you wish to edit or add (name / field or Tag).

- A text box will appear allowing for existing content to be edited or additional content to be added, see Figure 13-60.
- Once finished, press enter or click outside of the text box to save the changes.

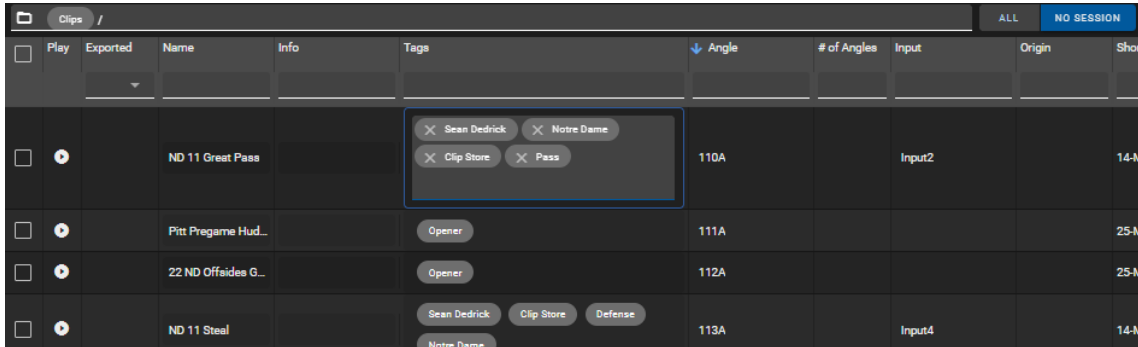


Figure 13-60: Editing Clip Information

13.4.4.7. Editing Clips with the Pen Tool

Selected clips, Individual or multiple, can be edited at one time using the pen tool.

- Select clip(s) by clicking on the check mark boxes in either the thumbnail or table view, then once selected click the pen tool as shown in Figure 13-61.
- A 'Edit Items' dialog will open with options to change clip name(s), tags and/ or custom fields.

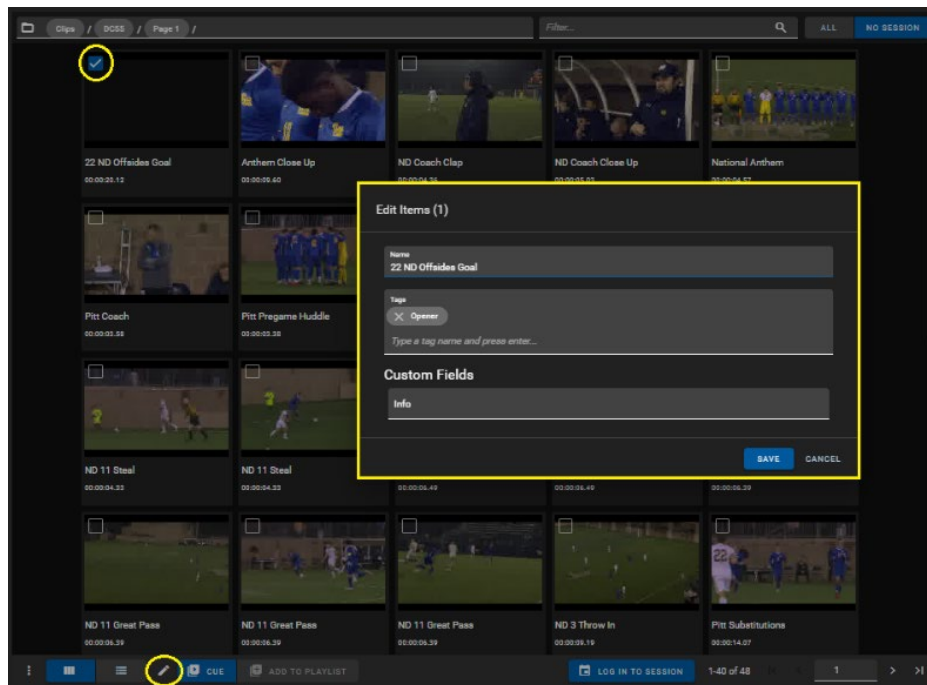


Figure 13-61: Edit Items Pen Tool

13.5. PLAYLIST BUILDING & PLAYOUT

The Playlists section gives the user the ability to build and cue all playlists from all networked devices. See Figure 13-62.

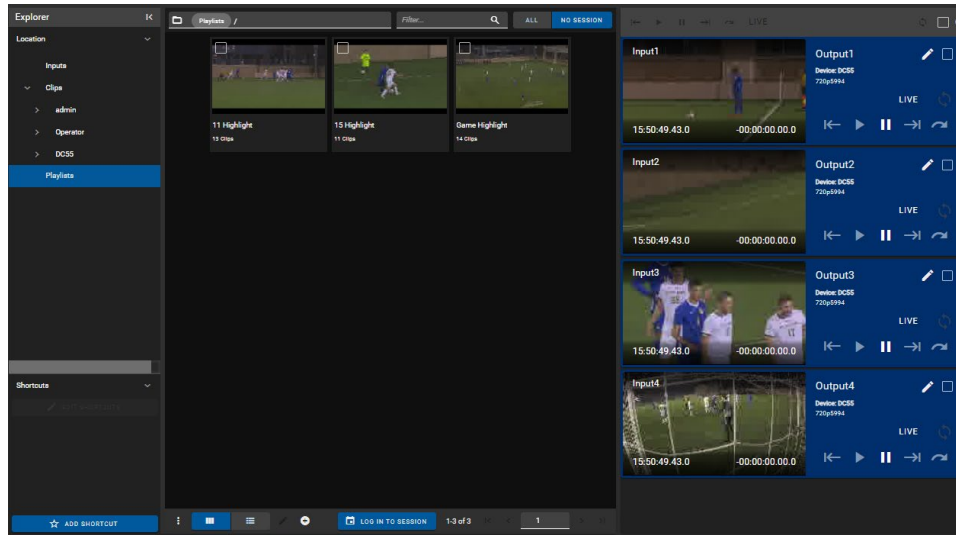


Figure 13-62: Playlists in the Playout App

13.5.1. Previewing Playlists

- First, select the output(s) by check marking them or by expanding an individual output as discussed in Section 13.2.3.
- To preview a playlist, when looking in thumbnail view, hover the mouse over the playlist to see a 'play' icon appear (See Figure 13-63) and click on the playlist to cue it on the selected output(s).

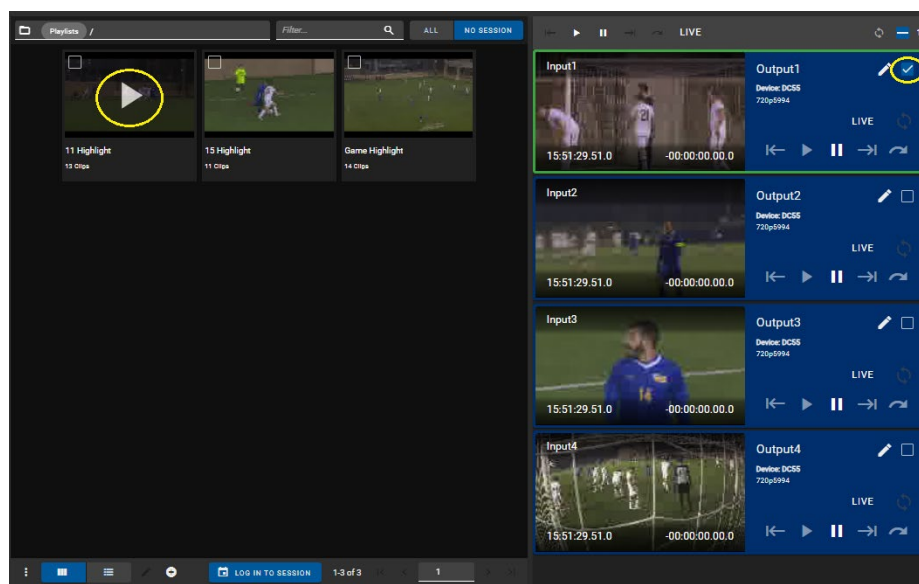


Figure 13-63: Playback of Playlists in Thumbnail View

- In Table view, select the 'play' button on the clip, as shown in Figure 13-64.

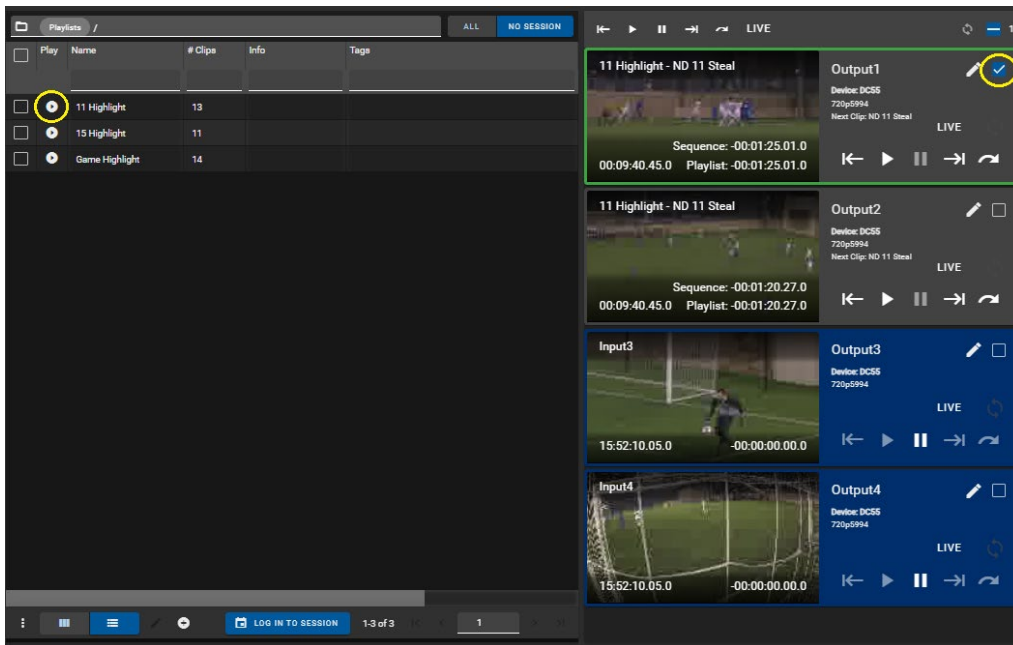


Figure 13-64: Playback of Playlists in Table View

13.5.2. Using Session Playlists

If a session is joined, playlists belonging to that session will be displayed in the content section.

- To join a session, click on the 'LOG IN TO SESSION' button at the bottom of the content section as shown in Figure 13-65.



Figure 13-65: Log In to Session

- A window will open with a list of all available sessions. See Figure 13-66.
- Select a session and press 'ENTER' to join it.

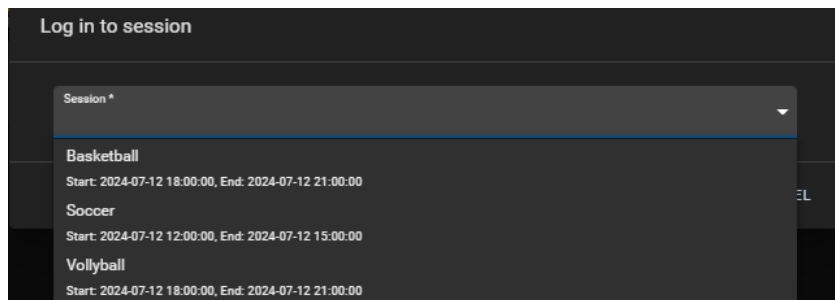


Figure 13-66: Joining a Session

- To leave a session, simply click the “LEAVE: *Name of session*” button as shown in Figure 13-67. A confirmation dialog will open, click ‘LOGOUT’ to leave the session.



Figure 13-67: Leave Session

13.5.2.1. Viewing Session vs Non-Session Playlists

- Once inside a Session you can still preview playlists outside of the session by clicking on the ‘ALL’ button at the top of the content section. See Figure 13-68.
- To return to only seeing clips inside your joined session, press the ‘SESSION’ button.

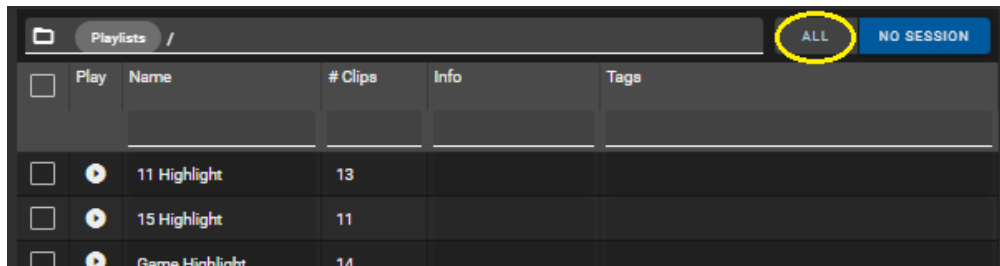


Figure 13-68: Previewing All or Only Session Playlists

13.5.3. Output Control

Once a playlist is loaded onto an output(s) the control buttons can be used to pause, play, and jump between clips in the playlist. The control buttons can be used in both the top-level output view, as shown in Figure 13-69 and individual view, as shown in Figure 13-70. Please reference back to Section 13.2.3 for more details on the output views.

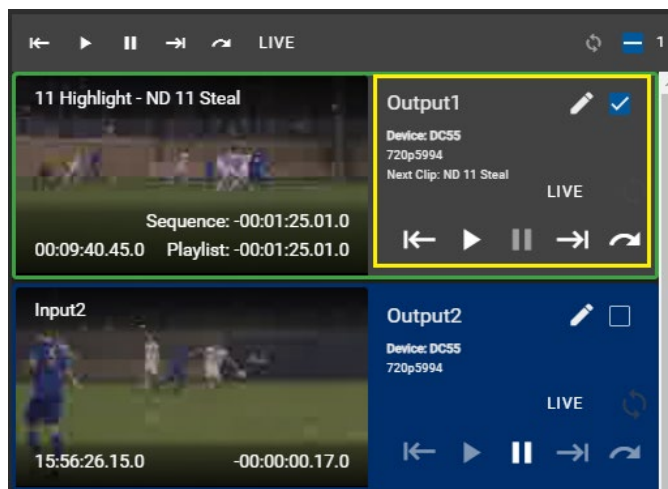


Figure 13-69: Output Control Buttons

13.5.3.1. Output Control Button for Playlists

- For a description of available controls for playlists, see Table 13-3.

	Rename Output		Play
	Go to Live		Pause
	Loop Output		Select Next Clip
	Select Previous Clip		Skip Next Clip

Table 13-3: Preview Window Input Controls for Inputs

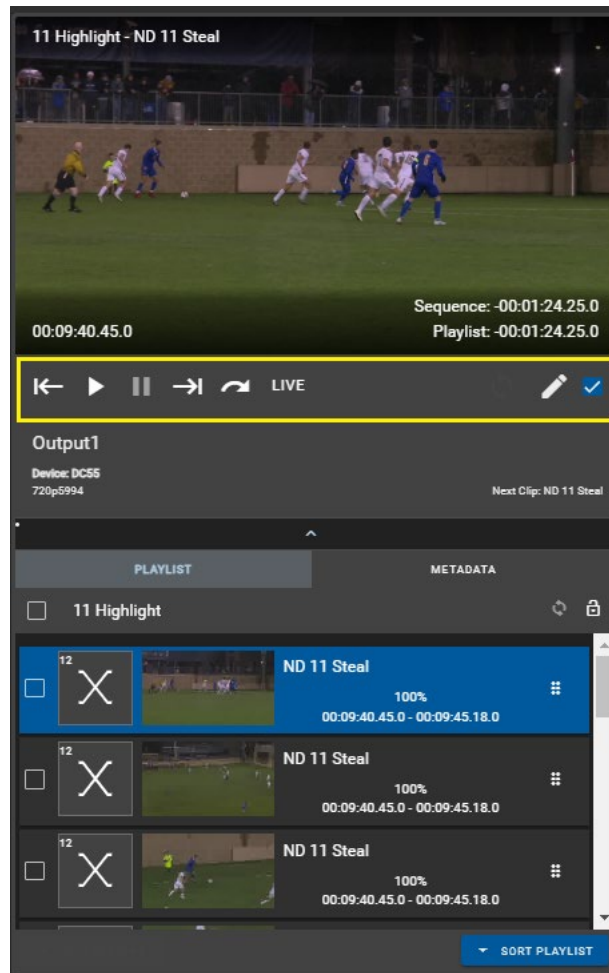


Figure 13-70: Output Control

13.5.4. Creating a Playlist

- To create a playlist, click the 'plus' icon at the bottom of the Playout App, as shown in Figure 13-71.

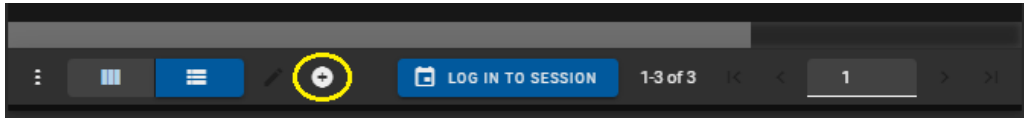


Figure 13-71: Create a New Playlist Button

- A 'Create a New Playlist' window will open, see Figure 13-72.

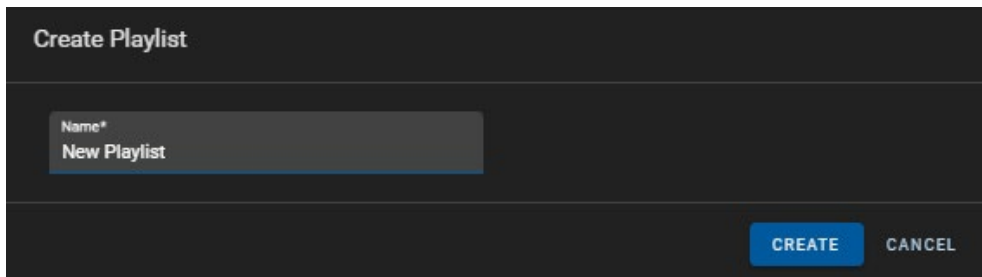


Figure 13-72: Create a New Playlist Button

- Optionally, customize the name of the playlist in the naming text box and complete the creation process by clicking the 'CREATE' button.
- The new playlist will now be added to content section of the Playout app. See Figure 13-73.

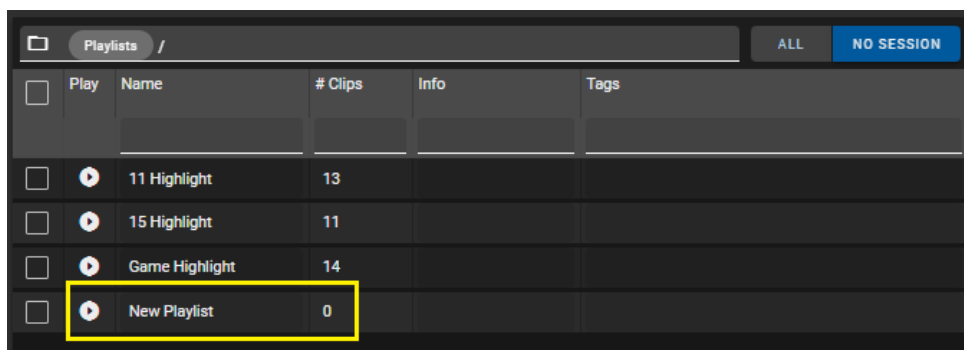


Figure 13-73: New Playlist

13.5.5. Adding Clips to any Playlist

- Return to the clip's location, and checkmark clips to add to the playlist. Then, open the clip options button (ellipsis icon), and select "Add Clips to Playlist." See Figure 13-74.

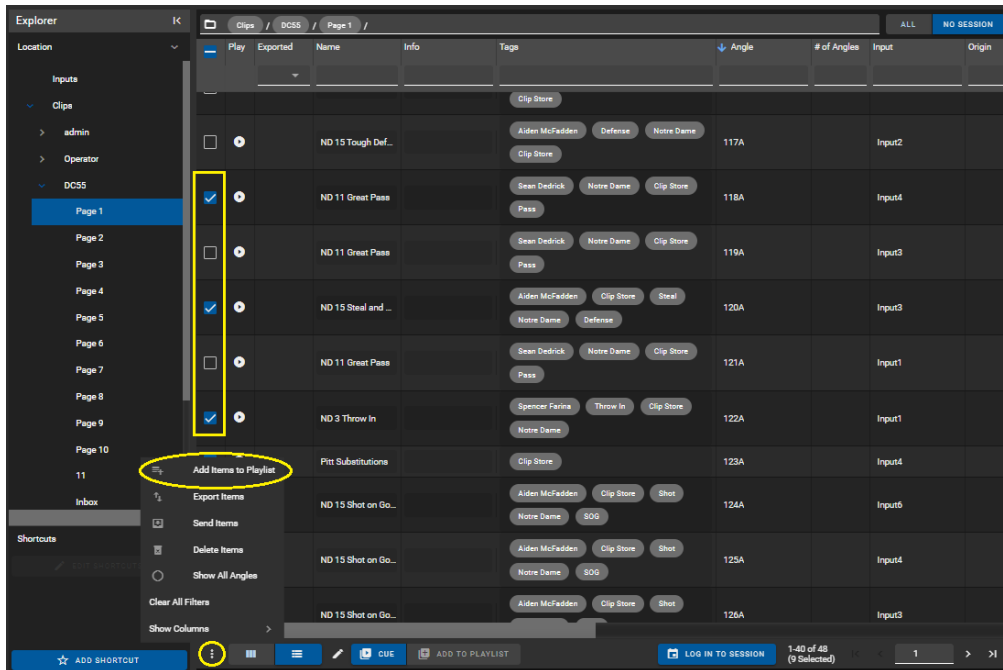


Figure 13-74: Adding Clips to Playlist(s)

- A dialog will open with the choice of all playlists to add the clips to. See Figure 13-75.
- Checkmark the playlist(s) of choice to send the clips to and complete the action by pressing the 'ADD ITEM' button.

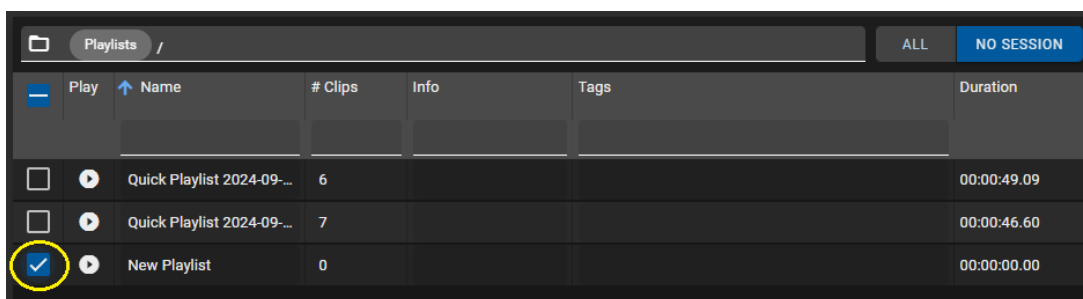


Figure 13-75: Playlist Selection

13.5.6. Adding Clips to a Cued Playlist

If a playlist is cued, clips can be added to the presently cued playlist from the Clips content section.

- First, cue the playlist, using the steps discussed in Section 13.5.1.
- Next, go to the clips location and select the “ADD TO PLAYLIST” button at the bottom of the app.
- Then, hover over a clip you wish to add to the playlist, cue on that output in either the thumbnail or table view and click the ‘play’ icon.
- The selected clip will now be added to the playlist rundown, see steps circled in Figure 13-76.

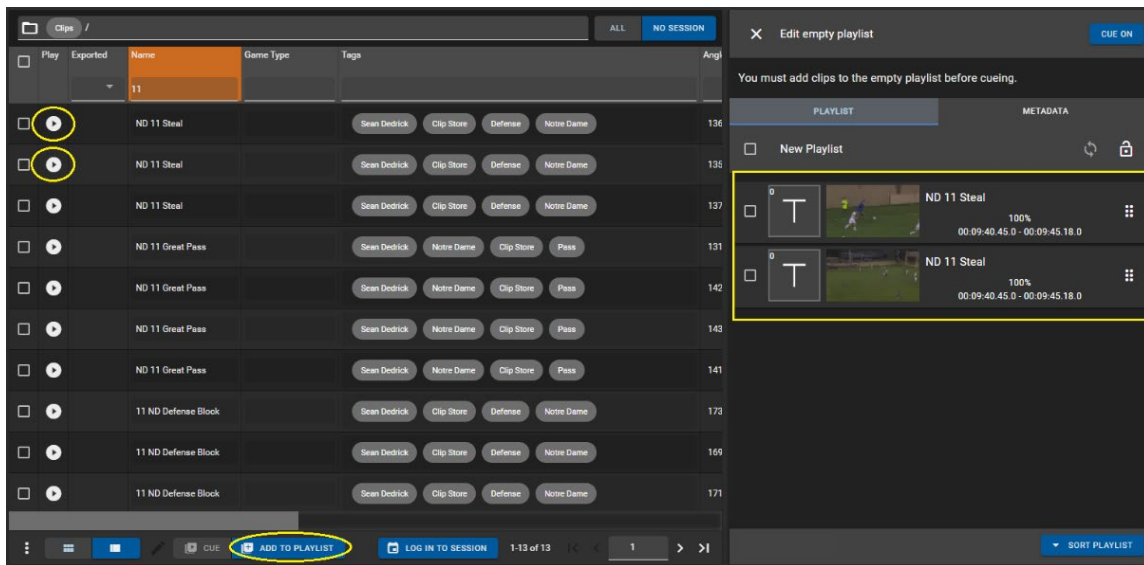


Figure 13-76: Adding Clips to a Cued Playlist

- At this point, the playlist can be queued on an output of choice by pressing the ‘CUE ON’ button. This will open the output preview for playing or further editing the playlist, which will be discussed in the subsequent sections. See Figure 13-77.

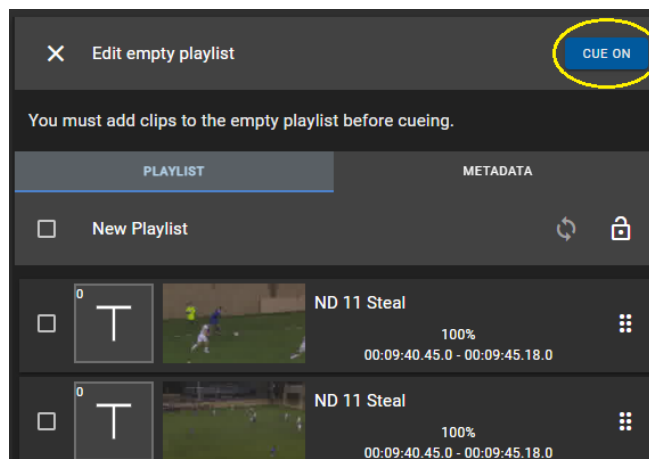


Figure 13-77: Cueing Playlist on Outputs

13.5.7. Editing a Playlist

The Playout app offers some of the basic playlist editing options. Please note more playlist features are available on a DreamCatcher VUE station. Options include renaming, adding tags and field metadata, clip sorting, transition management, adding end of sequences, playlist locking and looping.

- To make modifications to a playlist, first ensure it is queued on an output as discussed in the previous sections.
- The editing region of the playlist can be maximized by minimizing the playout window. This can be done by clicking on the 'down' icon shown in Figure 13-78.

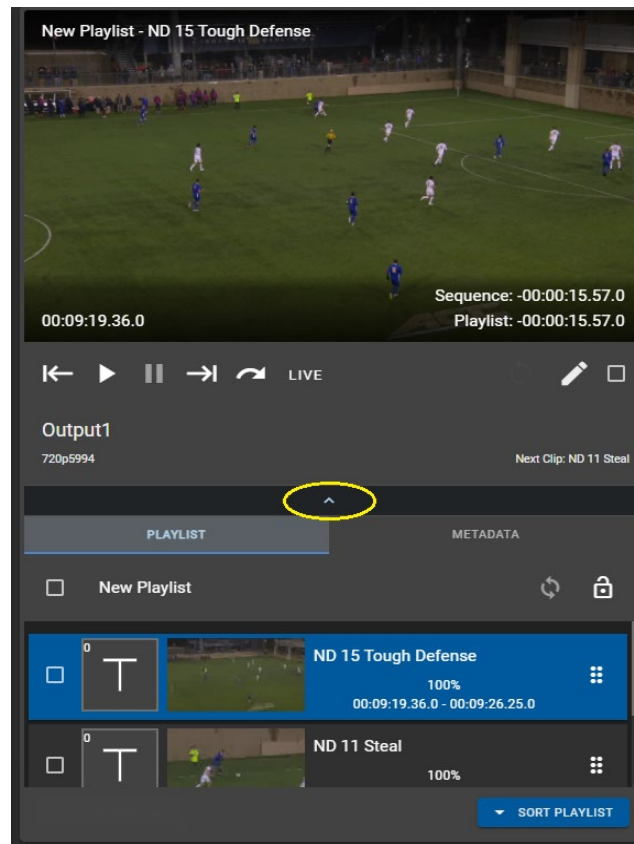


Figure 13-78: Maximize Playlist Edit Region

13.5.7.1. Loop A Playlist

- To loop a playlist, click on the 'loop' icon beside the playlist's name, as shown in Figure 13-79.

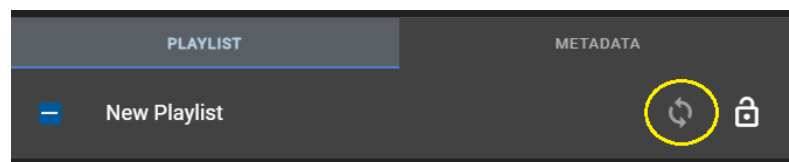


Figure 13-79: Loop a Playlist

13.5.7.2. Lock A Playlist

- To lock a playlist from editing changes, click on the ‘lock’ icon beside the playlist’s name, as shown in Figure 13-80.

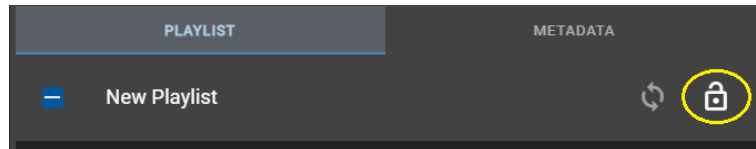


Figure 13-80: Lock a Playlist

13.5.7.3. Sort Clips in a Playlist

- Playlists can be sorted by clicking on the ‘SORT PLAYLIST’ button and choosing from the following options: In Timecode (Ascending), In Timecode (Descending), Out Timecode (Ascending), Out Timecode (Descending). See Figure 13-81.

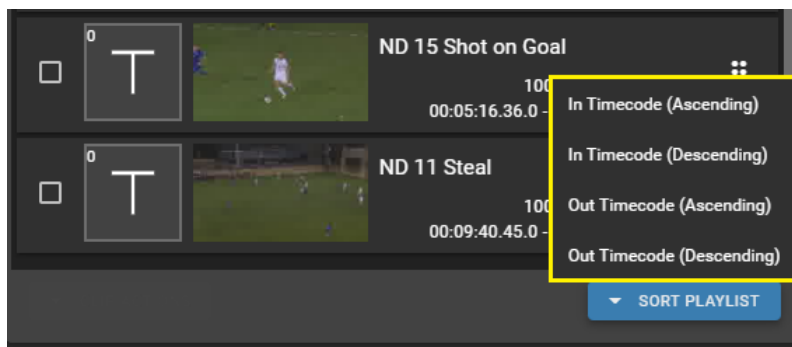


Figure 13-81: Sorting Clips in a Playlist

13.5.7.4. Manually Re-arranging Clips in a Playlist

- Items in the playlist can be moved around by using the mouse. Click and hold down on the clip and drag it to a new location. See Figure 13-82.

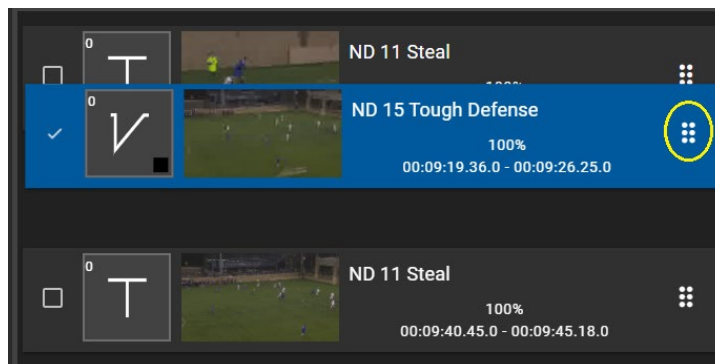


Figure 13-82: Re-Arranging Clips in a Playlist

13.5.7.5. Remove Clips

Removing clips can be done within the playlist 'CLIP ACTIONS'.

- Check marking clip(s) allows Clip Actions to be used, as shown in Figure 13-83.
- Once in the Clip Actions menu, select 'Remove Clips'.

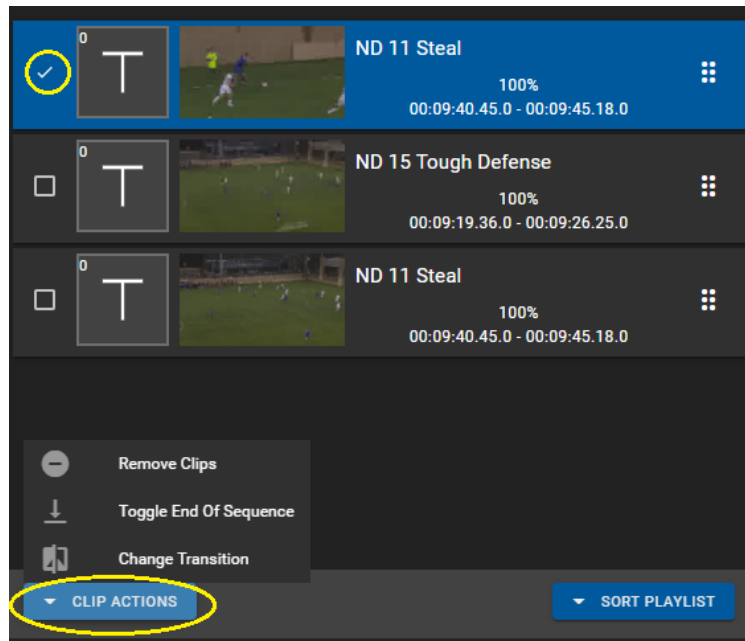


Figure 13-83: Clip Actions

13.5.7.6. Toggle End of Sequence

Toggling an EOS can be done within the playlist 'CLIP ACTIONS'.

- To add an End of Sequence (EOS) on a clip from the playlist, checkmark the desired clip(s) and click on 'Toggle End of Sequence' in Clip Actions, as shown previously in Figure 13-83.
- Once added, a bar with the EOS will be added into your playlist. See Figure 13-84.
- Perform the same action to remove the EOS.



Figure 13-84: EOS in a Playlist

13.5.7.7. Change Transition

- To change clip(s) transition types, checkmark the desired clip(s) and click on 'Change Transition' in Clip Actions, as shown previously in Figure 13-83.
- A window will open with the available transition options. These include Cut, Mix, Fade from Colour, Fade to Colour, Fade to/From Colour. See Figure 13-85.
- The duration for the transitions can be added into the 'Duration' text box.
- Complete the transition changes by clicking 'SAVE'.

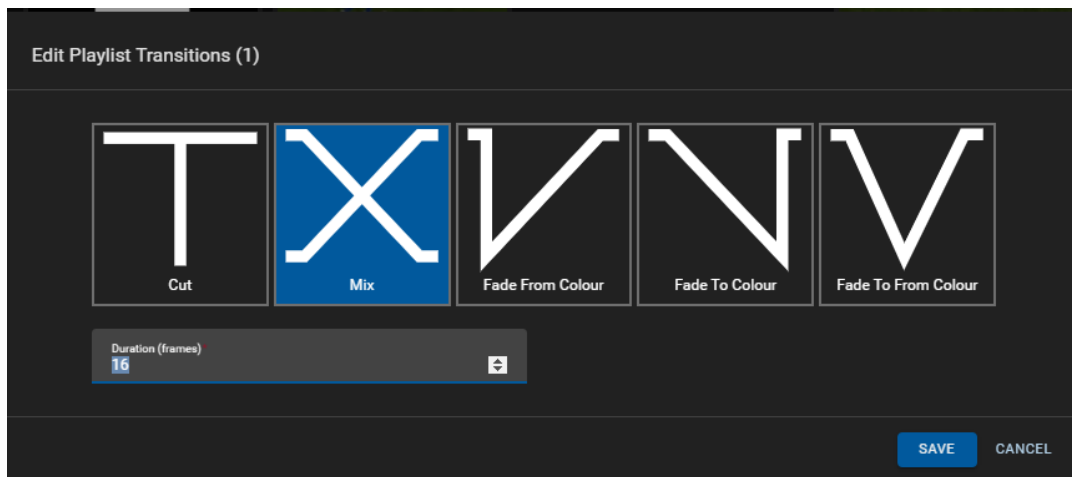


Figure 13-85: Playlist Transition Options

- Alternatively, to change transitions on a per-clip basis you can click on the transition icon in the playlist to open the transition dialog as previously shown. See Figure 13-86.



Figure 13-86: Selecting a Transition

13.5.8. Playlist Information

Below the preview window is a Playlist Metadata Tab. Metadata includes: Name, Owner, Duration, Tags and Custom Fields. See Figure 13-87.

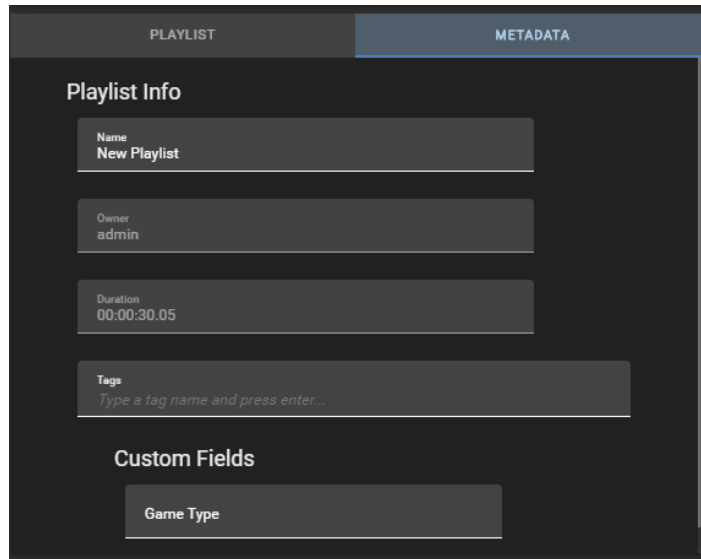


Figure 13-87: Playlist Metadata

- In this dialog, the Name, Tags and custom fields can be edited by typing a new value into the text box.
- Once the metadata has been modified, a save icon will appear at the bottom of the section. See Figure 13-88.
- Click the save icon to complete the renaming process. The input name will now be changed across the DreamCatcher network.

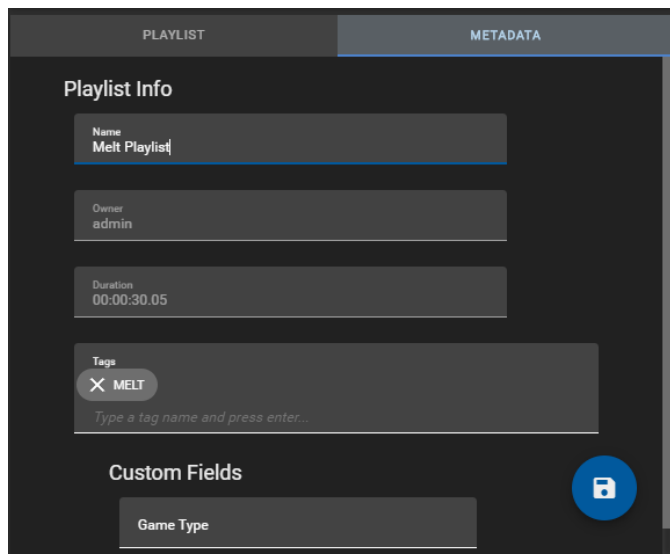


Figure 13-88: Editing Playlist Metadata

13.5.9. Editing Multiple Playlists

- To multi-edit playlists, checkmark each playlist, and click the 'pen' icon, as shown in Figure 13-89.

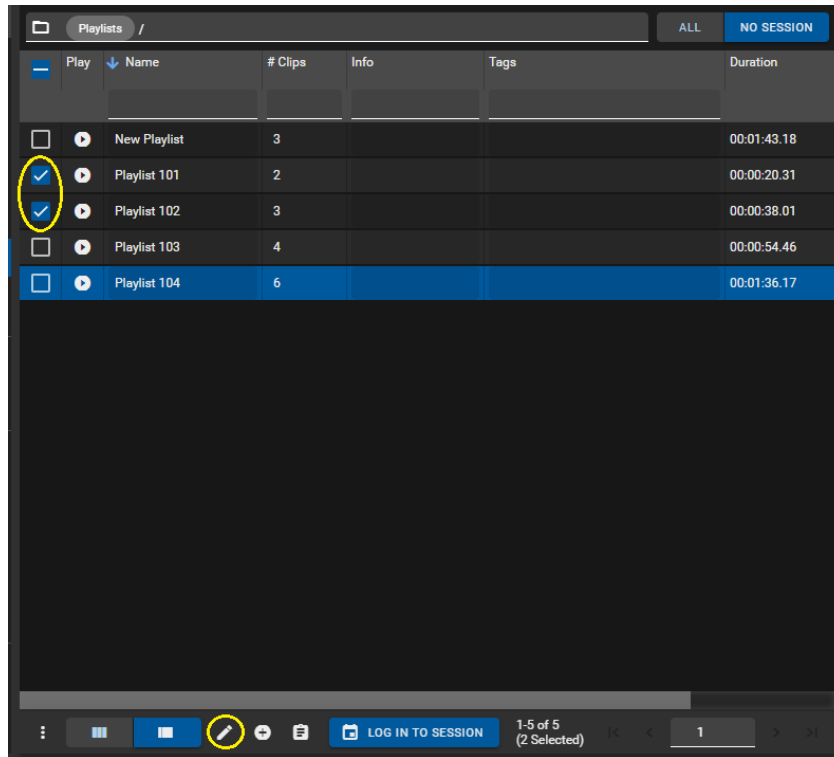


Figure 13-89: Edit Playlist Name

- A 'Edit Items' dialog will open with options to change playlist name(s), tag(s), and/ or custom fields, as shown in Figure 13-90.

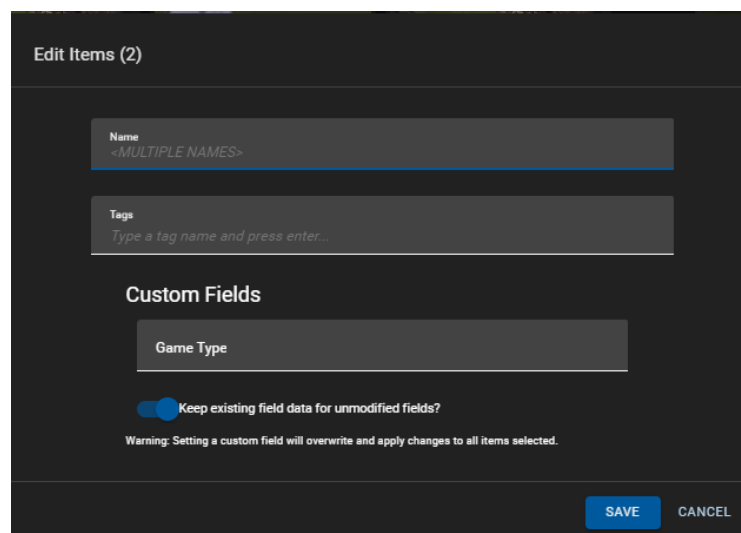


Figure 13-90: Editing Multiple Playlists

13.5.10. Playlist Options in Playout App

- Within the additional options for playlists, opened by clicking on the options button (ellipsis icon), playlists can be exported, moved, deleted and more. Each option will be discussed below. See Figure 13-91.

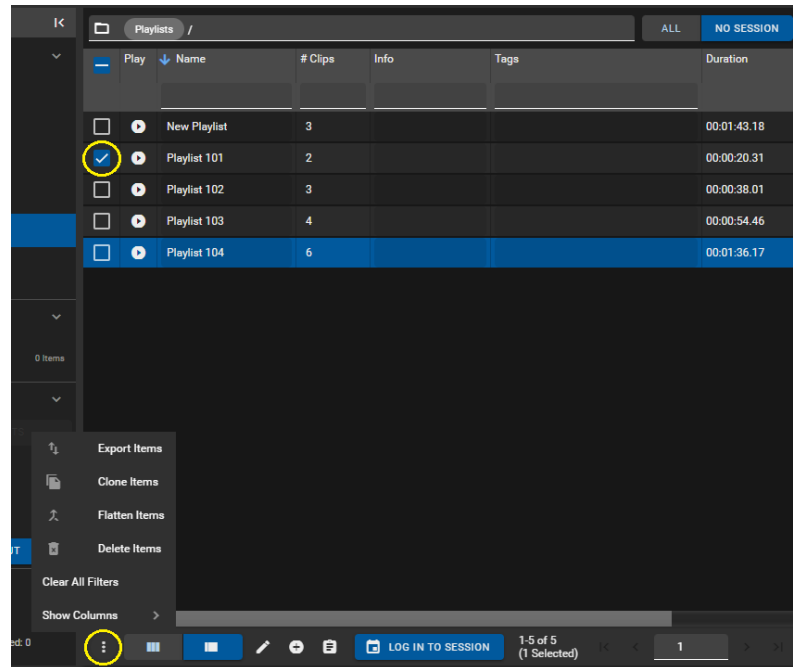


Figure 13-91: Playlist Options

13.5.10.1. Export Items

- To export a playlist, checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 13-91, and click “Export Items”.
- An ‘Export Items’ dialog will open, where an export profile can be chosen from the list of available profiles. Please see Section 6 for creating export profiles. See Figure 13-92.

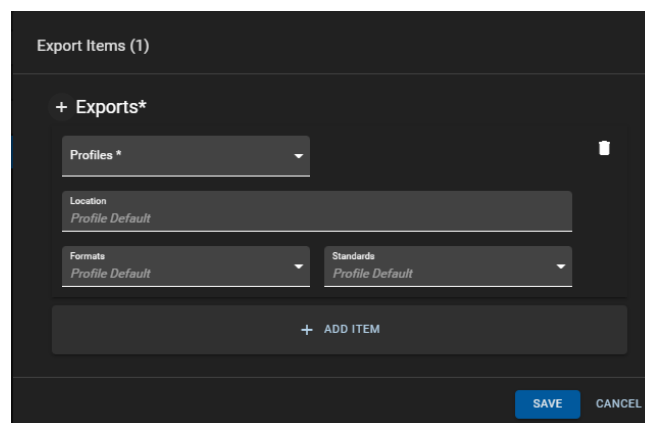


Figure 13-92: Exporting Playlists

- Optionally a different location/ Format/ Standard can be chosen by selecting field and navigating to a new location/ selecting an option from the drop-down menu.
- As well, multiple export profiles/ customized exports can be created by clicking the '+ Exports' or 'Add Item' button as shown in Figure 13-93.

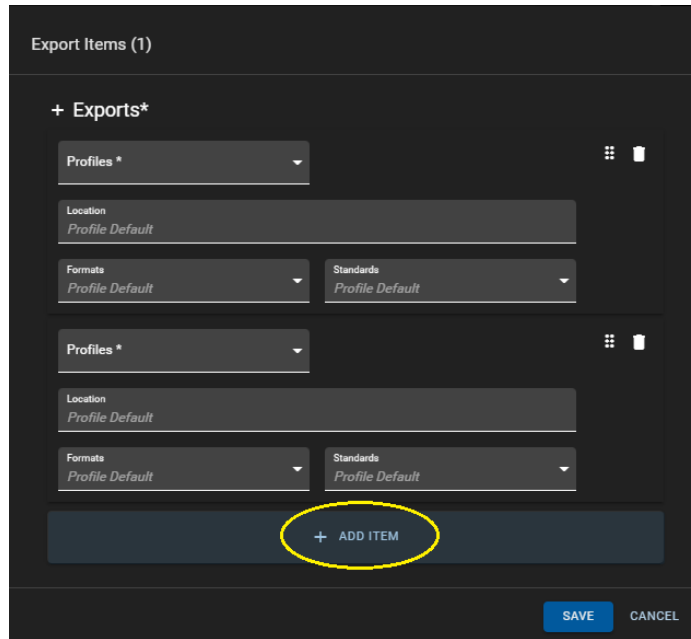


Figure 13-93: Export Items with Multiple Export Profiles

- Once complete with your export choice(s), begin the export by clicking the 'SAVE' button.
- All jobs on the system can be viewed by entering the Jobs app as discussed in Section 10.

13.5.10.2. Clone Items

- To clone playlists (make a copy), checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 13-91, and click "Clone Items".
- A new playlist, the clone, will appear in your Playlist Content Section with the same name as well as "(Copy)" to indicate the cloned playlist. See Figure 13-94.

<input type="checkbox"/>		Quick Playlist 2020-11-...	9		11:37:41.1
<input type="checkbox"/>		Quick Playlist 2020-11-...	6		00:01:01.3
<input type="checkbox"/>		Quick Playlist 2020-11-...	4		00:00:41.0
<input type="checkbox"/>		New Playlist	3		00:00:30.3
<input type="checkbox"/>		New Playlist (Copy)	3		00:00:30.3

Figure 13-94: Cloned Playlist Example

13.5.10.3. Flatten Items

- To flatten a playlist into a clip, checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 13-91, and click “Flatten Items”.
- The newly created clip will be accessible in the Clips section of the Playout App.

13.5.10.4. Deleting Items

- To delete playlists, checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 13-91, and click “Delete Items”
- A confirmation dialog will open with the option to choose to delete the single angle or all angles from that clip. (If applicable), once ready, click the ‘DELETE’ button as shown in Figure 13-95.

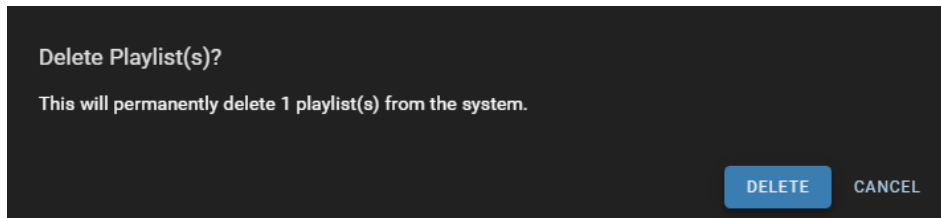


Figure 13-95: Delete Playlist Confirmation

14. REPORTS

The Reports App allows users on the Media Suite to preview default system reports and make reports for monitoring system data. See Figure 14-1.

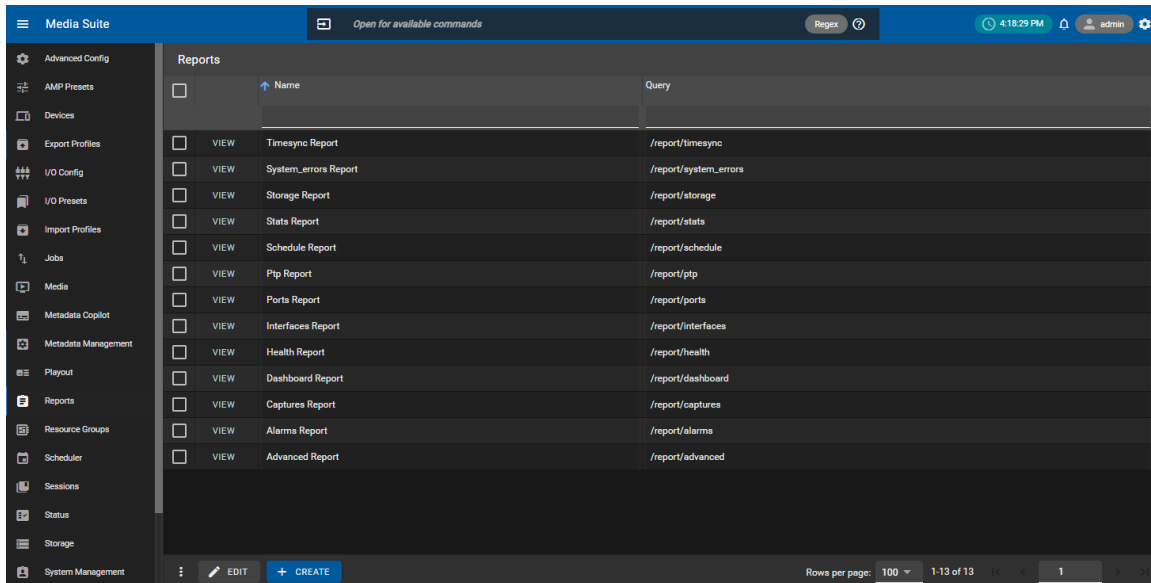


Figure 14-1: Reports App

14.1. NAVIGATING THE REPORTS APP

14.1.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. See Figure 14-2.

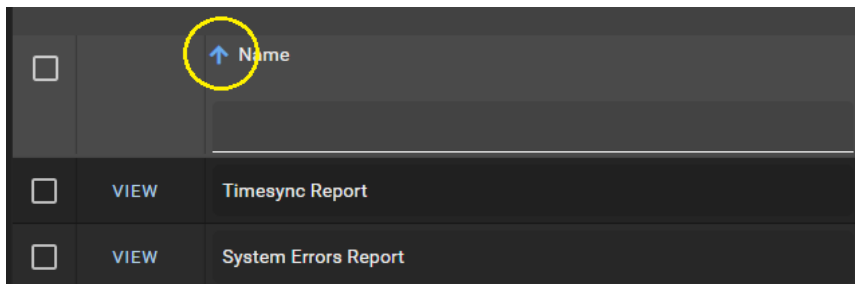


Figure 14-2: Organizing Columns Ascending or Descending

- To change the order between ascending and descending, simply click the property's name again.

14.1.2. Filtering Columns

- Profiles can be searched by name, by typing in a value into the column heading. See Figure 14-3.

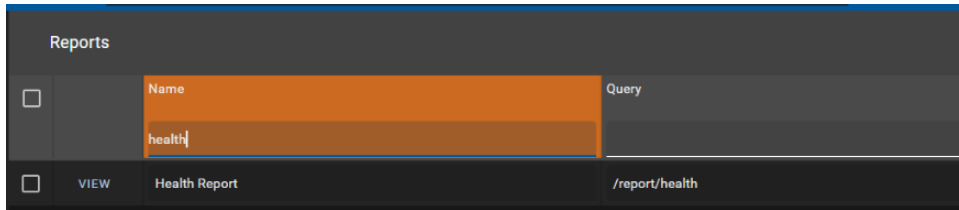


Figure 14-3: Searching Reports by Name

- To reset the search, select the options button at the bottom of the page (ellipsis icon) and select the 'Clear All Filters' button as shown in Figure 14-4.

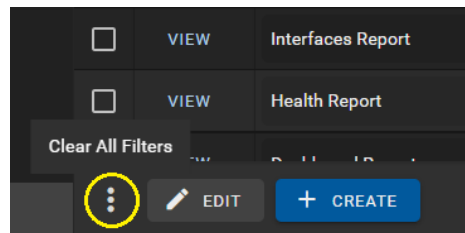


Figure 14-4: Reports App – Clear All Filters

14.2. DEFAULT REPORTS

When opening the Reports App, all default system reports will be presented in columns, organized by Name. See previous Figure 14-1 for a reference.

14.2.1. Viewing Reports

- Reports can be viewed by clicking on the 'VIEW' button as shown in Figure 14-5.

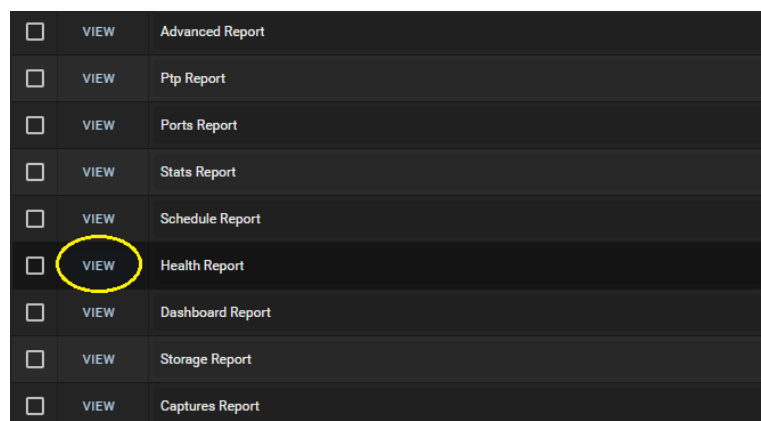


Figure 14-5: Viewing Reports

- Once opened, information about that report will be listed in the viewing dialog. See Figure 14-6 as an example.

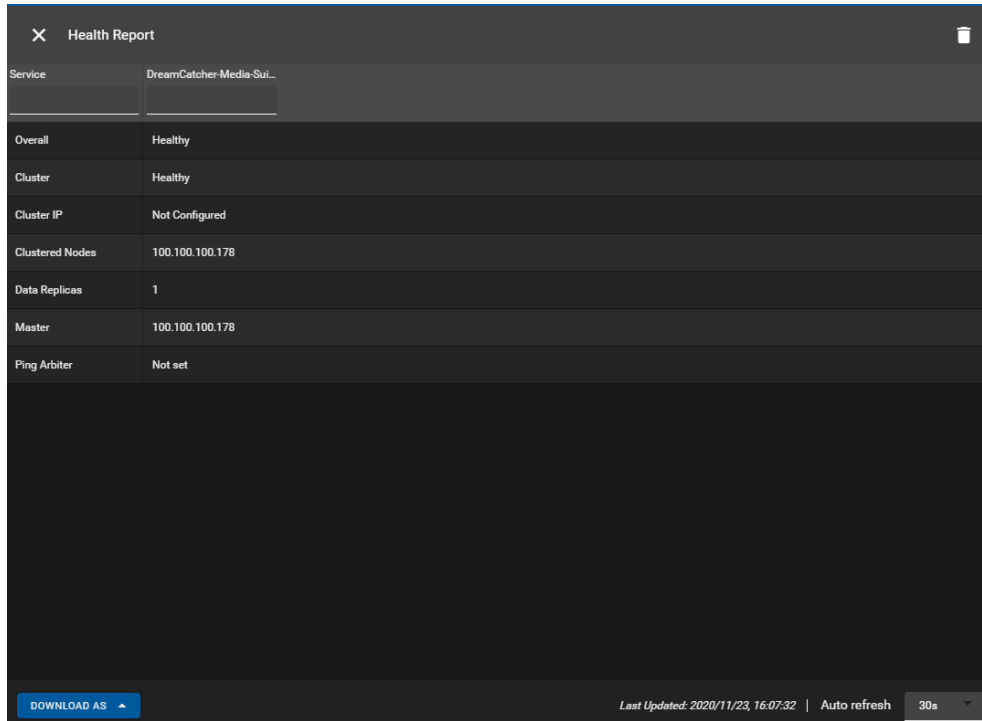


Figure 14-6: Example Report

14.2.2. Downloading Reports

At the bottom of each report viewing page, the reports can be downloaded into a CSV or XLSX. See Figure 14-7.

- To download a report, click the 'DOWNLOAD AS' button and choose the option CSV or XLSX.

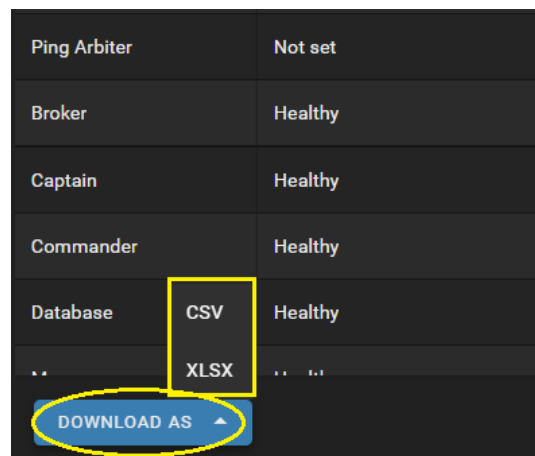


Figure 14-7: Downloading Report Information

14.3. CREATING CUSTOM REPORTS

For some workflows, customized report(s) may be required.

- Custom reports can be created by clicking the '+ CREATE' button at the bottom of the Report App page, as shown in Figure 14-8.

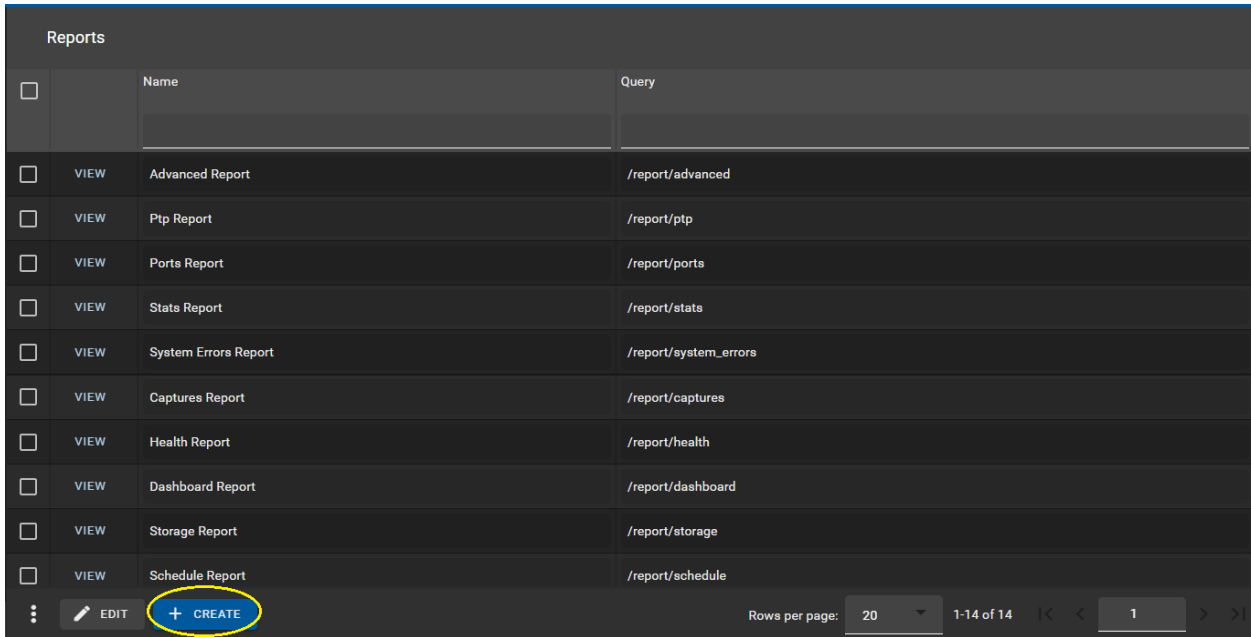


Figure 14-8: Editing & Creating Custom Reports

- Once clicked, a dialog will open allowing you to create the custom report. A Name and Query are required. An Evertz Specialist will provide you with the custom Query for your custom workflow requirements. See Figure 14-9.

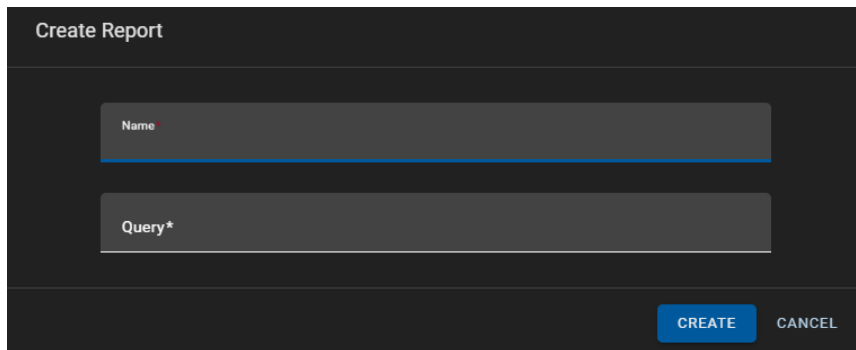


Figure 14-9: Custom Report Creation Dialog

- Once created, the custom report will be listed with all other default reports in the App.

- Customized reports can be deleted by check marking the report and clicking on the 'DELETE SELECTED' button. See Figure 14-10.

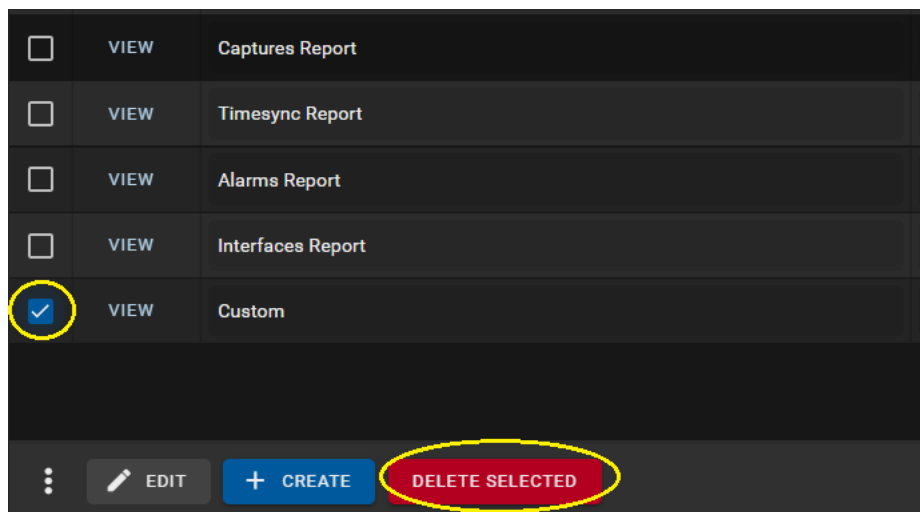


Figure 14-10: Deleting Custom Reports

14.4. EDITING REPORTS

- To edit the names of reports, click the grey 'EDIT' button at the bottom of the Report App page.
- Once clicked, the 'EDIT' button will turn blue and text boxes will appear for each item in the name column. To edit, just type in a new name. See Figure 14-11.
- Once modifications are made press the 'EDIT' again to save all changes.

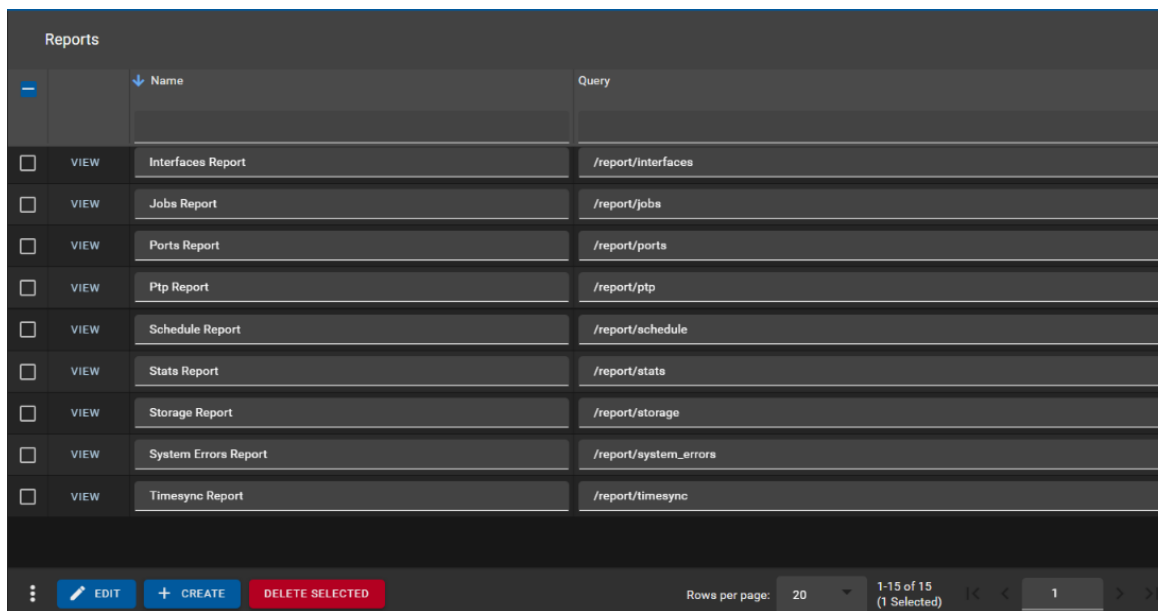


Figure 14-11: Editing Reports

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15. RESOURCE GROUPS

The Resource Groups App allows for the management of resources in the system for the Scheduler App. All resources, by default, are available for use by an Administrator. This section will explain how the selection of resources can be modified, and how other Users can be granted access (based on their User Group). Please refer to Section 2.5.3 for information and instruction on User Management, and User Groups. See Figure 15-1.

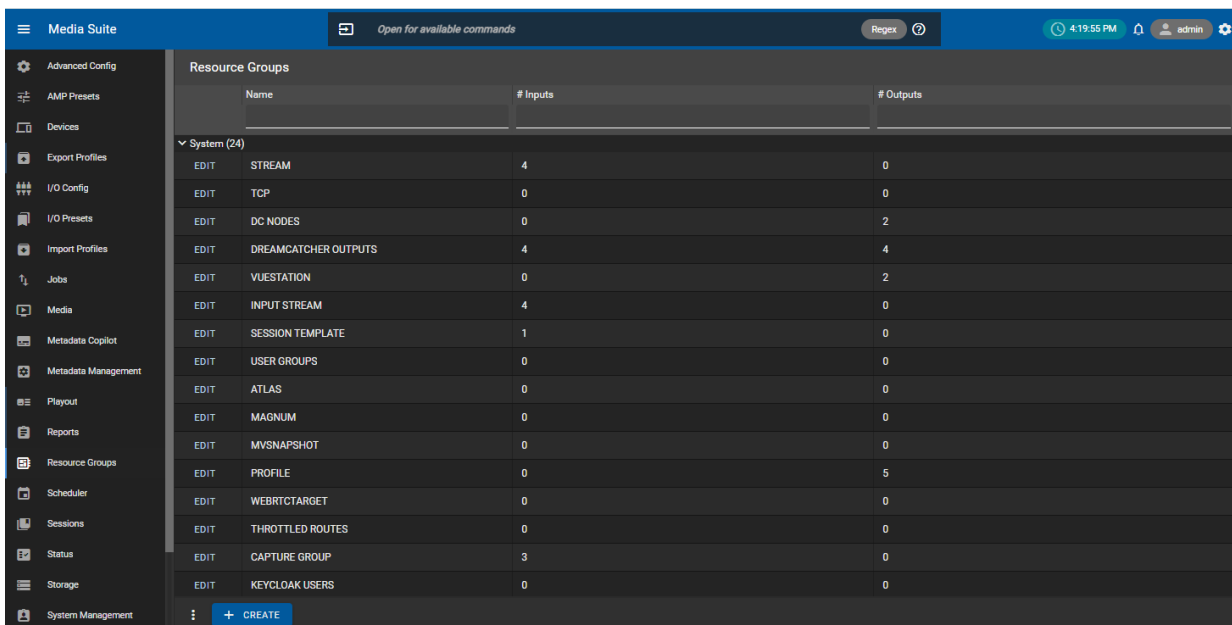


Figure 15-1: Resource Groups App

15.1. NAVIGATING THE RESOURCE GROUPS APP

15.1.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. See Figure 15-2.

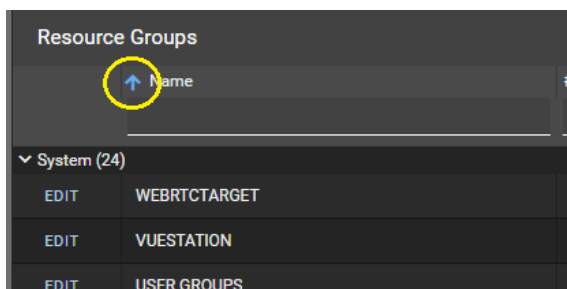


Figure 15-2: Organizing Columns Ascending or Descending

- To change the order between ascending and descending, simply click the property's name again.

15.1.2. Filtering Columns

- Profiles can be searched by name, by typing in a value into the column heading. See Figure 5-4.
- To reset the search, select the options button (ellipsis icon) and select the 'Clear All Filters' button as shown previously in Figure 15-3.

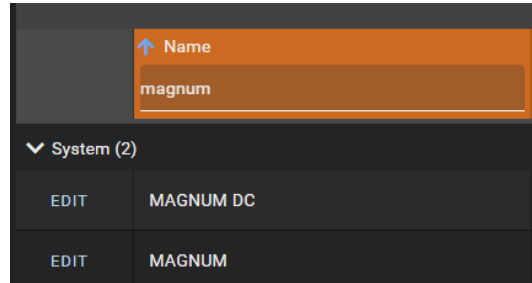


Figure 15-3: Searching Resources by Name

- To reset the search, select the options button at the bottom of the page (ellipsis icon) and select the 'Clear All Filters' button as shown in Figure 15-4.

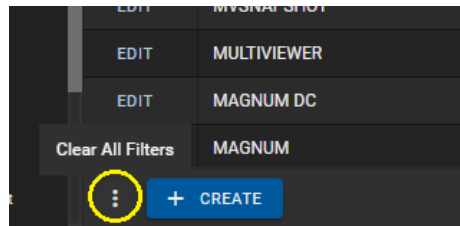


Figure 15-4: Resource Groups – Clear All Filters

15.2. DEFAULT RESOURCE GROUPS

When opening the Resource Group App, all default system groups will be listed by Name, with the number of resources available listed next to them in the Input and Output columns, see previous Figure 15-1.

15.2.1. Editing Resources Groups

- Detailed information about the input and output resources, and the option to make changes to the resource group can be accessed by clicking on the 'EDIT' button, as shown in Figure 15-5.

System (14)		
EDIT	PROFILE	0
EDIT	RECORD TRAIN	8
EDIT	MVSNAPSHOT	0
EDIT	THROTTLED ROUTES	9

Figure 15-5: Editing Resource Groups

- Once clicked, a dialog will open with that resource group’s information. As an example, see Figure 15-6. Please ensure you are logged in as the Administrator to see all options.

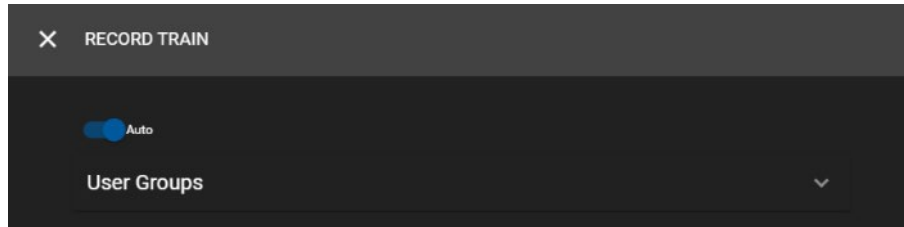


Figure 15-6: Resource Group Auto Setting

15.2.1.1. Editing Resources

By default, all resource groups will have ‘Auto’ resources configured, this is to ensure all eligible inputs and output sources are configured automatically for use. See previous Figure 15-6

- Toggling off ‘Auto’ by clicking the switch button, will open a selection dialog for applicable Inputs and Outputs for that Resource Group. In this example, only Inputs are available. See Figure 15-7.

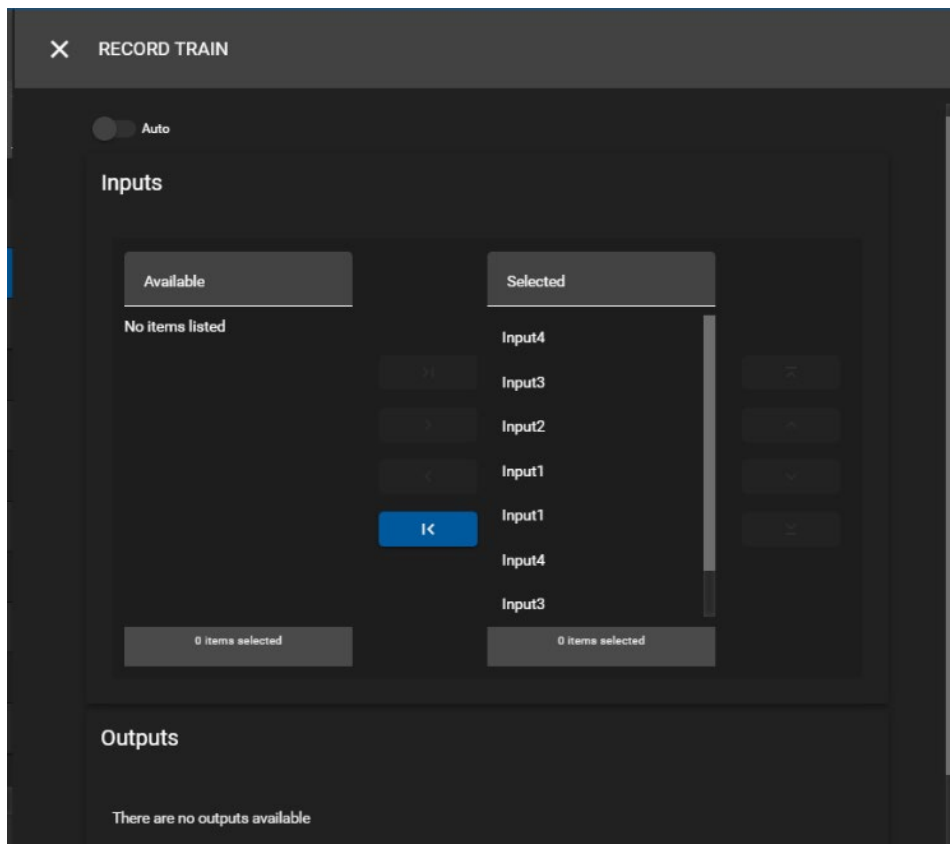


Figure 15-7: Resource Group’s Input and Output Resources

- To modify the resources, toggle the selection of inputs/ outputs by clicking on an input/ output and using the blue arrow buttons to add or remove resources from the selected list. See Figure 15-8.
- Once complete, save your selection by clicking the save icon as shown in Figure 15-8.

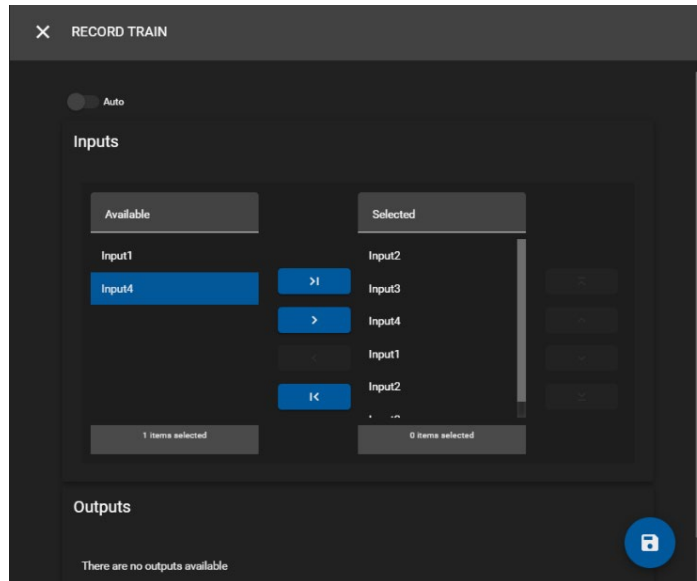


Figure 15-8: Editing Input and Output Resources

15.2.1.2. Editing User Groups

By default, only the Administrator, or any users in the Administrator User Group will be allowed to use resources. Additional User Groups can be granted with access as well, so that Users within that group have access to the resources.

- In each Resource group dialog, a 'User Groups' tab will be present. Click the arrow expand button, as shown in Figure 15-9 to open a selection dialog.

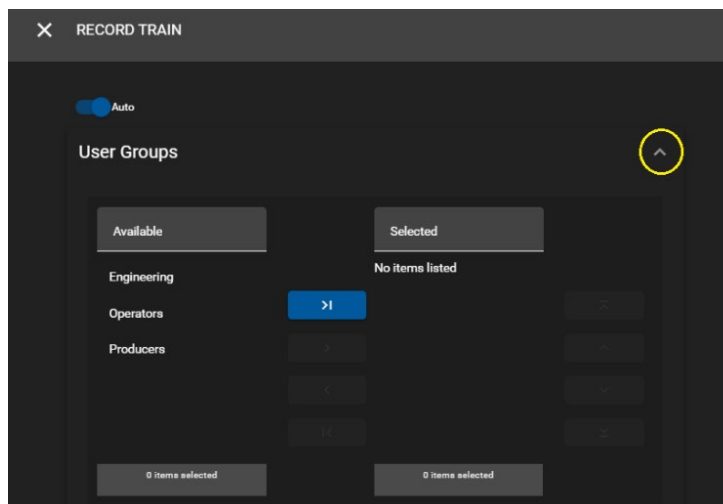


Figure 15-9: User Group Management

- To Modify the User Groups, select the group name by clicking on it and using the blue arrow buttons to add or remove it from the selected list. See Figure 15-10.
- Once complete, save your selections by clicking the save icon as shown in Figure 15-10.

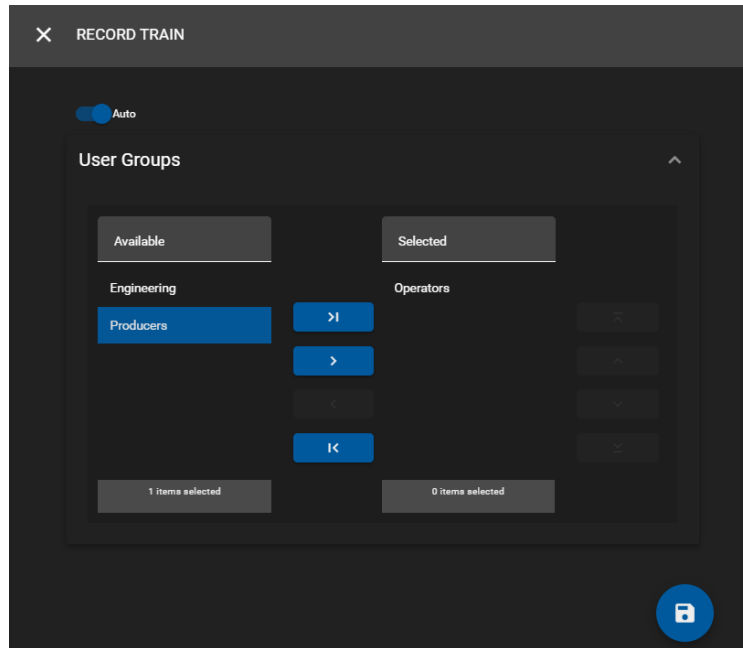


Figure 15-10: Editing User Groups

15.3. CREATING CUSTOM RESOURCE GROUPS

In some workflows, customized resource group(s) may be required.

- Custom resource groups can be created and edited by clicking the bottom '+ CREATE' button, as shown in Figure 15-11.

Resource Groups			
	Name	# Inputs	# Outputs
System (14)			
EDIT	PROFILE	0	3
EDIT	RECORD TRAIN	2	0
EDIT	MVSNAPSHOT	0	0
EDIT	THROTTLED ROUTES	9	4
EDIT	STREAM	0	0
EDIT	CAPTURE GROUP	1	0
EDIT	MAGNUM DC	9	4
EDIT	TCP	0	0
EDIT	USER	0	4
EDIT	DC NODES	0	2
+ CREATE			

Figure 15-11: Creating Custom Resource Groups

- Once clicked, a creation dialog will open asking for a name and base type. See Figure 15-12.
- Add a name, and select a type then press 'CREATE' to complete the creation of a new group.

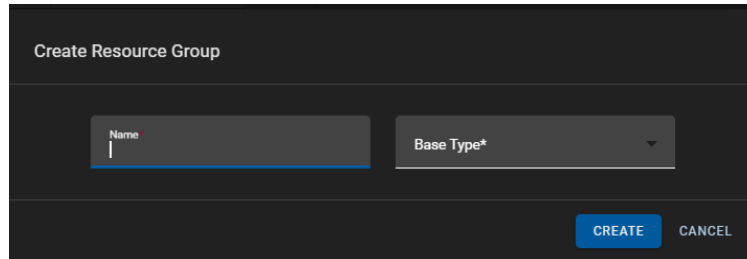


Figure 15-12: Custom Resource Group Creation Dialog

- The newly created custom resource group will appear under the System Resource groups, at the bottom part of the App. See Figure 15-13.
- At this point, any customization for the custom user group can be done in the same manner as was described above for default groups.

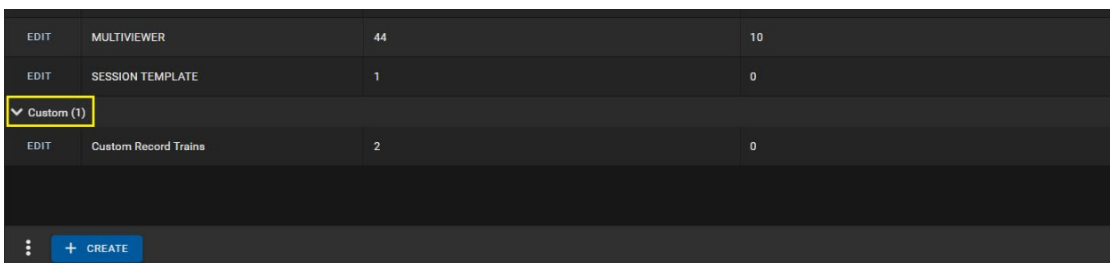


Figure 15-13: Custom Resource Groups

- Customized resource groups can be deleted by editing the group, by opening with the 'EDIT' button and clicking on the trash can icon. See Figure 15-14.

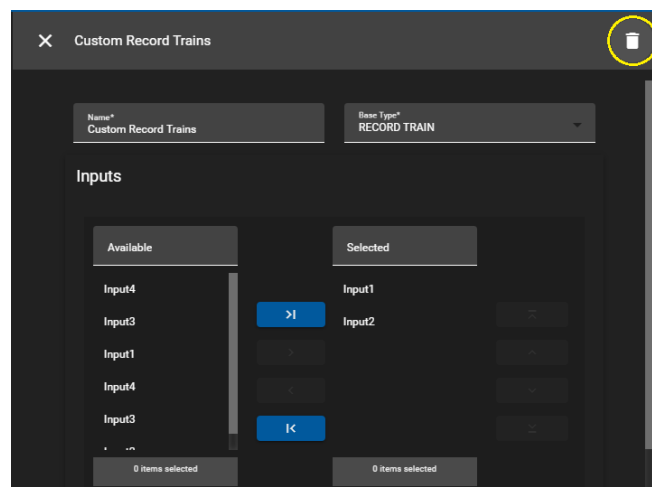


Figure 15-14: Deleting Custom Resource Groups

16. SCHEDULER

The Scheduler App allows operators to schedule tasks by date and time. By default, the DC-DIRECTOR package on the Media Suite includes two scheduling tasks: Growing File Exports and Capture Records. Additional tasks are available with the optional DC-SCHEDULER package.

16.1. USER PERMISSIONS FOR SCHEDULING

By default, only the Administrative User, or a User added to the Administrator User Group will have the permissions to use, create, and edit events in the Scheduler App.

In order for other Users outside of the Admin group to create and edit events, a new user group must be created with the 'Edit Schedules' and 'Launch Scheduler App' permissions. Instructions for creating user groups and setting permissions can be found in Section 2.5.3

Newly created user groups must also be given permissions to assign scheduling tasks. Instructions for task management user permissions can be found in Section 21.2.2.1.

Users' groups must also be given permission to use the available input and output resources for their events. Instructions for resource group user permissions can be found in Section 15.2.1.2.

16.2. NAVIGATING THE SCHEDULER APP

The Scheduler App consists of 3 sections. See Figure 16-1.

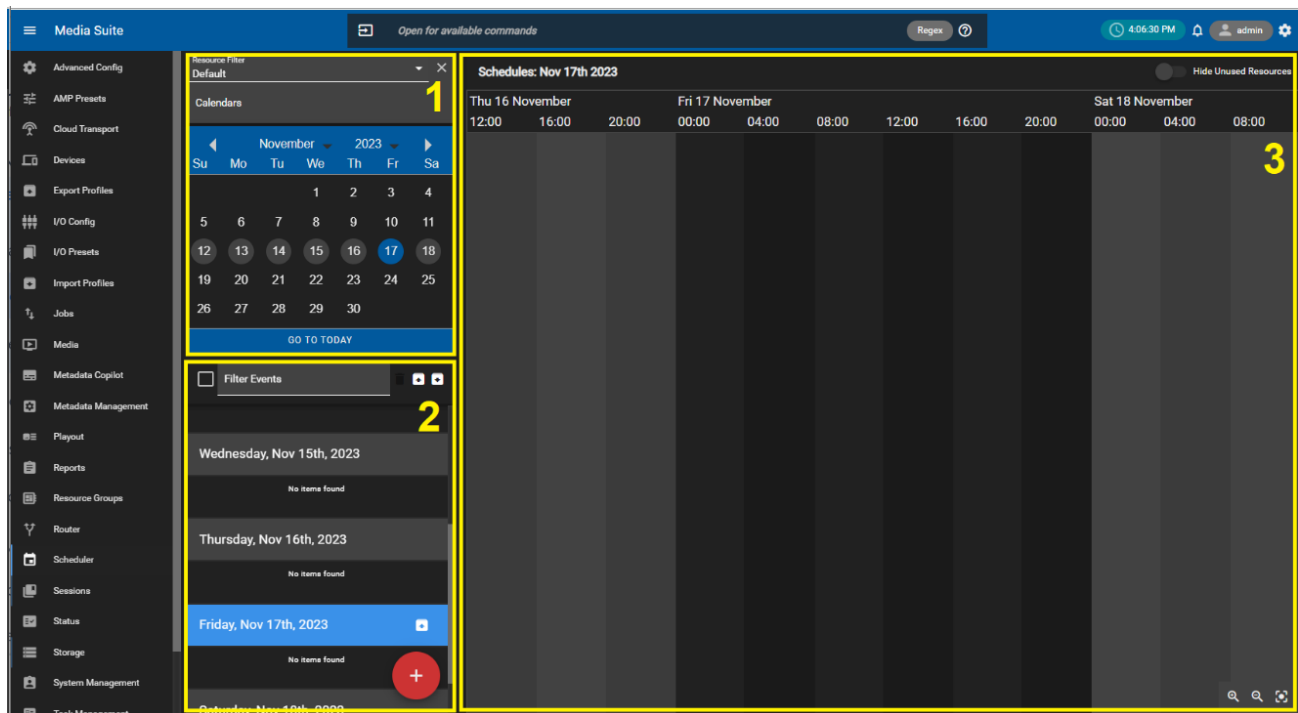


Figure 16-1: Scheduler App Main Page

1. Calendar

This section allows for navigation of schedules by Date, User and Resource Type.

2. Event Selection Section

This section allows the user to navigate through scheduled events to preview them in the Event Creation & Preview Section.

3. Event Creation and Preview Section

This section is where events will be created, modified and monitored.

16.3. HOW TO CREATE SCHEDULED EVENTS

Events require a Name, Time/Date, Task, input resource, and Output resource to be created. Please see the next section for examples on creating the Growing File and Capture Group Task.

The next section will discuss how to create each task, for instructions on how to observe event status once created, see section 16.6.

- To create a scheduled event, click the red plus button at the bottom of the Scheduler App, as shown in Figure 16-2.

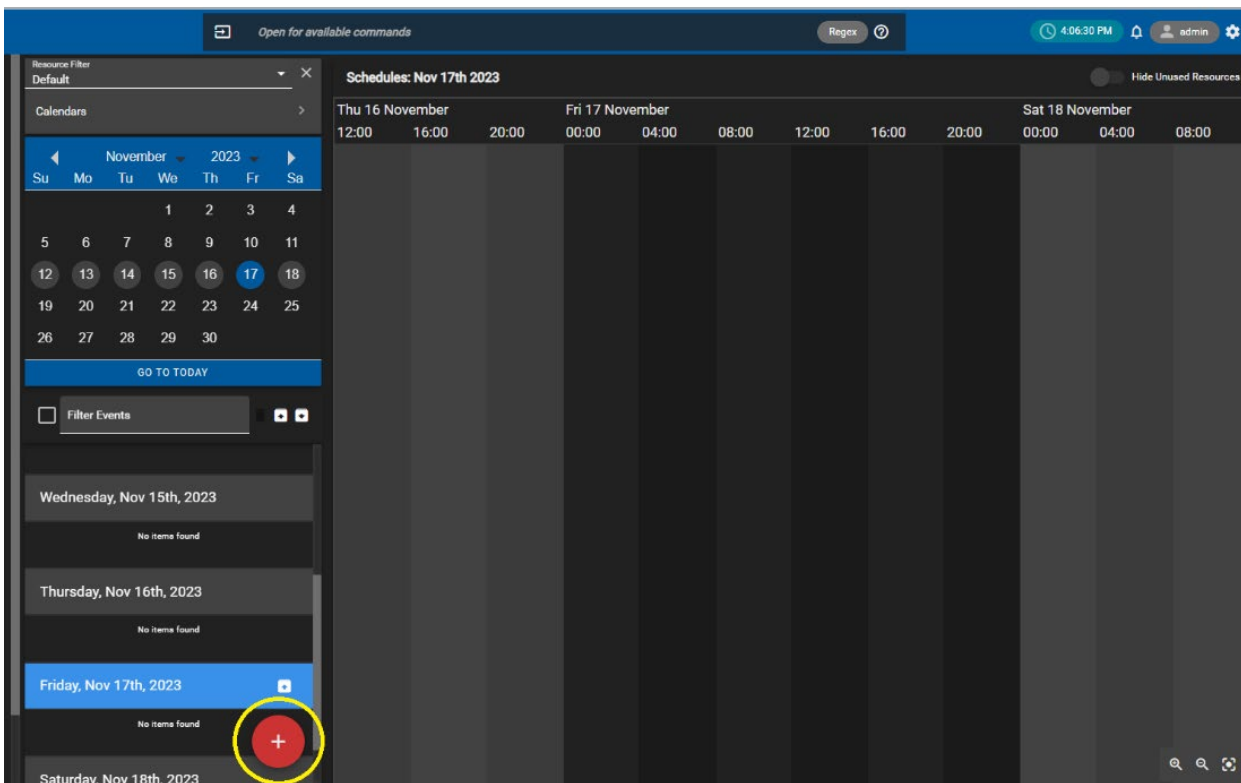


Figure 16-2: Scheduler App Main Page

- A 'Create Event' window will appear. Many options are included while creating events. See Figure 16-3 as a reference for the descriptions to follow.

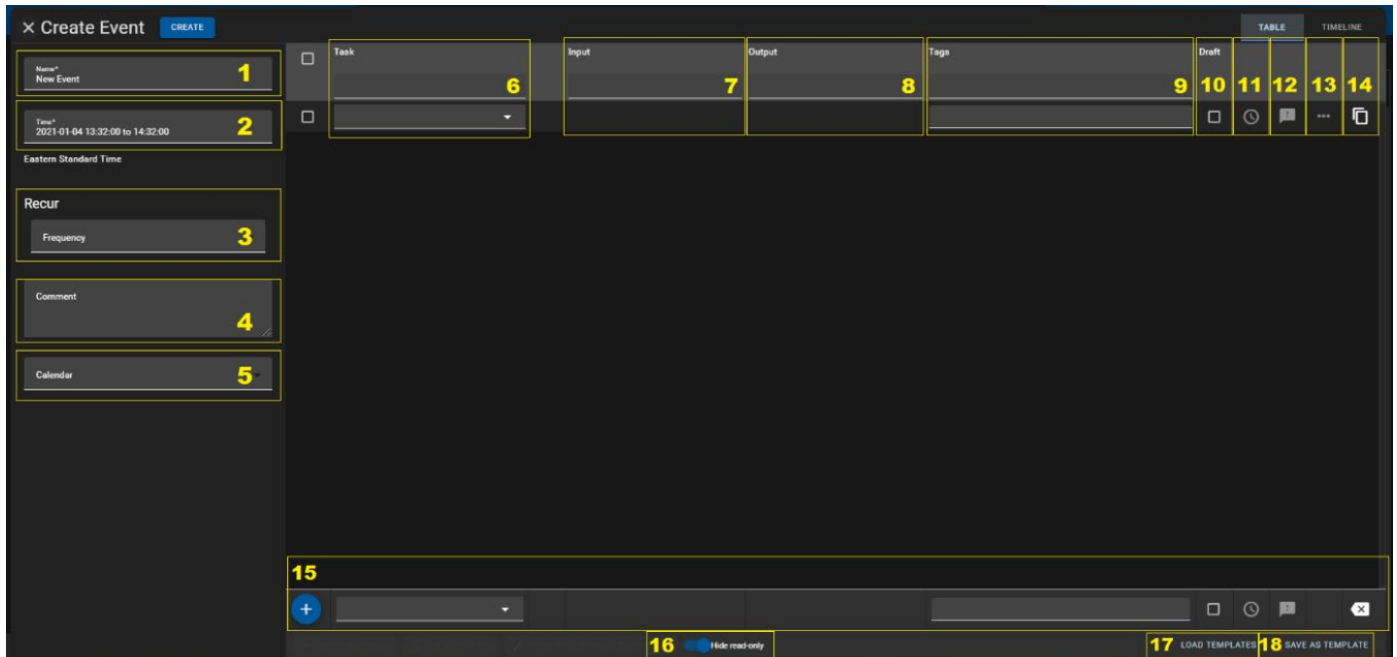


Figure 16-3: Create Event

1. Name

The Name of your event, which will appear listed in the Scheduler.

2. Time

The time of your event. Click on the time option to open a Time Selection window. The date, start time, end time, or basic duration can be configured in this window.

3. Frequency

The option to make this even recurring. Possible options include: hourly, daily, by day or weekly.

4. Comment

The option to add in a comment (This will appear under this event's name in the list of scheduled Events).

5. Calendar

The option to schedule this event with a specific calendar, for more information on multi-calendar creation and use, see Section 16.10.

6. Task

This is the event type that will be scheduled. The two default types are:

- Growing File Transcode – Create a growing file transcode from a DreamCatcher input.
- Capture Group – To schedule a record of a capture group made in the Media App.

7. Input

This is the Input resource (such as a record train) you wish to schedule the task with.

8. Output

This is the output resource (such as export profile) you wish to schedule the task to.

9. Tags

The option to add metadata tag to the event file you are scheduling.

10. Draft

The option to save this event as a draft.

11. Set a Custom Event Time

The option to set a time offset for your event.

12. Event Comment

The option to add in a second comment (This will appear in the column of information for this event in the list of scheduled events).

13. More Options (The ellipsis '⋮' icon)

- a. **Path:** The option to let you override the export profile location, to select another location.
- b. **Prefix:** The option to add a prefix word/number to the export file name.
- c. **Historic Toggle button:** Allows you to schedule in events at a past date and time.
- d. **Name:** The option to set a specific filename for the exported event.
- e. **Suffix:** The option to add a suffix word/number to the export file name.

14. Clone

The option to create a clone of this event.

15. Task

The option to add an additional event to be scheduled.

16. Hide Read Only Toggle

Hide all task information that user (who does not have the set permissions) cannot edit or interact with.

17. Load Template

The option to load a template. (Includes Task, Input & Output Resources, tags comments, etc.)

18. Save Template

The option to save or update a template. (Includes Task, Input & Output Resources, tags comments, etc.)

16.4. HOW TO CREATE EVENTS FOR EACH TASK

This section will provide information and instructions on available tasks included in the DC-DIRECTOR and DC-SCHEDULER package. Please note this section includes some DC-SCHEDULER tasks which can be performed ONLY with the integration of an Evertz Magnum Control System. Please refer back to Section 3.1 for connection instructions. Additionally, this section includes tasks specific to Cloud workflows. For additional information regarding Cloud Configurations, please see your DreamCatcher Product Specialist.



IMPORTANT: If tasks or resources are not available in the drop-down lists please refer back to Section 16.1 for instructions on setting up resource and task permissions for Users belonging to non-administrator User Groups.

16.4.1. How to Create a Capture Group Task

The Capture Group task allows the user to schedule a capture group recording and export. Capture groups are created in the Media App, please see Section 11.3 for instructions.

- First, select 'Capture Group' from the Task drop down menu.
- Once the Capture Group task has been chosen, all capture groups created in the Media App will be available in the drop-down list. See Figure 16-4.
- Please note there is no applicable Output options for this task.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-4. to complete the creation process.

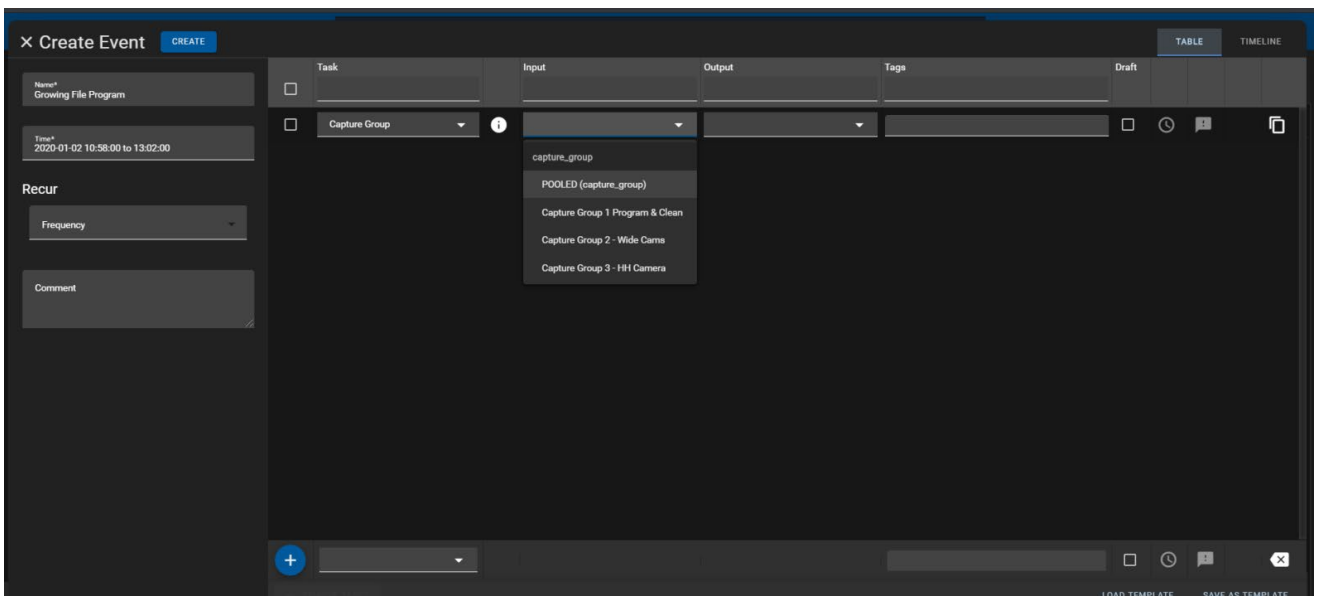


Figure 16-4: Capture Group Task Example

16.4.2. How to Schedule a Capture Live Task

This task allows a user to schedule route(s) from sources in the Magnum Control System to a DreamCatcher Input.



Please Note: The Capture Live Task requires the DC-SCHEDULER package.

- First, select 'Capture Live' from the Task drop down menu.
- Once the Capture Live task has been chosen, all available Input sources within the Magnum Interface will be available in the drop-down list. See Figure 16-5.
- Within the Output list, all available inputs in the Magnum Interface will be available in the drop-down list. See Figure 16-5.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-5 to complete the creation process.

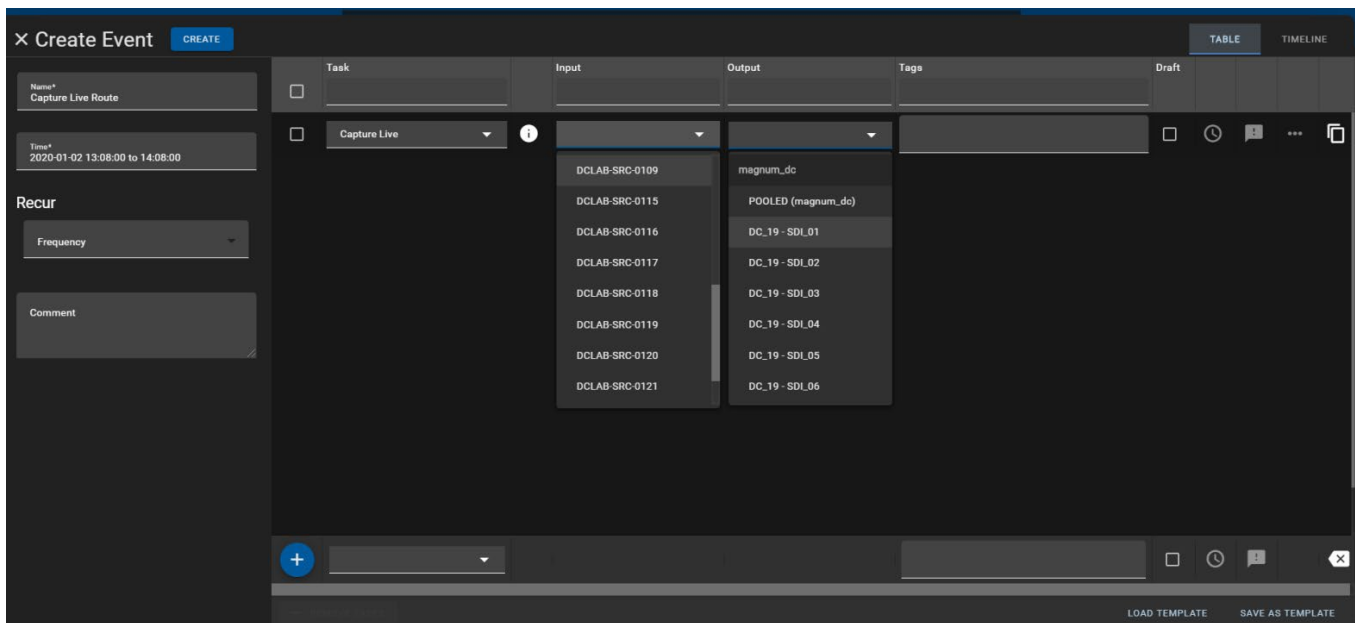


Figure 16-5: Growing File Transcode Task Example

16.4.3. How to Schedule a Capture Stream to Disk Task

This task allows a user to schedule an export file from a DreamCatcher Input Stream using the options defined in the chosen export profile.



Please Note: The Capture Stream to Disk Task requires the DC-SCHEDULER package.



IMPORTANT: If tasks or resources are not available in the drop-down lists please refer back to Section 16.1 for instructions on setting up resource and task permissions for Users belonging to non-administrator User Groups.

- First, select 'Capture Stream to Disk' from the Task drop down menu.
- Once the Capture Stream to Disk task has been chosen, all available input streams in the network will be available in the drop-down list. See Figure 16-6.
- Within the Output list, all available export profiles in the network will be available in the drop-down list. See Figure 16-6.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-6 to complete the creation process.

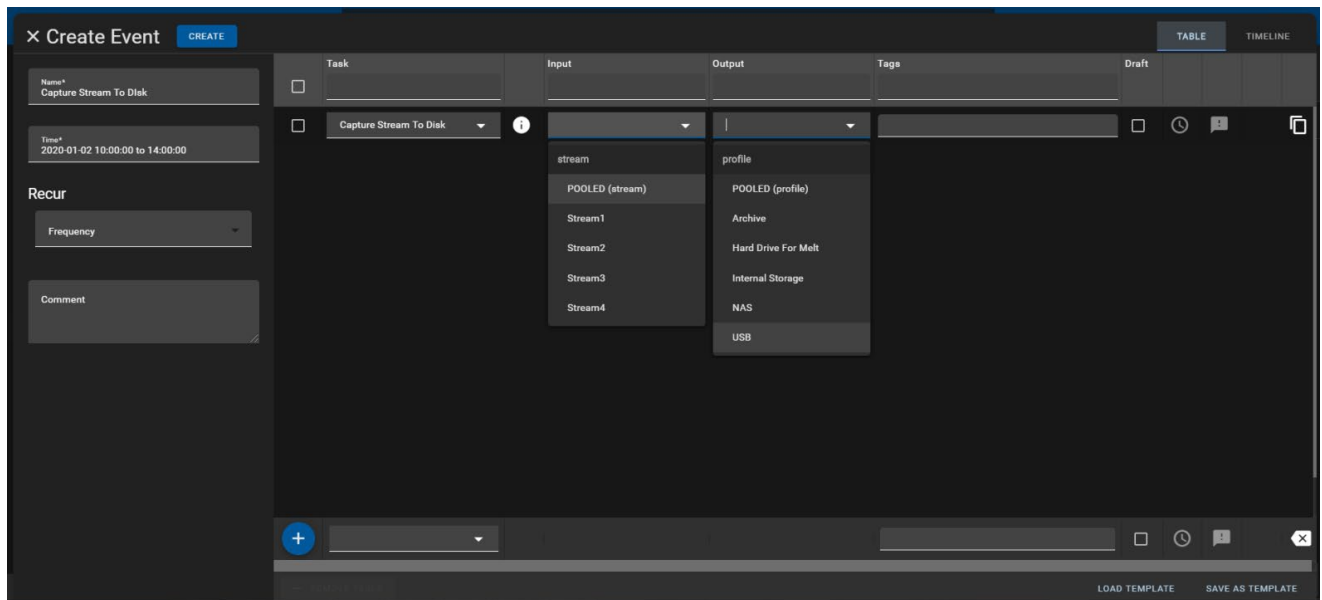


Figure 16-6: Capture Stream to Disk Example

16.4.4. How to Schedule a Clip Record Train Task

This task allows a user to schedule clip creation, from a chosen record train and send it to a user in the network.



Please Note: The Clip Record Train Task requires the DC-SCHEDULER package.

- First, select 'Clip Record Train' from the Task drop down menu.
- Once the Clip Record Train task has been chosen, all available inputs in the network will be available in the drop-down list. See Figure 16-7.
- Within the Output list, all available users in the network will be available in the drop-down list. See Figure 16-7. Please note clips will appear in the unassigned bin in the DreamCatcher User chosen.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-7 to complete the creation process.

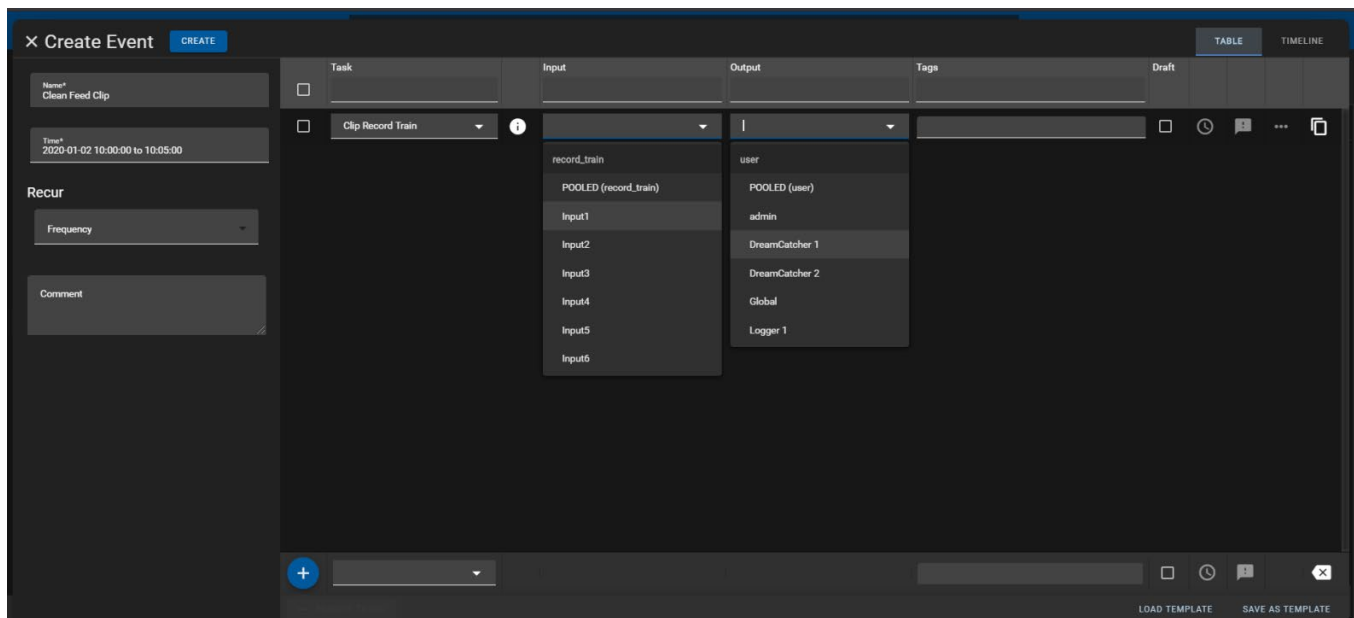


Figure 16-7: Clip Record Train Task Example

16.4.5. How to Schedule the Fire Salvo Task

This task allows a user to schedule the firing of one or more salvos created in the Magnum Control System.



Please Note: The Fire Salvo Task requires the DC-SCHEDULER package.

- First, select 'Fire Salvo' from the Task drop down menu.
- Once the Fire Salvo task has been chosen, open the ellipsis (options) button. This will open a text box to type in the name of the chosen Salvo from Magnum to fire. Type in the name, then click out of the dialog to close it. See Figure 16-8.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-8 to complete the creation process.

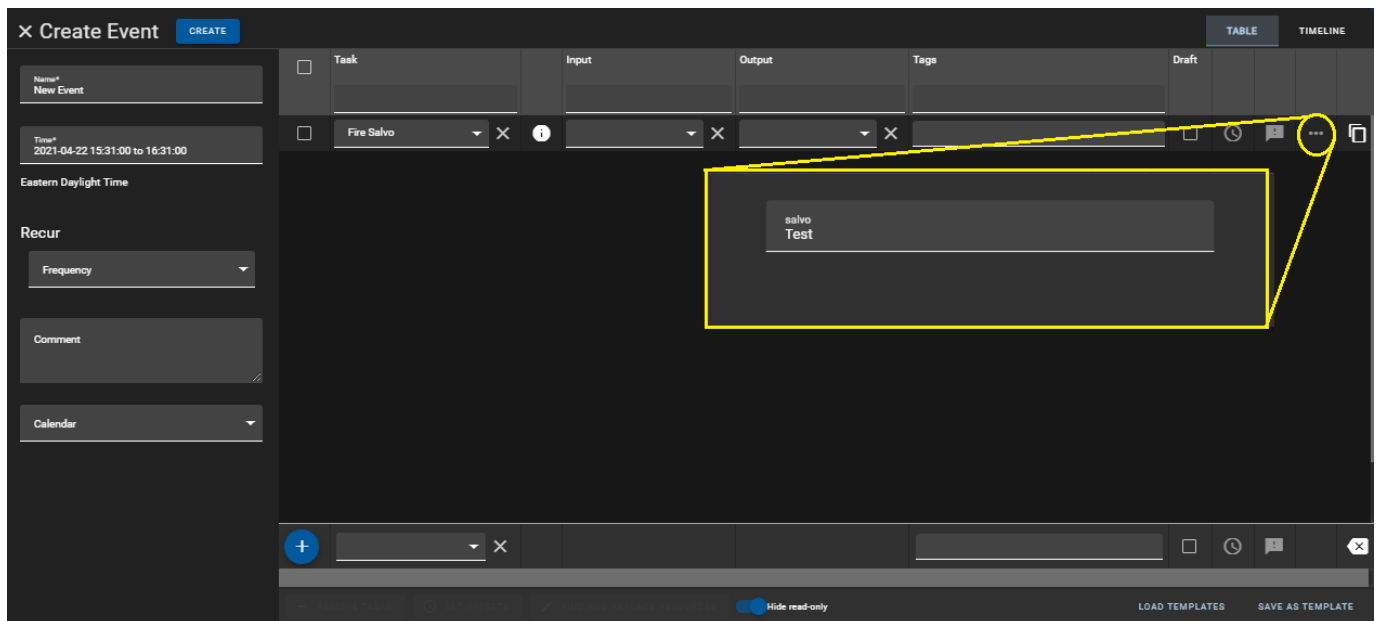


Figure 16-8: Fire Salvo Name Selection

16.4.6. How to Create a Growing File Transcode Event

The Growing File Transcode task allows a user to schedule a growing export file from DreamCatcher input(s) using the options defined in the chosen export profile.

- First, select 'Growing File Transcode' from the Task drop down menu.
- Once the Growing File Transcode task has been chosen, all available Inputs in the network will be available in the drop-down list. See Figure 16-9.
- Next in the Output list, all available export profiles in the network will be available in the drop-down list. See Figure 16-9.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-9 to complete the creation process.

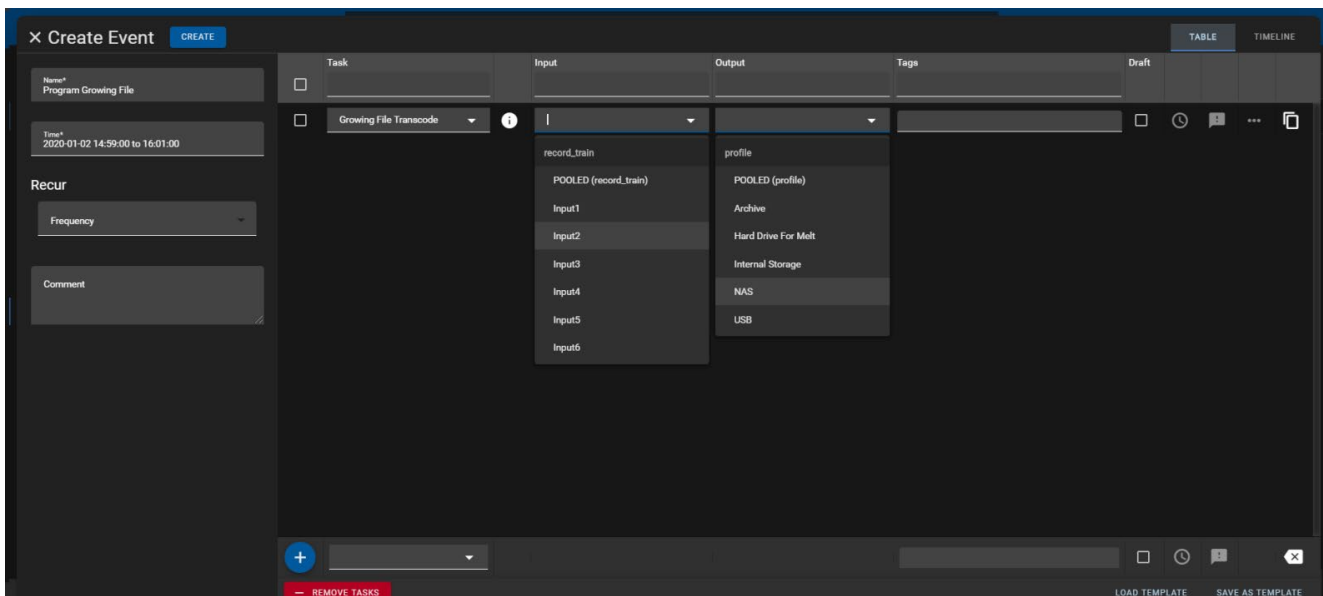


Figure 16-9: Growing File Transcode Task Example

16.4.7. How to Schedule the Lock Magnum Destination Task



Please Note: The Lock Magnum requires the DC-SCHEDULER package.

- First, select 'Lock Magnum Destination' from the Task drop down menu.
- Once the Lock Magnum Destination task has been chosen, all available resources from the Magnum Interface will be listed in the input or output drop down list. See Figure 16-10.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-10 to complete the creation process.

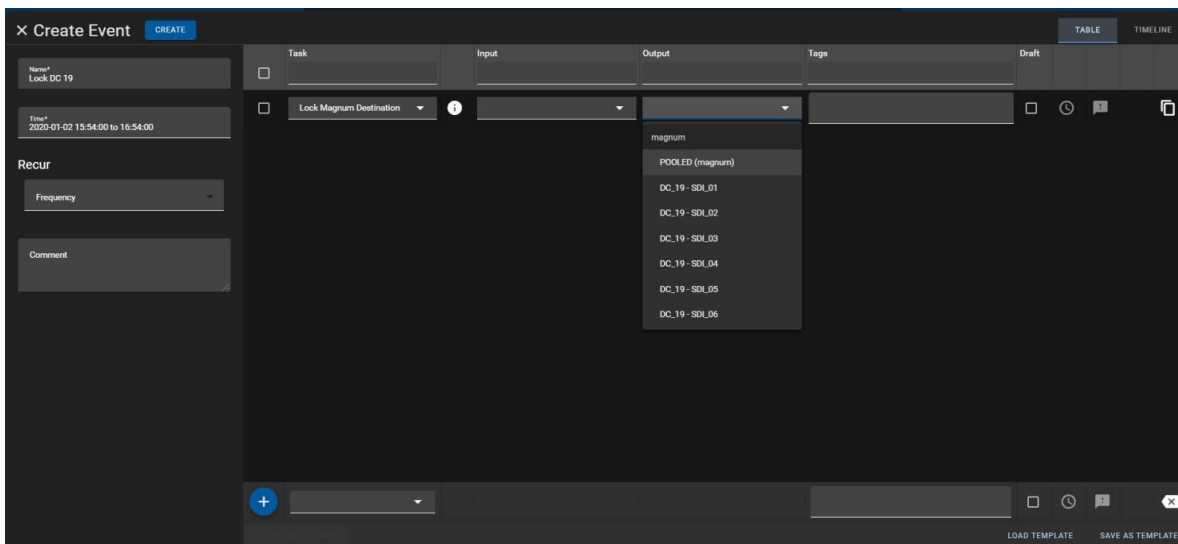


Figure 16-10: Lock Magnum Destination Task Event

- At this point, in Magnum, the locked destinations can be visually seen, as shown in Figure 16-11.

ADVANCED ROUTES

Physical Virtual

Refresh Table Refresh Rows Take Lock Unlock Copy Route Tools...

SELECT: All, None | Clear Filters

	Dest Device	Dest Alias	Lock	Src Alias	Video	A1
<input type="checkbox"/>	DCLAB-0101	DC_19 - SDI_01			Content 720p 6	
<input type="checkbox"/>	DCLAB-0102	DC_19 - SDI_02			Content 720p 2	
<input type="checkbox"/>	DCLAB-0103	DC_19 - SDI_03			Content 720p 3	
<input type="checkbox"/>	DCLAB-0104	DC_19 - SDI_04			Content 720p 4	
<input type="checkbox"/>	DCLAB-0105	DC_19 - SDI_05			Content 720p 2	
<input type="checkbox"/>	DCLAB-0106	DC_19 - SDI_06			Content 720p 1	

Figure 16-11: Lock Magnum Destination Complete Example

16.4.8. How to Schedule a Maintenance Task

This task allows a user to put an output resource into a 'maintenance' mode, preventing the resource from taking on additional work and allowing for reallocation of resources.



Please Note: The Maintenance Task requires the DC-SCHEDULER package.

- First, select 'Maintenance' from the Task drop down menu.
- Once the Maintenance task has been chosen, all available Magnum Interface resources will be listed in the output drop down tab. See Figure 16-12.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-12 to complete the creation process.

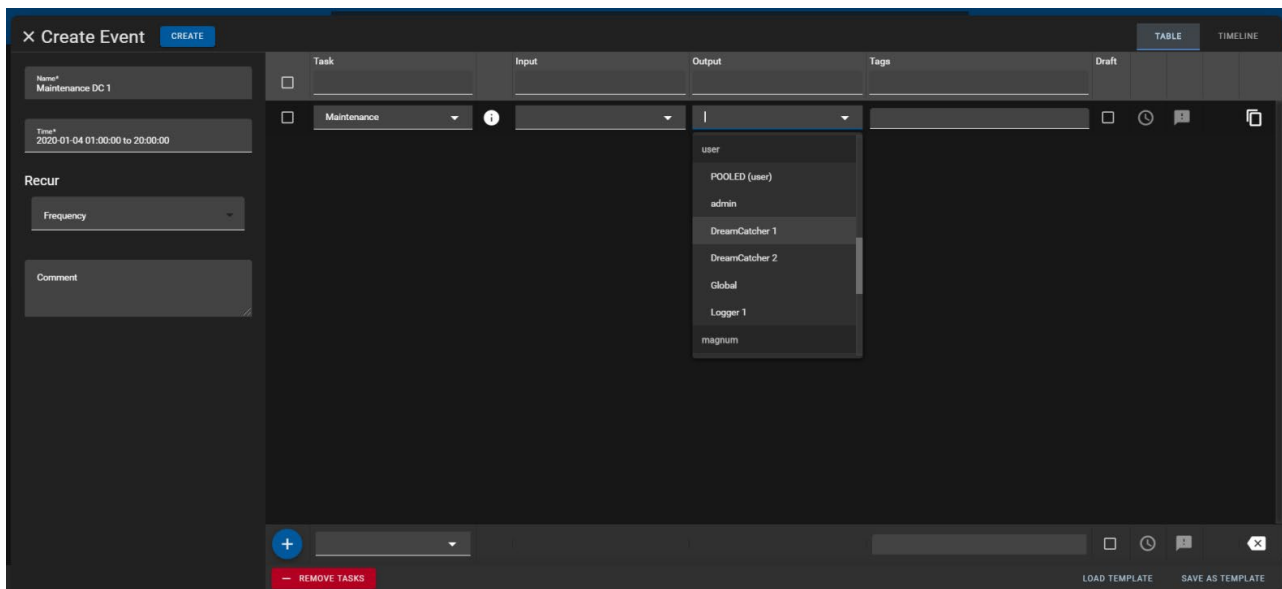


Figure 16-12: Maintenance Task Example

16.4.9. How to Schedule a Multiviewer Task

This task allows a user to schedule routing a multiviewer layout from the Magnum Control System to a VIP.



Please Note: The Multiviewer Task requires the DC-SCHEDULER package.

- First, select 'Multiviewer' from the Task drop down menu.

- Once the Multiviewer task has been chosen, all available multiviewer layouts in Magnum will be available in the drop-down list See Figure 16-13.
- Within the Output list, all available multiviewer destinations in the Magnum Interface will be available in the drop-down list. See Figure 16-13.
- Once all applicable options above have been selected for a new event, press the ‘CREATE’ button as shown at the top of Figure 16-13 to complete the creation process.

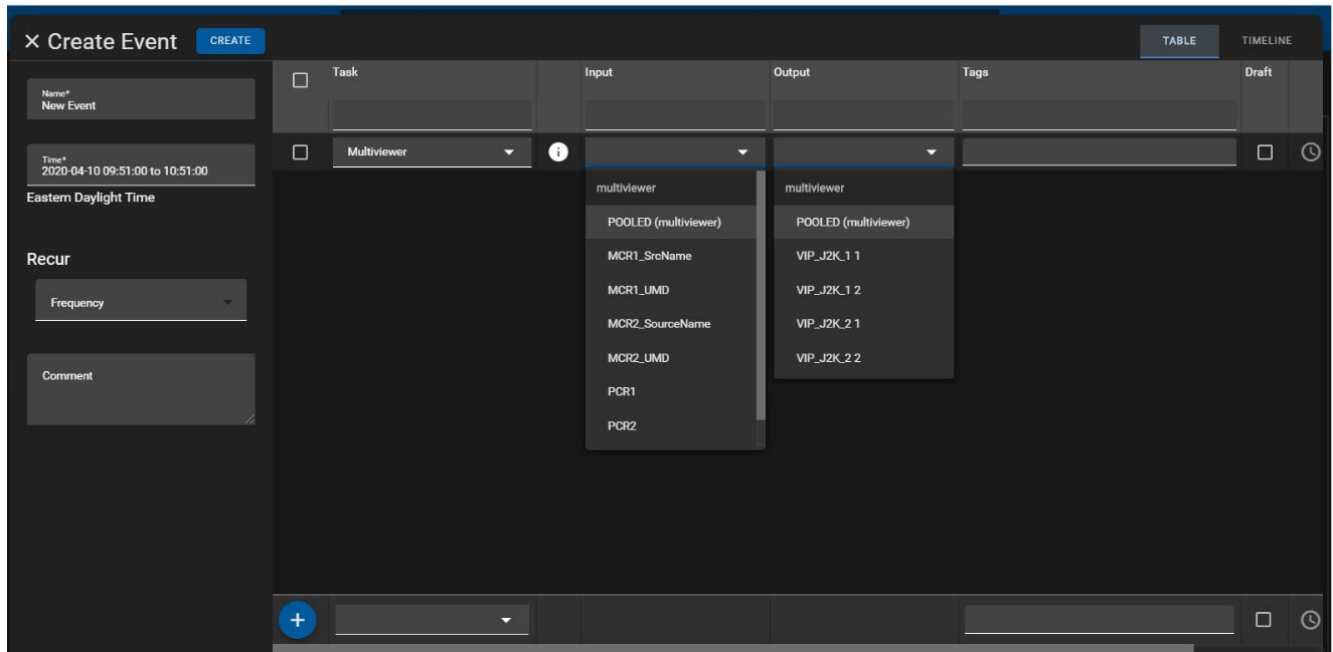


Figure 16-13: Multiviewer Task Example

16.4.10. How to Schedule a Playback Clip Task

This task allows a user to schedule a clip in an output to playback.



Please Note: The Playback Clip Task requires the DC-SCHEDULER package.

- First, select ‘Playback Clip’ from the Task drop down menu.
- Once the Playback Clip task has been chosen, all the available clips from the DreamCatcher Network will be available in the drop-down list See Figure 16-16.

- Within the Output list, all the available sources from the Magnum Interface will be available in the drop-down list. See Figure 16-14.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-14 to complete the creation process.

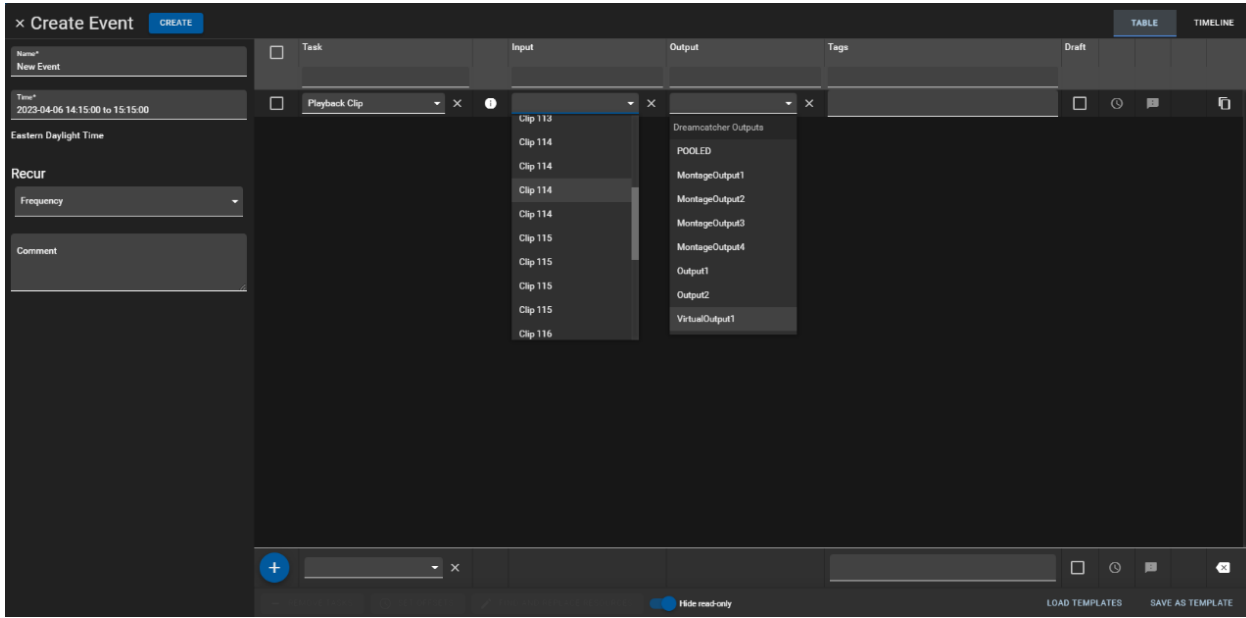


Figure 16-14: Playback Clip Task Example

16.4.11. How to Schedule a Replay Session Task

This task allows a user to schedule the creation of DreamCatcher sessions from DreamCatcher input sources in the Magnum Control System. For this task, the Capture Live task must be used in conjunction with the Replay Session task to select the input sources and output sources for the session.



Please Note: The Replay Session Task requires the DC-SCHEDULER package.

- First, select 'Capture live' from the Task drop down menu, this is required for the Replay Session.

- Once the Capture Live task has been chosen, all available Input sources within the Magnum Interface will be available in the drop-down list. See Figure 16-15.
- Within the Output list, all available inputs in the Magnum Interface will be available in the drop-down list. See Figure 16-15.
- Create additional Capture Live tasks for each input and output you wish to be included in the session.
- Next, select the plus icon to add another task and select 'Replay Session' from the Task drop down menu.
- Once the Replay Session task has been chosen, in the Input drop down list, all available templates created in VUE or "NO TEMPLATE" can be chosen. See Figure 16-15. For more information regarding templates, please see the DreamCatcher Operational Guide.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-15 to complete the creation process.

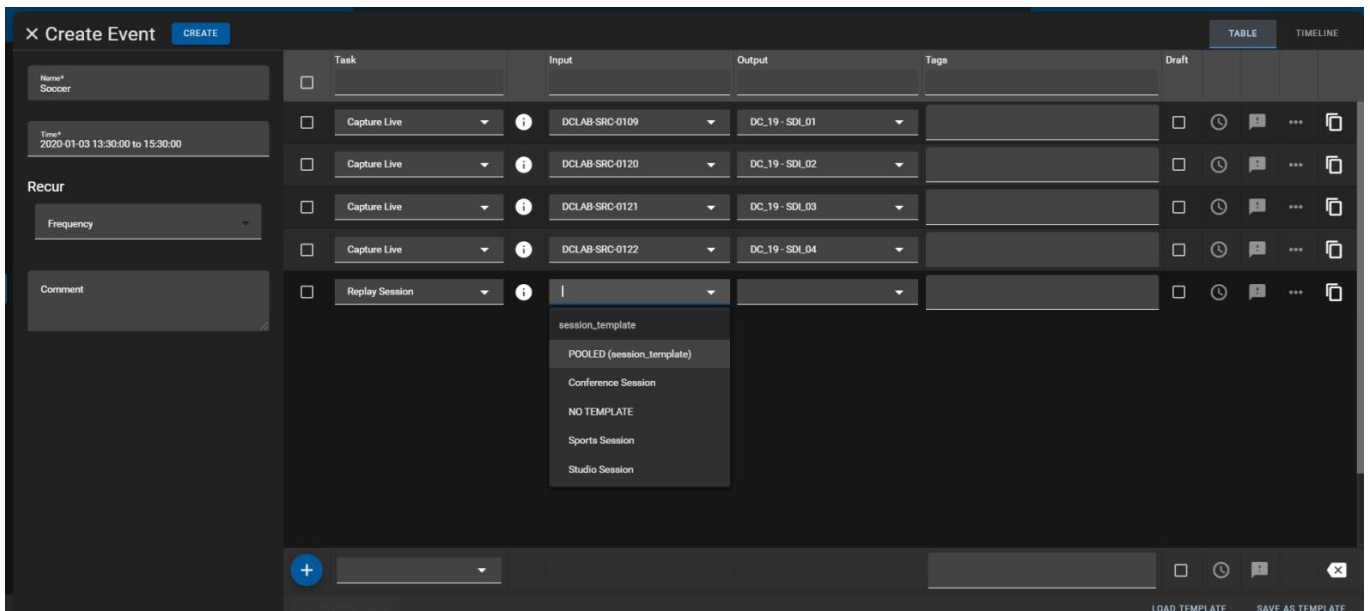


Figure 16-15: Replay Session Task Example



NOTE: If the Session is scheduled for the future it will not show in the VUE Sessions Widget until its scheduled time.

IMPORTANT: Deleting a Pending or Active Replay Session in the Scheduler will result in the Session being deleted in the VUE Sessions Widget.

16.4.12. How to Schedule a Route Task

This task allows a user to schedule routing of Magnum Control System source(s) to a destination(s).



Please Note: The Route Task requires the DC-SCHEDULER package.

- First, select 'Route' from the Task drop down menu.
- Once the Route task has been chosen, all the available sources from the Magnum Interface will be available in the drop-down list See Figure 16-16.
- Within the Output list, all the available sources from the Magnum Interface will be available in the drop-down list. See Figure 16-16.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-16 to complete the creation process.

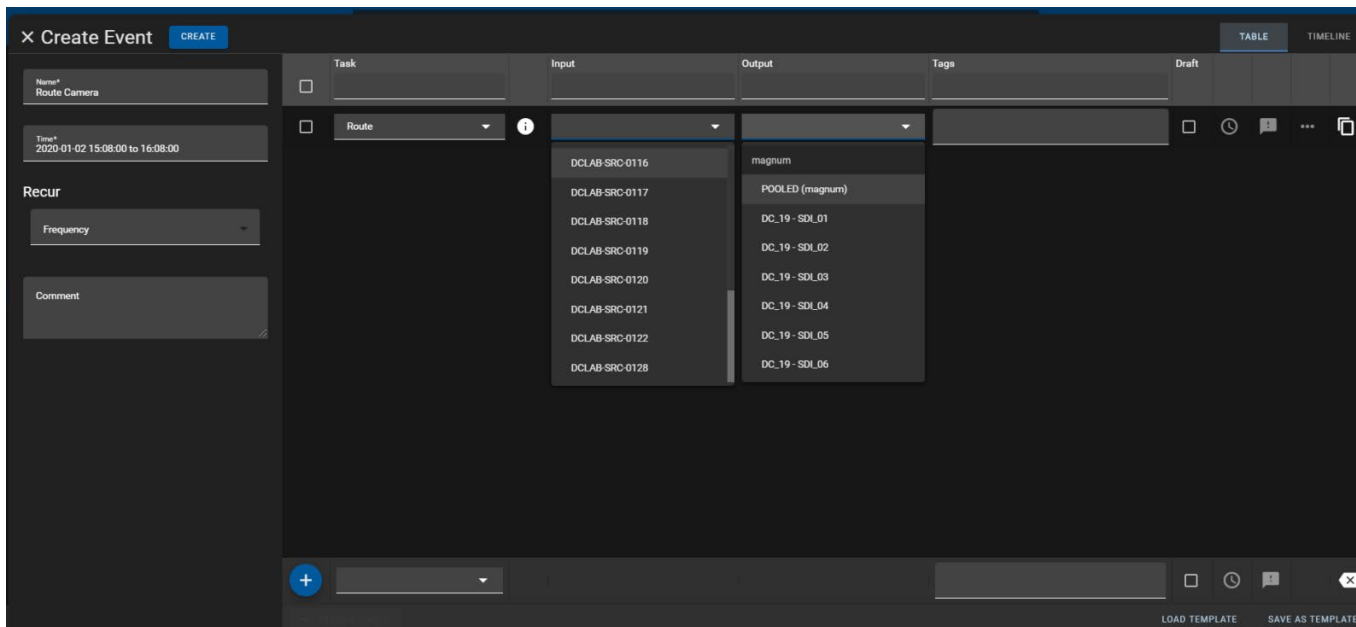


Figure 16-16: Route Task Example

16.4.13. How to Schedule a Level Route Task

This task allows a user to schedule a route of audio and video Levels from the Magnum Control System.



Please Note: The Level Route Task requires the DC-SCHEDULER package.

- First, select 'Level Route' from the Task drop down menu.
- Once the Route task has been chosen, all the available sources from the Magnum Interface will be available in the drop-down list See Figure 16-17.
- Within the Output list, all the available sources from the Magnum Interface will be available in the drop-down list. See Figure 16-17.

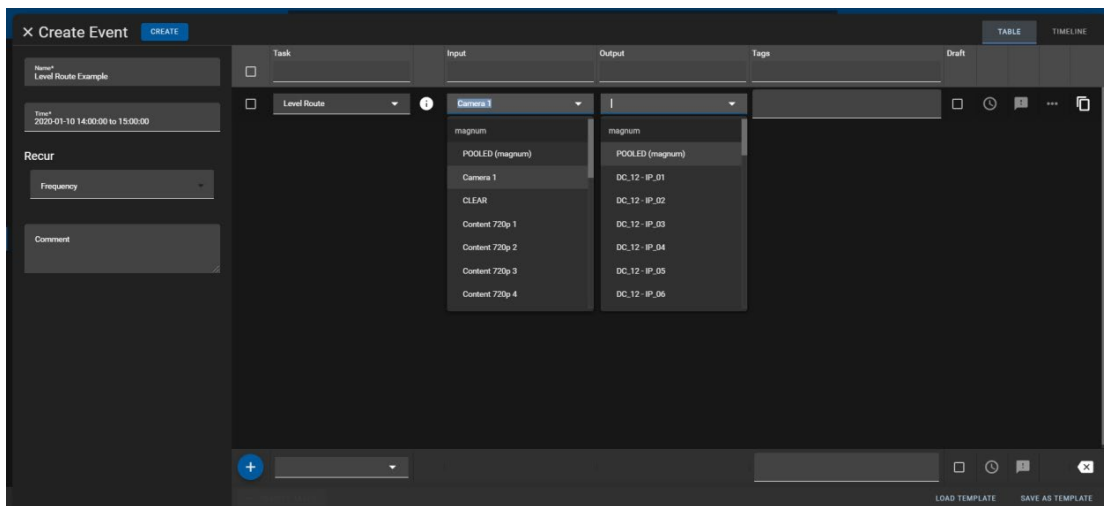


Figure 16-17: Level Route Task Example

- Once the input and output have been selected for your level route, select the ellipsis (options) icon to open the Audio and Video routing, see Figure 16-18.

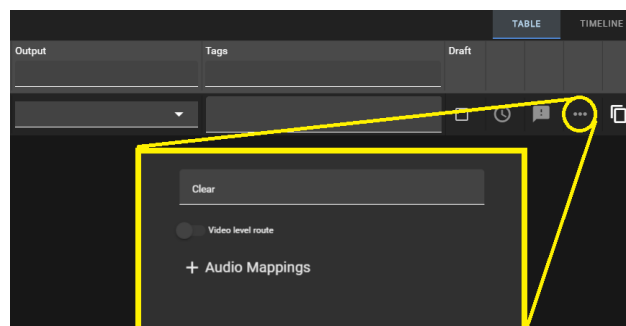


Figure 16-18: Level Route Audio Mappings

- In the Video & Audio Mappings, video is an optional choice for level routes.
- For Audio mappings, please be aware of the Magnum mapping system:

Scheduler Audio Mapping	Magnum Client Host Mapping
1	Video
2	A1
3	A2
4	A3
5	A4

- To begin making audio routes, select the plus icon and type in the mapping values for your level route. See a complete example in Figure 16-19.

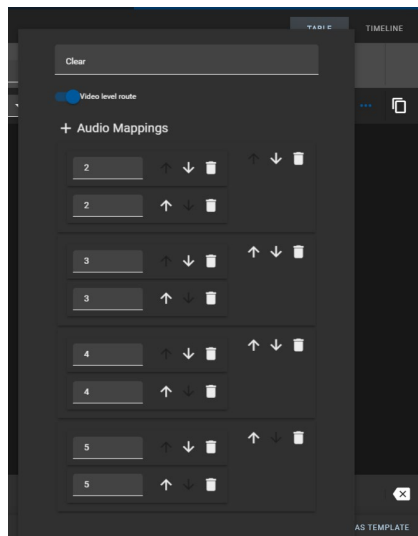


Figure 16-19: Level Route Audio Mapping Example

- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 16-17 to complete the creation process.
- At the point where the event begins in Scheduler, the Magnum routes will be set. Please see an example in Figure 16-20.

Dest Device	Dest Alias	Loc	Src	Video	A1	A2	A3	A4	A5	A6	A7	A8	A9
<input type="checkbox"/> SDVN-0013	DC_12 - IP_01			J2K_Content - IP_01	clear	clear	clear	clear	clear	clear	clear	clear	clear
<input type="checkbox"/> SDVN-0014	DC_12 - IP_02			Camera 1	Camera 1.A1	Camera 1.A2	Camera 1.A3	Camera 1.A4	clear	clear	clear	clear	clear
<input type="checkbox"/> SDVN-0015	DC_12 - IP_03			J2K_Content - IP_03	clear	clear	clear	clear	clear	clear	clear	clear	clear
<input type="checkbox"/> SDVN-0016	DC_12 - IP_04			J2K_Content - IP_04	clear	clear	clear	clear	clear	clear	clear	clear	clear
<input type="checkbox"/> SDVN-0017	DC_12 - IP_05			J2K_Content - IP_05	clear	clear	clear	clear	clear	clear	clear	clear	clear

Figure 16-20: Level Route Complete Example

16.5. HOW TO USE EVENT TEMPLATES

Event Templates allow a user to save a clone of their event (Including Tasks, Inputs, Outputs and Tags) to be loaded up later and re-used as needed.

16.5.1.1. How to Save an Event Template

- To create a template, first load in the tasks and resources you wish to save for that template, then select the 'SAVE AS TEMPLATE' button in the even creation dialog. See Figure 16-21.

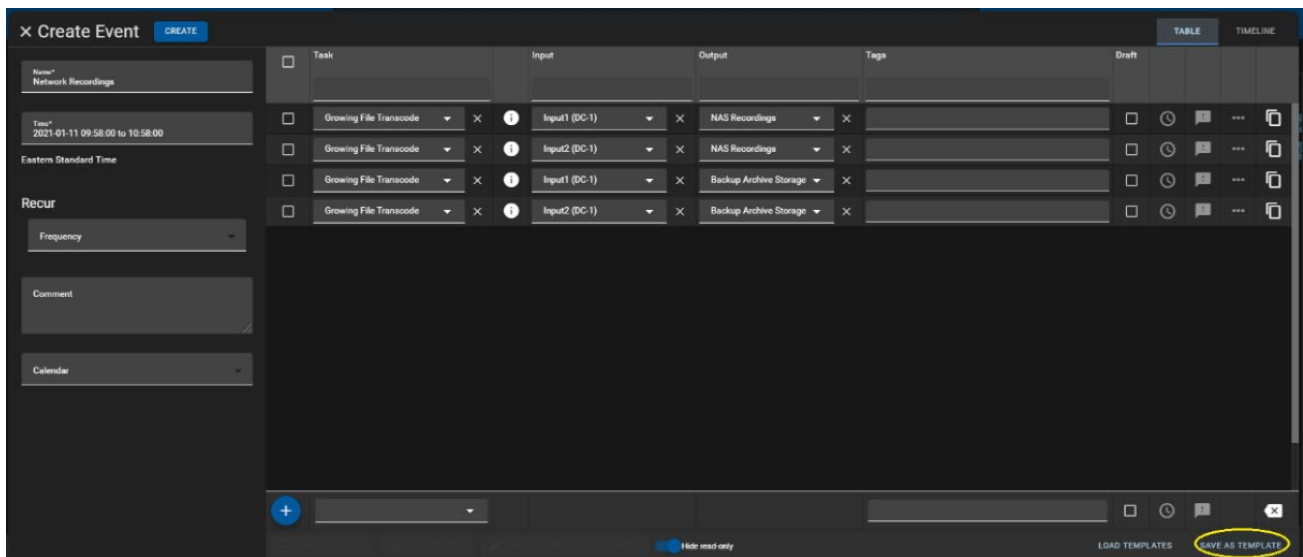


Figure 16-21: Save Template

- Once clicked, a 'Create/Update Template' dialog will open. See Figure 16-22.
- Choose 'Create Template' by clicking the blue circle beside it, and type in a name for the Template.
- Once done, press 'SAVE' to save the template.

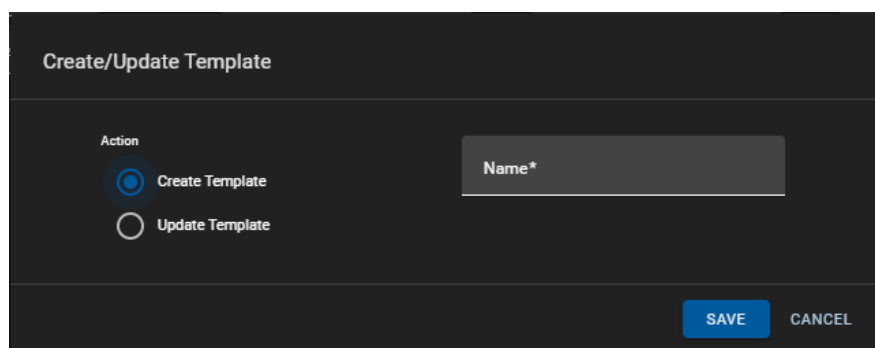


Figure 16-22: Create Template Dialog

16.5.1.2. How to Update an Event Template

- For changes made to the template, save the template again but select the 'Update' option, and select the template you wish to update from the drop-down list. See Figure 16-23.

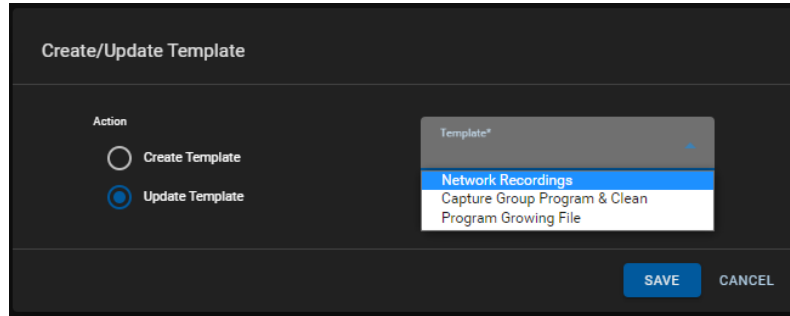


Figure 16-23: Update Template

16.5.1.3. How to Load an Event Template

- To load saved templates, click on 'LOAD TEMPLATE' as shown in Figure 16-24.

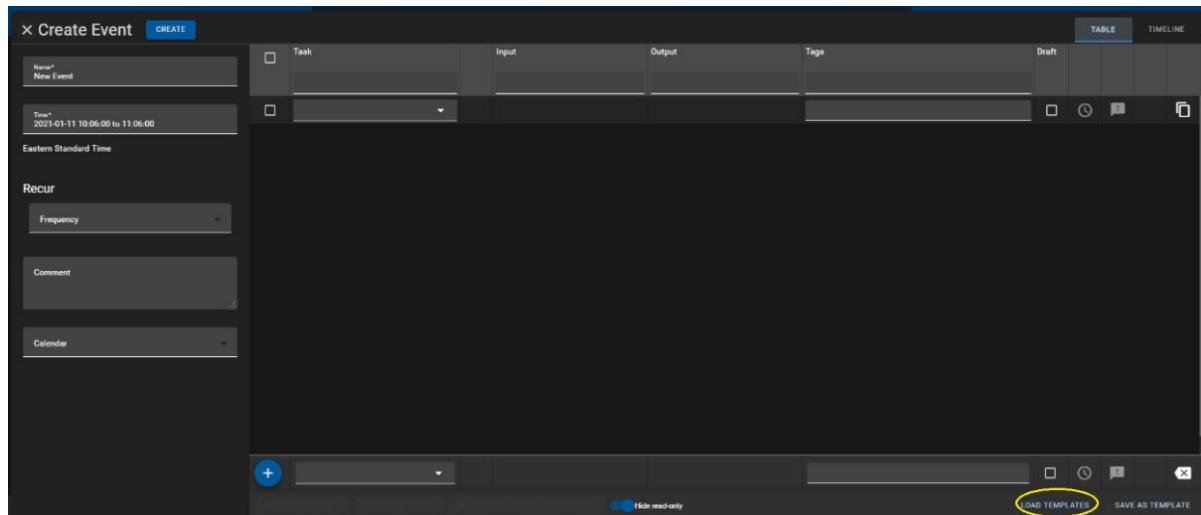


Figure 16-24: Loading Templates

- Once clicked, a 'Load Template' dialog will open. See Figure 16-25.
- To select a Template, checkmark the box beside the template's name.
- Once check marked, you can load the template by clicking the 'LOAD' button.
- Options in this dialog also allow you to delete a template by check marking it and clicking the 'DELETE' button.
- Template names can also be changed by clicking the 'EDIT' button.
- Once clicked, the 'EDIT' button will turn blue and text boxes will appear for template's name. To edit, just type in a new name in the text box and press 'EDIT' again to save the changes.

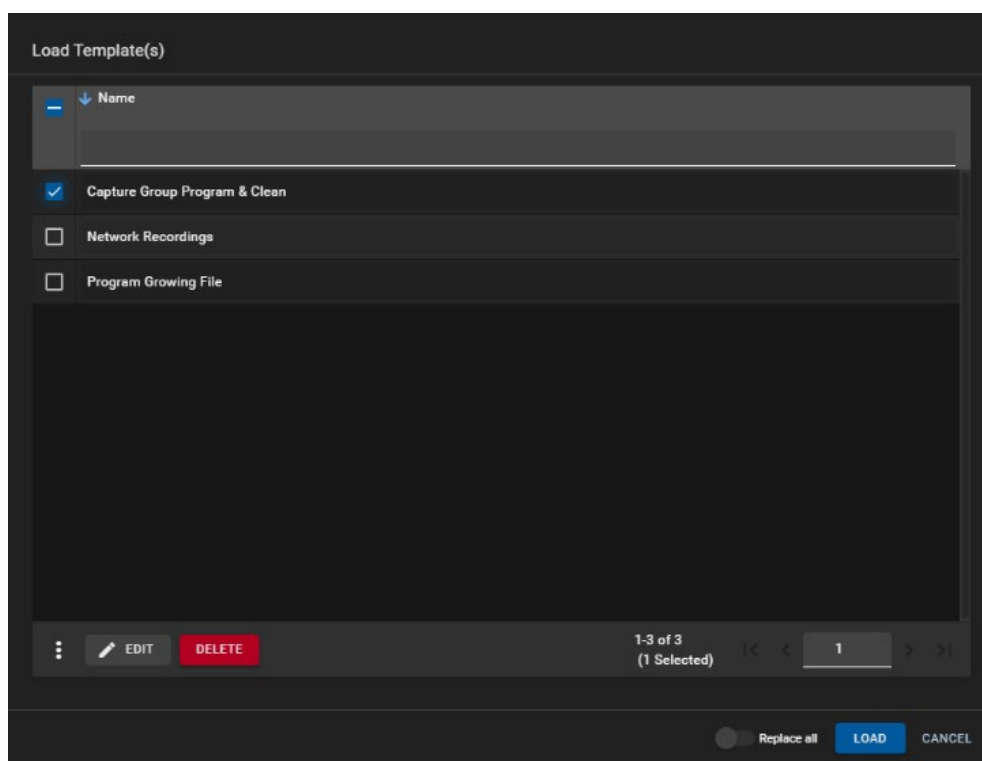


Figure 16-25: Loading Template Dialog

16.6. HOW TO SEE PAST, PRESENT AND FUTURE EVENTS IN THE SCHEDULER APP

Once events are created, they can be previewed in two ways in the Scheduler App, in a timeline view and in an event detail view.

16.6.1. Events in Timeline View

- First, to preview events in the Timeline View, click on a date in the calendar as shown in Figure 16-26.

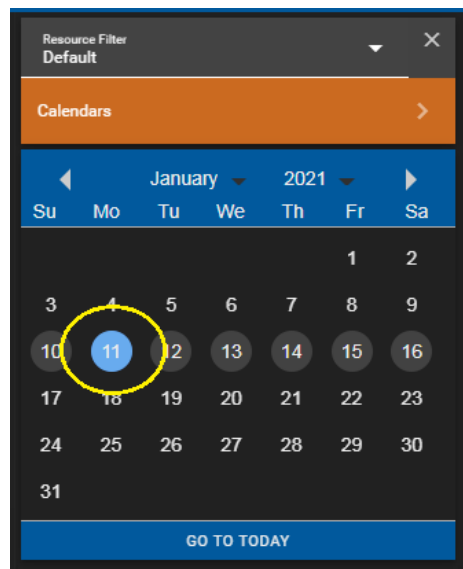


Figure 16-26: Selecting a Date in the Calendar

- Once clicked, all scheduled events for that day will appear in the timeline view in the event preview section. See Figure 16-27.

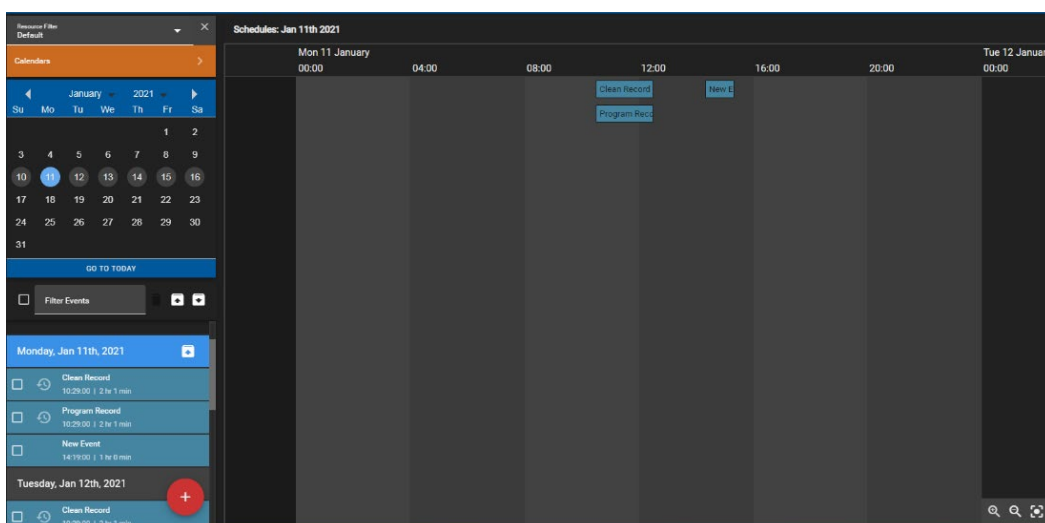


Figure 16-27: Timeline View in the Scheduler

- The timeline can be zoomed in/out using the plus and minus zoom buttons (located at the bottom of the Scheduler Timeline View), see Figure 16-28.
- As well, you can jump to the current time by clicking the 'go to now' button, shown in Figure 16-28.



Figure 16-28: Zoom and Now Buttons

16.6.2. Events in Detailed View

- To preview events in the detailed view, first click on a date in the calendar as shown previously in Figure 16-26.
- Once a date is selected, all events from that date will be listed in the event selection section below the calendar. See Figure 16-29.
- Events will be organized by date, time or start and name.
- Further, a specific event can be searched by typing in its name in the 'Filter' text box.
- To preview the Event Detailed View, click on an event from that list as shown in Figure 16-29.

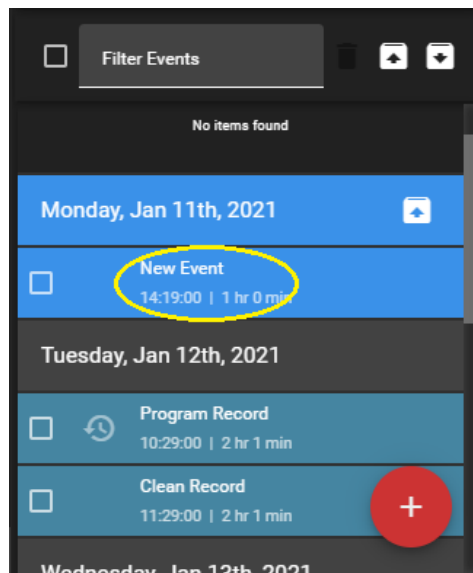


Figure 16-29: Selecting an Event

- Once clicked, the Event Detailed View will open, see Figure 16-30.

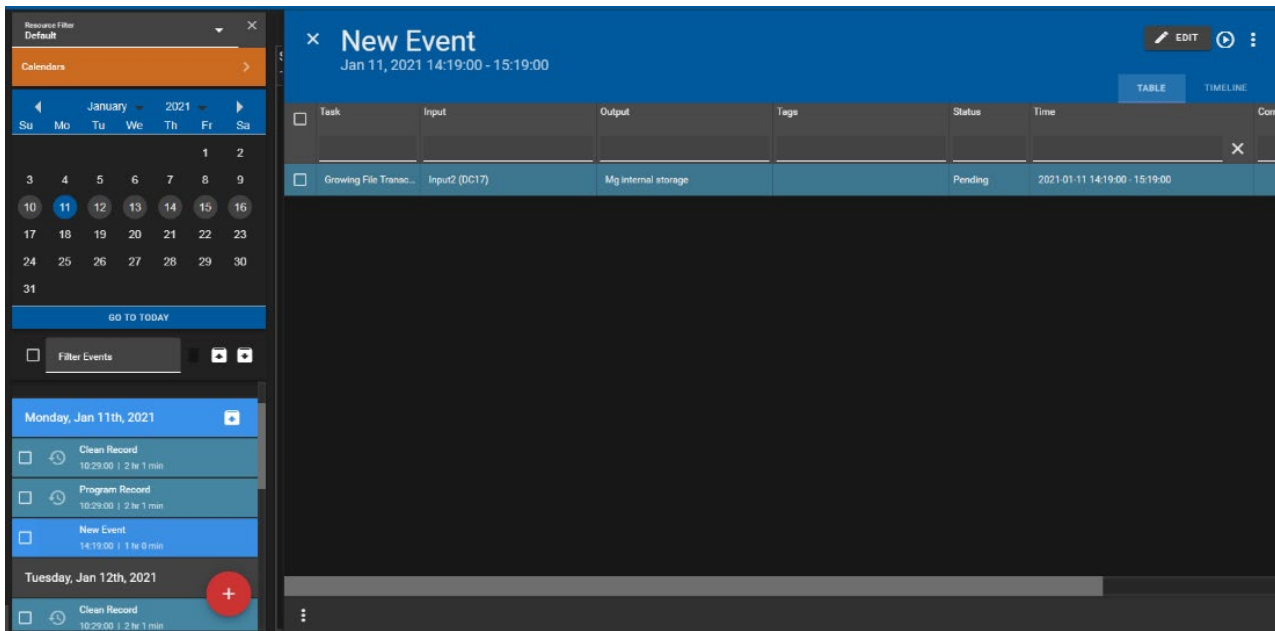


Figure 16-30: Event Detail View

16.7. NAVIGATING THE EVENT DETAIL VIEW

From the event detailed view, all information regarding the event will be listed in columns, including the Task, Input, Output, Tags, Status, Time and Comments.

16.7.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. Figure 16-31.
- To change the order between ascending and descending, simply click the property's name again.

<input type="checkbox"/>	Task	↓ Input	Output
<input type="checkbox"/>	Clip Record Train	Input1 (DC2)	DC1
<input type="checkbox"/>	Clip Record Train	Input2 (DC2)	DC1

Figure 16-31: Events Sorted Ascending or Descending

16.7.2. Customizing Columns Shown

- The property information can be organized by hiding property columns. This can be done by selecting the options button (ellipsis icon). See Figure 16-32.
- Within the show columns selection, columns can be check marked on and off to become visible.

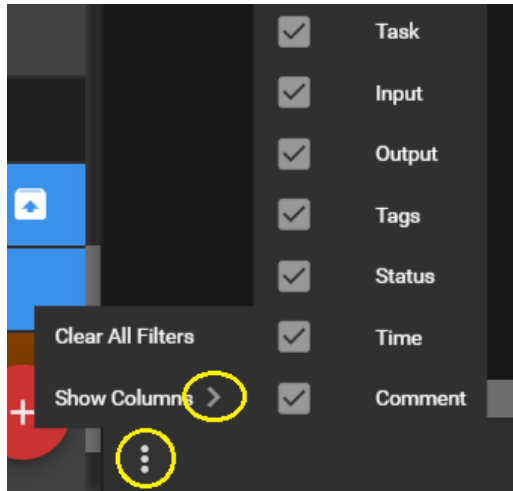


Figure 16-32: Events – Show Columns

16.7.3. Filtering Columns

- Some properties can be searched by typing in a value into the heading. See Figure 16-33.

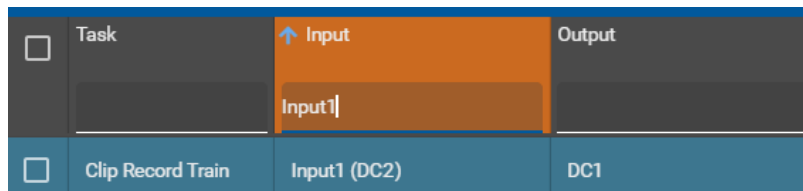


Figure 16-33: Searching Property by Name

- To reset the search, select the options button (ellipsis icon) and select the 'Clear All Filters' button as shown previously in Figure 16-32.

16.8. HOW TO INTERACT WITH & MODIFY EVENTS

16.8.1. How to Monitor Event Status

- Events will always be listed as 'Pending' prior to starting. This can be seen in the 'Status' column of the event details, see Figure 16-34.

The screenshot shows the 'Test' event details for Jan 11, 2022, 14:00:00 - 15:00:00. The event is in a 'Pending' state. The table below shows the event details:

Task	Input	Output	Tags	Status	Time
Growing File Transc...	Input1 (DC18)	Export Storage	Export_Test	Pending	2022-01-11 14:00:00 - 15:00:00

Figure 16-34: Pending Event Example

- Once started, the event will be listed as 'Active' and highlighted in green for the duration of its scheduled time. See Figure 16-35.
- At this point, exporting progress can be monitored in the Jobs app. See Section 10.

The screenshot shows the 'Test' event details for Jun 11, 2021, 14:50:30 - 15:50:30. The event is in an 'Active' state, highlighted in green. The table below shows the event details:

Task	Input	Output	Tags	Status	Time
Growing File Transc...	Input1 (DC18)	Export Storage	Export_Test	Active	2021-06-11 14:50:29 - 15:50:29

Figure 16-35: Active Event Example

- Once finished, the event will be listed as 'Completed'. See Figure 16-36.

The screenshot shows the 'Test' event details for Jun 11, 2021, 14:50:30 - 14:51:08. The event is in a 'Completed' state. The table below shows the event details:

Task	Input	Output	Tags	Status	Time
Growing File Transc...	Input1 (DC18)	Export Storage	Export_Test	Completed	2021-06-11 14:50:29 - 14:51:07

Figure 16-36: Complete Event Example

16.8.2. How to 'Force' Start and Stop Events

Jobs will begin at their given start time; however, they can be manually started to immediately begin.

- To force start an event, click the 'play' button as shown in Figure 16-37.

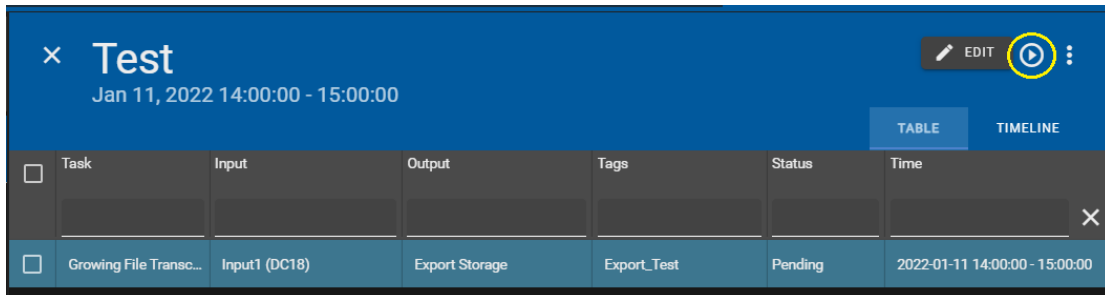


Figure 16-37: Manual Start Event Button

- A confirmation dialog will open, confirming to start of the event. Click 'START' to begin.
- To stop an active event, click the 'stop' button as shown in Figure 16-38.

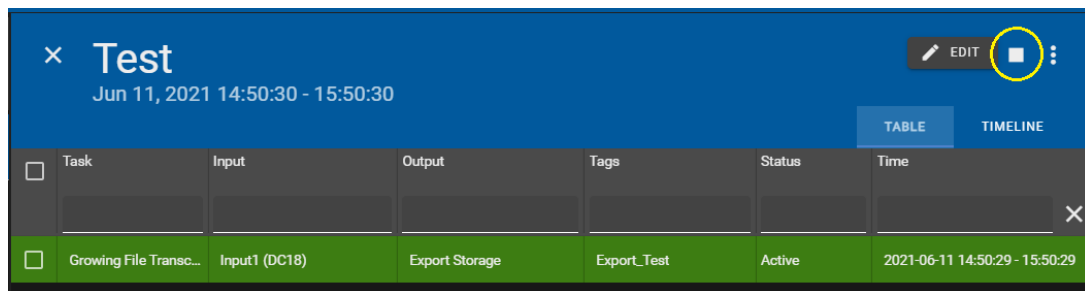


Figure 16-38: Manual Stop Event Button

- A confirmation dialog will open, confirming to start of the event. Click 'STOP' to stop the event.

16.8.2.1. How to 'Force' Start and Stop Multiple Events

- If you have an event with multiple tasks, individual tasks can be started by check marking the task, and using the 'START SELECTED' button, as shown in Figure 16-39.

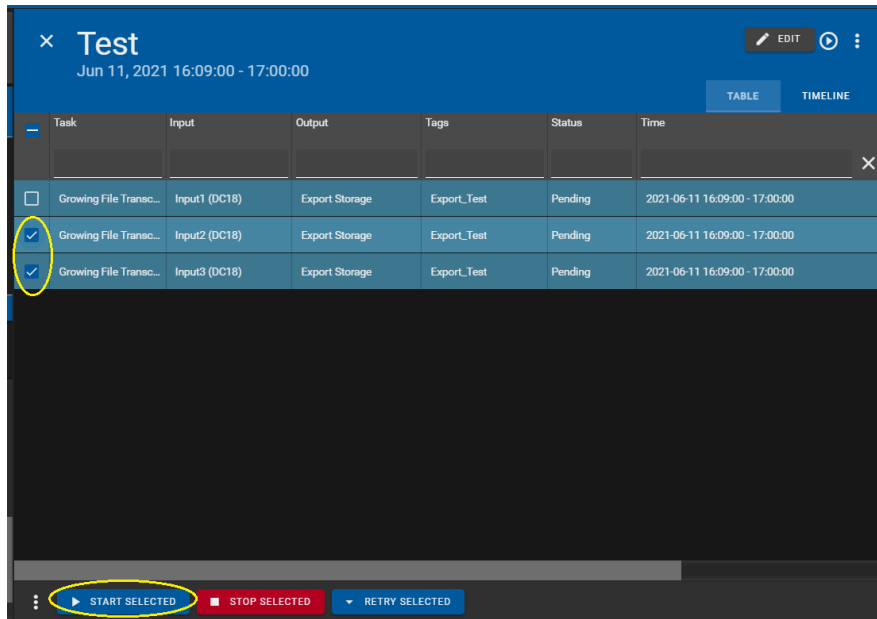


Figure 16-39: Starting Individual Tasks

- If you have an event with multiple tasks, individual tasks can be stopped by check marking the task, and using the 'STOP SELECTED' button, as shown in Figure 16-40.

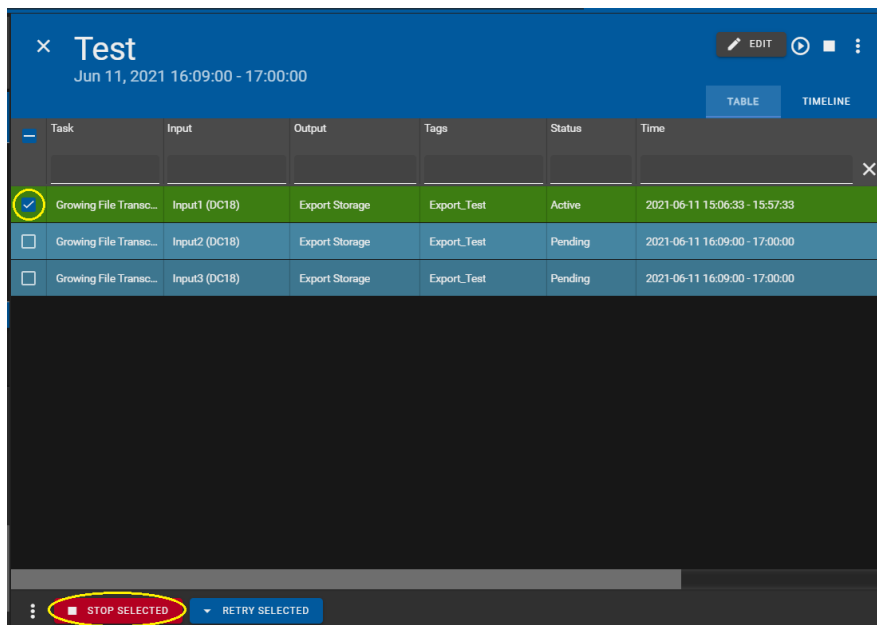


Figure 16-40: Stopping Individual Tasks

16.8.3. How to Retry Events

- If an event has failed to start, you can checkmark the event and select 'RETRY SELECTED'.
- Two options will be presented, one to 'Execute the Task' (restart) or to clear any 'Overbookings' (remove any events which may require resources used for this task). See Figure 16-41.



Figure 16-41: Retry Events

16.8.4. How to Delete Events

- To delete a scheduled event, click the options button (ellipsis icon) shown in Figure 16-42. From this menu, an event can be deleted.

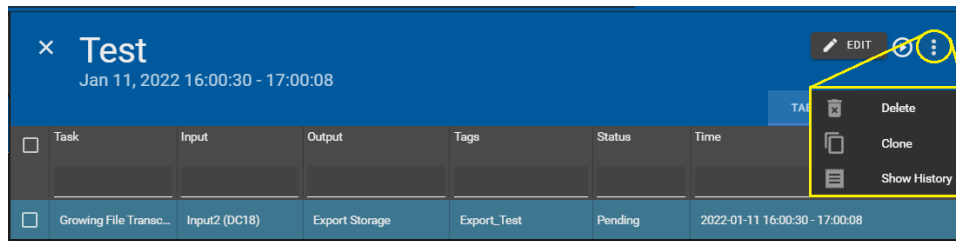


Figure 16-42: Delete or Clone Events

16.8.5. How to Clone Events

- To clone a scheduled event, click the options button (ellipsis icon) shown previously in Figure 16-42. From this menu, an event can be cloned.

16.8.6. How to Edit Events

- To edit an event, click on the 'EDIT' button as shown in Figure 16-43.

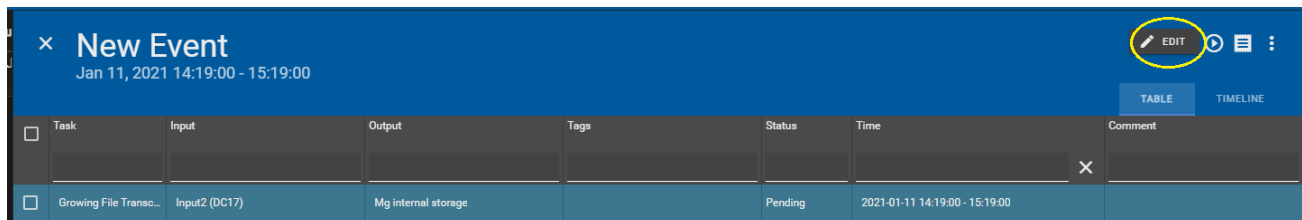


Figure 16-43: Edit Events

- Once clicked, an edit event dialog will open, same dialog as when creating the event.

- Once modifications are made, click the 'SAVE' button at the top left of the dialog, see Figure 16-44.

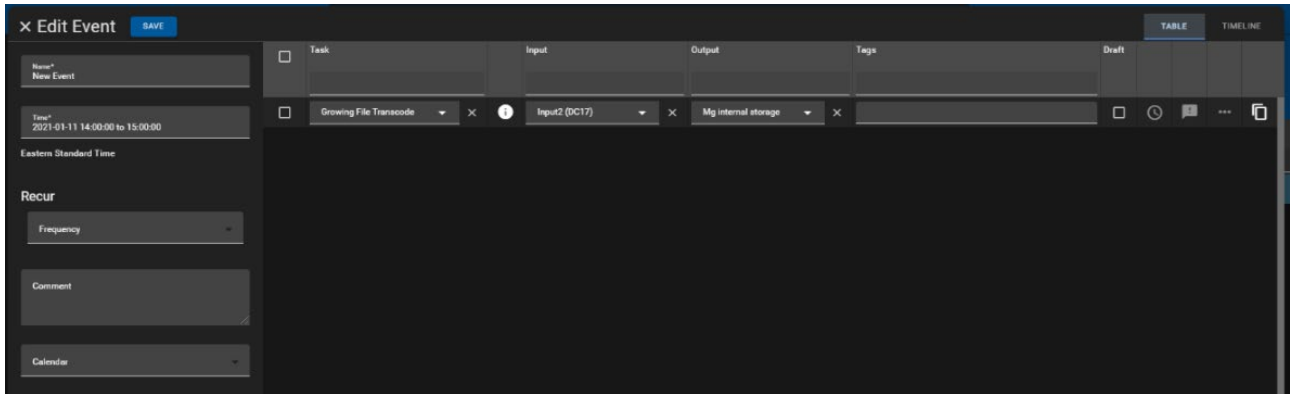


Figure 16-44: Edit Events Dialog

16.8.7. How to view Edit History

Any changes to an event will be logged in the event History.

- To open the event history, select the list icon as shown in Figure 16-45.

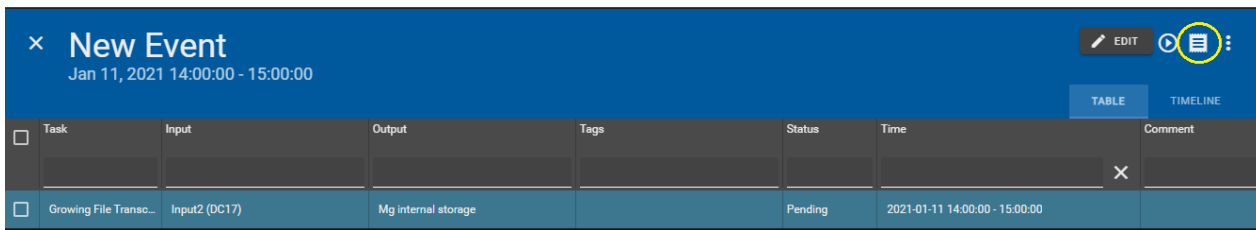


Figure 16-45: Event History

- Once clicked, a Task History dialog will be opened. Details about the changes will be listed for each change. See Figure 16-46

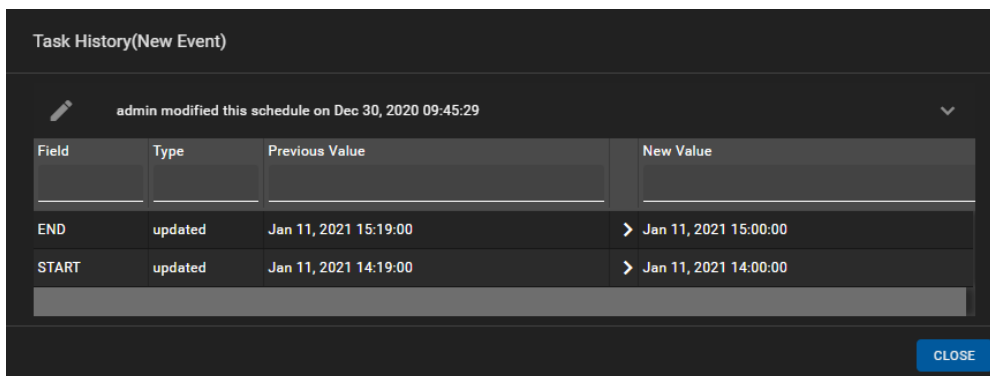


Figure 16-46: Event History Dialog Example

16.8.8. How to Delete Multiple Events

Multiple events can be deleted from the event selection section beneath the calendar.

- To multi-delete events, checkmark them and click the 'trash' icon, as shown in Figure 16-47.

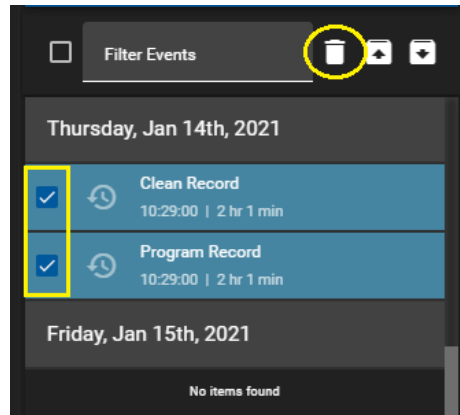


Figure 16-47: Multi-Deleting Events

- Once clicked, a delete confirmation dialog will open. See Figure 16-48.
- If you have selected an event with a recurrence, there will also be an option to 'Delete all Occurrences'.
- Click the 'DELETE' button to confirm deleting the event(s).

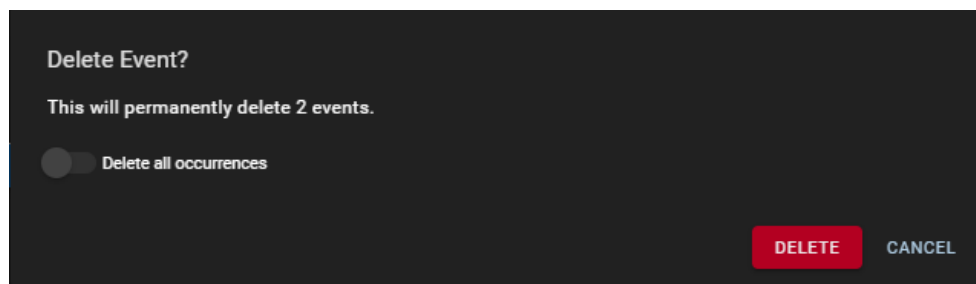


Figure 16-48: Confirmation Multi-Delete Dialog

16.9. HOW TO EXPORT AND IMPORT EVENT SCHEDULES

Custom workflows may require importing and exporting event schedules using a JSON file.

- To export schedules from a specific timeframe, select the export button in the event selection section, as shown in Figure 16-49.

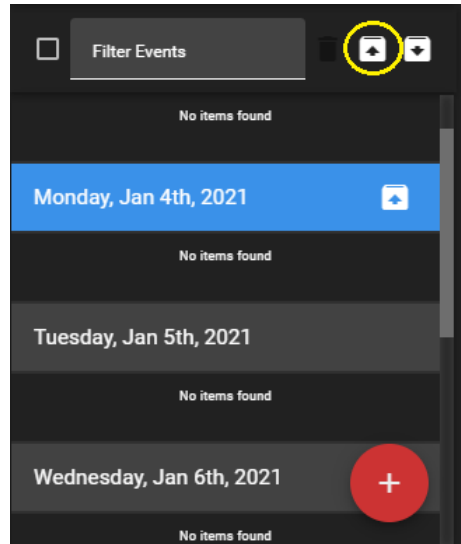


Figure 16-49: Exporting Schedules

- Once clicked, an 'Export Schedules' dialog will open, allowing you to select the date range from which you will be exporting information from. See Figure 16-50.

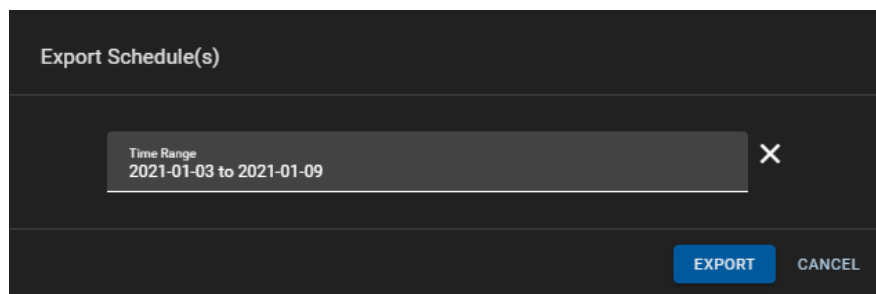


Figure 16-50: Export Schedules Dialog

- To import scheduled events, click the export button in the event selection section, as shown in Figure 16-51.

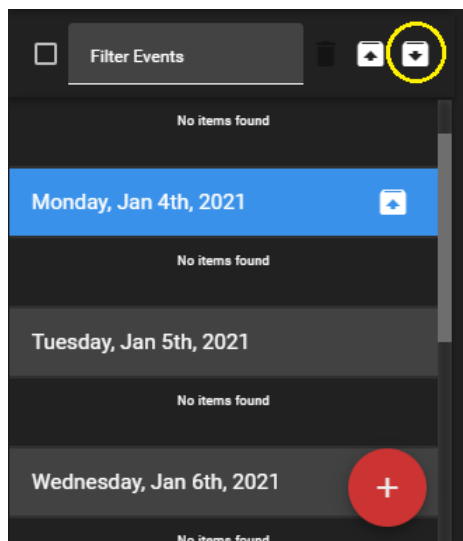


Figure 16-51: Import Schedules

Once clicked, a 'Import Schedules From File' dialog will open where you can import your JSON file, see Figure 16-52.

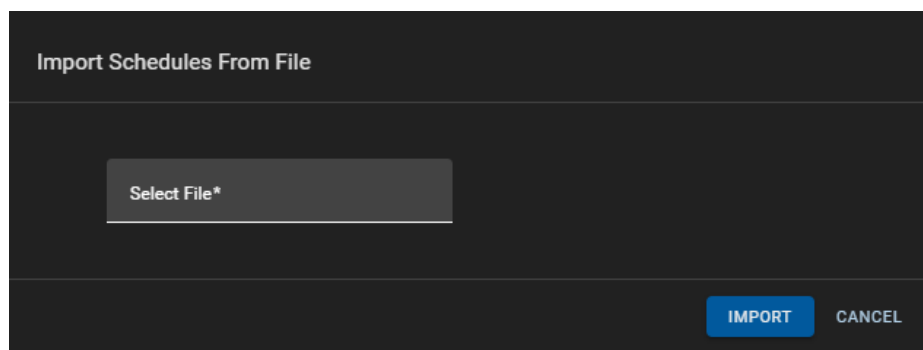


Figure 16-52: Import Schedules Dialog

16.10. HOW TO CREATE AND USE MULTIPLE CALENDARS

Within the Scheduler App, multiple calendars can be created to help organize scheduled events. This section will go over the creation of calendars.



IMPORTANT: Configuring calendars must be done by the Administrative User.

- To create a new calendar, click the 'drop down' icon, and select "Configure Calendars", as shown in Figure 16-53.

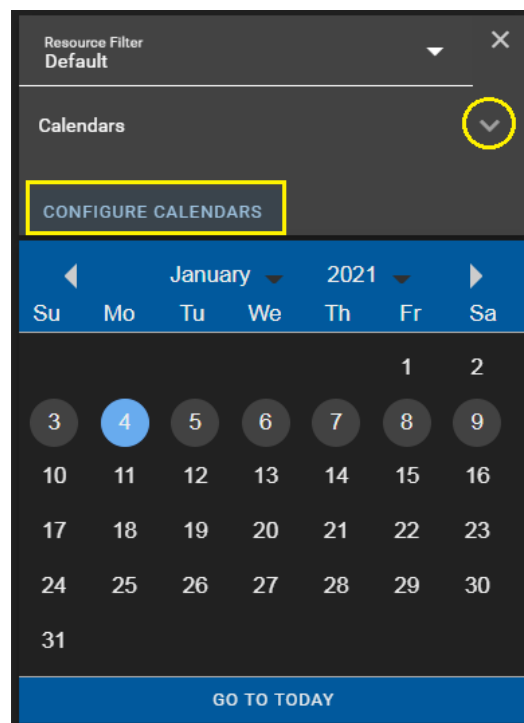


Figure 16-53: Configuring Calendars

- Begin by creating a calendar. Click on '+ Calendars', as shown in Figure 16-54.

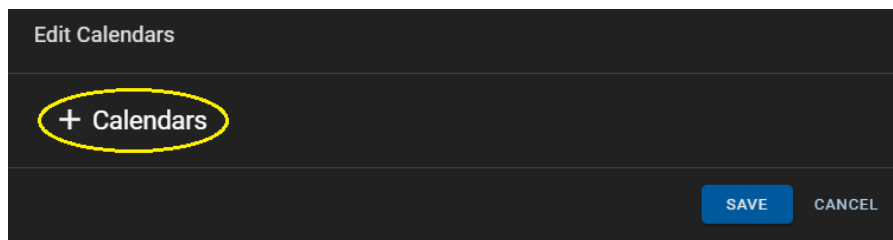


Figure 16-54: Add Calendars

- An 'Edit Calendars' dialog will open. See Figure 16-55.
- First, give the calendar a name by typing in the Name text box.
- Next, toggle the selection of User Groups by clicking on a group and using the blue arrow buttons to add or remove the group from the selected list.
- You can continue to add more calendars by selecting the '+ Calendars' again.
- Once complete, save your selection by clicking the 'SAVE' button, shown at the bottom of Figure 16-55.

The screenshot shows the 'Edit Calendars' dialog box. At the top left is the title 'Edit Calendars'. Below it is a '+ Calendars' button. A 'Name' text input field is present, followed by a trash icon. Under the heading 'User Groups', there are two columns: 'Available' and 'Selected'. The 'Available' column lists 'Operations' and 'Producers'. The 'Selected' column is empty with the text 'No items listed'. A blue arrow button '>|' is between the columns. At the bottom, there are two '0 items selected' labels and a 'SAVE' button next to a 'CANCEL' button.

Figure 16-55: Calendar Settings

- Once calendars have been added, events can be created to be tied to those specific calendar(s). Please refer back to Section 16.3 for instructions.

- When events are created with a specific calendar selected, you can checkmark your calendar to preview those specific events. See example in Figure 16-56.

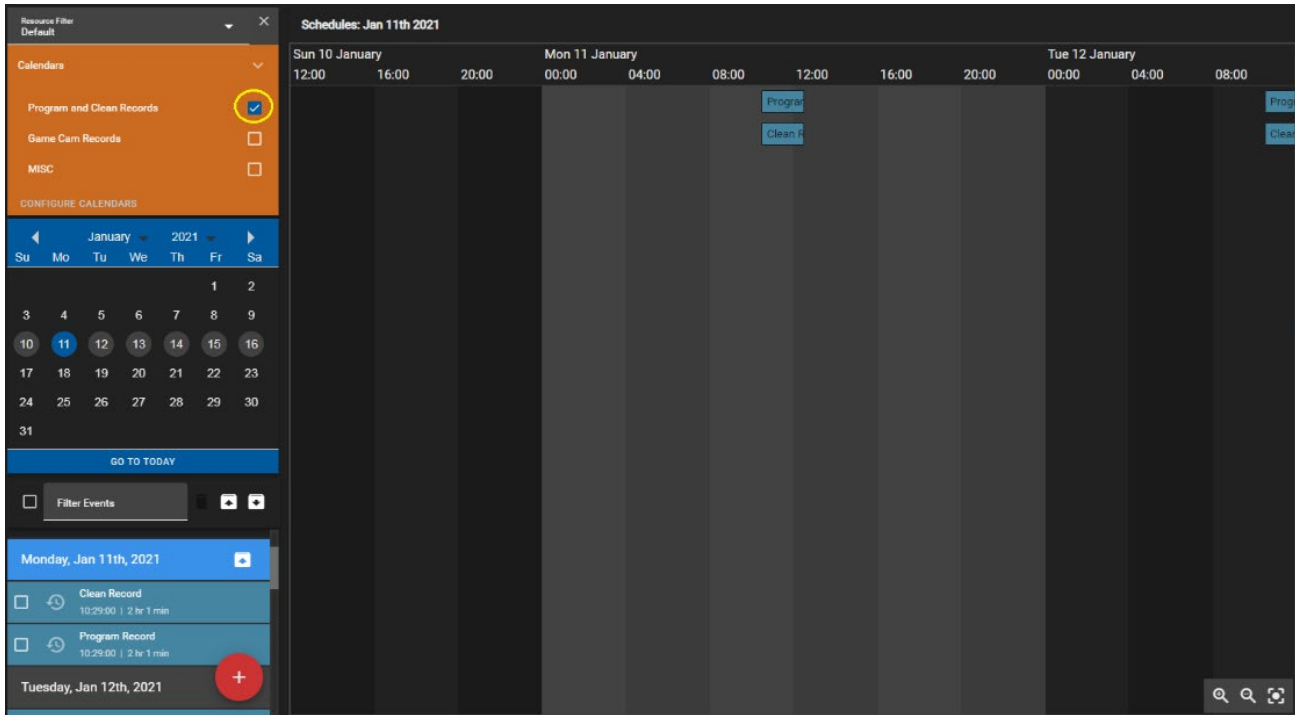


Figure 16-56: Calendar Example

17. SESSIONS

The Sessions App allows the user to create Sessions and Session Templates. Sessions are a valuable tool to organize and store content separately. Each session can be created with custom input and output resources, bins and metadata. Session templates allow a user to build multiple sessions based off the template's properties. For instruction using Sessions, see the DreamCatcher Operational Guide.

When opening the Sessions App, any existing sessions created within the network will be present, see Figure 17-1. Sessions will be listed by Name, start and end time, as well as any active users logged into the session(s).

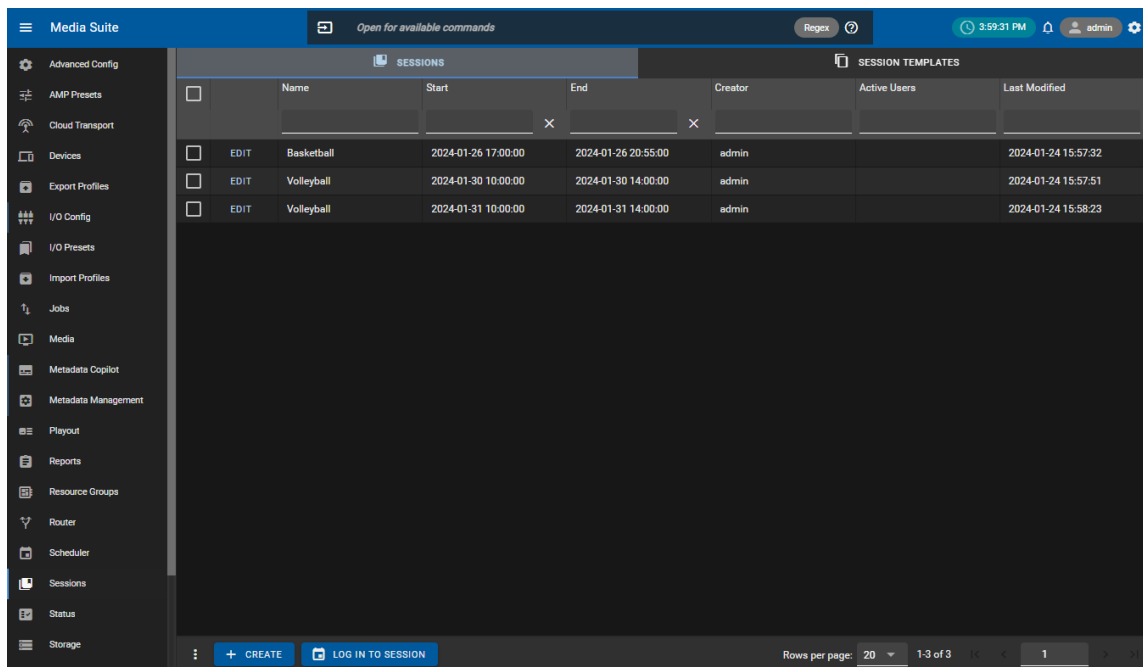


Figure 17-1: Sessions App

17.1. NAVIGATING THE SESSIONS APP

17.1.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. See Figure 17-2.

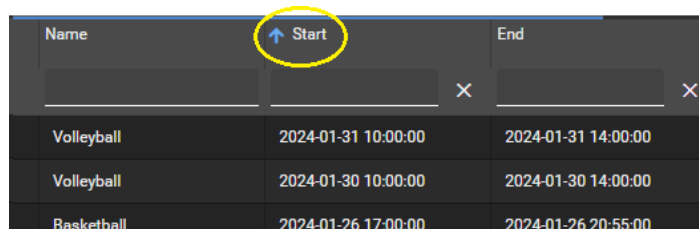


Figure 17-2: Sessions Sort Ascending or Descending

- To change the order between ascending and descending, simply click the property's name again.

17.1.2. Customizing Columns Shown and Grouped

- The property information can be organized by grouping or hiding property columns. This can be done by selecting the options button (ellipsis icon). See Figure 17-3 and Figure 17-4.
- Within the group columns selection, choices include grouping the profiles by name, format or location.
- Within the show columns selection, columns can be check marked on and off to become visible.

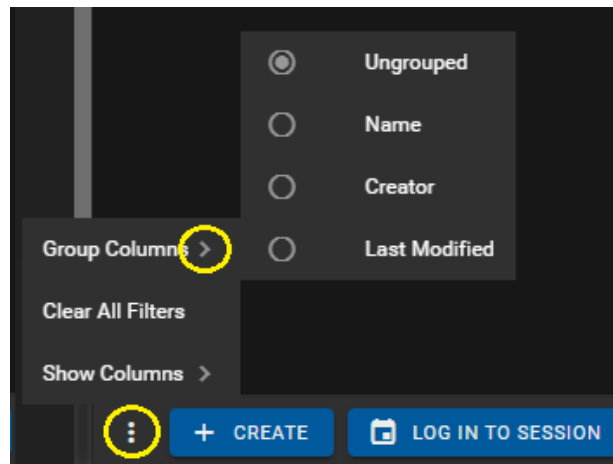


Figure 17-3: Sessions – Group Columns

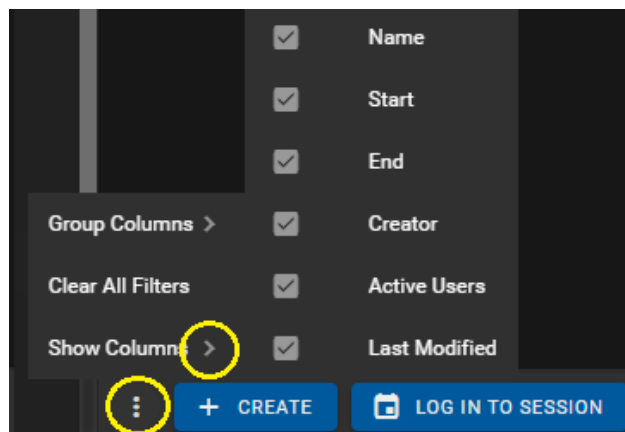


Figure 17-4: Sessions – Show Columns

17.1.3. Filtering Columns

- Some properties can be searched by typing in a value into that column’s heading. See Figure 17-5.

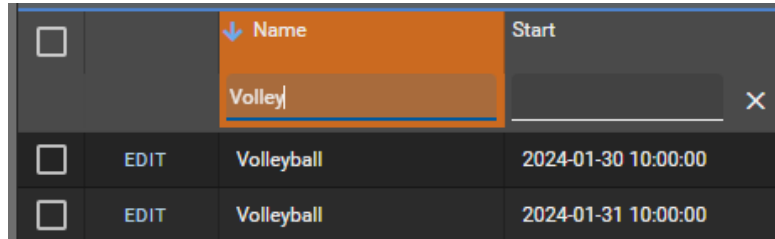


Figure 17-5: Searching Sessions By Name

- To reset the search, select the options button (ellipsis icon) and select the ‘Clear All Filters’ button as shown previously in Figure 17-3 and Figure 17-4.

17.2. CREATING SESSIONS

- Sessions can be created and edited by clicking the ‘CREATE’ button, at the bottom of the Session App. See Figure 17-6.
- Optionally a session can be created based off the parameters set in a Session Template, this will be discussed later in this section, choose the ‘no template’ option and press the ‘+ CREATE’ button.

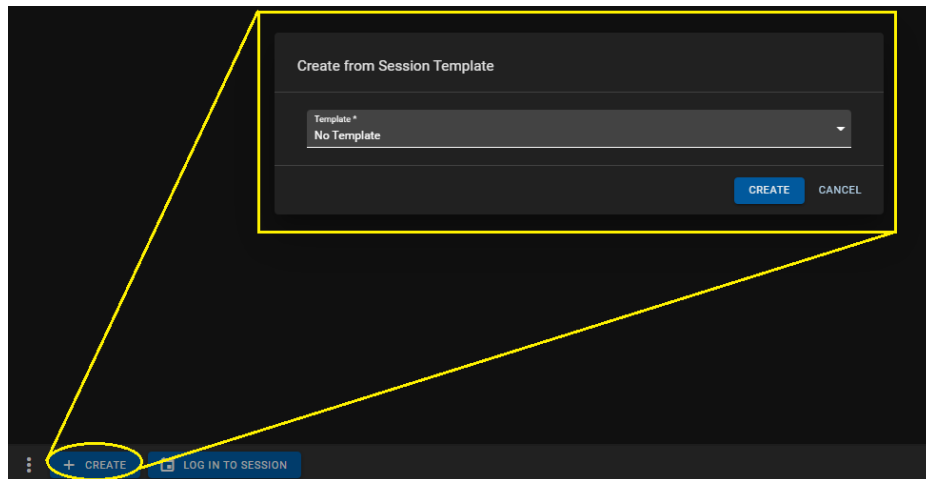


Figure 17-6: Creating Sessions

- Once clicked, a 'Create Session' dialog will open. See Figure 17-7. Sessions require a name, start time, end time and selected inputs.

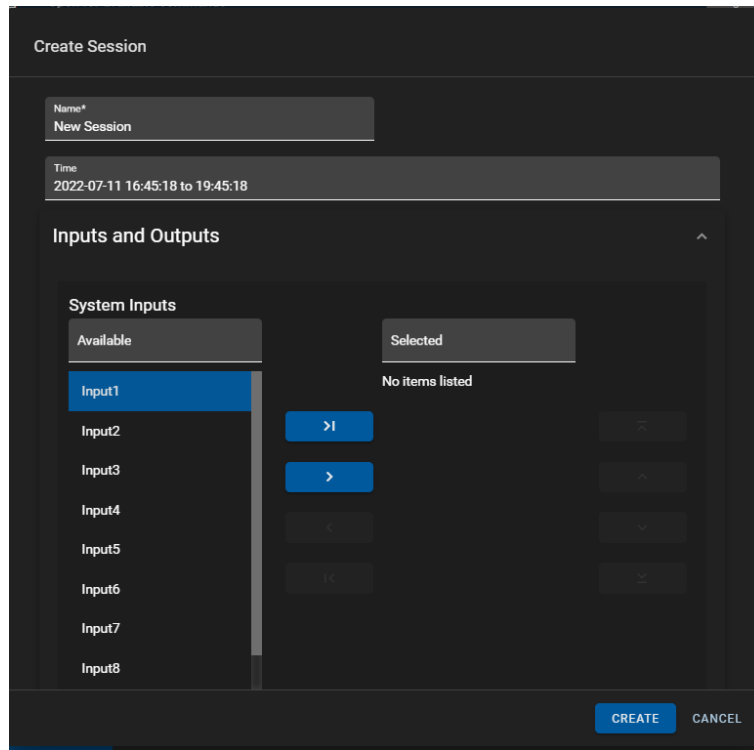


Figure 17-7: Create Session Dialog

- First, give your session a name by typing in the Name text box.
- Next, select the start and end time by clicking on the Time. This will open a separate time selector dialog, see Figure 17-8.

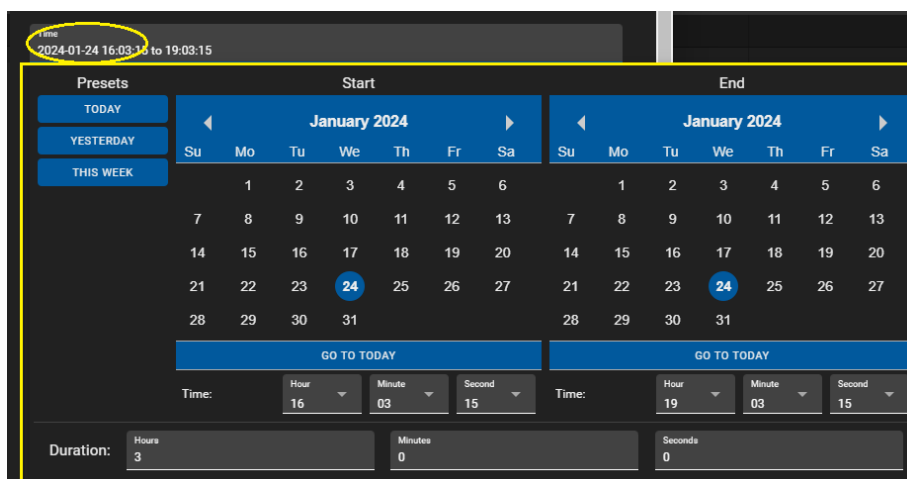


Figure 17-8: Selecting Date and Time for Sessions

- After time and date, select the input(s) by clicking on them and using the blue arrow buttons to add or remove them from the selected list. See Figure 17-9.
- Optionally, System Outputs can be selected for the Session.

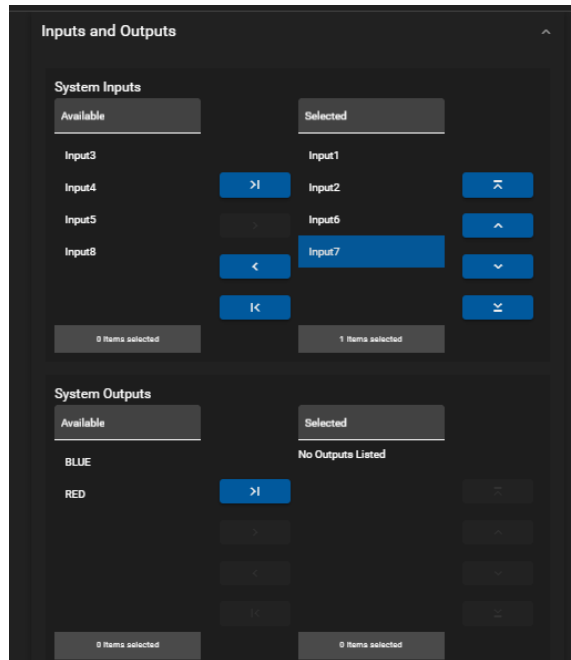


Figure 17-9: Selecting Inputs and Outputs for Sessions

- Optionally, System Bins and Metadata (Rosters) can be selected for use in the Session, see Figure 17-10.

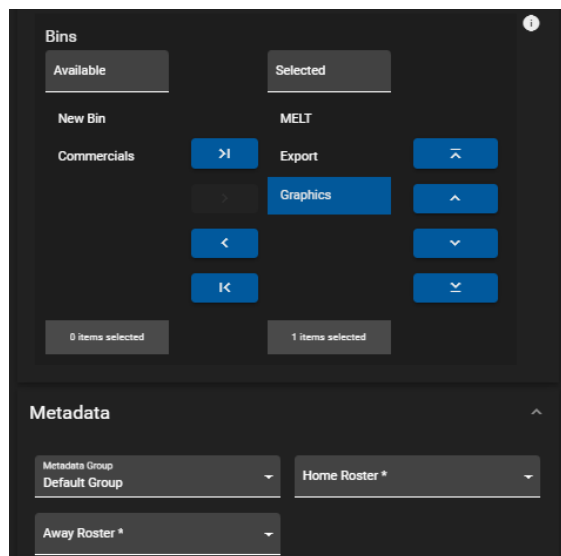


Figure 17-10: Selecting Bins and Metadata for Sessions

- Once complete, save your selections by clicking the 'CREATE' button, shown previously at the bottom of Figure 17-7.
- The session will now appear in your Sessions App and be available for all users in the network to join.

17.3. CREATING SESSION TEMPLATES

A Session can be created on its own, however, a Session Template allows for a user to create multiple sessions using the same properties pre-configured in the template.

- To create Session Templates, click on the 'Session Templates' tab at the top of the Sessions App, see Figure 17-11.

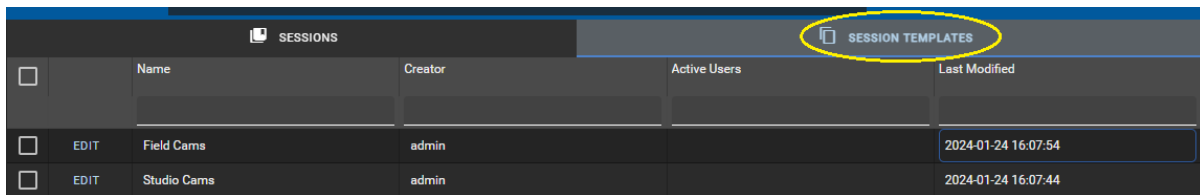


Figure 17-11: Selecting Session Templates

- Sessions can be created by clicking the '+ CREATE TEMPLATE' button, at the bottom of the page.
- Once clicked, a 'Create Session Template' dialog will open. See Figure 17-12. Session Templates require a name and selected Inputs.

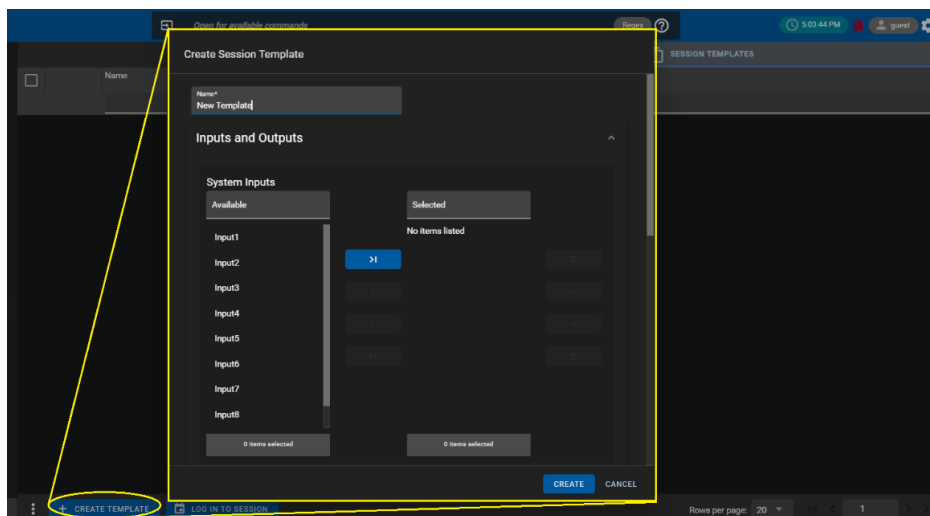


Figure 17-12: Creating Session Templates

- As the same with Sessions, Inputs, Outputs, Bins and Metadata can be selected for the template.
- Once complete, save your selections by clicking the 'CREATE' button, shown previously at the bottom of Figure 17-12.

- The session will now appear in your Session Templates, available for all users across a network to use and build sessions from.

17.4. EDITING SESSIONS

- To edit a session or session template, click the 'EDIT' button next to the session name or template as shown in Figure 17-13.

	Name	Start	End
<input type="checkbox"/>			
<input type="checkbox"/>	EDIT Basketball	2024-01-26 17:00:00	2024-01-26 20:55:00
<input type="checkbox"/>	EDIT Volleyball	2024-01-30 10:00:00	2024-01-30 14:00:00
<input type="checkbox"/>	EDIT Volleyball	2024-01-31 10:00:00	2024-01-31 14:00:00

Figure 17-13: Editing Sessions

- A dialog, similar to that of the creation dialog will open, allowing for modifications to Name, Start and End time, selected Inputs, selected outputs and Bins. See Figure 17-14.
- Once complete with changes, click the save icon displayed at the bottom of Figure 17-14 to save all changes.

Figure 17-14: Editing Sessions

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18. THE STATUS APP

The Status App details information and provides tools for each DreamCatcher device, see Figure 18-1. For the Media Suite, the Displays portion of this Status App is not used.

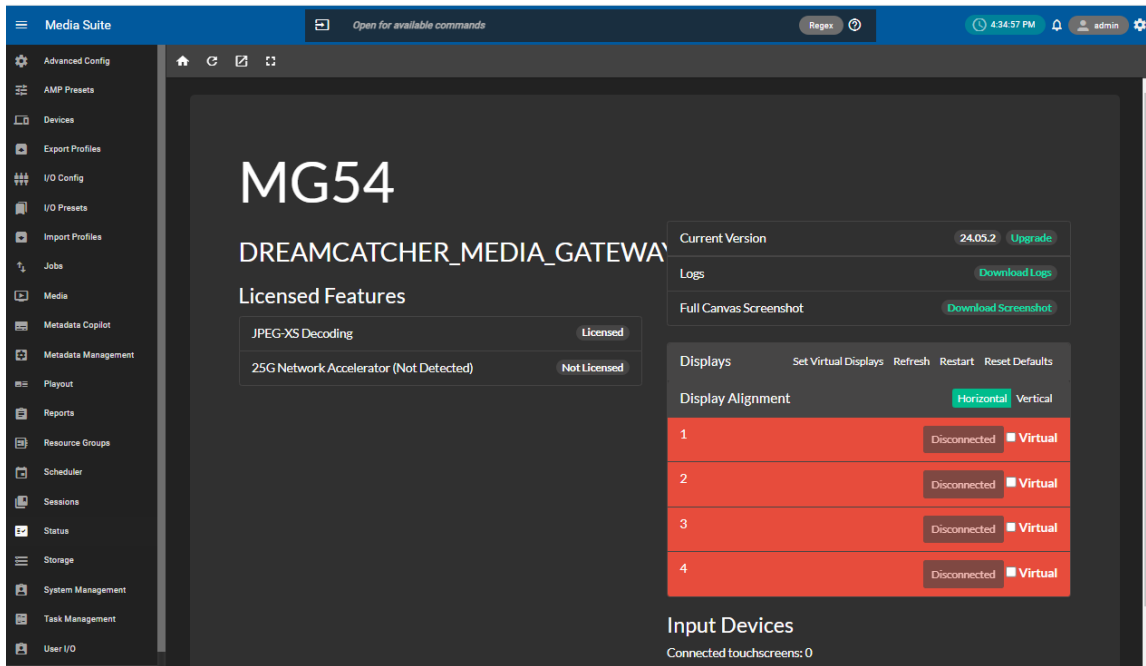


Figure 18-1: Status App

18.1. STATUS APP INFORMATION

Hostname & Device Type

The name of the system, and type of device (Logger, Media Gateway, DreamCatcher, etc.).

Licensed Features

List of all optionally licensed features.

Current Version

The current firmware version name.

Magnum IP

The IP of a connected Magnum Device.

Logs

The option to download logs (Data used by a DreamCatcher Product Specialist).

System Screenshot

The option to take and download a screenshot of VUE.

Displays

All Connected Display information, and tools. For the Media Suite, displays are not used.

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19. STORAGE

The Storage App allows users to interact with the internal and external storage (portable devices, network-attached storage) of all connected devices in the DreamCatcher Network. See Figure 19-1.

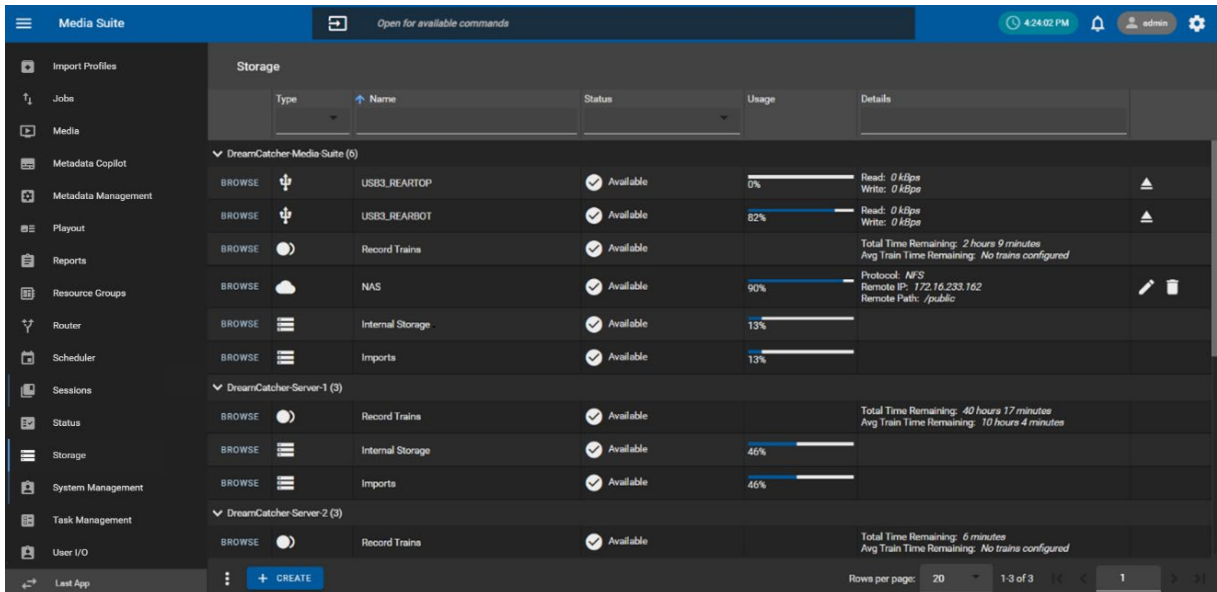


Figure 19-1: Storage App Main Page

19.1. NAVIGATING THE STORAGE APP

- Within the Storage App, all available networked devices are listed. Columns provide information regarding the storage locations. Column Properties include:

Type

The type of storage, including the following:

- **Local** – Internal storage of the DreamCatcher
- **Networked** – Network attached storage (NAS) mounts
- **Attached** – USB connected external drives.
- **Record** – The input record train storage

Name

Name of the storage location.

Status

The state in which the storage directory is in, including the following:

- **Available** – Can be searched and interacted with
- **Unavailable** – Cannot be searched or interacted with
- **Un-mounting** – Has been ejected and is in the process of removing itself from the list of storage locations.

Usage

The percentage of used space on a storage location. Not all storage locations will have a visible storage percentage.

Details

This section includes NAS and Eject options when applicable.

19.1.1. Customizing Column Order

- Each column can be arranged in ascending / descending order. To change the order, click on the name of the property. An arrow will appear beside the property's name to indicate the ascending or descending order. See Figure 19-2.

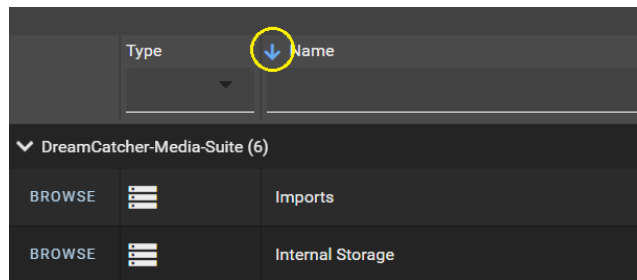


Figure 19-2: Devices Sort Ascending or Descending

- To change the order between ascending and descending, simply click the property's name again.

19.1.2. Customizing Columns Shown

- The property information can further be organized by grouping or hiding property columns. This can be done by selecting the options button (ellipsis icon). See Figure 19-3 and Figure 19-4.
- Within the show columns selection, columns can be check marked on to see information or check marked off to hide information.

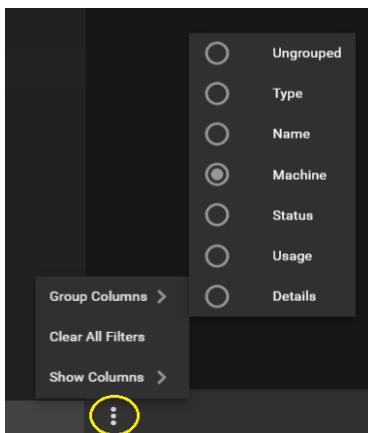


Figure 19-3: Storage App – Group Columns

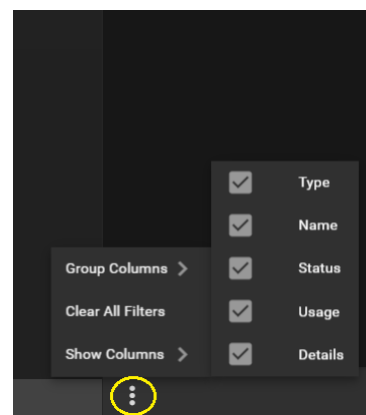


Figure 19-4: Storage App – Show Columns

19.1.3. Filtering Columns

- Properties can be searched by simply typing in a value in their search bar region, below the property name. See Figure 19-5 for an example.
- To reset the search, select the options button (ellipsis icon) and select the 'Clear All Filters' button as shown previously in Figure 19-3 and Figure 19-4.

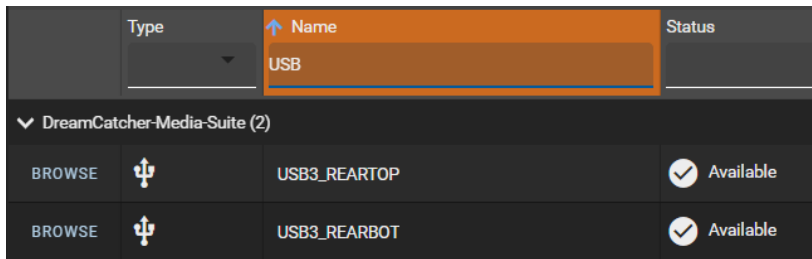


Figure 19-5: Searching Properties

19.2. USB INTERACTION

- USBs will be listed with the name of their connected location, in the Storage App. As an example, see Figure 19-6, where there are two connected USB hard drives connected into the rear USB 3.0 top and bottom slots.

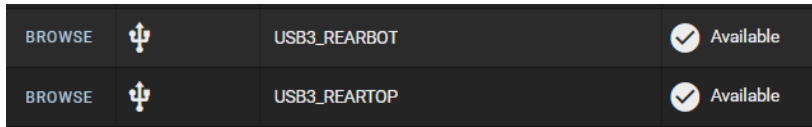


Figure 19-6: USBs Connections in the Storage App

- USB content can be browsed in the Storage App, the same as any other storage location.
- USBs can be ejected from a machine in the Storage App. Ejecting ensures it is safe to remove the hardware to prevent corruption of files.
- To eject a USB, click the 'eject' icon, as circled in Figure 19-7

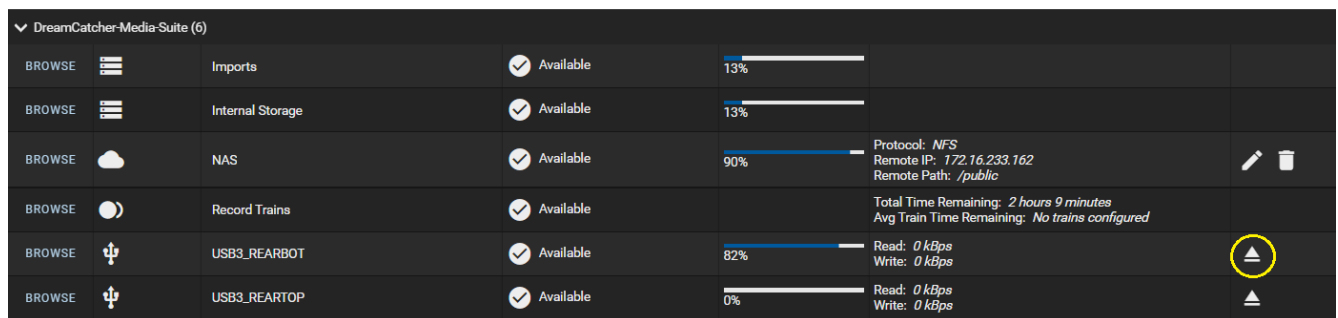


Figure 19-7: USB Eject Button



Note: Once the USB is ejected, it cannot be accessed again until it is removed and re-inserted into a server.

19.3. NETWORK ATTACHED STORAGE (NAS) INTERACTION

NAS mounts can be added, updated, or removed from the storage app.

- NAS mounts can be added by clicking the '+ CREATE' button at the bottom of the Storage App. This will open a window to add a new NAS Mount. See Figure 19-8.

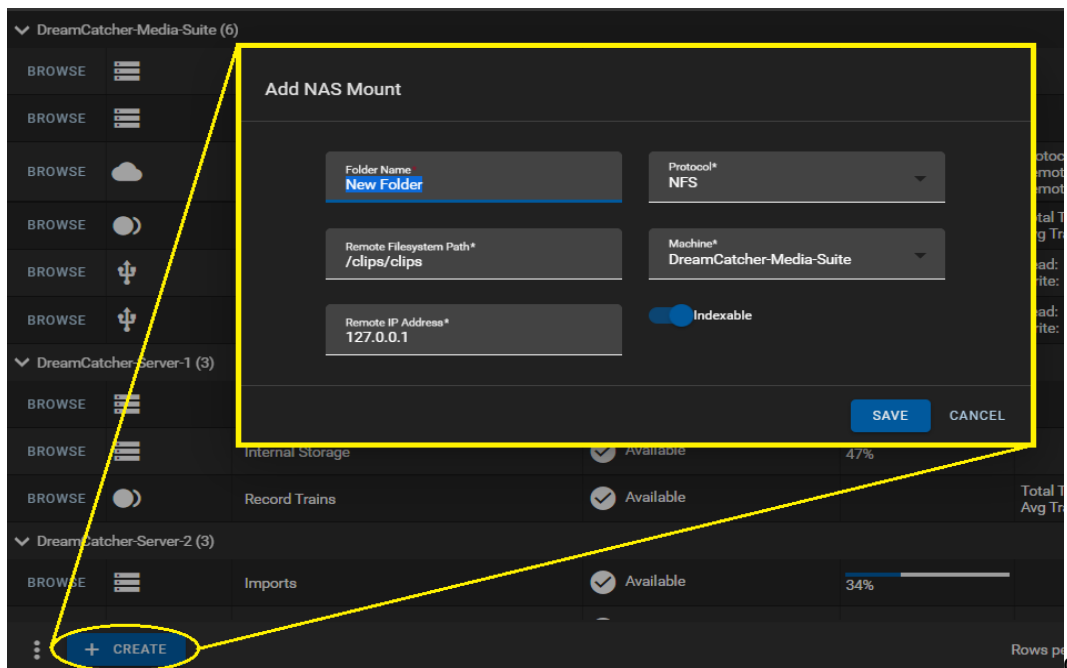


Figure 19-8: Adding NAS Mounts

- NAS mounts require the following information to be given / selected:

Folder Name

This is the name which will appear when connecting with this storage location in the Media, Import and Export Apps, as well as any Import/Export and Archive profile locations.

Remote File System Path

This is the directory of the network storage location.

Remote IP address

This is the IP address of the network storage location.

Protocol

This is the option of which protocol you are using to connect to the network storage; options include: NFS, SMB/CIFS, or Media Grid.

Machine

This is the machine hostname which you want to host the NAS connection.

Toggle On/Off Indexable

This option allows for content from a Network Storage Location to be viewed and interacted with, within the Media App. If a NAS mount is not indexed, the content will not be visible or usable in the Media App – Storages location.



Note: Newly added NAS mounts will be automatically set to 'Indexable' by default. If disabled, external content cannot be previewed in the Media App.

- Once all options are set for the NAS mount, finish saving your settings and create the mount with the 'Save' button.
- Once the connection is established, the NAS mount will be listed in the storage App under the machine chosen. See Figure 19-9.
- Once connection has been established you will see an 'Available' status for the NAS mount.

Mount Name	Status	Progress	Additional Info	Actions
Imports	Available	13%		
Internal Storage	Available	13%		
NAS	Available	90%	Protocol: NFS Remote IP: 172.16.233.162 Remote Path: /public	✎ 🗑
Record Trains	Available		Total Time Remaining: 2 hours 9 minutes Avg Train Time Remaining: No trains configured	
USB3_REARBOT	Available	82%	Read: 0 kBps Write: 0 kBps	⬆
USB3_REARTOP	Available	0%	Read: 0 kBps Write: 0 kBps	⬆

Figure 19-9: Updating NAS Mounts

- To edit a configured NAS mount, select the 'pen' icon, shown in Figure 19-9, next to the NAS location. This will open the same NAS creation window was discussed previously (see Figure 19-8). To save changes, click the 'SAVE' button.
- To delete a NAS mount, select the 'trash' icon, shown in Figure 19-9, next to the NAS location. A confirmation dialog will appear, to complete deletion of the NAS mount, click the 'Remove' button.

19.4. NAVIGATING STORAGE DEVICES

All storage directories are available to browse. Contents will be listed with details including date and size.

- To open and browse a directory, click on the 'BROWSE' button beside that location. See Figure 19-10.

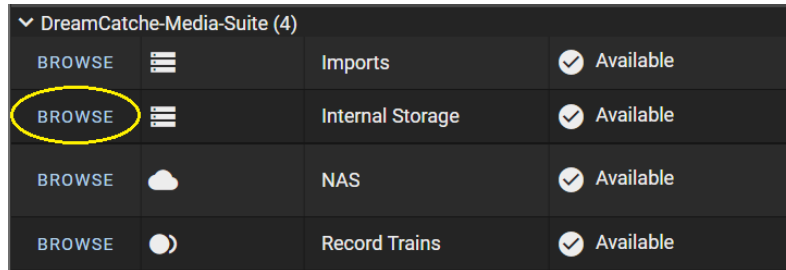


Figure 19-10: Storage App Browsing

- Once inside a directory, folders and items are visible and listed with details including Modification time and size. See Figure 19-11.

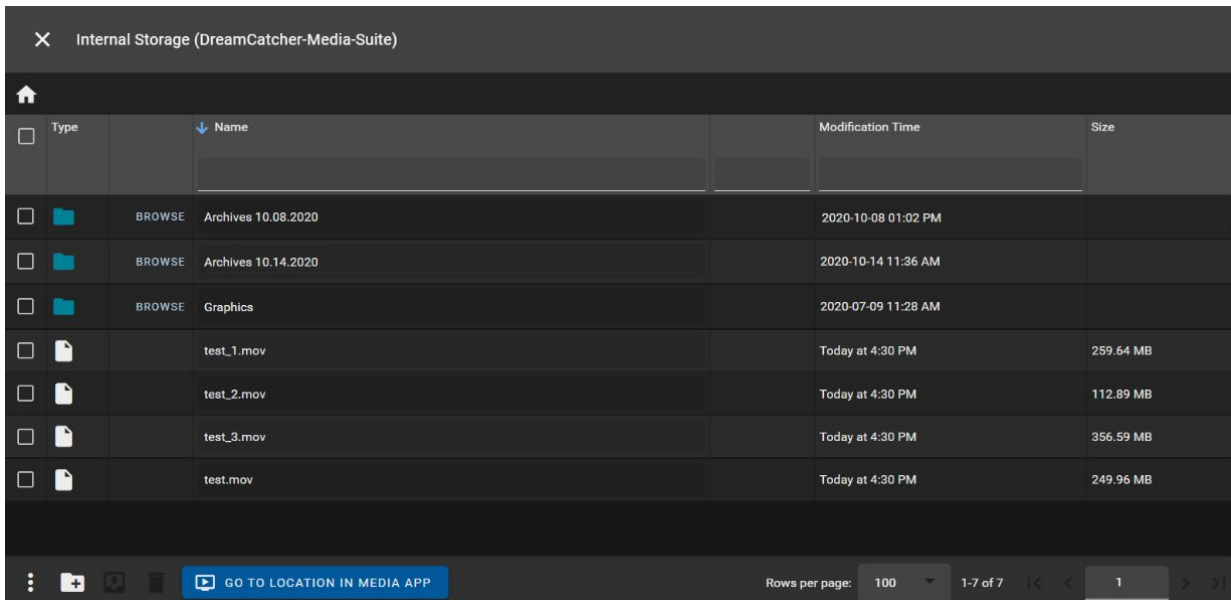


Figure 19-11: Browsing Inside Directories

- To further navigate folders, click on the 'BROWSE' button again, next to that folder to open it.

- To go back to the previous location, click the 'home' icon. See Figure 19-12.

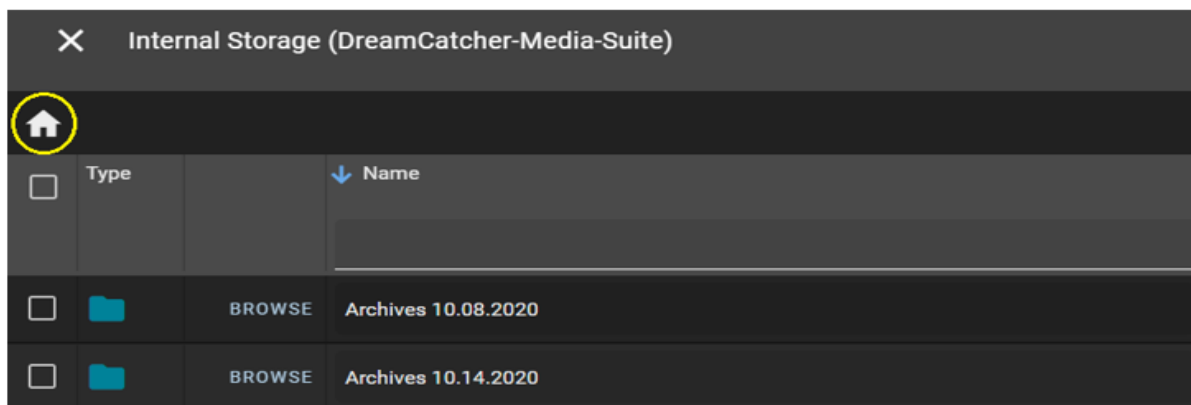


Figure 19-12: Going Home to the Root Directory

- To exit the directory, you are looking at, going to the main page of the Storage App, click the 'X' next to the location you are presently in. See Figure 19-13.

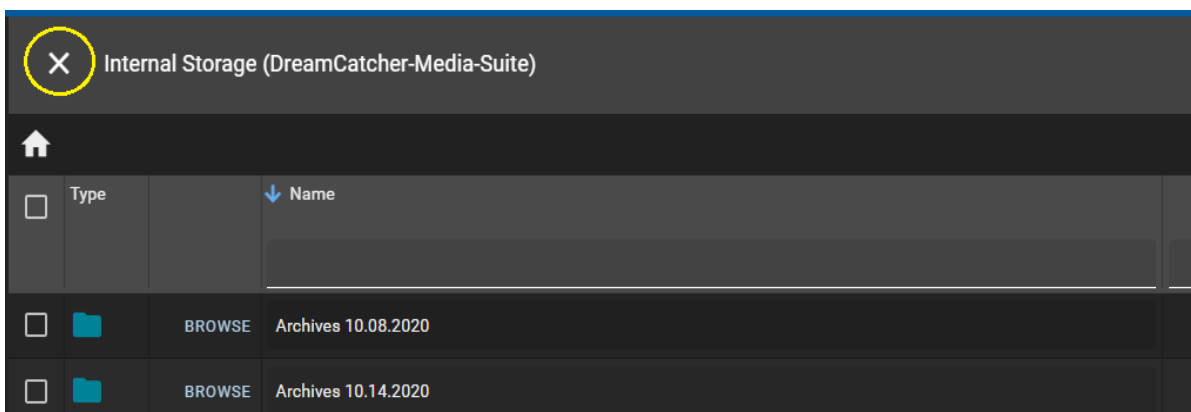


Figure 19-13: Exiting the Directory

19.5. WORKING WITH ITEMS IN STORAGE

Names of Items and folders in storage locations can be edited, moved, imported, deleted etc.

19.5.1. Editing Items Inside Storage

- To edit names, click the name of an item or folder.

- Once clicked, an editable text box will appear to edit the name. Type in a new name, and press enter to save the changes. See Figure 19-14.

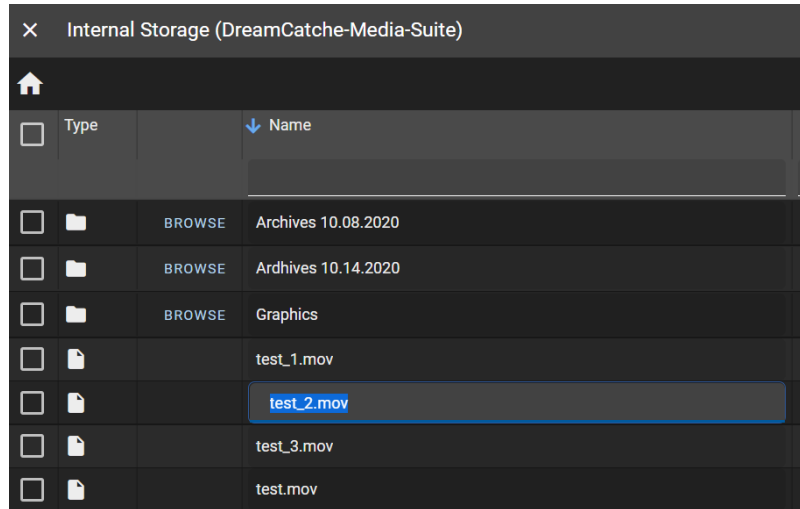


Figure 19-14: Editing Names in Directories

19.5.2. Adding a New Folder

- To create new folder, click the new folder icon as shown in Figure 19-15.
- A 'Create Folder' window will open, where the new directory name can be typed in.
- Save the new folder by pressing the 'SAVE' button.

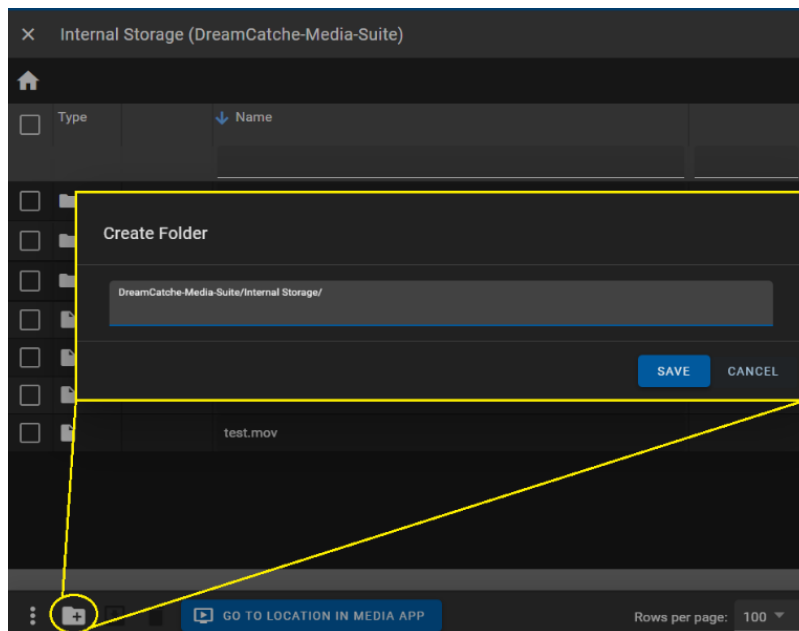


Figure 19-15: Create a New Folder

19.5.3. Importing Items

- To import items, first, checkmark the item or items from the directory you want to import.
- Next, with item(s) selected, click on the import icon as shown in Figure 19-16.

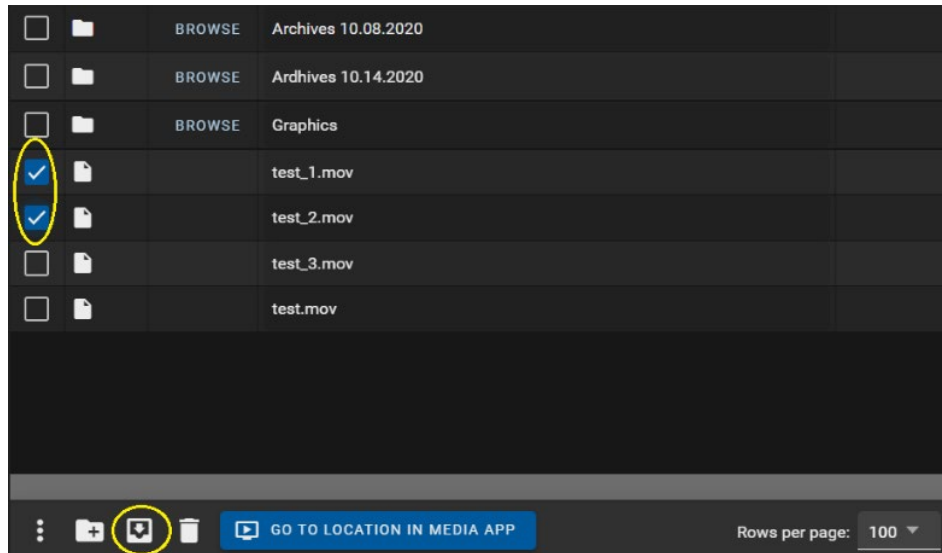


Figure 19-16: Import Items

- Once clicked, an 'Import Items' dialog will appear allowing you to choose the User, or Users. Additionally, options for adding to a session, PBS (page/bank/slot) location, a bin or including tags on the imported items. See Figure 19-17.
- Once done setting selections, complete the import by clicking on the 'IMPORT' button.

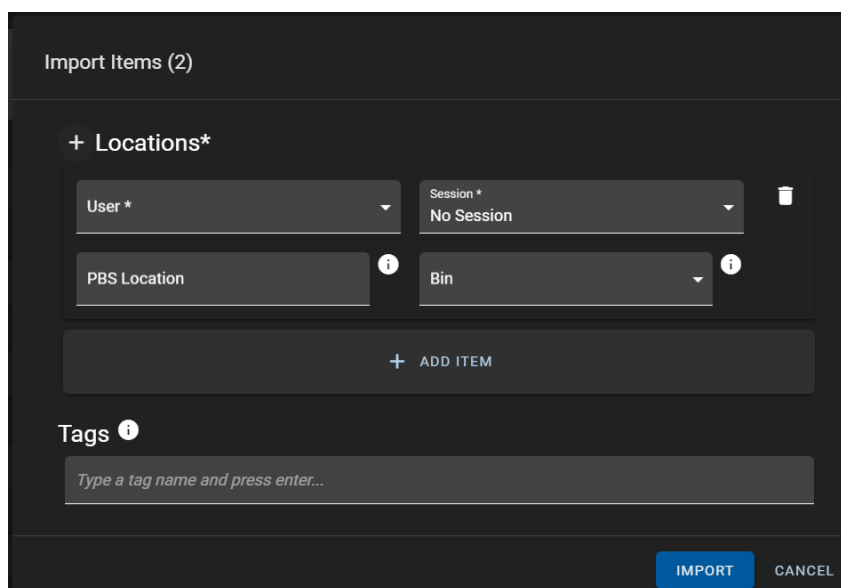


Figure 19-17: Import Items Dialog

19.5.4. Deleting Items

- To delete items, first, checkmark the item or items from the directory you want to delete.
- Next, with item(s) selected, click on the delete icon as shown in Figure 19-18.

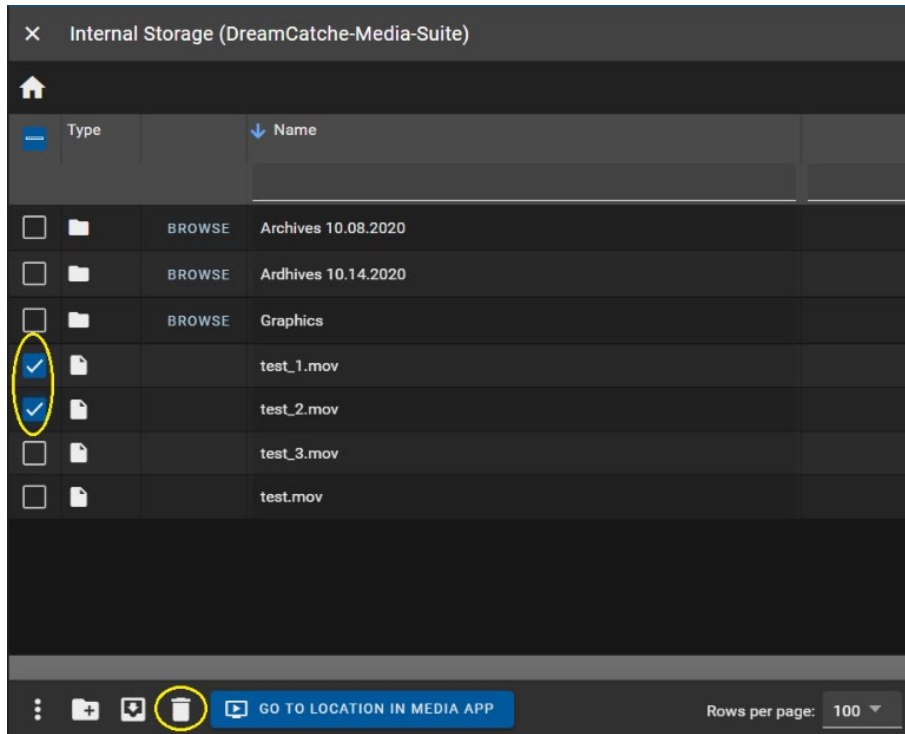


Figure 19-18: Deleting items

- Once clicked, a confirmation dialog will open see Figure 19-19.
- To confirm deletion of items, click the 'DELETE' button.

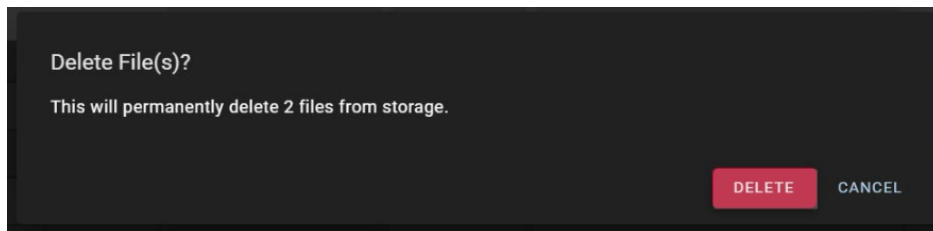


Figure 19-19: Delete Confirmation



Note: Once a clip is deleted from a storage location, it cannot be recovered.

19.5.5. Additional Storage App Options

Additional options including the ability to copy and move items and indexing location can be done from an additional options menu within the storage app.

- Additional options can be seen by clicking the options button (ellipsis icon) at the bottom of the Storage App, as shown in Figure 19-20.

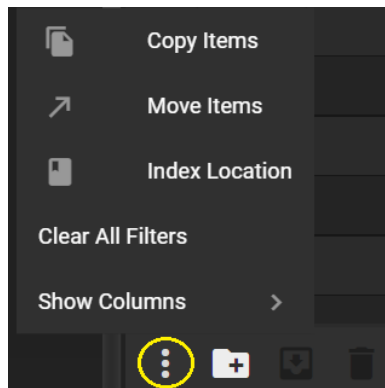


Figure 19-20: Options in Storage App

19.5.6. Copy Items

- To copy items, first, checkmark the item or items from the directory that will be copied, see Figure 19-21.

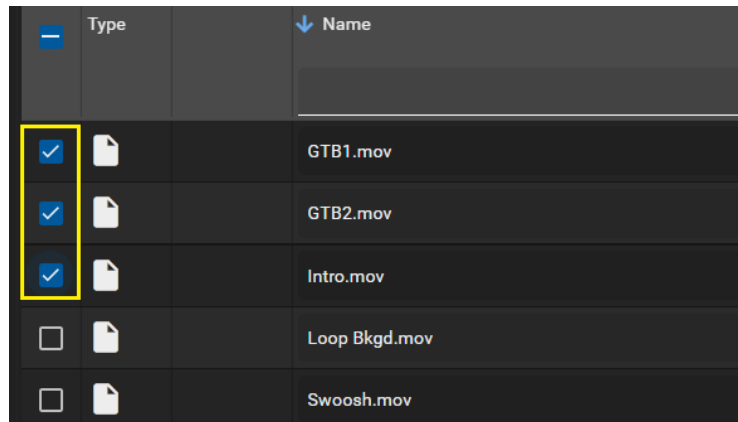


Figure 19-21: Selecting Items to Interact With

- Then click the options button (ellipsis icon), as shown previously in Figure 19-20 and click “Copy Item”.
- Once clicked, a ‘Select a Directory’ dialog will open.
- Navigate to the destination where you wish the item(s) to copy to.

- Click that location, and it will light up in blue. See Figure 19-22.
- At this point, complete the copy by clicking the 'SELECT' button.

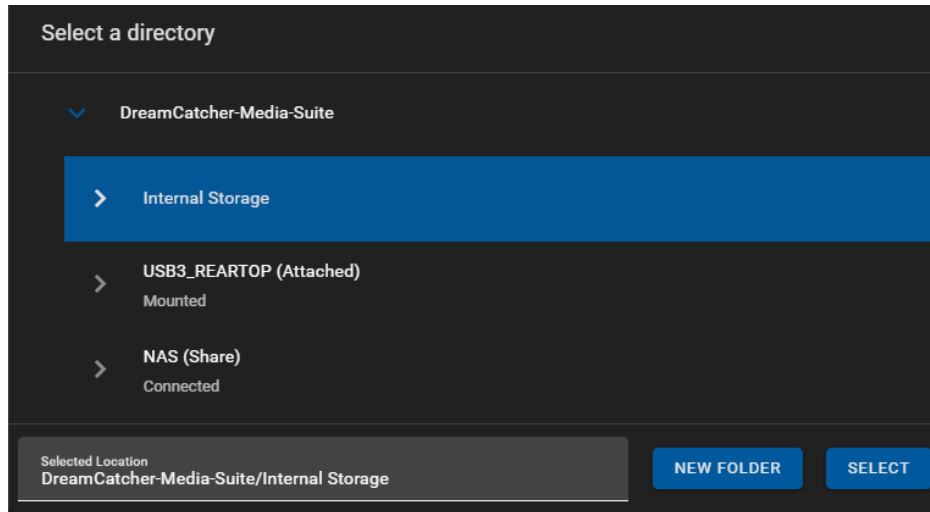


Figure 19-22: Selecting a Directory for Copying/Moving

19.5.7. Move Items

- To move items, first, checkmark the item or items from the directory that will be moved, see the previous Figure 19-21 for a reference.
- Then click the options button (ellipsis icon), as shown previously in Figure 19-20 and click “Move Item”.
- Once clicked, a ‘Select a Directory’ dialog will open.
- Navigate to the location of where you wish the item(s) to move to.
- Click that location, and it will light up in blue. See the previous Figure 19-22 for a reference.
- At this point, complete the move by clicking the ‘SELECT’ button.

19.5.8. Index Location

Indexing is the process of compiling information from a storage location in order to work with the documents and content inside. Indexing of an entire NAS mount is first set while adding or editing a NAS mount, see Section 19.3 Indexing can take time depending on the amount of files in the NAS location. If a specific folder's content is needed sooner for use in the Media or Playout app, there is an option to immediately 'Index' a location.

- First, ensure you are in a NAS directory by browsing from the Media App main page.
- Next, click the options button (ellipsis icon), as shown previously in Figure 19-20 and click "Index Location".
- Once clicked, a 'Start Indexing a Directory' dialog will open. See Figure 19-23.

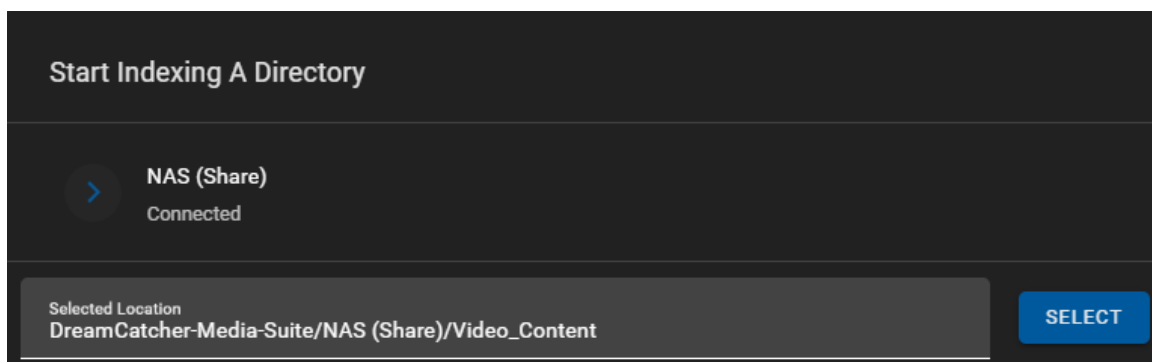


Figure 19-23: Index Location

- Navigate to the location you wish to Index.
- Click that location, and it will light up in blue.
- At this point, the selected location will be listed in the dialog, and you can begin the indexing by clicking the 'SELECT' button.
- Items from that location will now be indexed first, therefore becoming available sooner for use in the Media & Playout App.

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20. SYSTEM MANAGEMENT APP

The System Management App allows users to perform functions such as managing captures, setting system time, server restarts, server reboots, and server shutdowns. see Figure 20-1 .

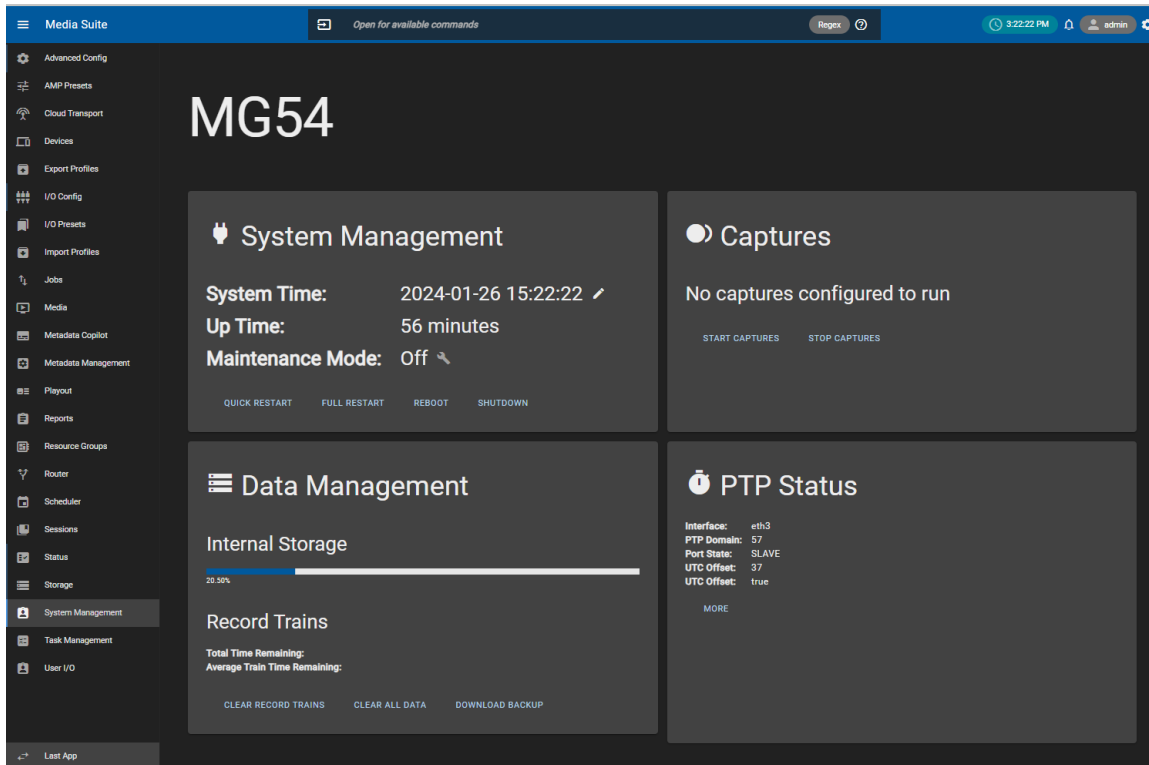


Figure 20-1: Status App

20.1. SYSTEM MANAGEMENT INFORMATION & OPTIONS

System Time

Configuration for the system’s time and date.

- Time can be changed by clicking on the pen tool.

Up Time

The time since the system was last rebooted.

Maintenance Mode

An option to enable Maintenance mode, a mode where the system will not take on any more work from other systems across the network. This can be useful when you want to perform maintenance tasks on a system without interfering with running jobs.

- Maintenance mode can be enabled by clicking on the tool icon.

Quick Restart

Option to perform a Quick System Restart. This will restart virtual output and job processes.

Full Restart

Option to perform a Full System Restart. This will restart all system processes.

Reboot

Option to perform a reboot on the server.

Shutdown

Option to perform a Shutdown on the server.

20.2. DATA MANAGEMENT INFORMATION & OPTIONS

Internal Storage

A visual representation of the percentage of the space available on the Internal Storage of a system.

Record Trains

Not supported on the Media Suite.

Clear Record Trains

The option to clear all copied record train data except clips in the Media Suite Media App.

Clear All Data

The option to clear all copied record train data, and clips in the Media Suite Media App.

Download Backup

Option to download a backup file of the server configuration.

20.3. CAPTURES INFORMATION & OPTIONS

Capture Status

Not supported on the Media Suite.

Start Captures

Not supported on the Media Suite.

Stop Captures

Not supported on the Media Suite.

20.4. PTP STATUS INFORMATION

The connection state and details of a PTP connection with option to see advanced details.

21. TASK MANAGEMENT

In some work environments, administrators may only want certain user groups to be given permission to use the Scheduler App tasks. The Task Management App allows for the Administrator to set those permissions as needed. Please refer to Section 2.5.3 for information and instruction on User Management, and User Groups.

21.1. DEFAULT TASKS

When opening the Task Management app, all default scheduling tasks will be listed by name, with columns listing input and output resource groups, See Figure 21-1. Additional tasks are available with the optional DC-SCHEDULER package.

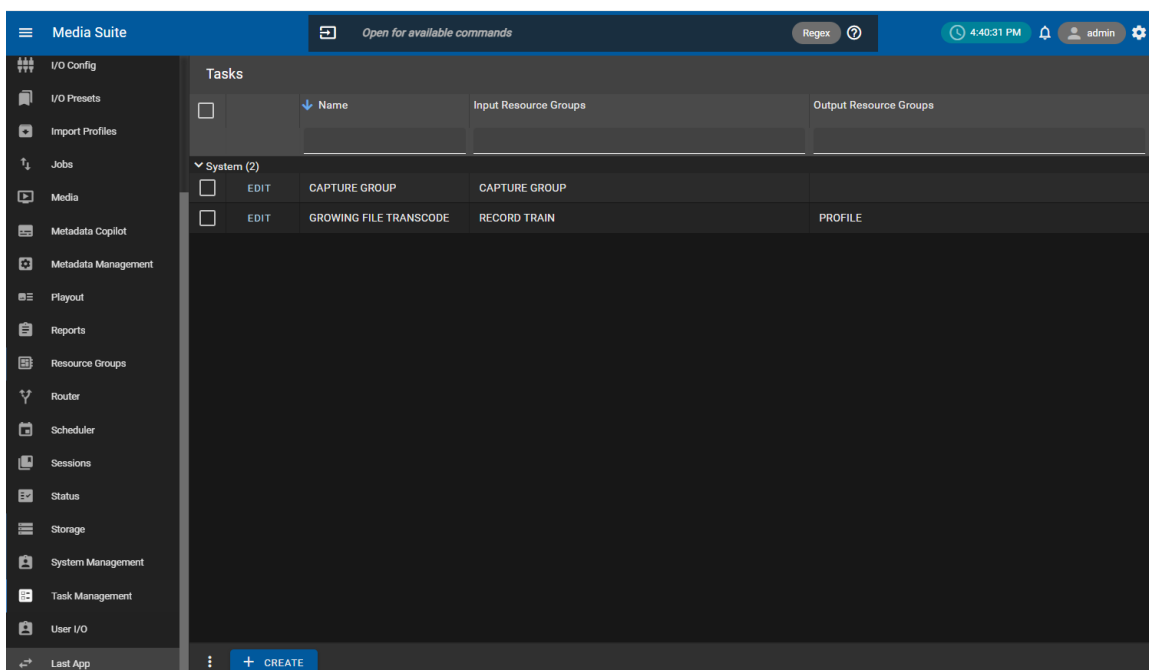


Figure 21-1: Task Management App

21.2. NAVIGATING THE TASK MANAGEMENT APP

The Task Management App lists columns for tasks and the resources used, see descriptions:

Name

The name of the Task which will can be scheduled into an event in the Scheduler App.

Input Resource Groups

The input source(s) available for use with the task. The Resources can be managed in the Resource Management app, and selected in the event creation dialog in the Scheduler App

Output Resource Groups

The output source(s) available for use with the task. The Resources can be managed in the Resource Management app, and selected in the event creation dialog in the Scheduler App

21.2.1. Filtering Columns

- Properties can be searched by simply typing in a value in their search bar region, below the property name. See Figure 21-2 for an example.

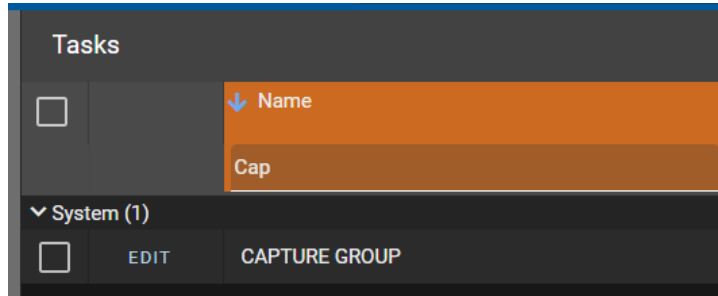


Figure 21-2: Searching Properties

21.2.2. Editing Resources Groups

- Detailed information about the input and output resource groups, user permissions, and the option to make changes can be accessed by clicking on the 'EDIT' button, as shown in Figure 21-3.

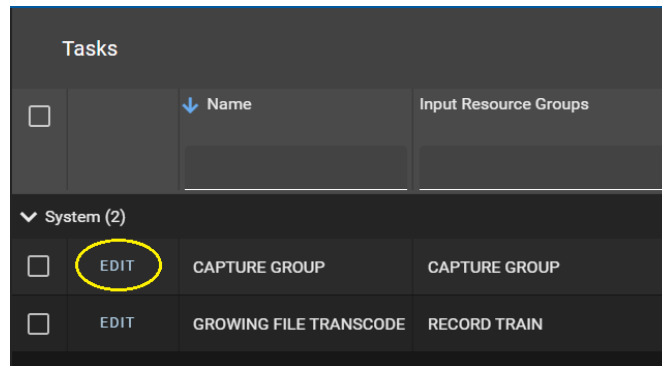


Figure 21-3: Editing a Task

- Once clicked, a dialog will open with that task’s information. As an example, see Figure 21-4. Please ensure you are logged in as the Administrator to see all options.

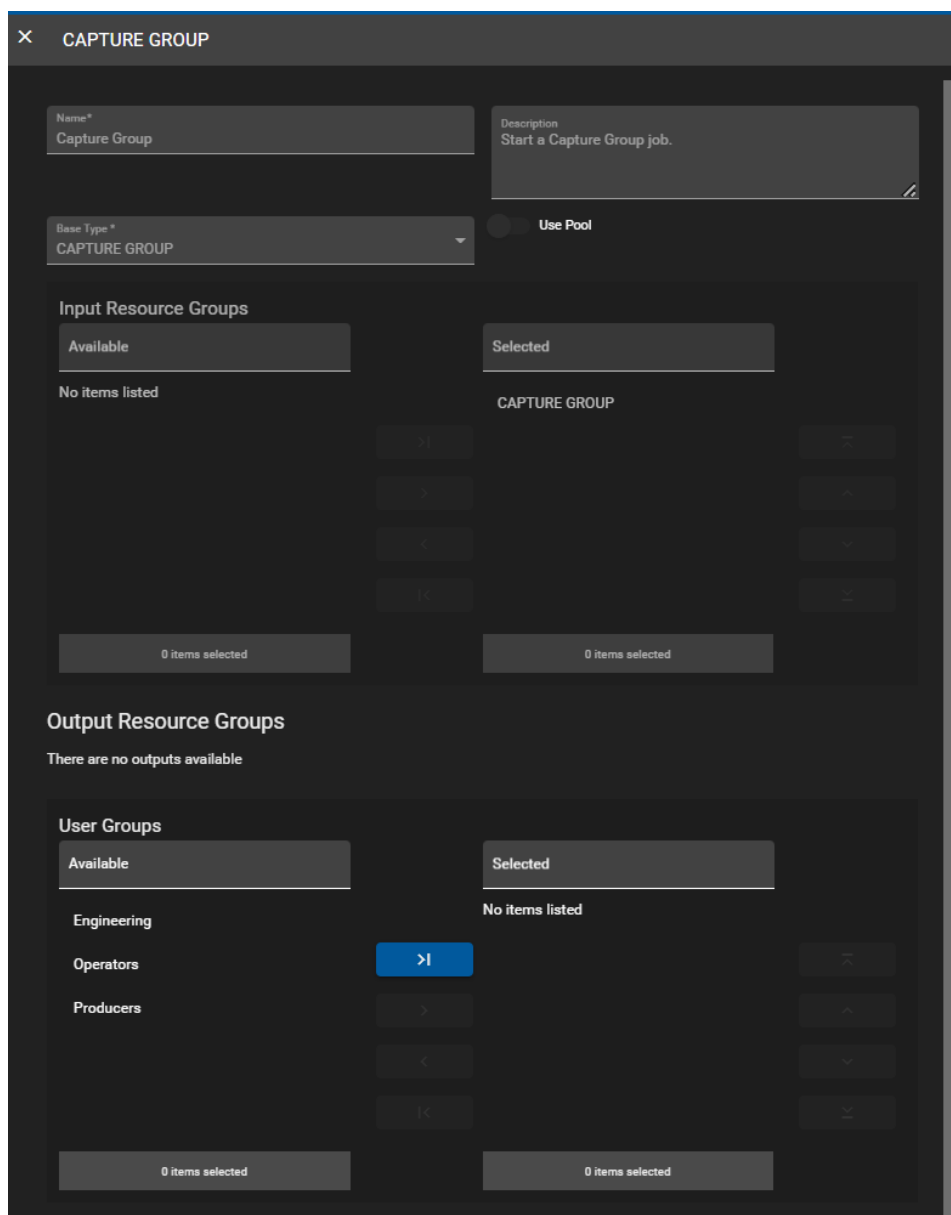


Figure 21-4: Example Task Settings

21.2.2.1. Editing User Groups

By default, only the Administrator or any users in the Administrator User Group will be allowed to edit User Groups for a task.

- Scroll down the task settings (below Output Resource Groups) to locate the User Group permissions, see Figure 21-5.

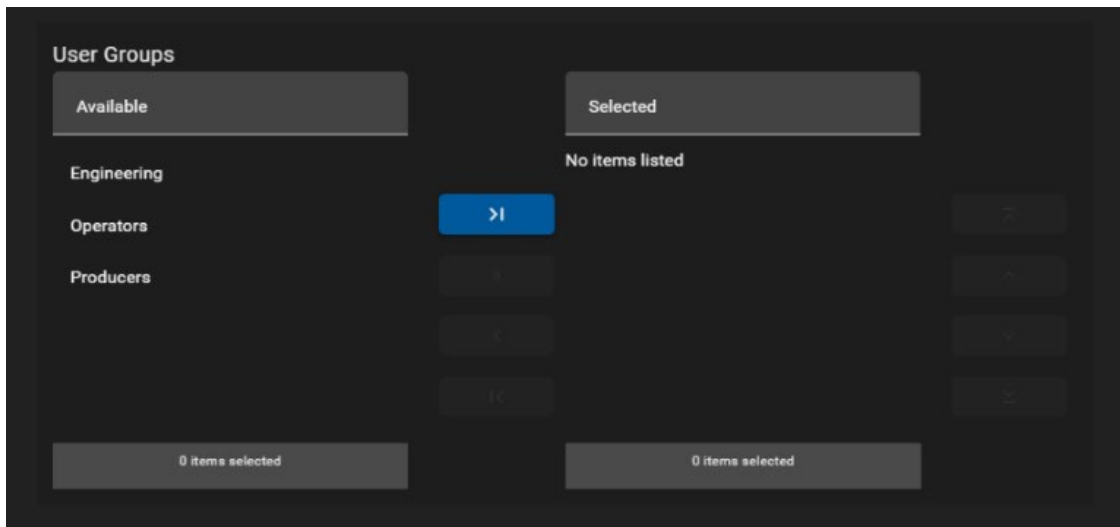


Figure 21-5: User Group Permissions in Task Management

- To modify the User Groups, select the group name by clicking on it and using the blue arrow buttons to add or remove it from the selected list. See Figure 21-6.
- Once complete, save your selections by clicking the save icon also shown in Figure 21-6.

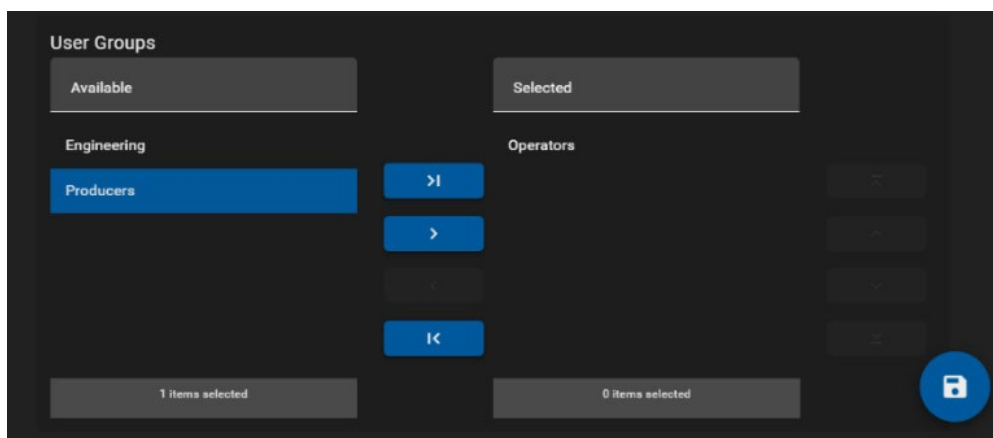


Figure 21-6: Editing User Groups

- At this point, a User within the selected User Group will be allowed to schedule events with the given task as discussed in Section 16 the Scheduler App.

21.3. CREATING CUSTOM RESOURCE GROUPS

In some workflows, customized tasks may be required.

- Custom tasks can be created and edited by clicking the bottom '+ CREATE' button, as shown in Figure 21-7.

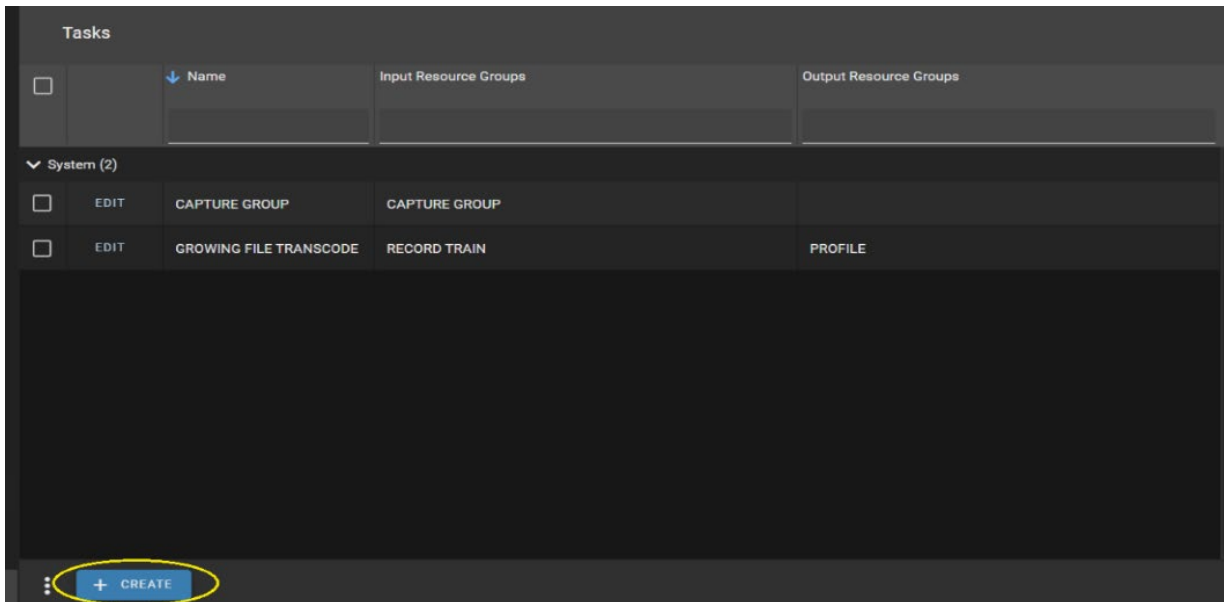


Figure 21-7: Creating Custom Tasks

- Once clicked, a 'Create Custom Task' dialog will open with a variety of options. See Figure 21-8.
- Add a name, Base type, Input and Output Resource Groups and User Groups. Optionally a description can be added as well.
- An option may appear to 'Use Pool'. This is to combine all resource group resources for that task together if applicable.
- Once done with all settings, complete your task by clicking the 'CREATE' button.

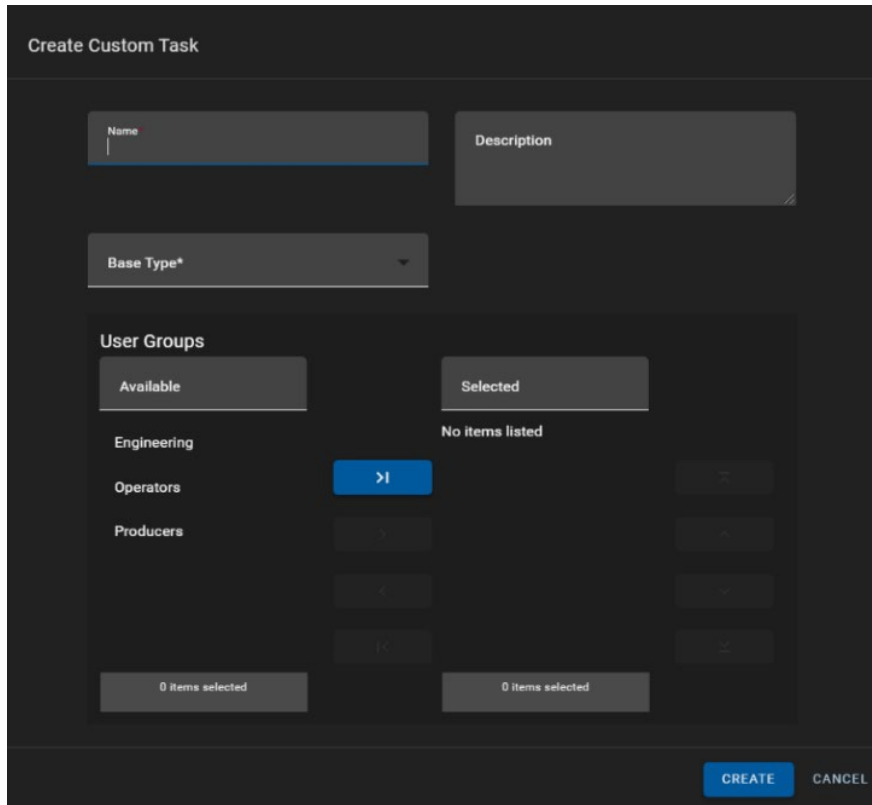


Figure 21-8: Custom Task Creation

- The newly created custom resource group will appear under the System Resource groups, at the bottom part of the App. See Figure 21-9.
- At this point, any customization for the custom user group can be done in the same manner as was described above for default tasks.

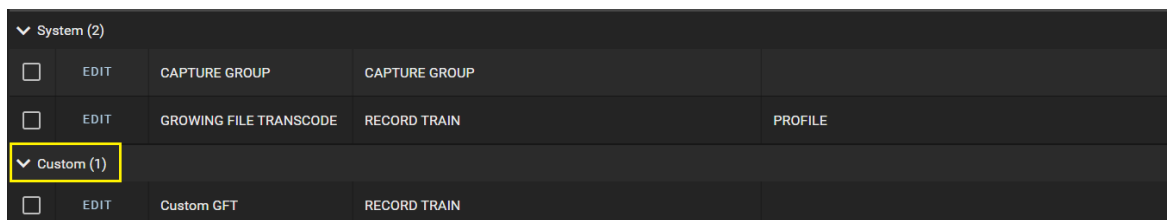


Figure 21-9: Custom Resource Groups

- Customized tasks can be deleted by editing the task, and clicking on the trash can icon. See Figure 21-10.

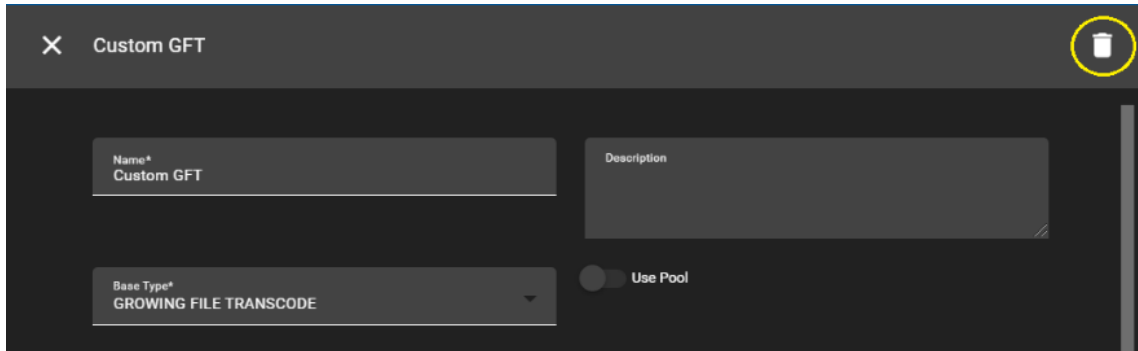


Figure 21-10: Deleting Custom Tasks

21.4. DC-SCHEDULER TASKS

For users that have purchased the DC-SCHEDULER software package, additional tasks will be present in the Task Management app, see Figure 21-11. All tasks can be edited as shown in the previous section.

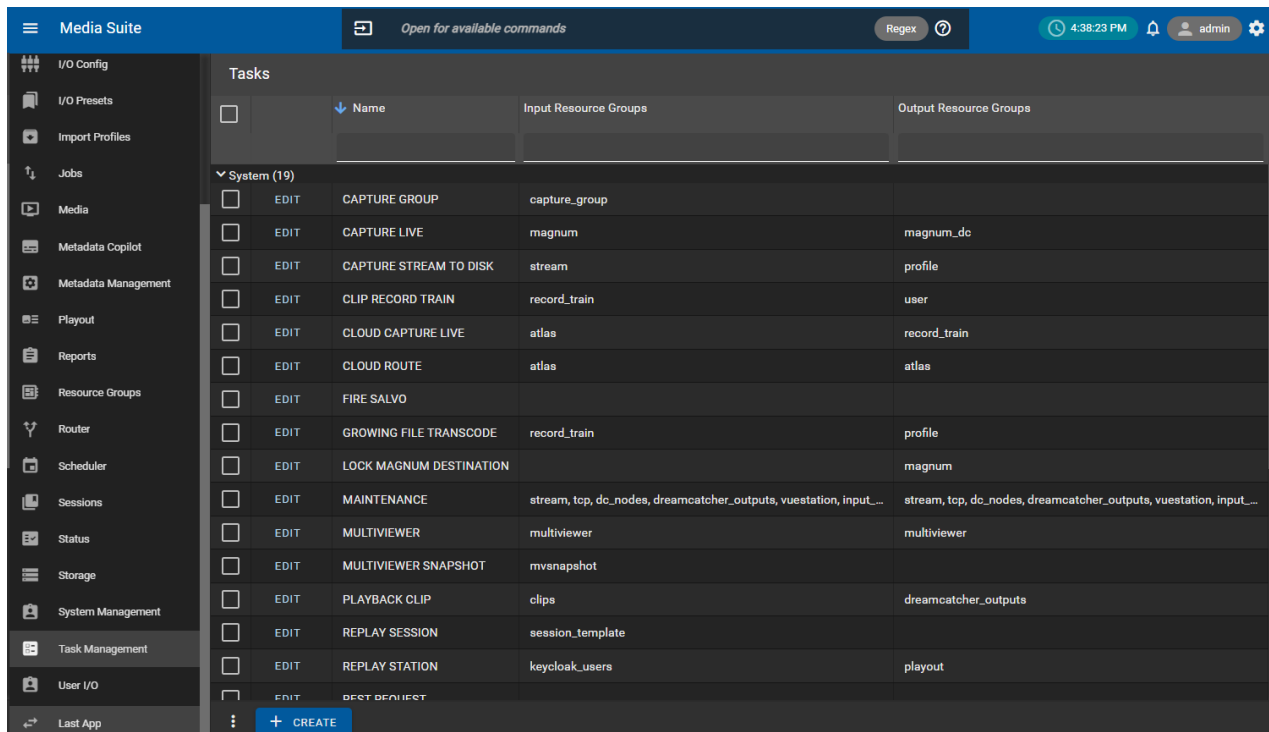


Figure 21-11: Additional Task Management Tasks with DC-SCHEDULER

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