

# Media Suite + DC-Scheduler Software

Operation Guide (Build 1.13)

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## **IMPORTANT SAFETY INSTRUCTIONS**

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.

- Keep these instructions.
- Heed all warnings.
- 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

## **INFORMATION TO USERS IN EUROPE**

#### <u>NOTE</u>

This equipment with the CE marking complies with both the EMC Directive (89/336/EEC) and the Low Voltage Directive (73/23/EEC) issued by the Commission of the European Community.

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

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

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

## INFORMATION TO USERS IN THE U.S.A.

#### <u>NOTE</u>

#### FCC CLASS A DIGITAL DEVICE OR PERIPHERAL

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

#### WARNING

Changes or modifications not expressly approved by Evertz Microsystems Ltd. could void the user's authority to operate the equipment.

Use of unshielded plugs or cables may cause radiation interference. Properly shielded interface cables with the shield connected to the chassis ground of the device must be used.



### **REVISION HISTORY**

REVISION	DESCRIPTION	DATE
1.0	First Release – formerly Media Gateway	Feb 2019
2.0	Second Release	Sept 2019
3.0	Third Release	June 2020
4.0	Fourth Release	June 2021
5.0	+ DC-Scheduler Software	Sept 2021

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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<sup>™</sup> Media Suite is an intelligent content management system with a simple web–based user interface.

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

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

The addition of DC-FLEX software to a DreamCatcher<sup>™</sup> cluster 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<sup>™</sup> network, or on any attached storage device using a simple web browser interface.



#### 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://100.100.101). At this point, you should be able to see the following menu in Figure 1-1, if successfully connected to the Web Configuration.

S Login	× +				
← → C ③ 100.100.100.3	101			70	₽ :
_					
	Login				
	Username 				
	Password				
	CLEAR	LOGIN			
	CLEAR	LUGIN			

Figure 1-1: Media Suite Login Page

- The Media Suite will automatically have an Administrator Login to start. Use the username 'admin' and password 'admin' to login.
- Information for creating users can be found in Section 2.5.4.
- For logout information to switch users or end a session, please see Section 2.4



#### 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.

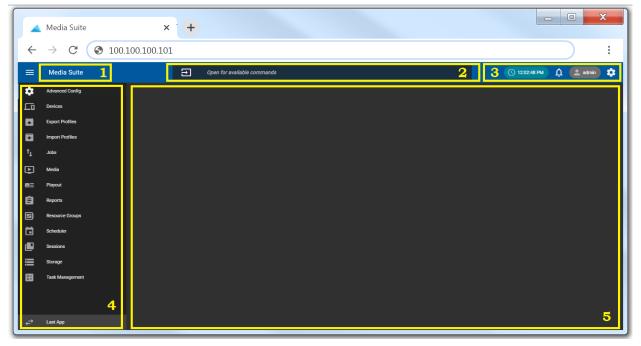


Figure 1-2: Media Suite Navigation

#### 1. System Navigation

Systems are configured in this area.

For instructions on adding a system see Section 1.3.

#### 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.

#### 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.



#### 1.3. SYSTEM NAVIGATION

Multiple systems can be accessed from the same webpage. Configuring systems will be set up during commissioning of the system(s). If multiple systems have been configured, steps below will indicate how to load up each system.

• Click on the 'Media-Suite' system button as circled in Figure 1-3.

	Media Suite	× +		- <b>X</b>
←	$\rightarrow$ C (3 100.100.10	0.101		:
	Media Suite	Ð	Open for available commands	🔇 1202-48 PM 🋕 🚨 admin 💠
*	Advanced Config			
	Devices			
	Export Profiles			
	Import Profiles			
tĻ	Jobs			
Þ	Media			
∎≡	Playout			
Ê	Reports			
<b>:</b>	Resource Groups			
	Scheduler			
₽	Sessions			
	Storage			
82	Task Management			
€	Last App			

Figure 1-3: System Selection

• A list with the systems will open, as shown in Figure 1-4.

Select a system	
Media Suite 1 Local System	
Media Suite 2 100.100.100.101	•••

Figure 1-4: Select a System

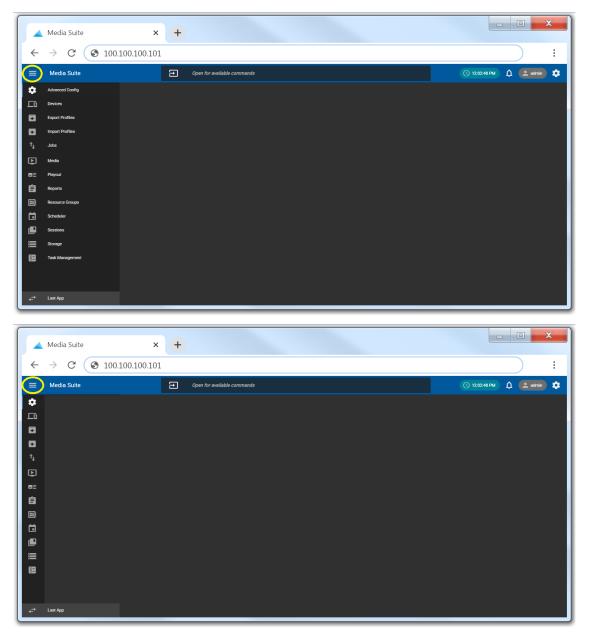


## 2. TOP BAR ACTIONS

#### 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.







• 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.

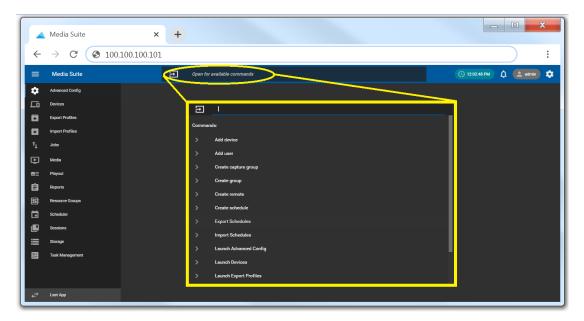
	Media Suite	× +	_ • ×
←	$\rightarrow$ C (S 100.100.100	101	:
≡	Media Suite	Open for available commands	🕚 12:02:48 PM 🛕 🚨 admin 🌣
\$	Advanced Config		
	Devices		
	Export Profiles		
	Import Profiles		
t↓	Jobs		
Ð	Media		
œ≘	Playout		
Ê	Reports		
	Resource Groups		
Ö	Scheduler		
	Sessions		
≡	Storage		
E F	Tesk Management		
	Lastrop		

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.







- Any command can be typed in, beginning with the following attributes:
  - o **Add**

For example: Add a device

• Create

For example: Create a schedule

o Launch

For example: Launch Media

#### 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.

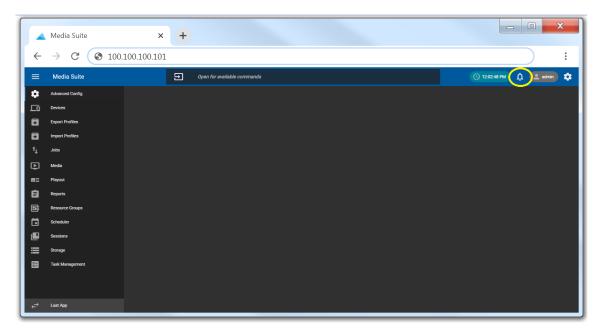


Figure 2-4: Notification Bell

• 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



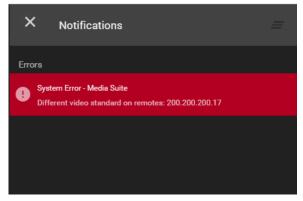


Figure 2-6: Notification Example

#### 2.4. USER LOGOUT

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

• 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.

	Media Suite	× (+		
+	$\rightarrow$ C $\odot$ 100.	100.100.101		
≡	Media Suite	Ð	Open for available commands	(© 120248 PM) 🗘 (📤 admin) 🗘
*	Advanced Config			Logout
	Devices			
	Export Profiles			
	Import Profiles			
⁺Ļ	Jobs			
Þ	Media			
∎≡	Playout			
Ê	Reports			
	Resource Groups			
	Scheduler			
	Sessions			
	Storage			
	Task Management			
₽	Last App			

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.

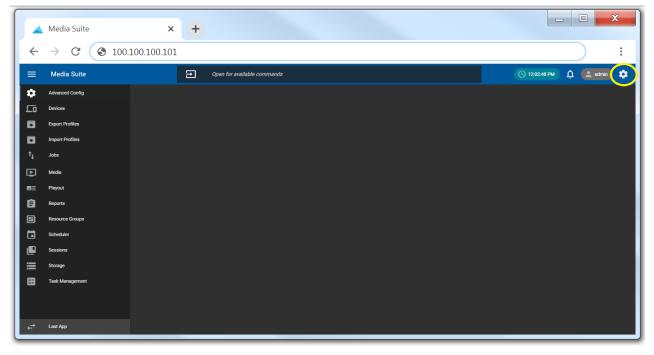


Figure 2-8: Settings Icon

× S	ettings		
	Account	Account Settings	
Media	General	Username admin	
D	Clips	Full Name Administrator	
	Custom Bins	CHANGE PASSWORD	
	Exports		
	Fields		
User Ma	nagement		
*	Groups		
•	Permissions		
	Remotes		
•	Users		

Figure 2-9: Settings App



#### 2.5.1. Account

The logged-in user's Account Settings are located in this tab. Password information can be changed here, as seen in the previous image, Figure 2-9.

- To change the password, click on the 'CHANGE PASSWORD' button, as seen in Figure 2-9.
- Once clicked, a new window will open (see Figure 2-10) with the Update Password request. Enter in all fields, and press 'SAVE' to complete the password change.

Update	Password for admin		
	Verify Your Password		
	New Password*		
	Confirm New Password*		
	Minimum length 4		
		SAVE	CANCEL

Figure 2-10: Updating Password

#### 2.5.2. General

Stream Type for viewing media can be chosen in the General Settings. Options include MJPEG or WebRTC. See Figure 2-11.

• To change the Stream Type, select the drop down menu and choose WebRTC, or MJPEG (enabled by default).

× S	ettings	
	Account	Application Settings
\$	General	Stream Type
Media		MJPEG
۵	Clips	Sets the stream type to be used when viewing media types in various apps.
	Custom Bins	
	Exports	
≣	Fields	
User Ma	nagement	
*	Groups	
0	Permissions	
	Remotes	
<b>.</b>	Users	

Figure 2-11: General Settings



• Once clicked, a save icon will appear at the bottom of the webpage, as shown in Figure 2-12. Click the icon to save your selection.

Application Settings	
Stream Type webRTC	×
webRTC MJPEG viewing media types in various apps.	

Figure 2-12: Changing Stream Type

#### 2.5.3. Media

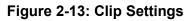
The Media Section allows the user to configure Settings for the Media & Playout App. Consisting of Clips, Custom Bins, Exports and Fields.

#### 2.5.3.1. 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 2-13.

×s	ettings		
	Account		
	General	Clip Settings	
Media			
	Clips		
	Custom Bins		
	Exports		
≣	Fields		
User Ma	nagement		
*	Groups		
•	Permissions		
	Remotes		
<b>.</b>	Users		





- To select custom inputs to be clipped, toggle off 'Clip all angles by default' this will open a selection dialog as shown in Figure 2-14.
- 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.

Clip Settings			
Clip all angles by default			
Available inputs on machine			
Available		Selected	
Input2		Input1	
Input3	н		
Input4			
Input5			
Input6			
Input7			
1 items selected		0 items selected	

Figure 2-14: Custom Input Clip Settings

#### 2.5.3.2. 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 2-15.

8	Account	🔸 Name	Session	Creator	Tags	Match All Crit	Match Exact C	Search All Use	Visible Machi	Visible Angles	
•	General										
Media		Export	Global	Operato2		No	No	No	All available	All available	1
Ľ	Clips	Export	Global	Operato1		No	No	No	All available	All available	1
	Custom Bins	Graphics	111	admin	Graphics	No	No	Yes	All available	All available	1
	Exports Fields	Import Previ		admin	Preview	No	No	No	All available	All available	1
	Fields	MELT	Global	Operato1	melt	No	No	No	All available	All available	1
User Ma	Group <del>s</del>										
•	Permissions										
	Remotes										
•	Users										

Figure 2-15: Custom Bins



- The creation bin dialog includes options for Name, Tags, and filtering options. See Figure 2-16.
- Once a name has been applied, and filtering options set, complete the bin by pressing the 'Create' button.

Create Bin	
Bin Properties	
Name	Session 111
Creator admin	Type Custom
Filter Options	
Tigs Type a tag name and press enter	
Match All Criteria	Match Exact Criteria
Search All Users	
Visible Machines	
Add all available	
Visible Angles i	
Add all available	
	CREATE CANCEL

Figure 2-16: 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 2-17.

× Se	ettings										
2	Account	🔸 Name	Session	Creator	Tags	Match All Crit	Match Exact C	Search All Use	Visible Machi	Visible Angles	
æ	General										
Media		Export	Global	Operato2		No	No	No	All available	All available	1
D	Clips	Export	Global	Operato1		No	No	No	All available	All available	1
	Custom Bins	Graphics	111	admin	Graphics	No	No	Yes	All available	All available	1
	Exports	Import Previ		admin	Preview	No	No	No	All available	All available	1
	Fields	MELT	Global	Operato1	melt	No	No	No	All available	All available	/
User Mar	nagement										
*	Groups										
0	Permissions										
	Remotes										
•	Users										
		CREATE BIN	DELETE SEL	ECTED		Rov	vs per page: 20	) 1-5 o (2 Se	f 5 elected)	< 1	> >1

Figure 2-17: Deleting Custom Bins



#### 2.5.3.3. 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 2-18

×s	ettings	
8	Account	Export Settings
	General	Export all selected angles by default
Media		
۵	Clips	
	Custom Bins	
	Exports	
	Fields	
User Ma	nagement	
*	Groups	
0	Permissions	
	Remotes	
•	Users	

Figure 2-18: 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 2-19.
- 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.

Available inputs on machine			
Available		Selected	
Input4		Input1	
Input5	Я	Input2	
Input6		Input3	
Diterra selected		0 itema selected	

Figure 2-19: Custom Input Export Settings



#### 2.5.3.4. Fields

Fields allow the user to pre-configure metadata key / values, which can be added to new and existing clips in the Media App. For information regarding adding fields to newly created clips see section 8.2.5, and for information regarding adding fields to existing clips, see section 8.5.2.

• To add a key / value, click on '+ Fields'. A Name and Type box will appear. See Figure 2-20.

×s	ettings		
8	Account	+ Fields	
	General		-
Media		Name* Type* Required	Î
D	Clips		
	Custom Bins		
	Exports		
⊞	Fields		
User Ma	nagement		
*	Groups		
•	Permissions		
	Remotes		
•	Users		

Figure 2-20: Adding Fields

- For each Field, a name and type are required.
- There are four different types of fields. Options include the following:

**Name & Text**: A pre-set Name, to be used as a Key, and a text box which will allow the user to type in a custom word for the value.

**Name & Multiple Values**: A pre-set Name, to be used as a Key, and a text box which will allow the user to type in multiple words for values.

**Name & Multi-line Text**: A pre-set Name, to be used as a Key, and a text box which will allow the user to type in a multi-word description.

**Name & Pre-defined Values:** A pre-set Name, to be used as a Key, and the choice of predefined values based on a drop-down menu.

• Fields can be set as a requirement for new clips made in the Media App. To set a required field, click the 'Required' toggle button ON, it will then be lit blue, as shown in Figure 2-21.

+ Fields			
Name* Game	Type* Text	Required	Ē

Figure 2-21: Adding Fields



• Below are examples of the Fields that can be added in the field settings and utilized in the Media App. See Table 2-1.

Field Settings Example	Media App
+ Fields           Name*         Treams         Treams         Required	Custom Fields <sup>Teana</sup> Pittsburgij
+ Fields Name* Teams Required Multiple Values	Custom Fields Teams X Notre Dame I
+ Fields           Name*         Type*           Players         Multiline Text	Custom Fields <sup>Players</sup> Johan Penaranda, Alexander Steinbach, Peter Prescott
+ Fields           Nume*         Vyre*         Required           * Choices         Soccer         IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	Custom Fields Sport Soccer Basketball Volleyball Football

 Table 2-1: Field Examples

#### 2.5.4. User Management

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



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



### 2.5.4.1. Groups

User groups control which permissions (apps) each user, within that group, has access to.

• Groups are created and organized in the Groups tab, as shown in Figure 2-22.

× Se	× Settings						
8	Account		Name	Users			
8	General						
Media			admin	admin	1		
D	Clips						
	Custom Bins						
	Exports						
⊞	Fields						
User Mar	nagement						
*	Groups						
0	Permissions						
	Remotes						
•	Users						
		+	CREATE GROUP	Rows per page: 20 × 1-1 of 1 K < 1	> >1		

Figure 2-22: User Groups

- To make a new user group click on '+ CREATE GROUP'. A dialog will open, see Figure 2-23.
- Users can be added to Groups within this creation dialog. For steps on creating users, see the next section, Section 2.5.4.4
- 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.
- Once done, complete the group by pressing 'CREATE'.

Create Group			
Name* Guest			
Users Available		Selected	
admin	- א	Guest1	
0 items selected		0 items selected	
			CREATE CANCEL

Figure 2-23: Create Group



- Groups can be edited by selecting the pen tool, located to the right of the listed users.
- Once clicked the same dialog will open as when creating the Group, see Figure 2-23.
- Groups can be deleted by checkmarking the box, located on the left hand side of each name, as shown in Figure 2-24. To delete, click the 'DELETE SELECTED' button.

× Se	× Settings													
	Account		Name				Users							
	General													
Media			admin				admin							
Ľ	Clips		Guest				Guest1							
	Custom Bins													
	Exports													
⊞	Fields													
User Man	agement													
*	Groups													
0	Permissions													
	Remotes													
•	Users													
		+	CREATE GROUP	📋 DELETE SE	ELECTED		Rows per page:	20	•	1-2 of 2 (1 Selected)	K   K	1	>	$\rightarrow$

Figure 2-24: Edit Groups

#### 2.5.4.2. Permissions

Permissions determine what apps can be used by a group of Users. By default, the Administrator will have all permissions given to them. Newly created user groups will have to specify the permissions.

• Each Group of users can be previewed along with the available apps list in the Permissions tab, as shown in Figure 2-25.

× Se	ettings							
8	Account	↓ Permission				admin	Guest	
	General							
Media		Edit Schedules						
۵	Clips	Launch Advanced Config (vscribe, symphony, media-gateway)						
	Custom Bins	Launch Advanced Routes (clienthost)	aunch Advanced Routes (clienthost)					
	Exports	Launch AudioViewer (sdvn)						
	Fields	Launch Config Management (clienthost)						
User Ma	nagement	Launch Config Management (sdvn, multiviewer)						
	Groups Permissions	Launch Dashboard (sdvn, multiviewer)						
	Remotes	Launch Device Control (sdvn)						
•	Users	Launch Devices (clienthost)						
		/ EDIT	Rows per page:	20	1-20 of 60		> >I	

Figure 2-25: Permissions



- To edit a group's permissions, select the 'EDIT' button.
- Once Edit has been clicked, apps can be chosen by adding a checkmark next to the app, under the user group of choice. See Figure 2-26.

↓ Permission	y Permission							
Launch Advanced Config (vscribe, symphony, media-gateway)								
Launch Devices (dreamcatcher, vscribe, media-gateway, symphony)								
Launch Export Profiles (dreamcatcher, vscribe, media-gateway)								
Launch Import Profiles (dreamoatcher, vscribe, media-gateway)								
Launch Jobs (vscribe, media-gateway)								
Launch Playout (media-gateway, dreamcatcher)								
Launch Media (vscribe, media-gateway)								
Launch Sessions (dreamcatcher, vscribe, media-gateway)								
Launch Reports (vscribe, symphony, media-gateway)								
EDIT	Rows per page:	20	1-14 of 14	I< <	1 > >			

Figure 2-26: Editing Permissions

- Apps can be searched and filtered by name or type (media-gateway / DreamCatcher), by typing in the search field at the top of the app list.
- DreamCatcher Media Suite type apps will be listed with 'media-gateway' in brackets. Only available Media Gateway apps can be used in the Media Suite. Permissions include:
  - Edit Schedules To be able to create and edit events in the Scheduler App
  - Launch Advanced Configuration To have access, and use the Advanced Config. App.
  - Launch Devices To have access, and use the Devices App
  - Launch Export Profiles To have access, and use the Export Profiles App
  - Launch Import Profiles To have access, and use the Import Profiles App
  - Launch Jobs To have access, and use the Jobs App
  - o Launch Media To have access, and use the Media App
  - Launch Playout To have access, and use the Playout App
  - Launch Reports To have access, and use the Reports App
  - Launch Resource Groups To have access, and use the Resource Groups App
  - Launch Scheduler To have access to the Scheduler App
  - Launch Session To have access, and use the Session App
  - Launch Storage To have access, and use the Storage App
  - o Launch Task Management To have access, and use the Task Mgmt. App
- 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.



## 2.5.4.3. Remotes

Remotes are used for customized workflows, including control and configuration of third party devices.

#### 2.5.4.4. 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.

- Go to the Users tab as shown in Figure 2-27.
- To add a new user, click the '+ ADD USER' button as seen at the bottom of the Users section.

× Se	ettings					
8	Account		Username	Full Name	Groups	
\$	General					
Media			admin	Administrator	admin 🦯	CHANGE PASSWORD
	Clips					
	Custom Bins					
	Exports					
⊟	Fields					
User Mar	nagement					
*	Groups					
•	Permissions					
	Remotes					
<b>.</b>	Users					
		1	EDIT + ADD USER	REMOVE SELECTED ROV	vs per page: 20 1-1 of	f1  < < 1 > >

Figure 2-27: User Settings

- Once clicked, a new window will open as shown in Figure 2-28.
- Users require a full 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.
- To complete the new User profile, press 'ADD' to complete the creation of a new user.
- The newly created user will be listed in the User section.



Add Use	er				
	Full Name 		Username*		
	Password*		Confirm Password*		
	Minimum length 4				
	User Groups				
	Available		Selected		
	admin		No items listed		
	Guest	Я			
	0 items selected		0 items selected		
				ADD	CANCEL

Figure 2-28: Add User

- To edit User(s) names, click the greyed 'EDIT' button at the bottom of the section.
- At this point the 'EDIT' button will turn blue and text boxes will appear for the names. To edit, just type in a new name in the text box. See Figure 2-29.
- Once finished, press 'EDIT' again to save the changes.

	Username	Full Name	Groups			
	Guest1	Guest1	Guest	1	CHANGE PASSWORD	
	admin	Administrator	admin	1	CHANGE PASSWORD	
$\checkmark$	EDIT + ADD USER	CTED	Rows per page:	20	1-2 of 2   < <	1 > >

Figure 2-29: Edit User



• To edit a user's group, click the pen tool next to the user to open a Group selection dialog. See Figure 2-30.

User Gro	oups for Guest1			
	Available		Selected	
	admin		Guest	
		К		
		K		
	0 items selected		0 items selected	
				SAVE CANCEL

Figure 2-30: Editing User's User Groups

• Passwords can be changed by clicking on the 'CHANGE PASSWORD' button on the right-hand side of the list. Once Clicked, a 'Update Password' dialog will open. See Figure 2-31.



**Note:** When a non-administrative user is logged in, that user can only change their own password.

Update	e Password for Guest1	
	Verify Your Password	
	New Password*	
		1
	Confirm New Password*	
	Minimum length 4	
	SAVE	CANCEL

Figure 2-31: Editing User Group Passwords



- Users can be deleted by checkmarking them on the left-hand side of the table view, as shown in Figure 2-32.
- At this point, the 'REMOVE SELECTED' button can be clicked. A confirmation will appear, selecting 'REMOVE' will complete deleting the user(s).

=	Username	Full Name	Groups	
	Guest1	Guest1	Guest	CHANGE PASSWORD
	admin	Administrator	admin 🖍	
				i
	EDIT + ADD USER	CTED		1-2 of 2 1

Figure 2-32: Delete User



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# 3. ADVANCED CONFIGURATION

The Advanced Configuration App houses additional workflow requirements for the Media Suite.

## 3.1. SCHEDULER SETTINGS – CONNECTION TO MAGNUM

The Scheduler can utilize Evertz Control System: Magnum, to assist in various tasks, and is require for creating events in the scheduler.

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.

- Enter the Advanced Config App of the Media Gateway.
- In Advanced Config, enter "Scheduler Settings", as shown below in Figure 3-1.

≡	Media Suite	Ð	Open for available	commands		🔇 4:17:03 PM 🋕 🚨 admin 💠
\$	Advanced Config	Scheduler Settings		Scheduler Settings		
	Devices	Monitoring Thresholds		MG address 127.0.0.1	Magnum Address and Port Number 172.16.233.69:5025	Auto-resolve poll rate O
	Export Profiles	SNMP Trap Addresses		127.0.0.1		<u> </u>
	Import Profiles				Format: "address:port"	
tĻ	Jobs			Event cap 1000	Enable Capture Live Input Renaming	Route Sequentially
	Logger					
Ð	Media			Route Sleep O	Route Send Sleep 100	Route Timeout 4000
ø≘	Playout					
Ê	Reports			Delay before sending clear routes 900		
<b>=</b>	Resource Groups					
Ö	Scheduler					
	Sessions					
	Storage					
8	Task Management					
≓	Last App					

Figure 3-1: Magnum and Scheduler Connection

- First, in Scheduler Settings, add the local MG local address, (127.0.0.1 is used for a stand-alone system).
- Next, add the Magnum IP address and port number of the chosen Interface. For example: 100.100.103:5025. See Figure 3-2 for an example.

Scheduler Settings		
MG address 127.0.0.1	Magnum Address and Port Number 100.100.100.103:5025	Auto-resolve poll rate O
	Format: "address:port"	
Event cap 1000	Enable Capture Live Input Renaming	Route Sequentially

Figure 3-2: Add Magnum Address



- First, set the auto-resolve poll rate . To modify the rate, click into the text box and type in a new value.
- Next, set the Event cap number, defaulted at 1000. To modify the duration, click into the text box and type in a new value.
- An option to 'Enable Capture Live Input Renaming' is available. This setting will rename the Inputs when a 'Capture Live' event is scheduled. To enable or disable, click the toggle button.
- An option to 'Route Sequentially' is available. To enable or disable, click the toggle button.
- A Route Sleep and Route Send Sleep value can be set. To modify the duration, click into the text box and type in a new value.
- A Route timeout can be set. To modify the duration, click into the text box and type in a new value.
- Last, in the Scheduler settings is a 'Delay before sending clear routes' setting. To modify the duration, click into the text box and type in a new value.
- Once all settings have been added, a save icon will appear at the bottom of the window to save selections.

## 3.2. MONITORING THRESHOLDS

• Monitoring Thresholds are used to monitor system information. Presently they are only configurable for custom workflows.

#### 3.3. SNMP TRAP ADDRESSES

- SNMP Trap Addresses can be configured to allow for third party monitoring.
- Click the plus icon to add an SNMP Trap Address, and type in the IP, as shown in Figure 3-3.

≡	Media Suite	Open for available comm	nands	() 2:24:23 PM	¢ (	💄 admin	•
\$	Advanced Config	Scheduler Settings	+ SNMP Trap Addresses				
Lo	Devices	Monitoring Thresholds	0.0.0				ĩ
	Export Profiles	SNMP Trap Addresses					
	Import Profiles						
t↓	Jobs						
Þ	Media						
BE	Playout						
Ê	Reports						
<b>=</b>	Resource Groups						
	Scheduler						
₽	Sessions						
	Storage						
82	Task Management						
_							
<b>→</b>	Last App						





# 4. 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 4-1.

• Devices already connected to a system's cluster will appear automatically, and can also be added for monitoring using the 'ADD DEVICE' button, as seen at the bottom of Figure 4-1.

≡	Media Suite			Ð	Open for availa	ble commands					(C) 24	44:13 PM	ţ,	🚊 admin	•
٠	Advanced Config		Status	Name		Active Jobs	Usage	Capture Status	Details	Version	Туре				
ᅳ	Devices		All 👻												
	Export Profiles	~ 1	IGCluster - Current Net	work Group (3)											4
₽	Import Profiles		◆	DreamCatche	200.200.200	0 flex, 0 soft	31.25%	4 active	4 in, 4 out		DREAMCATCHER				±
Ð	Media		<b>•</b>	DCMediaSuite	200.200.200	0 flex, 2 soft	0.00%	Stopped	0 in, 0 out		DREAMCATCHER_MEDIA_GATE	WAY			±
83	Playout		<b>•</b>	DreamCatche	200.200.200	0 flex, 0 soft	6.25%	6 active	6 in, 0 out		DREAMCATCHER				±
e	Reports														
5	Resource Groups														
	Scheduler														
	Sessions														
	Storage														
	Task Management														
		:	ADD DEVICE								1.11-411				
÷	Last App		ADD DEVICE		U S S AR U P G R A						1-11 of 11			· ·	

Figure 4-1: Devices Main Page

- 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 a IP into the search box.
  - Active Jobs: Shows if a device is currently performing a job or not.
    - A Soft Job indicates a transcode job that is working in real time.
    - A Flex Job will fluctuate in speed and takes priority in the jobs list.
  - **Usage:** Indicates how busy a device is on how many jobs are used/free.
  - 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.
  - **Type**: The type of hardware, such as DreamCatcher, Panel, Logger, etc.



• 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 the user of the order that the column is sorted by. See Figure 4-2.

Name IPs Active Jobs 🔨 Usage Details					
	Name	IPs	Active Jobs	↑ Usage	Details

Figure 4-2: Devices Sort Ascending or Descending

- To change the order between ascending and descending, simply click the property's name again.
- Results can be refined by the status of device, chosen by the drop down menu shown in Figure 4-3.

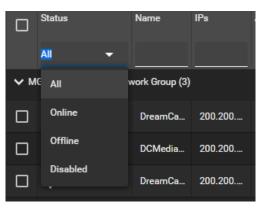


Figure 4-3: Devices App – Status Selection

• The property information can further be refined by showing only selected columns. This is done by selecting the options button (ellipsis icon) and checkmarking on desired columns to see or checkmarking off columns to hide. See Figure 4-4.

_						
					Status	
	- 1				Name	
	- 1					
	- 1				IPs	
	- 1				Active Jobs	
	- 1				Usage	
	- 1				Capture Status	
					Details	
	Clear	All Filters			Version	
	Show	Columns	>		Туре	
		:	ADD	DEVICE		

Figure 4-4: Devices App - Show Columns



## 4.1. DEVICE MAINTENANCE MODE

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

• To toggle Maintenance mode on a device, simply click on the wrench icon in that device's column. A confirmation dialog will appear, once 'CONFIRM' has been selected the wrench icon will be lit orange to indicate the mode is active, as shown in Figure 4-5.

ion	Туре				
		$\sim$		•	
0dev96ba431	DREAMCATCHER			±	
0dev96ba431	DREAMCATCHER			Ŧ	
0dev96ba431	DREAMCATCHER_MEDIA_GATEWAY			Ŧ	
		2*			
			CONFI	RM	CANCEL
, Т	уре		CONFI	RM	CANCEL
Т	уре		CONFI		CANCEL
	ype DREAMCATCHER	4	¢		CANCEL
1ev96ba431 []		<b>4</b>	۲ ۲	>	CANCEL
	0dev96ba431 0dev96ba431 0dev96ba431 enance mode?	Odev96ba431 DREAMCATCHER Odev96ba431 DREAMCATCHER Odev96ba431 DREAMCATCHER_MEDIA_GATEWAY enance mode?	0dev96ba431 DREAMCATCHER 0dev96ba431 DREAMCATCHER 0dev96ba431 DREAMCATCHER 0dev96ba431 DREAMCATCHER_MEDIA_GATEWAY	Odev96ba431     DREAMCATCHER       Odev96ba431     DREAMCATCHER       Odev96ba431     DREAMCATCHER_MEDIA_GATEWAY	Odev96ba431       DREAMCATCHER         Odev96ba431       DREAMCATCHER         Odev96ba431       DREAMCATCHER         Odev96ba431       DREAMCATCHER_MEDIA_GATEWAY         enance mode?

Figure 4-5: Maintenance Mode Configuration

## 4.2. DEVICE BACKUP

A backup of each device 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 4-6. The download will follow your browser download specifications.

=	↓ Status	Name	IPs	Active Jobs	Usage	Capture Status	Details	Version	Туре	
	Online 🔫									
∨ м	GCluster - Current Netv	vork Group (3)								•
	▼	DreamCat	200.200.2	0 flex, 0 soft	31.25%	4 active	4 in, 4 out	1.11.0dev96ba431	DREAMCATCHER	( <u>•</u> )
	▼	DCMediaS	200.200.2	0 flex, 2 soft	0.00%	Stopped	0 in, 0 out	1.11.0dev96ba431	DREAMCATCHER_MEDIA_GATEWAY	Ŧ
	▼	DreamCat	200.200.2	0 flex, 0 soft	6.25%	6 active	6 in, 0 out	1.11.0dev96ba431	DREAMCATCHER	Ŧ

Figure 4-6: Device Backup Download



#### 4.3. NETWORK GROUP BACKUP

A backup of all devices in a network group can be downloaded in the Device App.

• To download a network group backup, simply click the download icon in the network group column, as shown in Figure 4-7. 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.

-		Name	IPs	Active Jobs	Usage	Capture Status	Details	Version	Туре	
	Online 🔫									
м	GCluster - Current Netv	vork Group (3)								•
	◆	DreamCat	200.200.2	0 flex, 0 soft	31.25%	4 active	4 in, 4 out	1.11.0dev96ba431	DREAMCATCHER	Ŧ
	▼	DCMediaS	200.200.2	0 flex, 2 soft	0.00%	Stopped	0 in, 0 out	1.11.0dev96ba431	DREAMCATCHER_MEDIA_GATEWAY	<b>±</b>
ב	▼	DreamCat	200.200.2	0 flex, 0 soft	6.25%	6 active	6 in, 0 out	1.11.0dev96ba431	DREAMCATCHER	Ŧ

Figure 4-7: Network Group Backup Download

#### 4.4. 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 4-8.

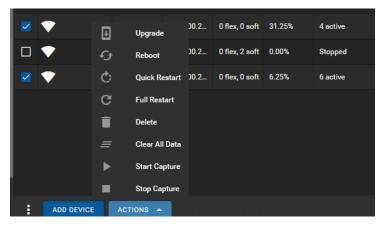


Figure 4-8: Device Actions



## 4.4.1. 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 4-8, and select 'Upgrade'.
- A upgrade dialog will appear, see Figure 4-9.
- Import your file, and toggle on 'Reboot after Upgrade', then you can begin the upgrade by clicking the 'UPGRADE' button.

Upgrad	le Device(s)		
	File*	Reboot after upgrade	
		UPGRAD	E CANCEL

Figure 4-9: Device Upgrade

#### 4.4.2. 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 4-8, and select 'Reboot'.
- A confirmation dialog will appear, see Figure 4-10.
- All devices selected for that action will be listed. Confirm the action by selecting the 'REBOOT' button, as seen in the confirmation dialog

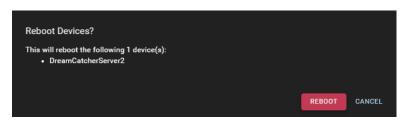


Figure 4-10: Device Reboot



## 4.4.3. 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 4-8, and select 'Quick Restart'
- A confirmation dialog will appear, see Figure 4-11.
- All devices selected for that action will be listed. Confirm the action by selecting the 'RESTART NOW' button, as seen in the confirmation dialog

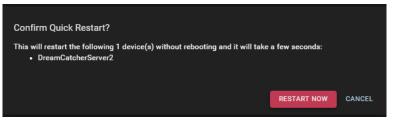


Figure 4-11: Quick Restart Device

#### 4.4.4. 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 4-8, and select 'Full Restart'
- A confirmation dialog will appear, see Figure 4-12.
- All devices selected for that action will be listed. Confirm the action by selecting the 'RESTART NOW' button, as seen in the confirmation dialog

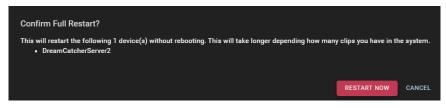


Figure 4-12: Full Restart Device



#### 4.4.5. 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 4-8, and select 'Delete'.
- A confirmation dialog will appear, see Figure 4-13.
- All devices selected for that action will be listed. Confirm the action by selecting the 'REMOVE' button, as seen in the confirmation dialog

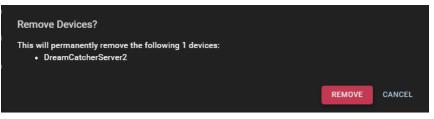


Figure 4-13: Remove Device

#### 4.4.6. 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).



Note: Once Data is cleared, it cannot be recovered

- To clear all on a device or devices, first checkmark the device(s) then select the action button as shown in Figure 4-8, and select 'Clear All Data'.
- Confirmation dialog will appear, see Figure 4-14.
- 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

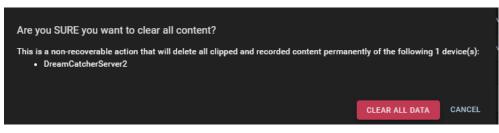


Figure 4-14: Clear All Data on Devices



#### 4.4.7. 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 4-8, and select 'Start Capture'.
- A confirmation dialog will appear, see Figure 4-15.
- 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

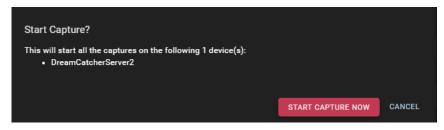


Figure 4-15: Start Device Capture

## 4.4.8. 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 4-8, and select 'Stop Capture'.
- A confirmation dialog will appear, see Figure 4-16.
- 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 4-16: Stop Device Captures



# 5. EXPORT PROFILES

The Export Profiles App allows the user to create export profiles to specific devices that can be seen and used across the network.

# 5.1. CREATING EXPORT PROFILES

Upon opening the Export Profiles App, the user can preview a list of Profiles that exist in the cluster. From here, the user can create, customize, delete or clone a profile. See Figure 5-1.

≡	Media Suite		E	Open for available commands			0	3:47:20 PM	¢	admin	•
\$	Advanced Config	Expor	rt Profiles								
ᄃ	Devices	_		Name	Format		ocation				
	Export Profiles			nume	- Cintat		ocation				
	Import Profiles										
t↓	Jobs		EDIT	Internal Storage	Compatible Standard	N	IG/clips/clips				
Ð	Media		EDIT	Archive DC1	Archive	D	C1/clips/clips				
<b>BE</b>	Playout										
Ê	Reports		EDIT	Export NAS	XDCAM HD 422	N	IG/mnt/NAS				
<b>.</b>	Resource Groups		EDIT	Archive DC2	Archive	D	C2/clips/clips				
	Scheduler										
	Sessions										
	Storage										
82	Task Management										
ج	Last App	: 🛨	CREATE		Rows p	per page:	20 1-1 o	1  < <		1	>1

Figure 5-1: Export Profiles

• To create a profile, select the '+ CREATE' button at the bottom of the Export Profiles App page, as seen Figure 5-2.

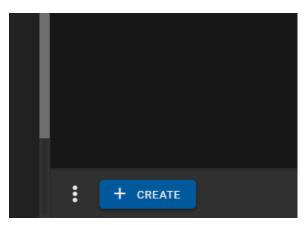


Figure 5-2: Add Export Profile



- Automatically, an export profile creation dialog will open in the app. see Figure 5-3. 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.

×	New Profile			Ŀ
	Nams New Profile	Format <sup>e</sup> Compatible Standard	+	
	Location			
	Path Type* Local			
	Path* DCMediaSuite/Internal Storage			
	Quality			
	Audio Channels* Embedded	Video Standard* System		
	<ul> <li>Multi-Phase</li> <li>Single-Phase</li> </ul>			
	Other			
	Export IC Source <sup>4</sup> System Timecode Export Captions With Guardband Solicer Tyses Solicer Tyses Store Tyses Store Tyses Store Tyses			
	Auto Export			
	Tags		^	
	+ Generic Tags + Clip Tags		D D	
	+ Playlist Tags		D	
	Advanced			
	Prosity Low	intensity 100%		
	Segment Time (seconds) O			

Figure 5-3: New Export Profile



## 5.1.1. 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 5.1.

- **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)
- **Location Path Type:** The option between Local or Network paths for the export.
- Location Path: A list of all available storage locations in the cluster, to export to. 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 5.1.

- **Single or multi-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
- **Export Captions/ANC:** A list of available sidecar metadata files for exporting. Options include:
  - None (no sidecar files will be exported)
  - XMP (Adobe compatible)
  - XML (EVS compatible)
- **Guardband:** The option to export the guardband of clip(s).
- Sidecar Type: A list of available sidecar metadata files for exporting.
- 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 playlists.
- Priority: An option which controls if 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.



#### 5.2. CREATING CUSTOM EXPORT PROFILES

Users may want to customize their export file formats to have specific properties.

• To begin creating a customized export profile, click on the 'plus icon' beside 'Format'. See Figure 5-4.

×	New Profile	Î	Ŀ
	Neme New Profile Filename	Format* Compatible Standard	
	Location	^	

Figure 5-4: Export Profiles Custom Export Creation

• Once selected, a separate dialog box will open, allowing for a custom profile to be created. See Figure 5-5.

Create	e format			
	Name* Custom	Codeo* H.264	•	
	Video		^	
	Resolution*	Framerate (Fps)* 30	¥	
	Video Bitrate (Mbps 0.5-200)* 3			
	Audio		^	
	Audio Codec* AAC	Audio Channela* 2	¥	
	Audio Bitrate Per Channel (Kbps)* 32k			
	Other		~	
	Watermark		~	
	Advanced Options		~	
			SAVE	CANCEL

Figure 5-5: Export Profiles Custom Export Dialog



## 5.2.1. 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
  - **3**0
  - **5**0
  - 59.94
  - **6**0
- Video Bitrate (Mbps): Video Bitrates can be entered 0.5 200
- Audio Codec: Available audio codecs include:
  - ACC
  - PCM
- Audio Channels: Available audio channel options include:
  - Mute
  - Default
  - 2
  - 4
  - 5
  - 6

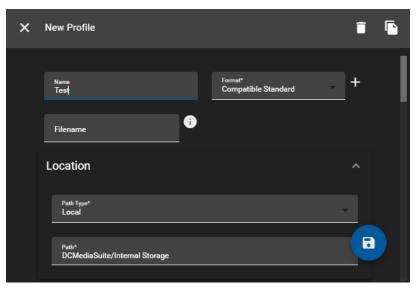


- Audio Bitrate Per Channel (Kbps): Available bitrate options include:
  - 32K
  - 64K
- File Extension: Available file extension options include:
  - Mp4
  - Mov
  - Flv
  - M3u8
  - mxf
  - ts
- **Pixel Format:** The Default pixel format is: yuv422.
- Watermark: Images with an alpha channel can be 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.

## 5.3. SAVING, DELETING AND EDITING EXPORT PROFILES

#### 5.3.1. 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 5-6.



#### Figure 5-6: Saving Export Profiles



## 5.3.2. Deleting Export Profiles

• A export profile can be deleted in the edit mode, by clicking the delete 'trash' button as shown in Figure 5-7.

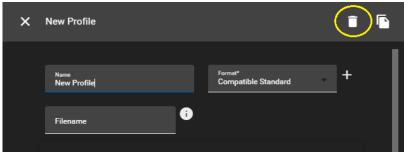


Figure 5-7: Deleting Export Profile

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

- Figure 5-8.
- A confirmation dialog will then appear with all profiles selected to be removed. To confirm, press the 'DELETE' button as seen in Figure 5-9.

ſ	Export Profiles								
=		Name	Format						
	EDIT	NAS	MPEG2-I						
	EDIT	Internal Storage	Compatible Standard						
	EDIT	Archive	Archive						
	EDIT	Archive DC2	Archive						
:	+ CREAT	DELETE PROFILES							

Figure 5-8: Deleting Multiple Export Profiles





## Figure 5-9: Deleting Export Profile Confirmation

#### 5.3.3. Editing Export Profiles

• Edits can be made by clicking the 'Edit' button on the left-hand side of the profile, as circled in Figure 5-10.

E	Export Profiles							
		Name	Format					
	EDIT	NAS	MPEG2-I					
	EDIT	Internal Storage	Compatible Standard					
	EDIT	Archive	Archive					
	EDIT	Archive DC2	Archive					

Figure 5-10: Editing Export Profiles

## 5.3.4. Cloning Export Profiles

Export 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 5-11.
- 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)".

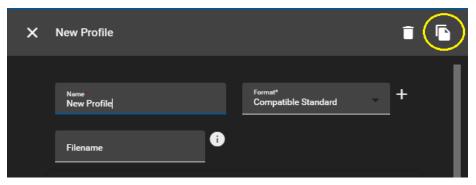


Figure 5-11: Cloning Export Profiles

#### 5.4. EXPORT PROFILE NAVIGATION

In the list of export profiles, 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 5-12



1	Export Profi	les	
		Name	↑ Format
	EDIT	NAS	MPEG2-I
	EDIT	Internal Storage	Compatible Standard
	EDIT	Archive DC2	Archive

Figure 5-12: Export Profiles Sort Ascending or Descending

- To change the order between ascending and descending, simply click the property's name again.
- Profiles can be searched by name, by typing in a value into the column heading. See Figure 5-13.

+	Export	Profiles
		Name F
		Archive
	EDIT	Archive

Figure 5-13: Searching Export Profile By Name

- The property information can further be organized by grouping property columns. This can be done by selecting the options button (ellipsis icon). See Figure 5-14.
- Within the group columns selection, choices include grouping the profiles by name, format or location.
- Clearing all filters will remove any text added to the search bar for each selected column.

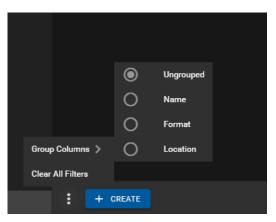


Figure 5-14: Profiles – Group Columns



# 6. 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 holding 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).

## 6.1. CREATING IMPORT PROFILES

• Upon opening the Import Profiles App, the user can preview a list of Profiles that exist in the cluster. From here, the user can create, customize, delete or clone a profile. See Figure 6-1.

≡	Media Suite		€	Open for available commands		() 3:49:55 PM	٤	admin1	
\$	Advanced Config	Imp	ort Profil	es					
ᄃ	Devices			Name	Path				
	Export Profiles								
◄	Import Profiles								
↑Ļ	Jobs								
Þ	Media								
<b>B</b> E	Playout								
Ê	Reports								
<b>:</b>	Resource Groups								
	Scheduler								
	Sessions								
	Storage								
8	Task Management								
₽	Last App	:	+ CREAT	E DELETE PROFILES	Rows per page: 2	0 - 1<	<	1	>1

Figure 6-1: Import Profiles App

• To create a profile, select the 'plus' icon beside 'Import Profile'. See Figure 6-2.

:	+ CREATE	DELETE PRO

Figure 6-2: Add Import Profile

• 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 6-3.



×	New Profile						•
	Name						
	New Profile						
	Import Originator						
	Importer (Username)		Path DCMediaSuite/Internal Storage				
	Available	Selected				_	
	Operator2	No items listed					
	admin (offline)						
	admin1						
	Operator1						
	WebOperator						
	0 Items selected	0 Items selected					
	Import Location and Owner						
	Target Users (Username)		Target Owner (Machine Host	Name)			
	Available	Selected	Available		Selected		
	Operator2	No items listed	DreamCatcherServer2		No items listed	_	
	admin (offline)		DCMediaSuite				
	admin1		DreamCatcherServer1				
	Operator1						
	WebOperator						
	0 Items selected	0 Items selected	0 Items selected		0 Items selected		
	Target Session	*	PBS Location			<b>i</b>	
	+ Tags		Send to "Imported" bin				

Figure 6-3: New Import Profile

#### 6.1.1. 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):** This is the name of the user that starts the imports.
  - **Path:** This is the path of the media that is being imported.
  - Target Users: This is the list of users that get a copy of the resulting clip.
  - **Target Owner:** This is the machine that the resulting clip from the import process is copied over to, who will be 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 location the imported clip(s) will import to.
  - **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)
- With this workflow, when the Importer imports content into the DreamCatcher, their clip will be a remote and the local copy will live on the Target owner. Duplicates will import based on the Target Users chosen.



## 6.2. SAVING, DELETING AND EDITING IMPORT PROFILES

#### 6.2.1. 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 6-4.

Target Users (Username)		Target Owner (Machine Hos	t Name)		
Available	Selected	Available		Selected	
Operator2	No items listed	DreamCatcherServer2		DCMediaSuite	_
admin (offline)		DreamCatcherServer1			
admin1					
Operator1					
WebOperator			к		
0 litems selected	0 flems selected	0 Items selected		0 Items selected	
Target Session	*	PBS Location			•
+ Tags		Send to "Imported" bin			•

Figure 6-4: Saving Import Profiles

#### 6.2.2. Deleting Import Profiles

• A import profile can be deleted in the edit mode, by clicking the delete button as shown in Figure 6-5



Figure 6-5: 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 6-6
- A confirmation dialog will open with all profiles selected to be removed. To confirm, press the 'DELETE' button as seen in Figure 6-7.



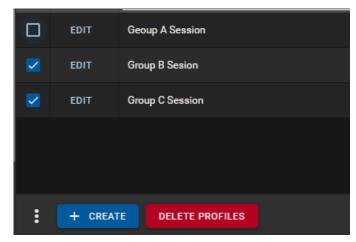


Figure 6-6: Deleting multiple Import Profiles



Figure 6-7: Delete Import Profile Confirmation

## 6.2.3. Editing Import Profiles

• Edits can be made by clicking the 'Edit' button on the left-hand side of the profile, as circled in Figure 6-8

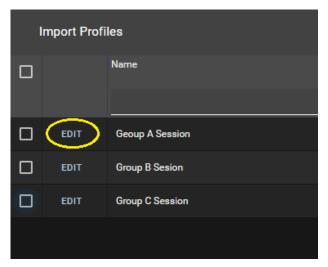


Figure 6-8: Edit an Import Profile



#### 6.2.4. 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 6-9.

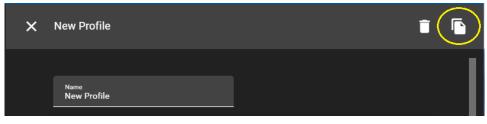


Figure 6-9: Saving Import Profiles

## 6.3. NAVIGATING IMPORT PROFILES

• In your list of import profiles, 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 6-10.

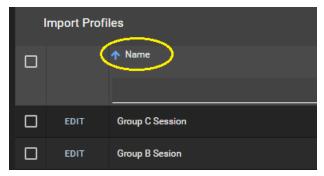


Figure 6-10: Import Profiles Sort Ascending or Descending

- To change the order between ascending and descending, simply click the property's name again.
- Profiles can be searched by name, by typing in a value into the column heading. See Figure 6-11.



Figure 6-11: Searching Import Profile By Name



- The property information can further be organized by grouping property columns. This can be done by selecting the options button (ellipsis icon), See Figure 6-12.
- Within the group columns selection, choices include grouping the profiles by name and path.
- Clearing all filters will remove any text added to the search bar for each selected column.

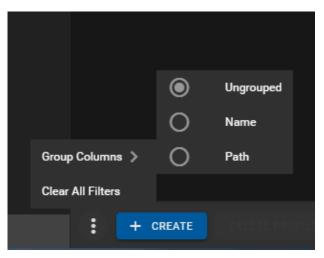


Figure 6-12: Profiles – Group Columns



# 7. 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.

## 7.1. ACTIVE JOBS

When opening the Jobs App, selecting Active Jobs lets the user view all current jobs being performed across the network. See Figure 7-1.

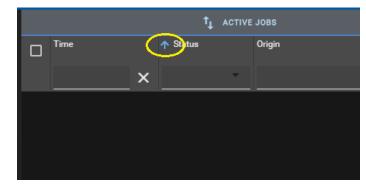
=	Media Suite		Dpen for ave	ilable commands					0	) 2:01:25 PM	🌲 🔔 adm	
\$	Advanced Config		t,									
Б	Devices	<sup>↑ Time</sup>	Status	Origin	Destination	Owner	Device	Туре	Processing Framerate	Progress		
	Export Profiles		×									
۵	Import Profiles	✓ System Jobs (1)										
†Ļ		Today at 2:01 PM	Running	admin (web_clips)	output50	admin	DC-MediaSuite	Virtual Output				Þ
Ð	Media											
83	Playout											
Ê	Reports											
	Resource Groups											
	Scheduler											
e	Sessions											
-	Storage											
8	Task Management											
¢	Last App							Rows per	page: 100 7 1-1	of 1 🔣 🤘		

Figure 7-1: 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.
  - **Origin:** The file path or clip name of the content being imported or exported.
  - **Destination:** Where the job is going.
  - **Owner:** This is the user name of the user that started the job.
  - **Device:** The device is the machine performing 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.



• 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 you of the order. See Figure 7-2.



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

Figure 7-2: Jobs Sort Ascending or Descending

- Within active jobs, the property information can further be organized by grouping columns, or hiding columns. This can be done by selecting the options button (ellipsis icon). See Figure 7-3 and Figure 7-4.
- Within the group columns selection, choices include grouping the jobs by Time, Status, Origin, Destination, Owner, Device, Type, Category or Processing Framerate.
- Within the show columns selection, columns can be checkmarked on to see information or checkmarked off to hide information.
- Clearing all filters will remove any text added to the search bar for each selected column.

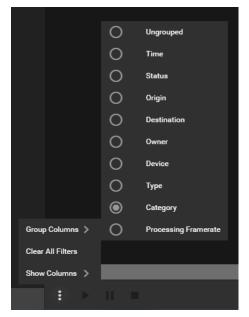


Figure 7-3: Jobs Filter Options Show Columns



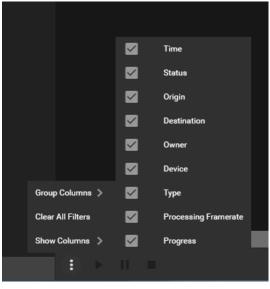


Figure 7-4: Jobs Filter Options Show Columns

# 7.1.1. Active Jobs Controls

Active Jobs triggered by a user in the DreamCatcher cluster, such as an import or export will become listed in Active Jobs. Jobs within the Active Jobs section can be paused, stopped and restarted.

- 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 7-5.
- 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.

≡	Media Suite			€	Open for available	commands					0	2:13:50 PM	🔔 admi	•
\$	Advanced Config													
ᅳ	Devices		↑ Time		Status	Origin	Destination	Owner	Device		Processing Framerate	Progress		
	Export Profiles			×										
	Import Profiles	Ƴ Sy	stem Jobs (1)											
†₊	Jobs		Today at 2:01 PM		Running	admin (web_clips)	output50	admin	DC-MediaSuite	Virtual Output				Ľ
Þ	Media	¥ Us	er Jobs (4)											
BE	Playout		Today at 2:13 PM		Running	Clip	DC-MediaSuite/clips/clips/Clip_2.mov	Operator	DC-MediaSuite	Export	46.6	16%		Ľ
ê	Reports		Today at 2:13 PM		Running	Clip	DC-MediaSuite/clips/clips/Clip_1.mov	Operator	DC-MediaSuite	Export		24%		Ľ
	Resource Groups		Today at 2:13 PM		Running	Clip	DC-MediaSuite/clips/clips/Clip.mov	Operator	DC-MediaSuite	Export		15%		Þ
	Scheduler		Today at 2:13 PM		Running	Clip	DC-MediaSuite/clips/clips/Clip_3.mov	Operator	Deamcatcher-Ser	Export	39.4	12%		Ð
	Sessions													
	Storage													
8	Task Management													
											1-2 of 2			
₹	Last App		$\mathbf{\mathbf{v}}$							Rows per page:	100 1-2 of 2 (2 Select	a) <sup>  &lt;</sup> _	1	

Figure 7-5: Jobs Active Job Controls



# 7.2. JOB HISTORY

Job History allows the user to see all past completed or incomplete jobs. Se	See Figure 7-6.
--	-----------------

=	Media Suite		Ð	Open for available commands							() 220.2	РМ 💧 💽	admin 🔅
\$	Advanced Config		_							JOB HISTORY		÷	
	Devices	Queue Time		Start Time		s	itatus —	Origin	Destination		Owner	Device	Туре
	Export Profiles			×	>	×	Ŧ						
	Import Profiles	Today at 2:13 PM		Today at 2:13 PM	Today at 2:16 PM		i Complete	Clip	DC-MediaSui	e/clips/clips/Clip.mov	Operator	DC-MediaSuite	Export
t↓	Jobs	Today at 2:13 PM		Today at 2:13 PM	Today at 2:15 PM		i Complete	Clip	DC-MediaSui	e/clips/clips/Clip_2.md	Operator	DC-MediaSuite	Export
Þ	Media	Today at 2:13 PM		Today at 2:13 PM	Today at 2:15 PM		(i) Complete	Clip	DC-MediaSui	e/clips/clips/Clip_1.mc	Operator	DC-MediaSuite	Export
83	Playout												
Ê	Reports												
	Resource Groups												
	Scheduler												
	Sessions												
8	Task Management												
₽	Last App	al 5 🗊							Ro	ws per page: 100	- 1-3 of 3		

Figure 7-6: 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 completes.
  - Status: This parameter shows if the job was completed or had any errors.
  - **Origin:** The file path or clip name of the content being imported or exported.
  - **Destination:** This parameter shows where the job went.
  - **Owner:** This parameter shows the name 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 in which the job is being performed.
  - Size: This parameter shows how big the completed job is.



# 7.2.1. 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, as shown in Figure 7-7.
- Results can be searched by day or a date range, which can be selected in the dialog.



Figure 7-7: Job Summary Graph

#### 7.2.2. 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 Stop buttons to become available, as shown in Figure 7-8.
- Jobs can be restarted with the restart button.
- Jobs can be stopped and removed from the list with the stop button.

=	Media Suite			1	Open for available comm	anda					(Q 24	242 FM	🚊 admin	٠
•	Advanced Config													
됴	Devices		lueue Time		Start Time		Statue	Origin	Destination	Owner	Device	Туре	Processing.	Size
	Export Profiles													
	Import Profiles	$\wedge$	odey at 2:13 PM		Today at 2:13 PM	Today at 2:16 PM	(i) Complete	Clip	DC-MediaSuite/clips/clips/Clip.mov	Operator	DC-MediaSulte	Export	53	8.49 0
t <sub>4</sub>	Jobs	$\langle \cdot \rangle$	oday at 2:13 PM		Today at 2:13 PM	Today at 2:15 PM	(i) Complete	Clip	DC-MediaSuite/olips/clips/Clip_2.m	Operator	DC-MediaSuite	Export		6.690
Ð	Media		odey at 2:13 PM		Today at 2:13 PM	Today at 2:15 PM	(i) Complete	Clip	DC-MediaSuite/clips/clips/Clip_1.m	: Operator	DC-MediaSuite	Export		6.09 0
8≡	Playout													
Ê	Reports													
	Resource Groups													
	Scheduler													
	Sessions													
=	Storage													
85	Task Management													
.₽	Last App		ılı (5 🗊						Rows	per page: 100	1-3 of 3 (2 Selected)			21

Figure 7-8: Job History Control



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# 8. 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 archives.

# 8.1. MEDIA APP SECTIONS

The Media App consists of 5 different sections, as is shown in Figure 8-1.

	Media Suite		Ð	Open for available commands			🔇 3:03:29 PM 🎍 💶 admin 🌣
۵	Advanced Config	Explorer	ĸ	Dile	م		
	Devices Export Profiles	Location		Beeneter Ba		Input1	IT'S REPARA
	Import Profiles	Inputs		F TIK			1 III
†Ļ	Jobs	Capture Groupa		N the N	X ·		
Ð	Media	Streams		Input1 Input2	Input3		R
∎≡	Playout	Playlista		DreamCatche-Server DreamCatch		MAL	TIM
	Resource Groups	> Archives				WN T	1 HM
	Scheduler	Clipboard		1		10:03:20:20:0	12:62 LIVE
	Sessions Storage	Clipboard		Input4 Input5	Inputó	[] 016 K < 11	>я⊪од З
	Task Management	Shortcuta		DreamCatche-Server DreamCatch		input Info	
		2 millionatoria			taas	Nerrer Input1	Eng Nacos Input1
						Histor 100	Resolution 720p
						Frame Rate	Codes
		ADD SHORTCUT		Input7 Input8 DreamCatcher-Server DreamCatch	her-Server	Fearer Rate 59.94	mpeg2video
		⊥ Imports				Host Name Dearnoatcher-Server-server	Gevice Dearnostoher Server server
		+ Running: 0 Queued: 0 + Exports			2		
		T Running: 0 Queued: 0 Captures	-				4
	Last App	Running: 0 Queued: 0	-	:	G IN TO SESSION 1-8 of 8 I.C. C. 1		4

Figure 8-1: 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 8.1.1.
- **2.** Content Section: This section displays all content based on the location chosen. The content can be interacted with from this section. See Section 8.1.2.
- **3. Preview Section:** This section allows the user to preview and create new content. See Section 8.1.3.
- **4. Information Section:** This section displays information, based on the content chosen for the preview section. See Section 8.1.4.



#### 8.1.1. Explorer Section navigation

The Explorer section allows the user to navigate through content within the DreamCatcher cluster, 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 8-2.

Explorer IK		Play	↓ Narr	H	Reco	d Eng Nerne	Device	Hostname	Resolution	Frame Rate		Clip (023		THE OWNER	
Location 🗸											Concession in the local division in the loca	511p (020	(0)		And
Inputs		0	input1		•	Input1	DreamCatche.	DreamCatche	720p	59.94	100	-			
Capture Groups		•	Input2		•	Input2	DreamCatche.	DreamCatche			100		Ň	-	
Streama		0	Input3			Input3		DreamCatche.	720p	59.94	100				
√ Clips		C			] Play	↓ Name	Record En	g Name						Ritrate	
> Operator2		C													Clip (023C) ~
> edmin	0	c		C	1 🖸	Input1	•	iput1	DreamCat	cher-Server	DreamCatcher-Serve		59.94		R .
> Operator		6		C	ı 🖸	Input2	•	iput2	DreamCat	cher Server	DreamCatcher-Serve		59.94		
> WebOperator		2		C	J 🕑	Input3	•	-put3	DreamCal	cher Server	DreamGatcher Serve				
Playlata				C		Input4	•	iput4	DreamCal	cher-Server	DreamGetcher-Serve				
> Archives				c	1 0	Input5	•	iput1	DreamCat	cherServer	DreamCatcher-Serve	720p	59.94		
				c	1 0	Input6	•	put2	DreamCet	cher Server	DreamCatcher Serve	720a	59.94		<u>R</u> / <u>R</u>
						Input7		nput3	Deserver	abor Second	DreamCatcher Serve	720-	59.94	100	<u>16.2933000</u> 030
Clipboard >															сан-онкк к к у л п ф Ш В
Shortouts >				C	1 🖸	Input8	•	iput4	DreamCal	cher-Server	DreamCatcher-Serve	r 720p	59.94		Clip Info
Jobs >		1													Name Argis 0 Clip 02/3C
															Input Destor Input3 00.0019.60
															Stat Time         East Time           05-Nov-2020 - 14:29:23.01.0         05-Nov-2020 - 14:29:33.00.0
												1-8 of 8			Creation Data

Figure 8-2: Minimizing and Maximizing the Explorer Section

• Each sub-section can also be minimized and maximized as needed. To minimize each subsection use the use the 'v' arrows, and '>' arrows as shown in Figure 8-3.

Explorer	ĸ
Location	$\odot$
Clipboard	>
Shortcuts	>
Jobs	>

Figure 8-3: Minimizing Sub-Sections in the Explorer



#### 8.1.1.1. 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 8-4.

Location	ı	~
	Inputs	
	Capture Groups	
	Streams	
>	Clips	
	Playlists	
>	Archives	

Figure 8-4: 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 8-5 next to 'Clips' and 'Archives'.

Location		~
s	treams	
<b>~</b> 0	lips	
>	Operator2	
>	admin	1
>	Operator	1
>	WebOperator	

Figure 8-5: Location Navigation in the Media App Extended



# 8.1.1.2. 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 send any item, resource or content, to the clipboard, select the checkmark box beside the item in the thumbnail or table view (See Section 8.1.2 for thumbnail and table views), and click the clipboard button as shown in Figure 8-6.

Explorer	к	=	Play	Exported	Name	Game Type	Tags	Angle
Location				-				
Inputs			Ð		Clip			0121
Capture Groups			Ð		Clip			014(
Streams			D		Clip			0161
> Clips			Ð		Clip			017/
Playlists			D		Clip			018(
> Archives			D		Clip			019(
Clipboard			D		Clip			023(
Ê Clipboard	0 Items		Ø		Clip			0241
Shortcuts	~		D		Clip			0251
EDIT SHORTCUTS			0		Clip			026(
			D		Clip			028(
🛧 ADD SHORTCUT								
Jobs		:		-	<b>/</b> (1)	LOG IN TO SESSIO	N 1-11 of 11 1 (3 Selected) 1	

Figure 8-6: 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 8-7.

Explorer	к	Play	Exported	Name	Game Type	Tags	Angle
	IX.	••		Clip			0281
Location		• •		Clip			028(
Streams	- 1	• •		Clip			0281
· > Operator2 > admin > Operator							
> WebOperator		Inputs					
Clipboard	~	Capture Gro					
😑 Clips Clipboard	3 Items	Streams Clips		tems			
Shortcuts	~	Playlists		tems			
		Archives					

Figure 8-7: Using Clipboard in the Media App



#### 8.1.1.3. 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 8-8. Multiple shortcuts can be added.

Explorer	ĸ
Location	~
> admin	
<ul> <li>Operator</li> </ul>	
Page 1	
Page 2	- 1
Page 3	
Page 4	
Page 5	
Clipboard	>
Shortcuts	~
EDIT SHORTCUTS	
ADD SHORTCUT	

Figure 8-8: Location Shortcuts

• Shortcuts can be given a custom name. To do this, press the 'Edit' button and type in a new name as shown in Figure 8-9.

Shortcuts	~
	EDIT SHORTCUTS
Page 1	
\$	ADD SHORTCUT





• To open shortcuts, simply click on the shortcut and that location will be opened into the Content Section. See Figure 8-10.

Explore	er	к		Play	Exported	Name	Game Type	Tags
Location					-			
	циick			D		Clip		
	Imported			D		Clip		
>	admin			0		Clip		
	Operator	-i		D		Clip		
	Page 1		п	D		Clip		
	Page 2		_					
	Page 3			Ð		Clip		
	Page 4							
Clipboard								
Shortcuts								
	EDIT SHORTCUTS							
Page 1								
t	REMOVE SHORTCUT							
Jobs			:				LOG IN TO SESSION	N 1-6 of 6

Figure 8-10: Selecting Location Shortcuts

• 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.

# 8.1.1.4. Jobs

Jobs offers a quick way preview Imports, Exports and Captures in the Jobs App without opening the Jobs app itself.

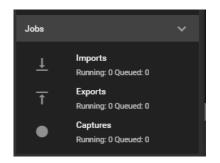


Figure 8-11: Jobs in the Media App

• 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 8-12.



=	Media Suite				→ Open for availa.	ble commands					
\$	Explorer			Ex	oport Jobs						
ᅳ	Location				t <sup>†</sup> ×	CTIVE JOBS					
					↑ Time	Status	Origin		Destination	Progress	
	Inputs				×	-					T
↑Ļ	Capture Groups				Today at 2:36 PM	Queued	Clip		/mnt/QNAP/Clip.mov		
Þ	Streams	-			Today at 2:36 PM	Queued	Clip		/mnt/QNAP/Clip.mov		
BE		-		-							
Ê	> Operator2				Today at 2:36 PM	Queued	Clip		/mnt/QNAP/Clip.mov		
<b>=</b>	> admin				Today at 2:36 PM	Queued	Clip		/mnt/QNAP/Clip.mov		
	> Operator				Today at 2:36 PM	Queued	Clip		/mnt/QNAP/Clip.mov		к <
					Today at 2:36 PM	Queued	Clip		/mnt/QNAP/Clip.mov		
	Clipboard				Today at 2:36 PM	Queued	Clip		/mnt/QNAP/Clip.mov		
83	Shortcuts				Today at 2:36 PM	Queued	Clip		/mnt/QNAP/Clip.mov		
	Jobs										
	Imports				Today at 2:36 PM	Queued	Clip		/mnt/QNAP/Clip.mov		
	Running: 0 Queued: 0						Rov	ws per page:	20 1-20 of 40	IC ( 1 )	>I
	T Running: 13 Queued: 27									VIEW ALL JOBS CLOSE	E 01.0
<i></i> ,	Running: 0 Queued: 0		:			LUG IN TO	SESSION I-III	or III — IX —		Creation Date 05-Nov-2020	

Figure 8-12: Job Progress in the Media App

### 8.1.2. 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.

#### 8.1.2.1. Thumbnail view

• Thumbnail view can be accessed by clicking the 'thumbnail' icon as circled in Figure 8-13.

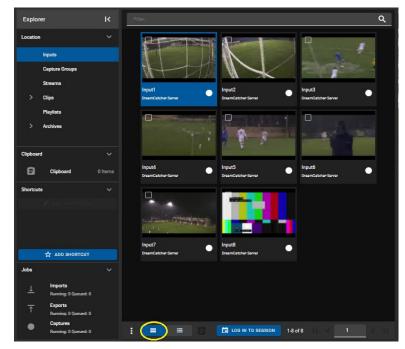


Figure 8-13: Thumbnail view in Media App



• While in Thumbnail view, content can be found using the search bar. For an example, see Figure 8-14.

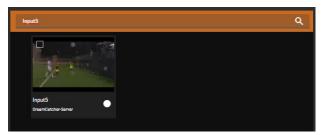


Figure 8-14: Searching in Thumbnail view

### 8.1.2.2. Table view

The table view columns will be different depending on the Location selected, for this section the Inputs will be used as an example.

- Table view can be toggled by clicking the 'table' icon as circled in Figure 8-15.
- In the Table view, the content can be organized by columns. For an example, see Input column properties in Figure 8-15.

Explore	er	к		Play	Name	Record	Eng Name	Device	Hostname	Resolution	Frame Rate
Location											
	Inputs			Ð	Input1	•	Input1	DreamCatche	DreamCatche	720p	59.94
	Capture Groups			Ð	Input2	•	Input2	DreamCatche	DreamCatche	720p	59.94
	Streams			Ð	Input3	•	Input3	DreamCatche	DreamCatche	720p	59.94
	Clips			Ð	Input4	•	Input4	DreamCatche	DreamCatche	720p	59.94
	Playlists			Ð	Input5	•	Input1	DreamCatche	DreamCatche	720p	59.94
	Archives			Ð	Inputő	•	Input2	DreamCatche	DreamCatche	720p	59.94
				Ð	Input7	•	Input3	DreamCatche	DreamCatche	720p	59.94
Clipboard	I			Ð	Input8	•	Input4	DreamCatche	DreamCatche	720p	59.94
Ê	Clipboard	0 Items									
Shortcute	1										
	ADD SHORTCUT										
Jobs	A										
	Imports Running: 0 Queued: 0										
	Exports Running: 0 Queued: 0										
•	Captures										
	Running: 0 Queued: 0		:		= (=)	E	E LOG IN T	O SESSION 1-	3of8  < <	1	

Figure 8-15: Table view in Media App



- 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 8-16.
- To change the order between ascending and descending, simply click the property's name again.

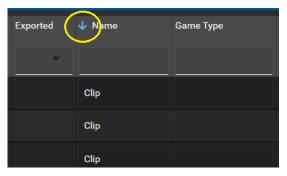


Figure 8-16: Organizing Columns Ascending or Descending

- Within Table view, there are options to limit or add to the information that is visible. This can be done by selecting the options button (ellipsis icon). See Figure 8-17.
- Within the show columns selection, columns can be checkmarked on to see information or checkmarked off to hide information.

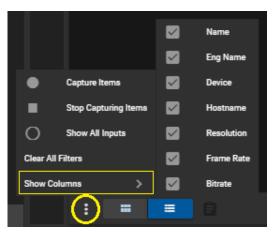


Figure 8-17: Show Columns

• Properties can be searched, by simply typing in a value in their search bar region, below the property name. See Figure 8-18 for an example.

Play	↓ Name	Record	Eng Name	Device
	Input5			
Ø	Input5	•	Input1	DreamCatche

**Figure 8-18: Searching Properties** 



### 8.1.2.3. Sessions

Sessions can be joined at the bottom of the Content Section, regardless if choosing Thumbnail or table view.

For information on creating sessions please refer to the DreamCatcher Operational Guide.

• To join a session, click on the "Log in to Session" button as shown in Figure 8-19.

Explorer	к		Play	↓ Name	Record	Eng Name	Device	Hostname	Resolution	Frame Rate	Bitrate
Location											
Inputs			Ð	Input1	•	Input1	DreamCatche	DreamCatche	720p	59.94	100
Capture Groups			Ð	Input2	•	Input2	DreamCatche	DreamCatche	720p	59.94	100
Streams			Ð	Input3	•	Input3	DreamCatche	DreamCatche	720p	59.94	100
> Clips			Ð	Input4	•	Input4	DreamCatche	DreamCatche	720p	59.94	100
Playlists			Ð	Input5	•	Input1	DreamCatche	DreamCatche	720p	59.94	100
> Archives			Ð	Input6	•	Input2	DreamCatche	DreamCatche	720p	59.94	100
			Ð	Input7	•	Input3	DreamCatche	DreamCatche	720p	59.94	100
Clipboard			Ð	Input8	•	Input4	DreamCatche	DreamCatche	720p	59.94	100
Clipboard	0 Items										
Shortcuts											
🕁 ADD SHORTCUT											
Jobs											
L Imports Running: 0 Queued: 0											
← Exports ↑ Running: 0 Queued: 0		_									_
Captures						_		-	_		
Running: 0 Queued: 0		:		= =		(	LOG IN TO	SESSION 1-	lof8  <	< 1	

Figure 8-19: Log In to Session

- A window will open with a list of all available sessions. See Figure 8-20.
- Select a session and press 'ENTER' to join it.

Log in to session			
Session*	•		,
Soccer Football Volleyball Basketball		ENTER	CANCEL

Figure 8-20: Joining a Session

• To leave a session, simply click the "Leave" button as shown in Figure 8-21. A confirmation dialog will open, click 'LOGOUT' to leave the session.



Figure 8-21: Leave Session



#### 8.1.3. Preview section navigation

The Preview window is used to preview Inputs, Capture Groups, Streams, and Clips in the DreamCatcher cluster, as well as content in the internal and external storage of all clustered machines. The content can be interacted with using the Preview controls.

#### 8.1.3.1. Viewing the Preview Window

• The preview window be minimized, extended or closed using the buttons as shown in Figure 8-22.

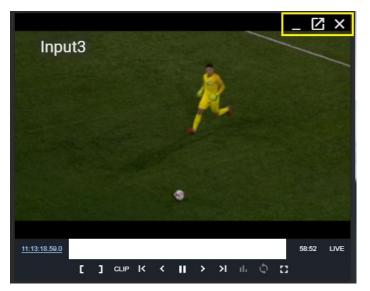


Figure 8-22: Preview Window minimize / extend / close buttons

• First is the minimizing button, this will allow for the user to minimize the whole preview section. It can later be maximized with the arrow button as shown in Figure 8-23.

Explo	er	к	Play	↓ Nam	e R	ecord	Eng Name	Device		Hostne	ime				T -	E ×				
Locatio												Input6				-				
	Inputs		Ð	Input1		•	Input1	DreamCa	atche	Dream	nCatche	1 11 11	1			0				
	Capture Groups		Ð	Input2		•	Input2	DreamCa	atche	Dream	nCatche	/			1	1.00				
	Streams		Ð	Input3		•	Input3	DreemCa	_	Dream	nCatche Vame	Panar	1 5-4	g Name	Device	Hostname	Resolution	Frame Rate	Bitrate	
>	Clips		Ð	Input/	Explore							Neudin	,	yisaine		riusularite	Nesolucion		billate	
	Playlists		Ð	Input	Location				-	_			-							
>	Archives		Ð	Inpute		Inputs				•	Input1	•	Inj	put1	DreamCatcher-Server	DreamCatcher-Server	720p	59.94	100	
Clipboa			ø	Inputi		Capture	Groups			•	Input2	•	Inj	put2	DreamCatcher-Server	DreamCatcher-Server	720p	59.94	100	
Ē	(Tabana)	0 Items	ø	Input		Stream				•	Input3	•	Inj	put3	DreamCatcher-Server	DreamCatcher-Server	720p	59.94	100	
	Clipboard				>	Clips				٥	Input4	•	Inj	put4	DreamCatcher-Server	DreamCatcher-Server	720p	59.94	100	
Shortcu						Playlist				٥	Input5	•	In	put1	DreamCatcher-Server	DreamCatcher-Server	720p	59.94	100	
					>	Archive	•			۲	Input6		Inj	put2	DreamCatcher-Server	DreamCatcher-Server	720p	59.94		
					Clipboard					ø	Input7	•	Inj	put3	DreamCatcher-Server	DreamCatcher-Server	720p	59.94	100	
					<b>B</b>	Clie	board	0 Items		ø	Input8	•	Inj	put4	DreamCatcher-Server	DreamCatcher-Server	720p	59.94		
	☆ ADD SHORTCUT				Shortcuta															
Jobs		~			Shortcuts															
						☆ AI	D SHORTCUT													
					Jobs			~												





- Extending the Preview window to make it larger is done by clicking the extend button, as shown in Figure 8-24.
- The extended window will open in a new browser window.
- 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 8-24.

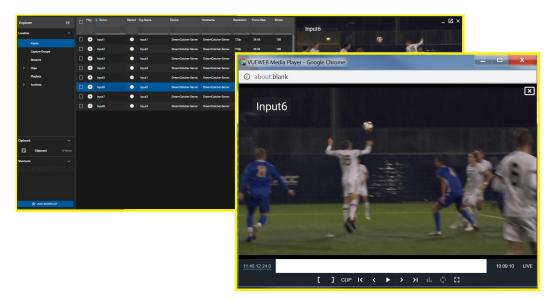


Figure 8-24: Maximizing the Preview Window

- The last button is the close button, which when pressed closes the entire preview section.
- The preview section can be reopened by clicking 'play' on any input/ stream or clip in the content section. See Figure 8-25 for an example.

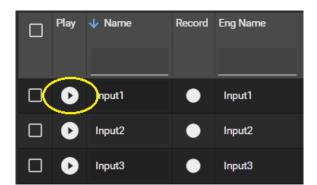


Figure 8-25: Playing Content to open the Preview Window



# 8.1.3.2. 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 8-26.

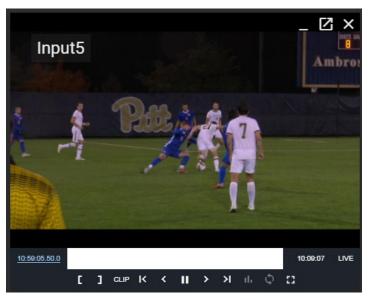


Figure 8-26: Media App Input Preview

- For a description of available controls, see Table 8-1.
- Please note some icons may only be present depending on the content loaded in the preview window.



Table 8-1: Media App Preview Controls



• Further controls include jumping / scrubbing to a time in the record train or the clip train. This can be done by clicking on a location in the train or clip region as shown in Figure 8-27.

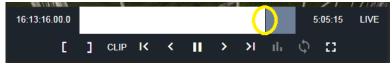


Figure 8-27: Record Train Bar

• If previewing an input or stream, you can use the "Live" button to preview the input at live. See Figure 8-28.

16:36:25.11.0									5	:03:03	LIVE
۵	]	CLIP	ĸ	<	Ш	>	×	ıh	\$	0	

Figure 8-28: Go to Live

• To find a specific timecode, click on the timecode in the Preview window to open the 'Jump to Timecode' dialog, as shown in Figure 8-29 and Figure 8-30.

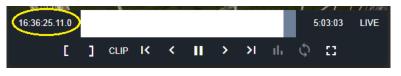


Figure 8-29: Selecting Timecode

Jump to 1	Timecode		×
Date 2020-02-0	03		
Hour 16	Minute 37	Second 38	Frame 17
Valid Range:	11:50:53.034 - 2020-02-03	16:55:12.010 2020-02-03	SEEK

Figure 8-30: Jump to Timecode



**Note:** 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.



#### 8.1.4. Information Section

This section provides information about the content playing in the Preview window.

The information will be different depending on which content is loaded and playing. For example, when an Input is loaded the input's Name, Engineering Name, Bitrate, Resolution, Frame Rate, Codec, Hostname and Device is listed. See Figure 8-31.

I	nput Info	
	<sub>Name</sub> Input5	Eng Name Input1
	Bitrate 100	Resolution 720p
	Frame Rate 59.94	Codec mpeg2video
	Host Name DreamCatcher-Server	Device DreamCatcher-Server

Figure 8-31: Input Information

Another example is Clip information. The Clip Name, Angle, Input, Duration, Start / End Time, Creation Date, Device, Owner and Tags are listed. Some fields can be edited from the information section. In this example, Clip Name, and Tags can be edited or added. See Figure 8-32.

с	lip Info		
	Name Input5	Angle ID 112A	
	Input Input5	Duration 00:00:09.60	
	Start Time 04-Nov-2020 - 11:06:09.29.	End Time 04-Nov-2020 - 11:06:19.28.	
	Creation Date 04-Nov-2020	Device DreamCatcher-Server	
	<sub>Owner</sub> Operator2		
	<b>Tags</b> Type a tag name and press ent		

Figure 8-32: Clip Information

• The information section will be discussed further throughout this guide in each sub-section in the Media App.



## 8.2. INPUTS

Inputs allow the user to monitor all inputs in the networked cluster on the Media Suite, see Figure 8-33.

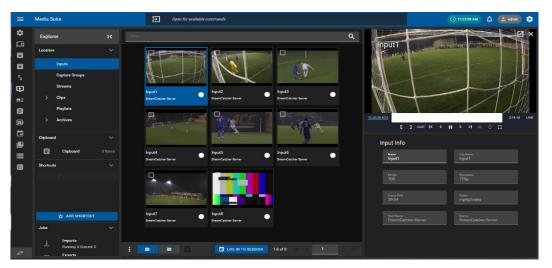


Figure 8-33: Inputs In the Media App

#### 8.2.1. Available Inputs

For most workflows, all inputs across a cluster 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 Media Suite Engineering Webpage.

- To access the engineering webpage, open a new web browser window and type in the IP of the server along with '/engineering' in the address bar (i.e. http://100.100.101/engineering).
- If successfully connected, the following menu will be visible. See Figure 8-34.

System Monitor						
	Space	GPU Monitor		CPU Monitor		
Record Train	Internal Storage	🗸 GPU Usage	95	< Total CPU Usage	11%	
		🧹 GPU Temp		👻 CPU 1 Temp		
	1.s.	<ul> <li>GPU Memory Usage</li> </ul>		CPU 2 Temp		
		<ul> <li>GPU Fan Speed</li> </ul>		🥓 CPU 0 Usage		
	19 hours 12 mins					
0 Port Status	Start All Captures	Stop All Captures	Stats	Dataih #		
		Step All Captures	Stats	Dilat #		
DI Port Status de to fetch SDI Input de Status ystem Date: 11/0			Stats 1:46:25	Data +		

Figure 8-34: DreamCatcher Webpage

• In the configuration webpage, scroll down to the "Users" section as shown at the bottom of Figure 8-34.



• Click the "Edit" button to open the 'Users' configuration page as shown in Figure 8-35.

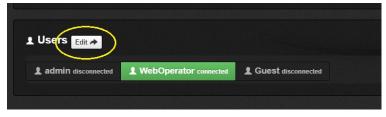


Figure 8-35: Users in Webpage

- In the Users configuration page, options will be available for the 'Remote Input Availability'.
- First, Click the user you wish to make the changes to from the top selections. In this example we have an 'admin', 'webOperator' and 'Guest', see Figure 8-36.
- Next, click on an input to make it available for that user. When inputs are available they will be lit green. When they are grey they will not be available.

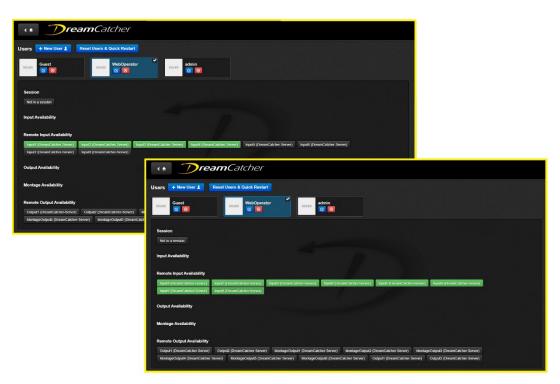


Figure 8-36: DreamCatcher User Configuration



### 8.2.2. Showing All Inputs

If custom inputs have been selected for the Media Suite (As discussed in the previous section), however 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 8-37.

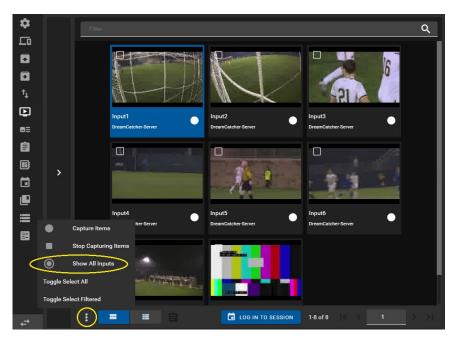


Figure 8-37: Show All Inputs

# 8.2.3. 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.

• For instructions on joining/leaving sessions in the Media App, please refer back to Section 8.1.2.3.



#### 8.2.4. Previewing Inputs

• To preview an input in the Content Section, when looking in thumbnail view, hover the mouse over the input to see a 'play' icon appear. (See Figure 8-38). Click on the input to load it into the Preview window, it will then begin to play at live.

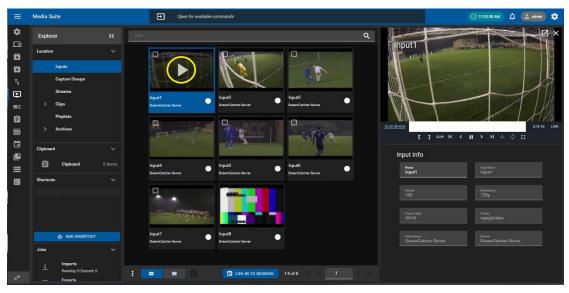


Figure 8-38: Selecting Inputs to Preview in Thumbnail view

• In Table view, select the 'play' button on the input, as shown in Figure 8-39.

=	Media Suite	Den Ope	en for available commands		🚫 112841 AM 🛕 (💶 astrin) 💠
\$	Explorer K	Play 🔸 Name	Record Eng Name Device	Hostname Resolution Frame Rate Bits	Le XI
	Location ~				Input I
	Inputs		Input1 DreamCatche	DreamCatche 720p 59.94 10	
	Capture Groups	Input2	Input2 DreamCatche	DreamCatche 720p 59.94 10	
Ð	Streams	Input3	Input3 DreamCatche	DreamCatche 720p 59.94 10	
<b>6</b> 3	> Clips	Input4	Input4 DreamCatche	DreamCatche 720p 59.94 10	
ê	Playlists	D Dinput5	Input1 DreamCatche	DreamCatche 720p 59.94 1(	
	> Archives	D Input6	Input2 DreamCatche	DreamCatche 720p 59.94 10	1228-40.340 2-14-14 LIVE
	Clipboard ~	D Input7	Input3 DreamCatche	DreamCatche 720p 59.94 10	Е ] сыр К К II > >I il; Ф 🖸
₽	Clipboard 0 Items	D D Input8	Input4 DreamCatche	DreamCatche 720p 59.94 10	Input Info
	Shortcuts ~				Name Eng Name Input1 Input1
					Bitute Resolution
					Bitute Resolution 100 720p
					Freme Rate Codec 59.94 mpeg2video
	ADD SHORTCUT				оу.94 тредлиео
	Joba 🗸				Hoat Name Device Device DreamCatcher-Server DreamCatcher-Server
	1 Imports				
₽	+ Running: 0 Queued: 0 	: = -			

Figure 8-39: Selecting Inputs to Preview in Table view

• Once an Input is loaded into the preview window, it can be scrubbed through, paused, played, and put to live using the control buttons as discussed in Section, 8.1.3.2. Please refer back for more information on using those controls.



### 8.2.5. Clip Creation

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 8-40.

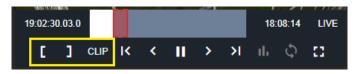


Figure 8-40: Mark Clip

- A dialog will appear allowing the user to name the clip, apply any tags, and select the inputs angles to be clipped. See Figure 8-41.
- Fields, if created in the Media Suite settings, will also be an option in this dialog. For information for creating and configuring fields, see section 2.5.3.4.

Create	Clip			
	<sub>Name</sub> Quick Clip			
	<b>Taga</b> Type a tag name and press end			
	Custom Fields			
	Game Type			
	Selected Inputs			
	Available No items listed	Selected		
		Input2	×	
		Input3 Input4	~	
		Input5 Input6	ž	
	0 items selected	Input7 0 items selected		
			CREATE	CANCEL

Figure 8-41: Create clips from Input Record Train



### 8.2.6. 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 8-42.

Name Input1         Eng Name Input1           Bitrate 100         Resolution 720p           Frame Rate 59.94         Codeo mpeg2video           Host Name DreamCatcher-Server         Device DreamCatcher-Server	Input Info	
100     720p       Frame Rate     Codec       59.94     mpeg2video       Host Name     Device		
100     720p       Frame Rate     Codec       59.94     mpeg2video       Host Name     Device		
59.94 mpeg2video		
59.94 mpeg2video		

Figure 8-42: 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 8-43.
- Click the save icon to complete the renaming process. The input name will now be changed across the DreamCatcher network.

Name	Eng Name
Camera A	Input1
Bitrate	Resolution
100	720p
Frame Rate	Codec
59.94	mpeg2video
Host Name	Device
DreamCatcher-Server	DreamCatcher-Server

Figure 8-43: Input Name Change



#### 8.2.7. 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 8-44, 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.
- If the export profile does not have a 'filename' assigned to it, the Capture Group will automatically default to using %c (Input / Camera Name). For more information regarding export profile filenames, see Section 5.

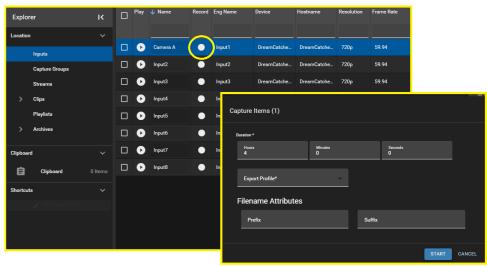


Figure 8-44: Input Capture Record.

- 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 8-45.

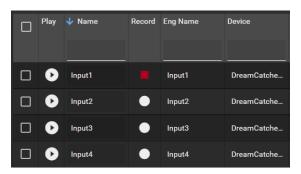


Figure 8-45: Input Capture Recording In Progress



### 8.2.8. 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 8.1.1.4, shown in Figure 8-12.
- All jobs on the system can also be viewed by entering the Jobs app as discussed in Section 7...

### 8.2.9. 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 8-46.
- From this window, all or only selected inputs can be toggled to capture or to stop capturing.

\$		=	Play	🔸 Name	Record	Eng Name	Device	Hostname	Resolution	Frame Rate	Bitrate
٢ū											
			Ø	Input1	•	Input1	DreamCatcher-S	DreamCatcher-S	720p	59.94	100
			D	Input2	•	Input2	DreamCatcher-S	DreamCatcher-S	720p	59.94	100
†⊥ ⊡		$\mathbf{H}$	D	Input3	•	Input3	DreamCatcher-S	DreamCatcher-S	720p	59.94	100
			D	Input4	•	Input4	DreamCatcher-S	DreamCatcher-S	720p	59.94	100
Ê			•	Input5	•	Input1	DreamCatcher-S	DreamCatcher-S	720p	59.94	100
			D	Input6	•	Input2	DreamCatcher-S	DreamCatcher-S	720p	59.94	100
	>		D	Input7	•	Input3	DreamCatcher-S	DreamCatcher-S	720p	59.94	100
e			D	Input8	•	Input4	DreamCatcher-S	DreamCatcher-S	720p	59.94	100
₽	•	Capture	Items								
	•	Stop Ca	pturing	Items							
	0	Show A	l Inputs								
	Clear All F	ilters									
	Show Colu	imns									
<i></i> ,		:	) :	-	Ê		🖬 LOG IN T	TO SESSION 1-8 (2 S	of 8 elected)	< 1	> >1

Figure 8-46: Input Options Menu



## 8.3. CAPTURE GROUPS

Capture Groups allow the user to start and stop growing file records of input(s)/ stream(s) to designated export profiles. See Figure 8-47.

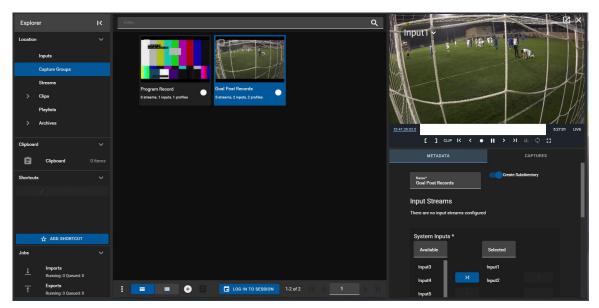


Figure 8-47: Capture Groups in the Media App

#### 8.3.1. Creating Capture Groups

• To create a Capture Group, select the plus icon at the bottom of the window. See Figure 8-48.

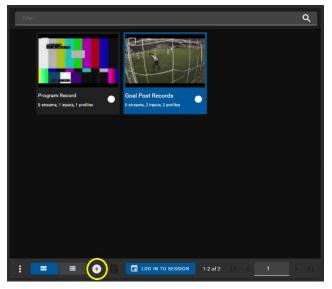


Figure 8-48: Adding a Capture Group in the Media App



- A 'Create Capture Group' dialog will open, see Figure 8-49.
- Begin by creating a name for your Capture Group, as shown at the top of Figure 8-49.
- An option is included for whether the growing file will export into subdirectory or place itself into 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 8-49.

Create Capture G	roup				
Name			Create Subdirectory		
Input Str		- <b>F</b> d			
i nere are no	o input streams co	nngurea			
System	Inputs *				
Availab	le		Selected		
Input1	_		No items listed		
Input2		Я			
Input3					
Input4					
Input5					
Inputó	- 1				
Input7	ems selected		0 Items selected		
			U INANTS SANCING		
Export P					
Availab	e		Selected		
Archive	Storage DC 1		No items listed		
Live Rec	ords NAS	К			
NAS					
01	ems selected		0 Items selected		
				CREATE	CANCEL

Figure 8-49: 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 8-50.
- 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 8-50.



ystem Inputs *					
Available	Selected		System Inputs *		
Input1	No items listed	-	Available		Selected
Input2			Input3		input1
Input3			Input4		Input2
Input4			Input5		
Input5			Input6		
Inputő			Input7	к	
Input7			0 items selected		0 Items selected
0 Items selected	0 Items selected				
			Export Profiles *		
xport Profiles *			Available		Selected
Available	Selected				
Archive Storage DC 1	No items listed		Archive Storage DC 1		NAS
Live Records NAS			Live Records NAS	К	
NAS					
				Ic	
			0 Items selected	K	0 Items selected

Figure 8-50: 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.

# 8.3.2. 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 **Error! Reference source not found.**Figure 8-51. Click on the group to load it into the Preview window, the first input or stream in the group will then begin to play.

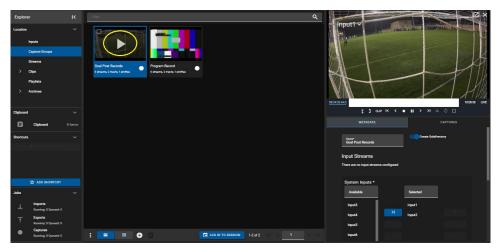


Figure 8-51: Previewing Capture Groups in Thumbnail view



• 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 8-52.

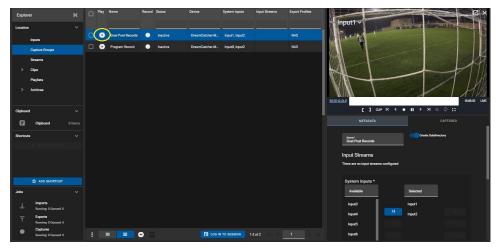


Figure 8-52: Previewing Capture Groups in Table view

• Once a capture group is loaded into the preview window, it can be paused, played, and put to live using the control buttons as discussed in Section, 8.1.3.2. Please refer back for more information on using those controls.

#### 8.3.3. Capture Group Metadata

Below the preview window is the capture group's metadata, including: Name, subdirectory option, input options, and export options See Figure 8-53.

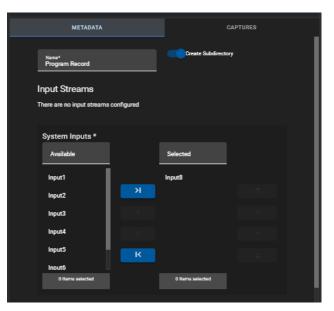


Figure 8-53: Capture Group Metadata



- 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 8-54.

	METADATA		CAPTURES				
	<sub>Name</sub> * Program Record		Create Subdirector	<del>7</del>			
I	nput Streams						
т	here are no input streams	configured					
	System Inputs *						
	Available		Selected				
	Input1		Input8				
	Input3	к	Input2	<b>A</b>			
	Input4						
	Input5						
	Inputó	к					
	• . <del>~</del> O Items selected		0 Items selected				

Figure 8-54: Editing a Capture Group

#### 8.3.4. 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 8-55.

Explorer	к	Filter								۹			
Location			No. of Concession, Name			0-1							
Inputs						1 1 1							
Capture Groups			-		1								
Streams			Program Recor	rd	•	Goal Post Records							
> Clips			0 streams, 1 inputs	s, 1 profiles		0 streams, 2 inputs, 1 profi	les						
Playlists							_						
> Archives							Car	pture Items (	(1)				
Clipboard							<u> </u>						
							D	uration *					
Clipboard								Hours 4	÷	Minutes O		Seconda O	
Shortcuts								Filename A	ttributos				-
EDIT SHORTCUTS							· '	nename A	annoutes				
								Prefix			Suffix		
							Exp	ort Profile Temp	olates:				
		:		•		LOG IN TO SE		Archive Stora					
🕁 ADD SHORTCUT		•											CANCEL

Figure 8-55: Starting a Capture Record



• A 'capture items' dialog will open, as shown in

Explorer	к	Filter		۹	1	
Location Inputs Capture Groups Streams Clips Playlists		Program Record 0 streams, 1 inputs, 1 profiles	Cael Post Records R streams, 2 profile			
> Archives			Capture Items (1)			
Clipboard			Duration *			
Ê Clipboard			Hours	Minutes ©	Seconds O	
Shortcuts			Filename Attrib			
EDIT SHORTCUTS			Prefix Export Profile Templates:		Suffix	
📩 ADD SHORTCUT		: 🔳 🕂 🗎	LOG IN TO SEC     Archive Storage DC 1	:%c		
E.						CANCEL

- Figure 8-55, 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.
- If the export profile does not have a 'filename' assigned to it, the Capture Group will automatically default to using %c (Input / Camera Name), as shown in Figure 8-56. For more information regarding export profile filenames, see 5.

Capture Items (1)					
Duration	Minutes* O		Seconds* 0		
Filename Attributes					
Prefix		Suffix			
Export Profile Templates: • NAS Storage: ‰c					
				START	CANCEL

Figure 8-56: Capture Record Settings

- 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 8-57.



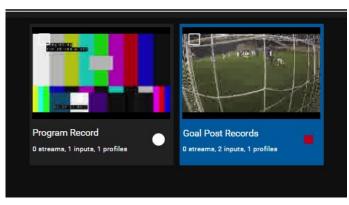


Figure 8-57: Input Capture Recording In Progress

• To stop a recording before its scheduled duration, click on the red 'record' button again.

### 8.3.5. Monitoring Capture Progress

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

- The first location to preview captures is located in the preview information area when a capture group is playing.
- Select the 'Captures' tab below a playing capture input to preview the status of captures, present and past. See Figure 8-58.





METADATA		CAPTURES		
Capture	Status	1 Time	Progress	Inputs/Stream
Goal Post Records_20-11-06_09     Goal Post Records_20-11-06_09	Running Running	Today at 5:45 AM Today at 5:45 AM Today at 5:45 AM Today at 5:45 AM	0%	Input1, Input2 Input2 Input1 Input1, Input2
	Complete	Today at 5:45 AM		Input1
	Complete	Today at 5:45 AM		Input2
t	_	Rows per page: 20	1-2 of 2	1 2 2

Figure 8-58: 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 8.1.1.4., shown in Figure 8-12.
- All jobs on the system can also be viewed by entering the Jobs app as discussed in 7. .



#### 8.3.6. 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 8-59.
- From this window, all or only selected Capture Groups can be toggled to capture or to stop capturing.

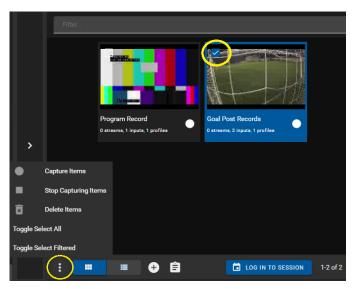


Figure 8-59: Capture Group Options Menu

# 8.3.7. 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 8-59.
- From this options dialog select 'delete items'.
- A confirmation dialog will appear as seen in Figure 8-60.
- To confirm deleting the capture group(s) click the 'DELETE' button.



Figure 8-60: Capture Group Delete Confirmation



## 8.4. STREAMS

From this section, the user will be able to observe streams going through the network. See Figure 8-61.

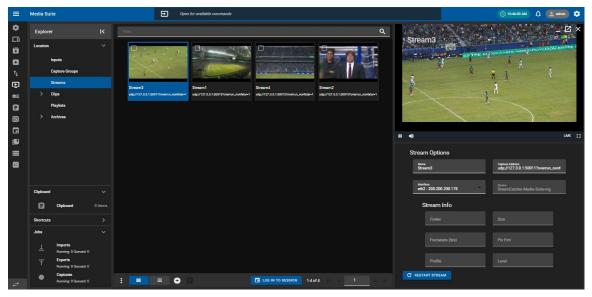


Figure 8-61: Streams in the Media App

#### 8.4.1. Adding Streams

• To add streams, click on the 'plus' icon and add in the name and IP address of the stream, as shown in Figure 8-62.

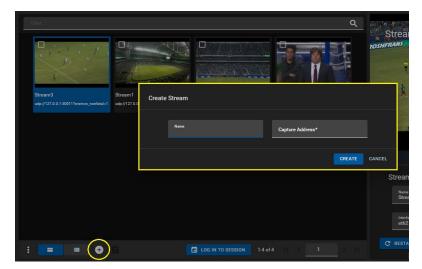


Figure 8-62: Create Stream

• To complete and save the stream, click the 'CREATE' button.



## 8.4.2. Previewing Streams

• To preview a stream in the Content Section, when looking in Thumbnail view, hover the mouse over the stream to see a 'play' icon appear. (See Figure 8-63). Click on the stream to load it into the Preview window, it will then begin to play.

	Brant ap 172 & 13933 Domes particular	Streamd ap /127.8.1.30812/serve_periods14	C Stream? at #1772 11 1 SETE Formers, and at 6-1		Stream3		
				ш	•)		uve 🖸
					Stream Options New Streams Weinter Http://www.streams.org/178 StreamInfo	Captor Notes urbp://127.0.0.1500117evenum_noet	
: = = 😁		LOG IN TO SESSION 1-4 of 4			C RESTART STREAM		

Figure 8-63: 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 8-64.

Explorer	к	Play	Name	Capture Address	Interface	Device	
Location		1					Stream3
Inputa		$\odot$	Stream3	udp://127.0.0.1:50011?overrun_nonfatal=1		DreamCatcher-M	and the second sec
Capture Groups		0	Stream1	udp://127.0.0.1:50013?overrun_nonfatal-1		DreamCatcher M	
Streams		0	Stream4	udp://127.0.0.1:50012?overrun_nonfatal=1		DreamCatcher-M	
> Clips		•	Stream2	udp://127.0.0.1:50010?overrun_nonfatal=1		DreamCatcher-M	R.
Playlists  > Archives							
Clipboard							II 🜒
Clipboerd							Stream Options
Shortcuta							Name Capture Advines Stream3 udp://127.0.0.1:500117overn
							Harriar eti2 - 200 200 200 171 Stream Info
ADD SHORTCUT			-		1-4 of 4		C RESTART STREAM Size

Figure 8-64: 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 discussed in Section, 8.1.3.2. Please refer back for more information on using those controls.



#### 8.4.3. Stream Information

Displayed below the preview window is the stream information section, See Figure 8-65. Information includes The Name, Capture Address, Interface, Device, Codec, Size, Framerate, Pixel Format, Profile and Level.

Stream Options					
Name Stream3	Capture Address udp://127.0.0.1:50011?overrun_nonfata				
Interface eth2 - 200.200.200.178	Brvice DreamCatcher-Media-Suite-mg				
Stream Info					
Codec					
Framerate (fps)					
Profile					
C RESTART STREAM					

Figure 8-65: 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 8-66. Click the save icon.
- The stream can also be restarted from this location by clicking the 'RESTART STREAM' button as seen in Figure 8-66.

Stream Options						
	Name Stream3	Capture Address udp://127.0.0.1:50011?overrun_nonfata	3			
	Interface eth2 - 200.200.200.178	Device DreamCatcher-Media-Suite-mg				
	Stream Info					
	Codec					
	Framerate (fps)	Pix Fmt				
	Profile	Level				
C	RESTART STREAM					

Figure 8-66: Editing Stream Information



## 8.4.4. 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 8-67.

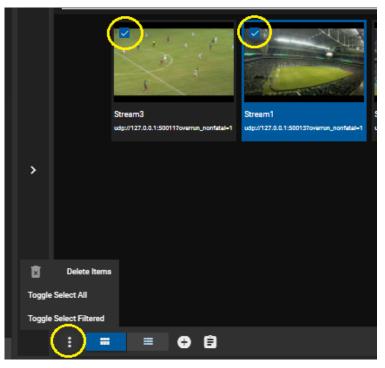


Figure 8-67: Deleting Streams

- Once clicked, a delete confirmation dialog will appear.
- To complete removing the stream(s) click on the 'DELETE' button as shown in Figure 8-68.



Figure 8-68: Delete Confirmation Dialog



# 8.5. 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.

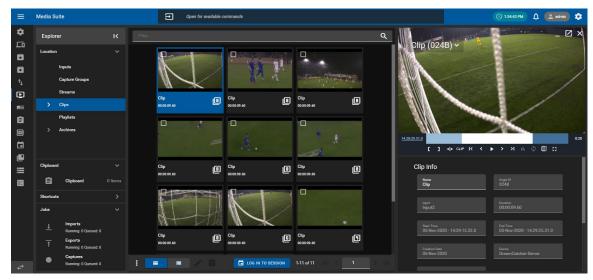


Figure 8-69: Clips in the Media App

## 8.5.1. Previewing Clips

• To preview clips from the Content Section, when looking in Thumbnail view, hover the mouse over the clip to see a 'play' icon appear, as shown in Figure 8-70. Click on the clip to load it into the Preview window. It will then begin to playout.

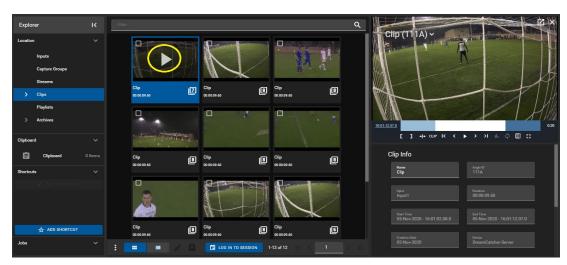


Figure 8-70: Playback of Clips in Thumbnail view



• In the Table view, pressing the 'play' icon will cue the clip in the Preview window and play it out. See Figure 8-71.

Explorer	к	Play I	Exported	Name	Game Type	Tags	Angle	
Location		$\frown$	*				M	
Inputs		•	)				1114	
Capture Groups		0		Clip			0128	
Streams		0		Clip			014C	
> Clips		0		Clip			016B	
• Playlists		0		Clip			017A	
> Archives		0		Clip			0180	6191200 C22
Clipboard		0		Clip			019C	[]++ сыр к < II > > нь ф []::
G Clipboard 0		0		Clip			0248	Clip Info
Shortcuta		0		Clip			025E	Name Angle ID
		0		Clip			026G	Clp 111A
		0		Clip			028C	Input Duration Input1 00:00:09.60
슈 ADD SHORTCUT								Sint Time End Time 05-Nov-2020 - 16:01:02.08.0 05-Nov-2020 - 16:01:12.07.0
ADD SHORICUT								
3005			-		LOG IN TO SES	SSION 1-11 of 11		

Figure 8-71: Playback of Clips in Table view

- Once a clip is loaded into the preview window, it can be scrubbed through, paused, played, and put to live using the control buttons as discussed in Section, 8.1.3.2. Please refer back for more information on using those controls.
- If a session is joined, only clips selected for that session will be displayed. For instructions on joining/leaving sessions in the Media App, please refer back to Section 8.1.2.3.

# 8.5.2. 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 Fields. See Figure 8-72. For information for creating and configuring fields, see section 2.5.3.4.

lip Info	
Name Clip	Angie ID 111A
input Input1	Duration 00:00:09.60
Start Time 05-Nov-2020 - 16:01:02.08.0	End Time 05-Nov-2020 - 16:01:12.07.0
Creation Date 05-Nov-2020	Device DreamCatcher-Server
owner Operator	
Tage Type a tag name and press enter	
Custom Fields	
Game Type	

Figure 8-72: Clip Information



- In this dialog, the Name, Tags and Fields of the clip can be modified by typing a new value in the text box. For information for creating and configuring fields, see section 2.5.3.4.
- 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 8-73.

Clip Info	
Name Soccer Goa	Angle ID 111A
input Input1	Duration 00:00:09.60
Start Time 05-Nov-2020 - 16:01:02.08.0	End Time 05-Nov-2020 - 16:01:12.07.0
Creation Data 05-Nov-2020	Device DreamCatcher-Server
<sup>Ouner</sup> Operator	
<b>Tage</b> Type a tag name and press enter	
Custom Fields	
Game Type	

Figure 8-73: Editing Clip Information

# 8.5.3. Clip Options

Within the additional options for clips, opened by clicking on the options button (ellipsis icon), clips can be exported, moved, deleted and more. Each option will be discussed below. See Figure 8-74.

		- Contract	t.			4.	
	Clip Add Items to Playlist	0	₿	Clip 00:00:09.60	8	Clip 00:00:09.60	▣
	Export Items						1
	Send Items						
×	Delete Items			AL			
0	Show All Angles	1			H.		-
Toggle Se	elect All	o	₿	Clip 00:00:09.60	8	Clip 00:00:09.60	e
Toggle Se	elect Filtered						
	(:) =	•		LOG IN TO SESSION	1	-11 of 11   < <	

Figure 8-74: Clip Options

# 8.5.3.1. Adding Clips to a Playlist

• Adding Clips to a Playlist in the Media App is discussed in Section 8.6.



#### 8.5.3.2. Export Items

- To export clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 8-74, 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 5. for creating export profiles. See Figure 8-75.

Export Items (1)					
+ Ex	ports*				
	Profiles*				
	Location Profile Default				
	Formats Profile Default	Standards Profile Default			
			SAVE	CANCEL	

Figure 8-75: 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 8.5.3.6. An example of this can be seen in Figure 8-76. 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 2.5.3.3.

Export Items	
+ Exports*	
Profiles*	
Fording Default	
Forman Profile Default Profile Default	
Selected Angles	
Available Selected	
No items listed Soccer Goal (111A) - 00:00:09.60	
>1 Clip (1118) - 00:00:09.60	
Clip (111C) - 00:00:09.60	
< Clip (111E) - 00:00:09:60	
Clip (111F) - 00:00:09:60	
Clin (111G) - 00:00:09:60 0 Items selected 1 Items selected	
SAVE	CANCEL

Figure 8-76: 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 8-77.

Export Items (1)					
(+ Ex	ports*				
	Profiles*		# ∎		
	Location Profile Default				
	Formata Profile Default	Standards Profile Default			
	Profiles*		#		
	Location Profile Default				
	Formata Profile Default	Standarda Profile Default			
			SAVE CANCEL		

Figure 8-77: Export Items with Multiple Export Profiles

• Once complete with your export choice(s), begin the export by clicking the 'SAVE' button.

## 8.5.3.3. Monitoring Export Progress

Export 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 8.1.1.4, shown in Figure 8-12.
- All jobs on the system can also be viewed by entering the Jobs app as discussed in 7.

#### 8.5.3.4. Send Items

- To send clips to a user or a session checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 8-74, hover over "Send Items" and select either a user or session.
- When selecting a User, a 'Send Items' dialog will open, where a user location can be chosen to send the clip. See Figure 8-78. Additionally, you can choose to Export a clip from this dialog as well.
- Sent clips will be located in the Inbox of the user the content has been sent to.



Send Items (1)	
Move to User(s) Users admin	
Operator     Operator2     WebOperator	
+ Exports	
	SAVE CANCEL

Figure 8-78: Sending Clips

- When selecting a session, a 'Send to Session(s)' dialog will open, where a session list will be available to choose from. Select the session(s) to send to using the blue arrow buttons. See Figure 8-79.
- Selected clips will now be tied to that session and show in the clips section of the media app when the session is logged into.

Sessions Available		
	Selected	
Basketbell Football Soccer	No items listed	
0 items selected	0 items selected	

Figure 8-79: Send to Session

# 8.5.3.5. Delete Items

- To delete clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 8-74, 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 8-80.



**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.



Delete Clip(s)? This will permanently delete 1 clip(s) from the system. Include all angles		
	DELETE	CANCEL

Figure 8-80: Deleting Clips

#### 8.5.3.6. 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 8-74, and click "Show All Angles".
- Angles can alternatively be viewed by clicking on the number of angles in the content section region. See Figure 8-81.

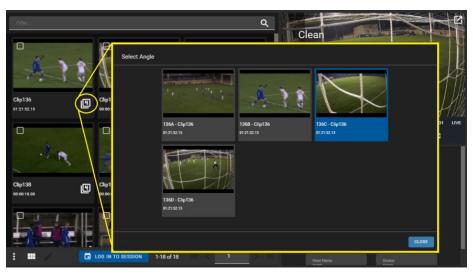


Figure 8-81: Previewing Angles in a Clip

## 8.5.3.7. Multi Editing Clips

• To multi-edit clips, check mark each clip, and click the 'pen' icon, as shown in Figure 8-82.

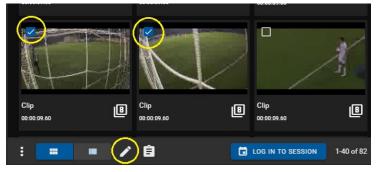


Figure 8-82: Multi-Edit Pen Tool



• A 'Edit Items' dialog will open with options to change clip name(s), tag(s), and/ or fields, as shown in Figure 8-83. For information for creating and configuring fields, see section 2.5.3.4.

Edit Ite	ems (2)
	Name Clip
	Tage Type a tag name and press enter
	Custom Fields
	Game Type
	Keep existing field data for unmodified fields? Warning: Setting a custom field will overwrite and apply changes to all items selected.
	SAVE CANCEL

Figure 8-83: Edit Items

# 8.5.4. Creating Sub-Clips

Sub-Clips can be created from existing clips in the network.

• To Create clips using the Mark in / Mark out and Clip buttons as shown in Figure 8-84.

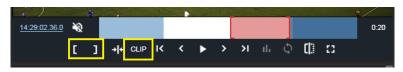


Figure 8-84: Mark Clip

• A dialog will appear allowing the user to name the clip, apply any tags, and fields if configured. See Figure 8-85. Once ready to create the clip, press the 'CREATE' button.

Create	Clip			
	Name Quick Clip			
	Tage Type a tag name and press enter			
	Custom Fields			
	Game Type			
	Warning: Other angle(s) may not be clipped alongside cued angle on output.			
		CREA	TE	CANCEL

Figure 8-85: Create clips from Input Record Train



## 8.6. PLAYLISTS

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

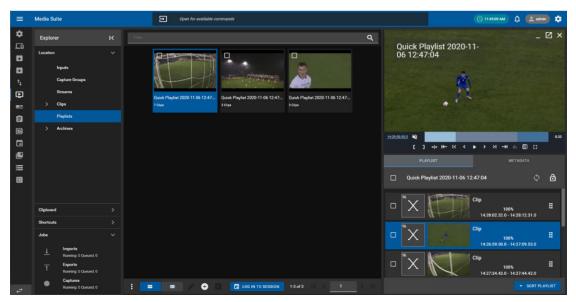


Figure 8-86: Playlists in the Media App

#### 8.6.1. 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 8-86. Click on the playlist to load it into the Preview window. It will then begin to playout.

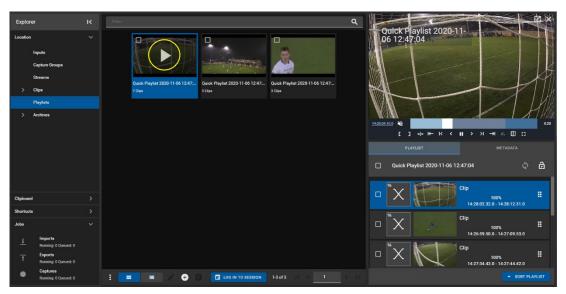


Figure 8-87: Playback of Playlists in Thumbnail view



• In the Table view, pressing the 'play' icon will cue the playlist in the Preview window and play it out. See Figure 8-88.

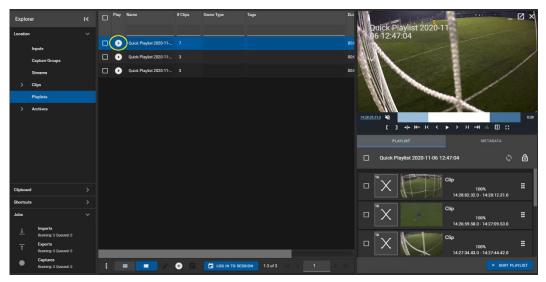


Figure 8-88: Playback of Playlists in Table view

- Once a playlist is loaded into the preview window, it can be scrubbed through, paused, played, and put to live using the control buttons as discussed in Section, 8.1.3.2. Please refer back for more information on using those controls.
- If a session is joined, only playlists created in that session will be displayed. For instructions on joining/leaving sessions in the Media App, please refer back to Section 8.1.2.3.

# 8.6.2. Creating a Playlist

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 8-89. A 'Create new playlist' window will open.



Figure 8-89: Creating a Playlist

- A 'Create Capture Group' dialog will open, see Figure 8-90.
- The new playlist will require a name, once named click the 'CREATE' button to continue.



Create F	Playlist		
	Name New Playlist		
		CREATE	CANCEL

Figure 8-90: Create Playlist

• The new playlist will be added to the available playlists, click to play the playlist and see there are no clips, this will be the next step. See Figure 8-91.

Filte		Quick Playlist 2020-11-06 12-47 3 clipa	Quek Playlist 2020-11-06 12-47: 2 clipe	٩	ew Playlist	X	н н п	₽ <b>₽</b> ×
	$(\mathbf{b})$				PLAYLIST New Playlist		метадата С	۵
	New Playlist a Chys							
	= = × + I	LOG IN TO SESSION	1-4 of 4 K 1				- SORT PLA	

Figure 8-91: New Playlist

- With the playlist selected to 'play' in the preview section, you can now add clips.
- Return to the clips 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 8-92.



Figure 8-92: Adding Clips to Playlist



• Clips will now be added to the playlist. The playlist now can be played or edited. See Figure 8-93.

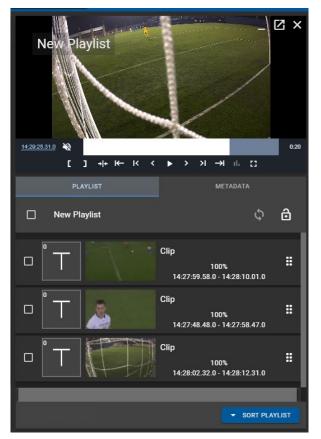


Figure 8-93: New Playlist

## 8.6.3. Editing a Playlist

Each playlist can be edited to add / change or remove playlist features and functionality. Editing options will be discussed throughout this section.

## 8.6.3.1. Loop A Playlist

• To loop a playlist, click on the 'loop' icon beside the playlist's name, as shown in Figure 8-94.

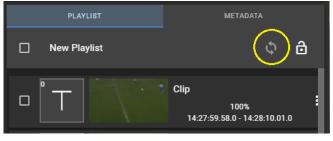


Figure 8-94: Loop a Playlist



## 8.6.3.2. Lock A Playlist

• To lock a playlist from editing changes, click on the 'lock' icon beside the playlist's name, as shown in Figure 8-95.

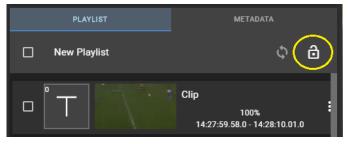


Figure 8-95: Lock a Playlist

# 8.6.3.3. Re-arranging Clips

• Items in the playlist can be moved around by using the mouse to click on the movement icon, as shown in Figure 8-96, and drag the clip up or down in the playlist.

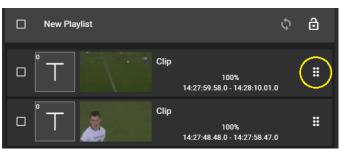


Figure 8-96: Re-Arranging Clips in a Playlist

# 8.6.3.4. Remove Clips

Removing clips can be done within the playlist 'Clip Actions'

• Checkmarking clip(s) enables the ability to use Clip Actions, as shown in Figure 8-97.

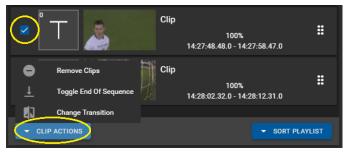


Figure 8-97: Clip Actions

• Once in the Clip Actions menu, select 'Remove Clips'.



# 8.6.3.5. Toggle End of Sequence (EOS)

Toggling an EOS can be done within the playlist 'Clip Actions'

- Checkmarking clip(s) enables the ability to use Clip Actions, as shown previously in Figure 8-97.
- 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 8-98.
- Perform the same action to remove the EOS.



Figure 8-98: EOS in a Playlist

# 8.6.3.6. Change Transition

Multiple clip transitions can be done from the playlist 'Clip Actions'

- Checkmarking clip(s) enables the ability to use Clip Actions, as shown previously in Figure 8-97.
- 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 8-99.
- The duration for the transitions be added into the 'Duration' text box.
- Complete the transition changes by clicking 'SAVE'.

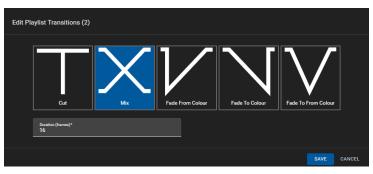


Figure 8-99: Playlist Transition Options

• 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 8-100.





Figure 8-100: Playlist Transition Button

# 8.6.3.7. Sort 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 8-101.



Figure 8-101: Sorting Clips in a Playlist

## 8.6.4. Playlist Information

Below the preview window is a Playlist Metadata Tab. Metadata includes: Name, Owner, Duration, Tags and Fields. See Figure 8-102.

	PLAYLIST	META	DATA
Р	laylist Info		
	<sub>Name</sub> New Playlist		
	Owner		
	admin		
	Duration 00:00:30.05		
	Tags		
	Type a tag name and press enter		_
	Custom Fields		
	Game Type		

Figure 8-102: Playlist Metadata



- In this dialog, the Name, Tags and 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 8-103.
- Click the save icon to complete the renaming process. The input name will now be changed across the DreamCatcher network.

PLAYLIST		META	DATA
Playlist Info			
<sub>Name</sub> Melt Playlist			
Owner admin			
Duration 00:00:30.05			
Tags X MELT			
Type a tag name a	nd press enter		
Custom Fie	elds		
Game Type			

Figure 8-103: Editing Playlist Metadata

# 8.6.5. Editing Multiple Playlists

• To multi-edit playlists, checkmark each playlist, and click the 'pen' icon, as shown in Figure 8-104.

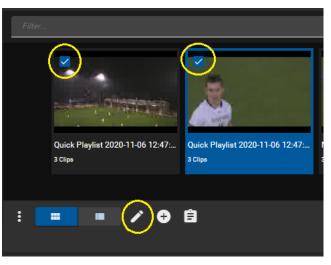


Figure 8-104: Edit Playlist Name

• A 'Edit Items' dialog will open with options to change playlist name(s), tag(s), and/ or fields, as shown in Figure 8-105. For information for creating and configuring fields, see section 2.5.3.4



Edit Ite	ms (2)			
	Nama <multiple names=""></multiple>			
	Tage Type a tag name and press enter Custom Fields			
	Game Type Keep existing field data for unmodified fields? Warning Setting a custom field will overwrite and apply changes to all items selected.			
		SAV	/E	CANCEL

Figure 8-105: Editing Multiple Playlists

# 8.6.6. 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 8-106.

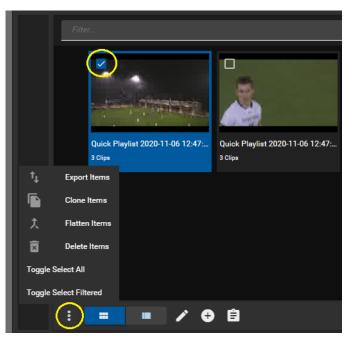


Figure 8-106: Playlist Options

## 8.6.6.1. 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 8-106, 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 5. for creating export profiles. See Figure 8-107.



Export Items (	2)		
+ Ð	(ports*		
	Profiles*	Ē	
	<b>Location</b> Profile Default		
	Formats Standards Profile Default Profile Default	•	
		SAVE	CANCEL

Figure 8-107: 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' button as shown in Figure 8-108.

Export Items (	1)		
(+ E	ports*		
	Profiles*		# 🖬
	Location Profile Default		
	Formats Profile Default	Standarda Profile Default	
	Profiles*		#
	Location Profile Default		
	Formats Profile Default	Standarda Profile Default	]
			SAVE CANCEL

Figure 8-108: Export Items with Multiple Export Profiles

# 8.6.6.2. 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 8-106, 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.

# 8.6.6.3. 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 8-106, and click "Flatten Items".
- The newly created clip will be accessible in the Clips section of the Media App.



#### 8.6.6.4. Deleting Items

- To delete playlists, checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 8-106, and click "Delete Items".
- A confirmation dialog will open, once ready, click the 'DELETE' button as shown in Figure 8-109.

Delete Playlist(s)?		
This will permanently delete 1 playlist(s) from the system.		
	DELETE	CANCEL

Figure 8-109: Delete Playlist Confirmation

## 8.7. ARCHIVES

The Archives section gives the user the ability to view content on storage devices of the network (Network Attached Storage/External/Internal).

• Using drop down menus, select the machine and storage location you wish to preview content in. See Figure 8-110.

=	Media Suite		Ð	Open for available commands					🕐 1031:24 AM 🗘 😩 admin) 🂠
	Media Suite Advaccal Contig Devices Devices Devices Autor Autor Autor Media Me	Explorer Loadon Captor Coops Stream Stream Captor Coops Stream Stream Captor Coops Stream Captor Coops Captor	K V	Core for sublish commands	everybyt b Brenzybyt b Denrybyt b Brenzybyt b Brenzybyt b	Finis Mat 16 21 State 21 State	Q.	Archive Info	
4	Loot App	Capboard Capboard Dipboard Poper Spectry Page 1 Operator 1 Page 1 Operator 1 Jobs	v 0 Items v	Vonie Md Ia 73 a	Three, but to 19 cm. but to 2 st cm	fore ic < 3 >		Title Hills           Title Hills           Title Hills           With Diddle 178           State           State	Cip Name City Name City Name City Name City

Figure 8-110: Selecting Archive Location

## 8.7.1. Interacting with Archive Content

Archive content can be interacted with in the same form as Clips. Content can be played, clipped, exported, sent (imported to users), and deleted.



# 8.7.2. Accessing Network Attached Storage (NAS) Storage

Any connected NAS mount will be listed in the Archives available locations to navigate to. See Figure 8-111. However, NAS mounts will only show content if Indexed. Please see Section 14.1.2 for instructions on how to index a NAS mount to access content.

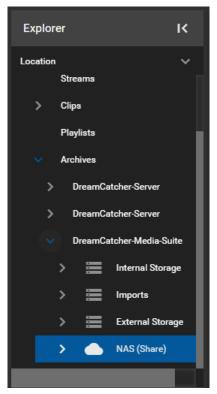


Figure 8-111: NAS Mounts in the Media App



**NOTE:** At this time, External Storage content via USB cannot be indexed or previewed in the Media App.



# 8.7.3. Previewing Archived Clips

• To preview archive clips from the Content Section, when looking in Thumbnail view, hover the mouse over the clip to see a 'play' icon appear, as shown in Figure 8-112. Click on the clip to load it into the Preview window.

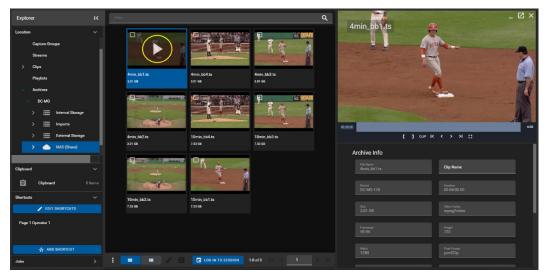


Figure 8-112: Playback of Archive Clips in Thumbnail view

• In the Table view, pressing the 'play' icon will cue the clip in the Preview window and play it out. See Figure 8-113.

Explorer			↑ Filename	Clip Name	Game Type		Path	_ 🗹 ×
Location								4min_bb1.ts
Capture Groups		•	10min_bb4.ta			7.53 GB	DC-MG-178/mnt/NAS/Video_Content/	
Streama	1	•	10min_bb3.ta			7.53 GB	DC-MG-178/mnt/NAS/Video_Content/	
> Clips	I	•	10min_bb2.ta			7.53 GB	DC-MG-178/mnt/NAS/Video_Content/	and the second sec
Playlists	1	•	10min_bb1.ts			7.53 GB	DC-MG-178/mnt/NAS/Video_Content/	A STATE
Archives	1	0	4min_bb4.ts			3.01 GB	DC-MG-178/mnt/NAS/Video_Content/	
✓ DC-MG	1	•	4min_bb3.ts			3.01 GB	DC-MG-178/mnt/NAS/Video_Content/	the second se
>	I	0	4min_bb2.ts			3.01 68	DC-MG-178/mnt/NAS/Video_Content/	
> External Storage	1	0	4min_bb1.ts				DC-MG-178/mnt/NAS/Video_Content/	1 CUP K K > H ()
> AS (Share)	ł	$\sim$						
								Archive Info
Clipboard								File Name Arnin_bb1.ts Clip Name
Clipboard 0 Iter								Device Duration
Shortouts								DC-MC-178 00.04.00.00
EDIT SHORTCUTS								Sue Video Cntee 3.01 GB mpeg2/video
Page 1 Operator 1								
ADD SHORTCUT								
					LOG IN TO SESSI			

Figure 8-113: Playback of Archive Clips in Table view

• Once a clip is loaded into the preview window, you can preview the content via frame thumbnails and create sub clips using the control buttons as discussed in 8.1.3.2. Please refer back for more information on using those controls.



#### 8.7.4. Clip Information

Below the preview window is Archive Information. Information includes: File Name, Clip Name, Device, Duration, Size, Video Codec, Framerate, Height, Width, Pixel Format, Profile, Video Bitrate, Sample Rate, Tags and Fields. See Figure 8-114.

Archive Info	
File Name 4min_bb1.ts	Clip Name
Device DC-MG-178	Duration 00:04:00.00
<sup>Size</sup> 3.01 GB	Video Codec mpeg2video
Framerate 59.94	Height 720
Width 1280	Pixel Format yuv422p
Profile 4:2:2	Video Bitrate 95.37 Mbps
Sample Rate	
<b>Tags</b> Type a tag name and press enter	
Custom Fields	
Game Type	

Figure 8-114: Archive Information

- In this dialog, the Name, tags and 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 8-115.



Figure 8-115: Editing Archive Information



# 8.7.5. Archive Clip Options

Within the additional options for archive 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 8-116.

tĻ	Export Items
	Send Items >
×	Delete Items
Clear All	Filters
Show Col	lumns >
>	: I I I I I I I I I I I I I I I I I I I

Figure 8-116: Archive Clip Options

## 8.7.5.1. Export Items

- To export clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 8-116, 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 5. for creating export profiles. See Figure 8-117.

Export Items (1)									
+ E	kports*								
	Profiles*								
	Location Profile Default								
	Formats Profile Default	Standards Profile Default							
			SAVE CANCEL						

Figure 8-117: Export Archives

- 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 8-118.



Export Items (	1)			
+ Đ	Profiles*		# 1	
	Location Profile Default Formats Profile Default	Standards Profile Default		
	Profiles*		# T	
	Profile Default formats Profile Default	Standards Profile Default		
			SAVE	CANCEL

Figure 8-118: Export Archives with Multiple Export Profiles

• Once complete with your export choice(s), begin the export by clicking the 'SAVE' button.

# 8.7.5.2. Monitoring Export Progress

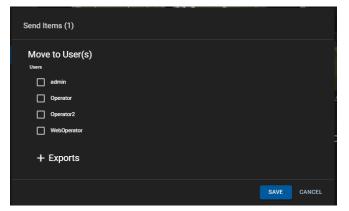
Export progress can be monitored in various sections in the Media Suite. From the Jobs app, as well as in the Media App.

- To preview the progress of an input growing file, click on 'Captures' in the Explorer Jobs Section as discussed in Section 8.1.1.4, shown in Figure 8-12.
- All jobs on the system can also be viewed by entering the Jobs app as discussed in 7.

## 8.7.5.3. Send Items

- To send clips to a user or a session checkmark the desired clip(s) in the Content Section, click the
  options button (ellipsis icon), as shown in Figure 8-116, hover over "Send Items" and select either
  a user or session.
- When selecting a User, a 'Send Items' dialog will open, where a user location can be chosen to send the clip. See Figure 8-119. Additionally, you can choose to Export a clip from this dialog as well.
- Sent clips will be located in the Inbox of the user the content has been sent to.
- When selecting a session, a 'Send to Session(s)' dialog will open, where a session list will be available to choose from. Select the session(s) to send to using the blue arrow buttons. See Figure 8-120.
- Selected clips will now be tied to that session and show in the clips section of the media app when the session is logged into.





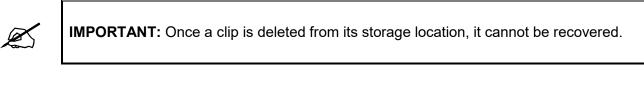


Send to Se	ssion(s)			
Se	ssions			
i	Available	Selected		
E	Basketball	No items listed		
F	ootball			
s	Soccer			
	0 items selected	0 items selected		
			SAVE	CANCEL

Figure 8-120: Send Archives to Sessions

#### 8.7.5.4. Delete Items

- To delete archived clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 8-116, and click "Delete Items".
- A confirmation dialog will open, once ready, click the 'DELETE' button as shown in Figure 8-121.



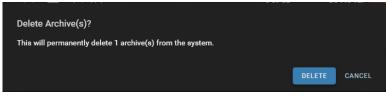


Figure 8-121: Deleting Archive Clips



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# 9. 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.

# 9.1. CONFIGURING AVAILABLE OUTPUTS

Remote outputs must first be configured on the Media Suite's engineering webpage to become usable in the Playout App.

- To access the engineering webpage, open a new web browser window and type in the IP of the server along with '/engineering' in the address bar (i.e. http://100.100.101/engineering).
- If successfully connected, the following page will be visible. See Figure 9-1.

DreamCatcher-M	Media-Suite 🗙	•							-		
> C C	100.100.100.101	/engineering							Q	☆	
Pream	Catcher										
System Monitor											0
Disk Record Train	Space Internal Storage	GPU Monitor		CPU Monitor							
		<ul> <li>GPU Usage</li> <li>GPU Temp</li> </ul>		<ul> <li>Total CPU Usage</li> <li>CPU 1 Temp</li> </ul>							
	1s	<ul> <li>GPU temp</li> <li>GPU Memory Usage</li> </ul>		<ul> <li>CPU 1 temp</li> <li>CPU 2 Temp</li> </ul>							
		GPU Fan Speed		CPU 2 temp	31%						
	19 nours 12 mins	<ul> <li>Or o i al oluco</li> </ul>		• Gruuusaye							
SDI Port Status		Stop All Captures Ca Reset	: Stats	Data +							0
ne Status											
System Date: 11/6	9/2020	System Time: 14	4:45:25	3							

Figure 9-1: DreamCatcher Webpage

• In the engineering webpage, scroll down to the "Users" section and click the "Edit" button as shown in Figure 9-2.



Figure 9-2: Users in Webpage



- The Users configuration page will open, showing all available (local and remote) resources for each user in the Media Suite. See Figure 9-3
- First, click the user you wish to make the changes to from the top selections. In the following example we have an 'admin', 'WebOperator' and 'Guest'.
- Next, click on an output in the "Remote Output Availability" list to make it available, as circled in Figure 9-3. When outputs are available they will be lit green. When they are grey they will not be available.

(* <b>Dream</b> Catcher	
sers + New User 1 Reset Users & Quick Restart	
Guest     Image: Constant Const	
Session Not in a session	
Input Availability	
Remote Input Availability	
Inpul1 (DreamCalcher-Server) Inpul2 (DreamCalcher-Server) Inpul3 (DreamCalcher-Server) Inpul4 (DreamCalcher-Server) Inpul5 (DreamCalcher-Server) Inpul6 (DreamCalcher-Server)	
Input? (DreamCatcher-Server) InputB (DreamCatcher-Server)	
Output Availability	
Montage Availability	
Remote Output Availability	
Output1 (DreamCatcher-Server) Output2 (DreamCatcher-Server) MontageOutput1 (DreamCatcher-Server) MontageOutput2 (DreamCatcher-Server) MontageOutput3 (DreamCatcher-Server)	
MontageOutput4 (DearnCatcher-Server) MontageOutput5 (DreamCatcher-Server) MontageOutput6 (DreamCatcher-Server) Output1 (DreamCatcher-Server) Output2 (DreamCatcher-Server)	

Figure 9-3: DreamCatcher User Configuration

- One or more remote outputs must be selected in order to use the Playout App.
- Once made available, outputs will be visible in the Output Section. See Figure 9-4.



# 9.2. PLAYOUT APP SECTIONS

The Playout App consists of three sections. See Figure 9-4.

≡	Media Suite		Ð	Open for available commands					🗘 🔔 admin 🏼 🌣
\$	Advanced Config	Explorer	к	Filter		۹			• 🗆 •
ᅳ	Devices	Location	~						• -
	Export Profiles	Location	Ť	P			Input5	Output1	/ 🗆
	Import Profiles	Inputs						720p5994	
t↓	Jobs	> Clips		H-JA	X	48	ALC: NOT		LIVE 🗘
Ð	Media	Playlists		Input1	Input2	Input3	09:40:26.02.0 +00:00:00.00.0	Þ	> 11
∎≘	Playout			DreamCatcher-Server	DreamCatcher-Server	DreemCatcher-Server			
Ê	Reports				:D (2~)		Input6	Output2	/ 🗆
=	Resource Groups			182		· · ·		720p5994	
	Scheduler			A share	1.1	The second s			LIVE 🗘
	Sessions				_		09:40:26.02.0 +00:00:00.00.0		► II
	Storage			Input5 DreamCatcher-Server	Input6 DreamCatcher-Server	Input7 DreamCatcher-Server			
	Task Management	Shortcuts	~						
		✓ EDIT SHORTCUT.	1	Input8		2			
					LOG IN TO SESSION 1-7 of 7				3
	Last App	ADD SHORTCUT		: = = 0	LOG IN TO SESSION 1-7 of 7				

Figure 9-4: 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 9.2.1.
- **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 9.2.2.
- **3. Output Section** This is where outputs can be previewed, and controlled. Outputs can be controlled together, or controlled individually. See Section 9.2.3.



# 9.2.1. Explorer Section navigation

The Explorer section allows the user to navigate through content within the DreamCatcher cluster, 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 9-5.

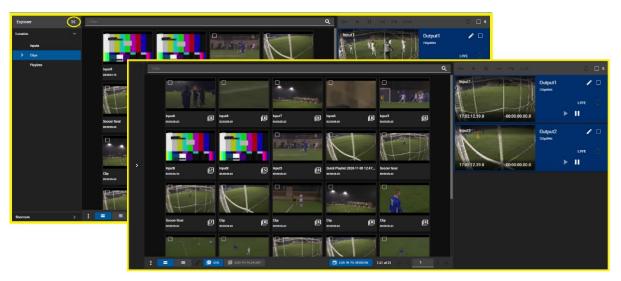


Figure 9-5: Minimizing and Maximizing the Explorer Section

• Each sub-section can also be minimized and maximized as needed. To minimize each subsection use the 'v' arrows, and '>' arrows as shown in Figure 9-6.

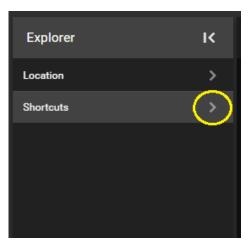


Figure 9-6: Minimizing Sub-Sections in the Explorer



## 9.2.1.1. 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 9-7.

Explo	Explorer						
Locatio	n	~					
	Inputs						
>	Clips						
	Playlists						

Figure 9-7: 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 9-8 next to 'Clips' and 'Archives'.

Explorer	ĸ
Location	~
Inputs	I
✓ Clips	
✓ Operator2	
Page 1	
Page 2	
Page 3	
Page 4	
Page 5	

Figure 9-8: Location Navigation in the Playout App Extended



## 9.2.1.2. 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 9.2.1.1. and then select 'ADD SHORTCUT' as shown in Figure 9-9. Multiple shortcuts can be added.

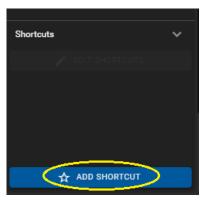


Figure 9-9: Location Shortcuts

- To open shortcuts, simply click on the shortcut and that location will be opened into the Content Section. See Figure 9-10.
- As well, while selected on a shortcut, the option to remove it becomes available. Click the 'REMOVE SHORTCUT' button as seen in red in Figure 9-10. Please note, there is no confirmation dialog when removing shortcuts.

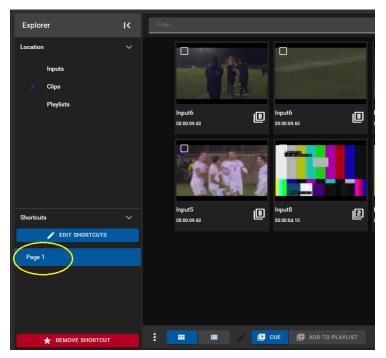


Figure 9-10: Selecting Location Shortcuts



• Shortcuts can be given a custom name. To do this, press the 'EDIT SHORTCUTS' button as shown in Figure 9-11

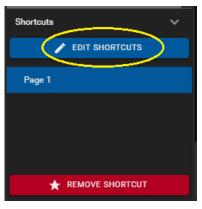


Figure 9-11: Editing Shortcuts

- Once clicked, text boxes will appear for each shortcut's name. To edit, just type in a new name.
- Once finished, click the 'SAVE SHORTCUTS' button as shown in Figure 9-12

Shortcuts	~
SAVE SHORTCUTS	
Page 1 - Operator A	
🛨 REMOVE SHORTCUT	

**Figure 9-12: Editing Location Shortcuts** 



## 9.2.2. 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.

### 9.2.2.1. Thumbnail view

• Thumbnail view can be accessed by clicking the 'thumbnail' icon as circled in Figure 9-13.

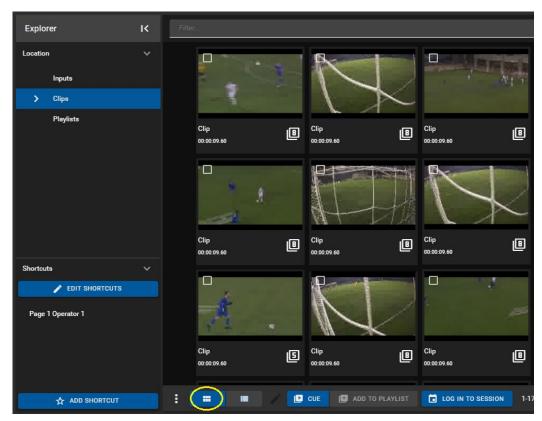


Figure 9-13: Thumbnail view in Playout App

• While in Thumbnail view, content can be found using the search bar. For an example, see Figure 9-14.



Figure 9-14: Searching in Thumbnail view



### 9.2.2.2. Table view

The table view columns will be different depending on the Location selected, for this section Clips will be used as an example.

- Table view can be toggled by clicking the 'table' icon as circled in Figure 9-15.
- In the Table view, the content can be organized by columns. For an example, see Clip column properties in Figure 9-15.

Explorer	к		Play	Exported	Name	Game Type	Tags
Location				<b>•</b>			
Inputs			Ø		Clip		
> Clips			Ð		Clip		
Playlists			Ð		Clip		
			Ð		Clip		
			D		Clip		
			D		Clip		
			Ð		Clip		
			Ð		Clip		
			D		Clip		
Shortcuts			Ø		Clip		
Page 1 Operator 1			D		Clip		Archived
			Ð		Clip		
			Ð		Clip		Archived
ADD SHORTCUT		:		• •	) / 🔃 CUE	E ADD TO PLAY	VLIST 🔁 LOG IN TO SESSION 1-

Figure 9-15: Table view in Playout App

- 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 9-16.
- To change the order between ascending and descending, simply click the property's name again.



Figure 9-16: Organizing Columns Ascending or Descending



- Within Table view, there are options to limit or add to the information that is visible. This can be done by selecting the options button (ellipsis icon). See Figure 9-17.
- Within the show columns selection, columns can be checkmarked on to see information or checkmarked off to hide information.

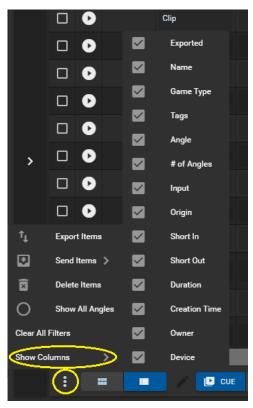


Figure 9-17: Show Columns

• Properties can be searched, by simply typing in a value in their search bar region, below the property name. See Figure 9-18 for an example.

Play	Exported	↑ Name	Game Type
	•	Clip	
Ð		Clip	
Ð		Clip	

Figure 9-18: Searching Properties



### 9.2.2.3. Sessions

Sessions can be joined at the bottom of the Content Section, regardless if choosing thumbnail or table view.

For information on creating sessions please refer to the DreamCatcher Operational Guide.

• To join a session, click on the "Log in to Session" button as shown in Figure 9-19.

	Play	Exported	↑ Name	Game Type	Tags	Angle	# of Angles In
		-					
	Ø		Clip			028C	▣
	D		Clip			024B	▣
	0		Clip			019C	▣
	D		Clip			018C	▣
	0		Clip		Archived	017A	▣
	Ø		Clip			016B	e
	Ø		Clip		Archived	014C	ß
	Ø		Clip			012B	▣
	D		Clip			111C	G
	Ð		Clip			118G	▣
	Ø		Clip			117B	▣
	D		Clip			116C	₿
	0		Clip			115D	₿
:			🔪 🌶 🗈 cu	E 📑 ADD TO PLA	YLIST DOG IN TO SESSION I-17 of 17	IK K 1	> >

Figure 9-19: Log In to Session

- A window will open with a list of all available sessions. See Figure 9-20.
- Select the session and click 'ENTER' to join it.

Log in t	to session			
	Seasion*			
	Soccer Football Volleyball Basketball		ENTER	CANCEL

Figure 9-20: Joining a Session

• To leave a session, simply click the "Leave" button as shown in Figure 9-21. A confirmation dialog will open, click 'LOGOUT' to leave the session.



Figure 9-21: Leave Session



### 9.2.3. Output Section Navigation

The Outputs section is where all available Outputs in the system are visible and can be interacted with. For information about configuring Outputs, please refer back to Section 9.1.

By default, all available outputs will be listed in a top level view as shown in Figure 9-22. Top level view allows the user to monitor updating thumbnails of outputs, as well as controlling outputs together or individually. Top level control will be discussed in Sections 9.2.3.1, and 9.2.3.2 Alternatively, outputs can be selected individually to control and preview active video, this will be discussed in Section 9.2.3.3.

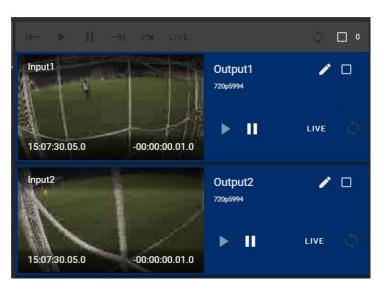


Figure 9-22: Output Preview Section

# 9.2.3.1. Individual Top Level Output Control

Each output can be controlled in the top level output section. Various buttons for control will be discussed in this section.

• To rename an output, click the pen button as shown in Figure 9-23.

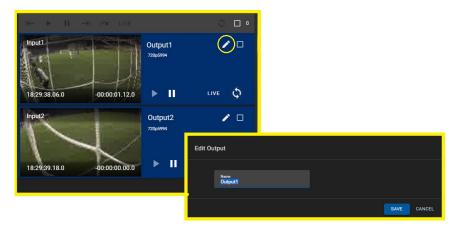


Figure 9-23: Renaming Outputs



• To play content on an output, click the play button as shown in Figure 9-24.



Figure 9-24: Playing an Output

• To pause content on an output, click the pause button as shown in Figure 9-25.



Figure 9-25: Pausing an Output

• To go live in the record train on an output, click the pause button as shown in Figure 9-26.

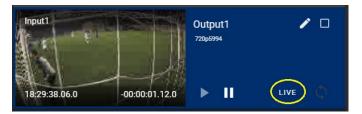


Figure 9-26: Going Live on an Output

• To Loop content on an output, click the loop button as shown in Figure 9-27.



Figure 9-27: Looping an Output



# 9.2.3.2. Multi-Output (Ganged) Top Level Output Control

Multiple Outputs can be controlled at the same time form the top level view. This is also sometimes referred to as 'ganged output control"

- Multiple outputs can be selected for ganged control by checkmarking the output's checkbox, as shown in Figure 9-28.
- All ganged outputs will have a green boarder place around them.

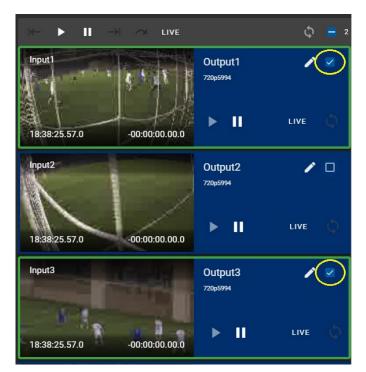


Figure 9-28: Ganged Output Selection

• Controls at the top of the Output Section will control the ganged outputs, (See Figure 9-29) including the Play, Pause, Live and Loop. Additional buttons will be available for Playlists, discussed in Section 9.5.

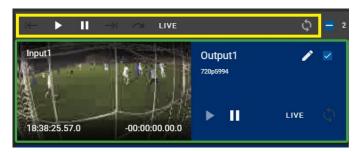


Figure 9-29: Ganged Output Control Buttons



• All Outputs can be selected to use by checkmarking the top checkmark box, as shown in Figure 9-30.

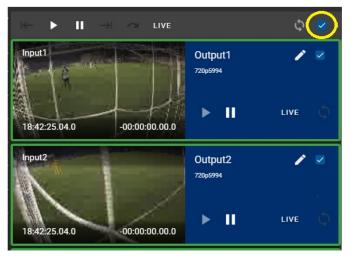


Figure 9-30: Ganging All Outputs

# 9.2.3.3. Individual Output Control

Outputs can be selected individually to control and preview active video.

• To select an output, hover over an output, to see an expand icon, click it to expand the output preview section. See Figure 9-31.

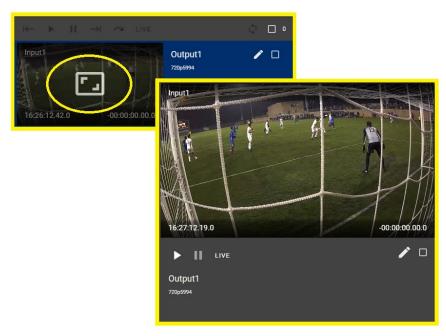


Figure 9-31: Expanding Individual Output Control





**Note:** Audio can be listened to from the output preview window if the stream type has been set to webRTC. Please refer to Section 2.5.2 for information on this setting.

- Controls below the output preview window include the Play, Pause, Live and Loop as discussed earlier. See Figure 9-32.
- The pen tool may also be used (as described previously) to rename the Output.

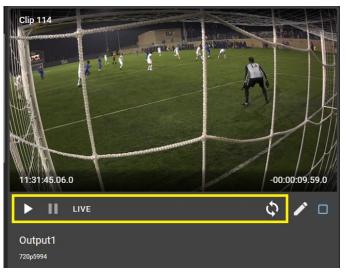


Figure 9-32: Individual Output Control Buttons

• The individual control window can be closed anytime by hovering your mouse over the preview window and clicking on the 'x' icon. See Figure 9-33.

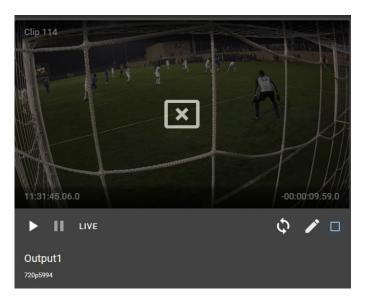


Figure 9-33: Close Individual Output Preview



# 9.3. INPUT PLAYOUT

For most workflows, all inputs across a cluster will be available for the Media Suite. See Figure 9-34. However, in some workflows only custom selections are desired. Available Inputs along with Outputs can be set in the Media Suite Engineering Webpage. Please refer back to Section 9.1 for instructions.

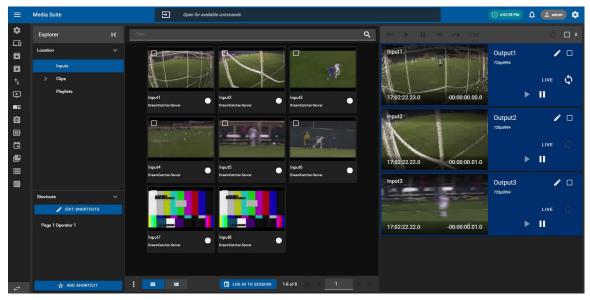


Figure 9-34: Inputs in the Playout App

### 9.3.1. 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 9-35.

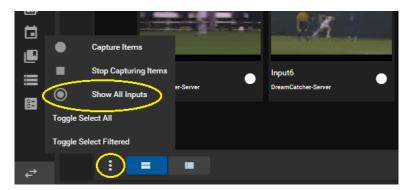


Figure 9-35: Show All Inputs



**Note:** Inputs capture records can also be triggered within this App. For instructions, please refer back to capturing Inputs in the Media App, Section 8.2.7.



# 9.3.2. 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.

• For instructions on joining/leaving sessions in the Playout App, please refer back to Section 9.2.2.3.

### 9.3.3. Cueing and Playing an Input on an Output

- First, select the output by checkmarking it or by opening it up for individual control, as discussed in section 9.2.3.
- Next, hover over the input you wish to cue on that output in either the thumbnail or table view and click the 'play' icon. See example Figure 9-36.



Figure 9-36: Cueing Inputs on Outputs in the Playout App

- Once clicked, the Input will be cued on the output and paused at present timecode.
- At this point you can use the control buttons ad discussed previously in Section 9.2.3. to play, take to live or pause the output.

# 9.3.4. Cueing and Playing Inputs on Outputs with Multi-Output Control

• Multi-Output control can be used to cue the same input on multiple outputs, or cue up multiple inputs on multiple outputs, and control while ganged together. Please refer back to section 9.2.3.2.



# 9.4. CLIP PLAYOUT

In the left-hand location section of the Playout App, select clips within the Content Section of the Playout App. All available clips from your cluster will appear. See Figure 9-37.

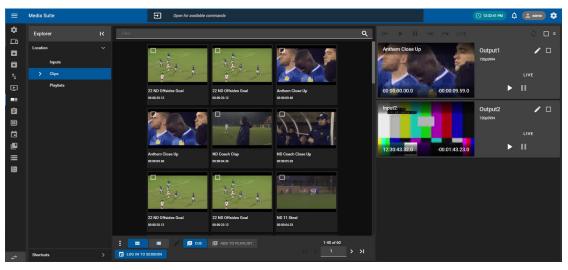


Figure 9-37: Clips in the Playout App

## 9.4.1. Cueing and Playing a Clip on an Output

- First, select the 'cue' button at the bottom of the content section, as shown in Figure 9-38.
- Next, select the output by checkmarking it or by opening it up for individual control, as discussed in section 9.2.3.
- Then, hover over the clip you wish to cue on that output in either the thumbnail or table view and click the 'play' icon. See example Figure 9-38.



Figure 9-38: Cueing clips on an Output



- Once clicked, the clip will be cued on the output and paused at present timecode.
- At this point you can use the control buttons ad discussed previously in Section 9.2.3 to play, pause and go back to live (previously cued input) on the output.

### 9.4.2. Cueing and Playing Clips on Outputs with Multi-Output Control

• Multi-Output control can be used to cue the same clip on multiple outputs, or cue up multiple clips on multiple outputs, and control while ganged together. Please refer back to section 9.2.3.2.

### 9.4.3. Clip Options in Playout App

Within the additional options for clips, opened by clicking on the options button (ellipsis icon), clips can be exported, moved, deleted and more, see Figure 9-39. All options are the same as options available in the Media App. For instructions, please reference the previous sections as mentioned below for each option.

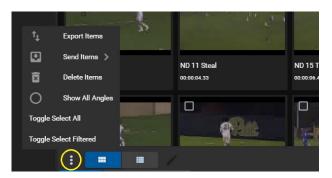


Figure 9-39: Clip Options

### 9.4.3.1. Export Items

- To export clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 9-39, 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 5. for creating export profiles. See Figure 9-40.

Export Item	ıs (1)			
÷	Exports*			
	Profiles*		Ē	
	Location Profile Default			
	Formats Profile Default	Standards Profile Default		
			SAVE	CANCEL

Figure 9-40: 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 9.4.3.5. An example of this can be seen in Figure 9-41. 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 2.5.3.3.

Export It	tems			
	+ Exports*			
	Profiles*	v		
	Location Profile Default			
	Formata Profile Default	×	Standards Profile Default	
	Selected Angles			
	Available		Selected	
	No items listed		Soccer Goal (111A) - 00:00:09.60	
			Clip (111B) - 00:00:09.60	~
			Clip (111C) - 00:00:09.60	^
			Clip (111E) - 00:00:09.60	~
		к	Clip (111F) - 00:00:09.60	×
	0 Items selected		Clip (111G) - 00:00:09.60 1 Items selected	
				SAVE CANCEL

Figure 9-41: 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 9-42.

Export Items (	1)		
+ Ex	ports*		
	Profiles*		# 🖬
	Location Profile Default		
	Formets Profile Default	Standards Profile Default	
	Profiles*		: 1
	Location Profile Default		
	Formate Profile Default	Standards Profile Default	
			SAVE CANCEL

Figure 9-42: Export Items with Multiple Export Profiles

• Once complete with your export choice(s), begin the export by clicking the 'SAVE' button.



### 9.4.3.2. Monitoring Export Progress

• All jobs on the system can be viewed by entering the Jobs app as discussed in 7.

### 9.4.3.3. Send Items

- To send clips to a user or a session checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 9-39, hover over "Send Items" and select either a user or session.
- When selecting a User, a 'Send Items' dialog will open, where a user location can be chosen to send the clip. See Figure 9-43. Additionally, you can choose to Export a clip from this dialog as well.
- Sent clips will be located in the Inbox of the user the content has been sent to.

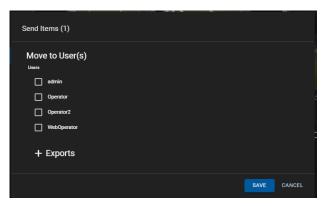


Figure 9-43: Sending Clips

 When selecting a session, a 'Send to Session(s)' dialog will open, where a session list will be available to choose from. Select the session(s) to send to using the blue arrow buttons. See Figure 9-44.

Send to Session(s)		
Sessions Available	Selected No items listed	
Basketball Football Soccer	NO ILEMIS IISLEO	×
0 items selected	D items selected	
		SAVE CANCEL

Figure 9-44: Send to Session

• Selected clips will now be tied to that session and show in the clips section of the media app when the session is logged into.



### 9.4.3.4. Delete Items

- To delete clips, checkmark the desired clip(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 9-39, 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 9-45.



**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.

Delete Clip(s)? This will permanently delete 1 clip(s) from the system. Include all angles		
	DELETE	CANCEL

Figure 9-45: Delete Clips Confirmation

#### 9.4.3.5. 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 9-39, and click "Show All Angles".
- Angles can alternatively be viewed by clicking on the number of angles in the content section region. See Figure 9-46.

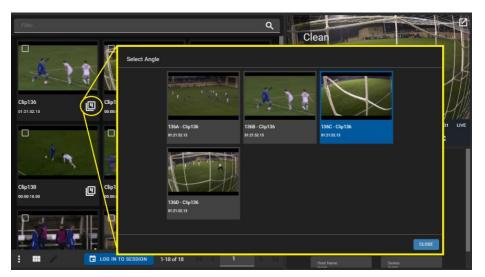


Figure 9-46: Previewing Angles in a Clip



# 9.4.3.6. Multi Editing Clips

• To multi-edit clips, check mark each clip, and click the 'pen' icon, as shown in Figure 9-47.

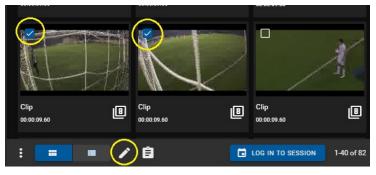


Figure 9-47: Multi-Edit Pen Tool

• A 'Edit Items' dialog will open with options to change clip name(s), tag(s), and/ or fields, as shown in Figure 9-48. For information for creating and configuring fields, see section 2.5.3.4.

Edit Ite	ms (2)			
	Name Clip			
	Type a tag name and press enter Custom Fields			
	Game Type Keep existing field data for unmodified fields? Warning: Setting a custom field will overwrite and apply changes to all items selected.			2
		SAV	E	CANCEL

Figure 9-48: Edit Items



# 9.5. PLAYLIST BUILDING & PLAYOUT

In the left-hand location section of the Playout App, select playlists within the Content Section of the Playout App. All available playlists from your cluster will appear, additionally playlists can be created in this app. See Figure 9-49.

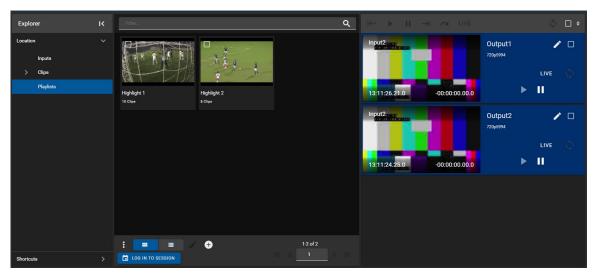


Figure 9-49: Playlists in the Playout App

### 9.5.1. Creating a Playlist

• To create a playlist, click the 'plus' icon at the bottom of the Playout App, as shown in Figure 9-50. A 'Create a New Playlist' window will open.

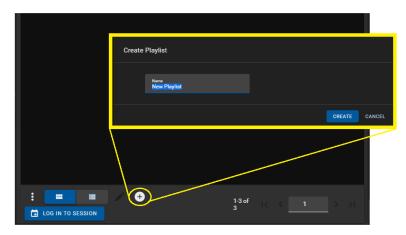


Figure 9-50: Create a New Playlist

• Optionally, rename 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 9-51.

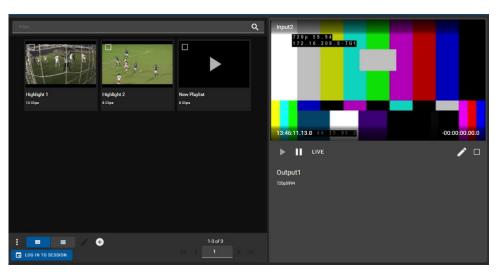


Figure 9-51: New Playlist

# 9.5.2. Cueing A Playlist on an Output

In order to build a playlist, the playlist must be cued on an individually previewed output.

- First, open an output in the individual top level control, as discussed in Section 9.2.3.1, see the previous figure for an example, Figure 9-51.
- Next, hover over your new playlist in either the thumbnail or table view and click the 'play' icon. See Figure 9-52.
- Once clicked the playlist creation dialog will cue in the output section of the Playout App. See Figure 9-52.

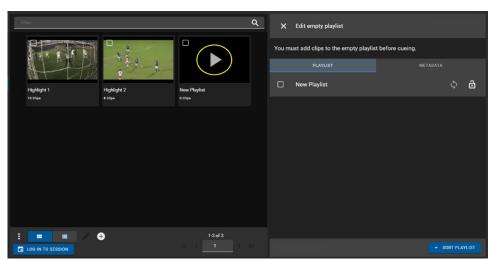


Figure 9-52: New Playlist Editing

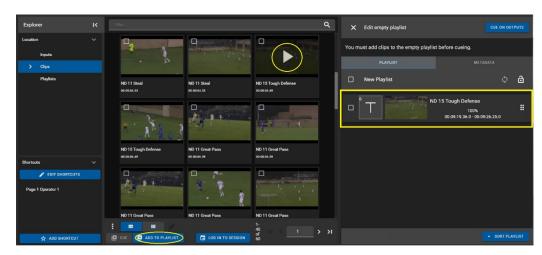


## 9.5.3. Adding Clips to a Playlist

Clips can be added to playlists from both the Media and Playout App, both will be discussed in this section.

### 9.5.3.1. Adding clips from the Playout App

- First, ensure a playlist is selected/ cued in the output section as described in the previous section (See Section 9.5.2 and Figure 9-52 for a reference).
- Next, go to the clips location and ensure the "ADD TO PLAYLIST" button at the bottom of the app is selected, and lit up blue. If it is not selected, ensure you have the playlist previewed.
- 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 Figure 9-53.

Figure 9-53: Adding Clips to Playlist

• At this point, the playlist can be cued on the output by pressing the 'CUE ON OUTPUT' button. This will open the output preview for playing or further editing the playlist, which will be discussed in the subsequent sections. See Figure 9-54.

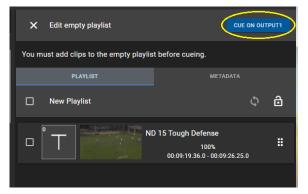


Figure 9-54: Cueing Playlist on Outputs



### 9.5.3.2. Adding clips from the Media App

- To add clips from the Media App, first go to the Media App Playlists location, and cue up the playlist in the output preview section, same as described in the previous section (See Section 9.5.2 and Figure 9-52 for a reference).
- Next, go to the Media App Clips location and checkmark the clip(s) you wish to add to the playlist.
- Then, click to open the clip options (ellipsis icon) and select "Add Items to Playlist".
- The clip(s) will now be added to the playlist rundown, see Figure 9-55.

Explorer		Filter		۹	2	ew Playlist		×
Location Inputs Capture Groups Streams Clips		ND 11 Steel 06 00 64 33	ND 11 Steel 80 90 04 33	ND 15 Tough Defense exacts ar		A A A		
Playlists Archives Clipboard		1.1.1			00.00-28.2	<b>[] ++ +− K &lt; ► &gt; &gt;</b> I		D-16
Shortcuts	ř	ND 15 Tough Defense 00:03:06.49	ND 11 Great Pass 00:00:06.39	ND 11 Great Pass 00:00:06:39		PLAYLIST New Playlist	метадата	3
Page 1 Operator 1	t₊ ⊡	Add Items to Playlist				ND 15 Tough Dr. 00.09.19.3	efense 100% . 66.0 - 00:09:26.25.0	:
Joba	0	Delete Items ISS Show All Angles	ND 11 Great Pass 08:00:06:39	ND 11 Great Pass 08:00:06.39		ND 11 Steal 00:09:40.4	100% <b>#</b> 15.0 - 00:09:45.18.0	:
⊥ Running: 0 Queued: 1     T Exports     Running: 0 Queued: 1	Toggle Sele		e			ND 11 Steal	100%	:
Captures Running: 0 Queued: (		LOG IN TO SESSION	- 14 of	0 K K 1 > >I			- SORT PLAYLIS	ST

Figure 9-55: Adding Clips to Playlists from Media App

 At this point, the playlist clips can be previewed in the preview window. Please navigate back to the Playout App for cueing, playing and editing the playlist, which will be discussed in the subsequent sections.

# 9.5.4. 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 cued 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 9-56.

New Playlist - ND 15 Tough Defense	Sheller I and and
A	17 9 1 1 M
00:09:19.36.0	Sequence: -00:00:15.57.0 Playlist: -00:00:15.57.0
K→ ► III →I ∩ Live Output1 720p9994	Next Clip: ND 11 Steel
<u> </u>	
PLAYLIST	METADATA
New Playlist	¢ @
	15 Tough Defense 100% 00:09:19.36.0 - 00:09:26.25.0
	11 Steal 100% ₩
	- SORT PLAYLIST

Figure 9-56: Maximize Playlist Edit Region

#### 9.5.4.1. Editing Playlist Metadata

- To edit playlist metadata (including the playlist Name, Tags and Custom Fields) select the 'METADATA' tab in the playlist preview section.
- To make changes, type in new entries to the available name, tag or field text boxes and click the save icon as shown in Figure 9-57.

PLAYLIST	METADATA
Playlist Info	
Name Highlight 3	
Owner admin	
Duration 00:00:15.56	
<b>Tage</b> Type a tag name and press enter	
Custom Fields	
Game Type	
	1996 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 -
	<b>D</b>

Figure 9-57: Editing Playlist Metadata



### 9.5.4.2. Loop A Playlist

• To loop a playlist, click on the 'loop' icon beside the playlist's name, as shown in Figure 9-58.



Figure 9-58: Loop a Playlist

## 9.5.4.3. Lock A Playlist

• To lock a playlist from editing changes, click on the 'lock' icon beside the playlist's name, as shown in Figure 9-59.

🗕 New Playlist	\$ <b>(b)</b>

Figure 9-59: Lock a Playlist

# 9.5.4.4. Sort 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 9-60.

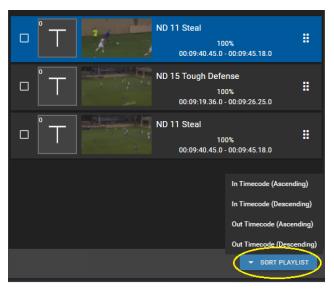


Figure 9-60: Sorting Clips in a Playlist



## 9.5.4.5. Re-arranging Clips

• 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 9-61.

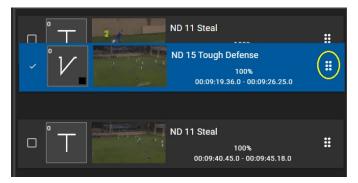


Figure 9-61: Re-Arranging Clips in a Playlist

### 9.5.4.6. Change Transition

• Transitions can be changed by clicking on the present transition icon. See Figure 9-62.



Figure 9-62: Selecting a Transition

• Once clicked, a transition selection dialog will open with options for all available transitions, durations and colour choices. Options include Cut, Mix, Fade from Colour, Fade to Colour, Fade to/From Colour. See Figure 9-63.

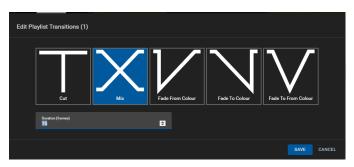


Figure 9-63: Playlist Transition Options



### 9.5.4.7. Clip Actions

• Checkmarking clip(s) allows Clip Actions to be used, as shown in Figure 9-64.

$\bigcirc$	T X-	ND 11 Steal 100% 00:09:40.45.0 - 00:09:45.18.0	:			
		ND 15 Tough Defense 100% 00:09:19.36.0 - 00:09:26.25.0				
	T	ND 11 Steal 100% 00:09:40.45.0 - 00:09:45.18.0				
•	Remove Clips					
<u>+</u>	Toggle End Of Sequence					
Ę)	Change Transition					
C CLIF	CLIP ACTIONS     SORT PLAYLIST					

Figure 9-64: Clip Actions

### 9.5.4.8. Remove Clips

• To remove a clip from the playlist, checkmark the desired clip(s) and click on 'Remove Clips' in Clip Actions, as shown in Figure 9-64.

# 9.5.4.9. Toggle End of Sequence

- 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 in Figure 9-64.
- Once added, a bar with the EOS will be added into your playlist. See Figure 9-65.
- Perform the same action to remove the EOS.



Figure 9-65: EOS in a Playlist



### 9.5.4.10. Change Multiple Clip Transitions

- To change multiple clip transitions checkmark the desired clips and click on 'Change Transition' in Clip Actions, as shown in Figure 9-64.
- The same dialog as discussed in section 9.5.4.6 and shown Figure 9-63 in will open.

#### 9.5.5. Playing a Playlist on an Output

• A playlist can be immediately played if already cued up from editing. To play, use the playlist controls buttons below the individual output preview window. See Figure 9-66.

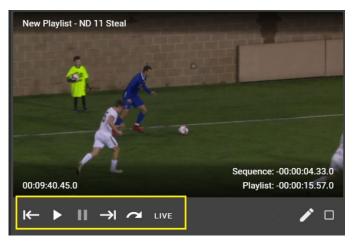


Figure 9-66: Playlist Control Buttons

• For a description of available controls, see Table 9-1:

⊬	Previous Clip	→I	Next Clip
	Play	~	Skip Clip
н	Pause	LIVE	Go Live

Table 9-1: Playlist Control Buttons



# 9.5.6. Playlist Options in Playout App

• Within the additional options for playlists, opened by clicking on the option button (ellipsis icon), clips can be exported, moved, deleted and more. Each option will be discussed below. See Figure 9-67.

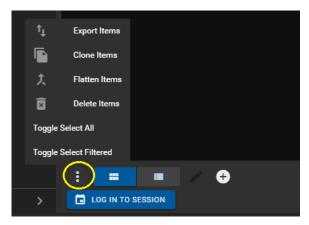


Figure 9-67: Playlist Options

## 9.5.6.1. 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 9-67, 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 5. for creating export profiles. See Figure 9-68.

Export Items	Export Items (2)				
+ E	kports*				
	Profiles*		Ē		
	Location Profile Default				
	<sup>Formats</sup> Profile Default	Standards Profile Default			
			SAVE CANCEL		

Figure 9-68: 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' button as shown in Figure 9-69.

Export Items (	Export Items (1)					
+ Ex	ports*					
	Profiles*		#			
	Location Profile Default					
	Formats Profile Default	Standards Profile Default				
	Profiles*		# 🖬			
	Location Profile Default					
	Formata Profile Default	Standards Profile Default				
			SAVE CANCEL			

Figure 9-69: Export Items with Multiple Export Profiles

### 9.5.6.2. 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 9-67, 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.

#### 9.5.6.3. 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 9-67, and click "Flatten Items".
- The newly created clip will be accessible in the Clips section of the Playout App.

#### 9.5.6.4. Deleting Items

- To delete playlists, checkmark the desired playlist(s) in the Content Section, click the options button (ellipsis icon), as shown in Figure 9-67, 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 9-70.

Delete Playlist(s)? This will permanently delete 1 playlist(s) from the system.	
	DELETE CANCEL

Figure 9-70: Delete Playlist Confirmation



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# 10. REPORTS

The Reports App allows users on the Media Suite to preview and make reports for monitoring system data.

# 10.1. DEFAULT REPORTS

When opening the Reports App, all default system reports will be presented in columns, organized by Name. See Figure 10-1.

≡	Media Suite			Ð	Open for available commands				() 4:01:11 PM	¢	🚊 admin	•
\$	Advanced Config	R	eports									
Гū	Devices			Name		Query						
	Export Profiles											
	Import Profiles	_										
↑Ļ	Jobs			Advanced Report		/report/advanced						
Þ	Media			Ptp Report		/report/ptp						
83	Playout			Ports Report		/report/ports						
Ê	Reports			Stats Report		/report/stats						
<b>=</b>	Resource Groups			Schedule Report		/report/schedule						
	Scheduler			Health Report		/report/health						
₽	Sessions		VIEW	Dashboard Report		/report/dashboard						
	Storage			Storage Report		/report/storage						
8	Task Management											
				Captures Report		/report/captures						
				Timesync Report		/report/timesync						
				Alarms Report		/report/alarms						
				Interfaces Report		/report/interfaces						
₽	Last App		🖍 EDIT	+ CREATE			Rows per page:	20	1-12 of 12 I <			

Figure 10-1: Reports App

# 10.1.1. Viewing Reports

• Reports can be viewed by clicking on the 'View' button as shown in Figure 10-2.

VIEW	Advanced Report
VIEW	Ptp Report
VIEW	Ports Report
VIEW	Stats Report
VIEW	Schedule Report
VIEW	Health Report
VIEW	Dashboard Report
VIEW	Storage Report
VIEW	Captures Report

Figure 10-2: Viewing Reports



• Once opened, information about that report will be listed in the viewing dialog. See Figure 10-3 as an example.

X Health Repo	ort
Service	DreamCatcher Media Sui
Overall	Healthy
Cluster	Healthy
Cluster IP	Not Configured
Clustered Nodes	100.100.100.178
Data Replicas	
Master	100.100.101.178
Ping Arbiter	Not set
DOWNLOAD AS 🔺	Last Updated: 2020/11/23, 16:07:32   Auto refresh 30s

Figure 10-3: Example Report

# 10.1.2. Downloading Reports

At the bottom of each report viewing page, the reports can be downloaded into a CSV or XSLX. See Figure 10-4.

• To download a report, click the 'Download As' button and choose the option CSV or XSLX.

Ping Arbiter		Not set		
Broker		Healthy		
Captain		Healthy		
Commander		Healthy		
Database	csv	Healthy		
	XLSX	н ы		
DOWNLOAD AS				

Figure 10-4: Downloading Report Information



# **10.2. 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 10-5.

F	Reports						
		Name	Query				
	VIEW	Advanced Report	/report/advanced				
	VIEW	Ptp Report	/report/ptp				
	VIEW	Ports Report	/report/ports				
	VIEW	Stats Report	/report/stats				
	VIEW	System Errors Report	/report/system_errors				
	VIEW	Captures Report	/report/captures				
	VIEW	Health Report	/report/health				
	VIEW	Dashboard Report	/report/dashboard				
	VIEW	Storage Report	/report/storage				
	VIEW	Schedule Report	/report/schedule				
:	🖍 EDIT	+ CREATE	Rows per page: 20 T-14 of 14 ( 1 )				

Figure 10-5: 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 10-6.

Create	Report		
	Name		
	Query*		
		CREATE	CANCEL

Figure 10-6: 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 checkmarking the report, and clicking on the 'Delete Selected' button. See Figure 10-7.

	VIEW	Captures Report	/
	VIEW	Timesync Report	/
	VIEW	Alarms Report	/
	VIEW	Interfaces Report	/
	VIEW	Custom	/
:	🖍 EDIT	+ CREATE DELETE SELECTED	

Figure 10-7: Deleting Custom Reports

# 10.3. 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 10-8.
- Once modifications are made press the 'EDIT' again to save all changes.

R	Reports							
=		↓ Name	Query					
	VIEW	Interfaces Report	/report/interfaces					
		Jobs Report	/report/jobs					
		Ports Report	/report/ports					
		Ptp Report	/report/ptp					
	VIEW	Schedule Report	/report/schedule					
		Stats Report	/report/stats					
		Storage Report	/report/storage					
		System Errors Report	/report/system_errors					
		Timesync Report	/report/timesync					
:	🖍 EDIT	+ CREATE DELETE SELECTED	Rows per page: 20 1-15 of 15 1 1					

Figure 10-8: Editing Reports



# 11. 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 2.5.4 for information and instruction on User Management, and User Groups.

# 11.1. 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 Figure 11-1.

≡	Media Suite		Open for available commands			(§ 11:34:17 AM	¢	admin	۵
\$	Advanced Config Resource Groups								
ᅳ	Devices		Name	# Inputs	# Outputs				
	Export Profiles								
	Import Profiles	✓ System (1)	14)						
t↓	Jobs		PROFILE						
Þ	Media	EDIT	RECORD TRAIN						
■= ~~	Playout		MVSNAPSHOT						
Ê	Reports	EDIT	THROTTLED ROUTES						
	Resource Groups Scheduler	EDIT	STREAM	0	0				
	Sessions	EDIT	CAPTURE GROUP		0				
	Storage	EDIT	MAGNUM DC	9	4				
	- Task Management	EDIT	TCP						
		EDIT	USER						
		EDIT	DC NODES						
			MAGNUM						
		EDIT	INPUT STREAM						
ج	Last App	: +	· CREATE						

Figure 11-1: Resource Groups App

# 11.1.1. 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 11-2.

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

Figure 11-2: Editing Resource Groups



• Once clicked, a dialog will open with that resource group's information. As an example see Figure 11-3. Please ensure you are logged in as the Administrator to see all options.

×	RECORD TRAIN	
	and Auto	
	User Groups	

Figure 11-3: Resource Group Auto Setting

## 11.1.1.1 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 11-3

• 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 11-4.

× RECORD TRAIN		
Auto		i
Inputs		
Available	Selected	
No items listed	Input4	
	Input3	<u></u>
	Input2	
	Input1	, in the second s
	input1	×
	Input4	
0 items selected	Input3 O items selected	
Outputs		
There are no outputs available		

Figure 11-4: 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 11-5.
- Once complete, save your selection by clicking the save icon as shown in Figure 11-5.

×	RECORD TRAIN		
	Auto		I
	Inputs		
	Available	Selected	
	Input1	Input2	
	Input4	Input3	<b>x</b>
		Input4	
		Input1	· ·
		Input2	×
	1 items selected	• • • • • • • • • • • • • • • • • • •	
	Outputs		
	There are no outputs available		

Figure 11-5: Editing Input and Output Resources

## 11.1.1.2. 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 11-6 to open a selection dialog.

×	RECORD TRAIN		
	Luto User Groups		$\bigcirc$
	Available Engineering Operators Producers	Selected No items listed	я А У
	0 items selected	0 items selected	¥

Figure 11-6: 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 11-7.
- Once complete, save your selections by clicking the save icon as shown in Figure 11-7.

×	RECORD TRAIN		
	Auto		
	User Groups		
	Available	Selected	
	Engineering	Operators	
	Producers		
	1 items selected	0 items selected	
			B

Figure 11-7: Editing User Groups

# 11.2. 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 11-8.

Resou	rce Groups		
	Name	# Inputs	# Outputs
V System (1	4)		
EDIT	PROFILE		3
EDIT	RECORD TRAIN		0
EDIT	MVSNAPSHOT		0
EDIT	THROTTLED ROUTES		4
EDIT	STREAM		0
EDIT	CAPTURE GROUP		0
EDIT	MAGNUM DC		4
EDIT	тср		0
EDIT	USER		4
EDIT	DC NODES		2
: (+	CREATE		

Figure 11-8: Creating Custom Resource Groups



- Once clicked, a creation dialog will open asking for a name and base type. See Figure 11-9.
- Add a name, and select a type then press 'CREATE' to complete the creation of a new group.

Create Resource Group			
Name	Base Type*	•	
		CREATE	CANCEL

Figure 11-9: 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 11-10.
- At this point, any customization for the custom user group can be done in the same manner as was described above for default groups.

EDIT	MULTIVIEWER	44	10
EDIT	SESSION TEMPLATE		0
✔ Custom (1	)		
EDIT	Custom Record Trains		0
: +	CREATE		

Figure 11-10: 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 11-11.

X Cu	stom Record Trains			
	iame* Justom Record Trains puts	Base Type* RECORD TRAIN	·	
	Available Input4 Input3 Input1 Input4 Input3	Selected Input1 Input2		

Figure 11-11: Deleting Custom Resource Groups



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# 12. SCHEDULER

The Scheduler App allows operators to schedule tasks by date and time using resources from the DreamCatcher network and optionally from a connected Evertz Magnum Control System. For instructions on connecting to the Evertz Magnum Control System please see Section 3.1.

# 12.1. USER PERMISSIONS FOR SCHEDULING

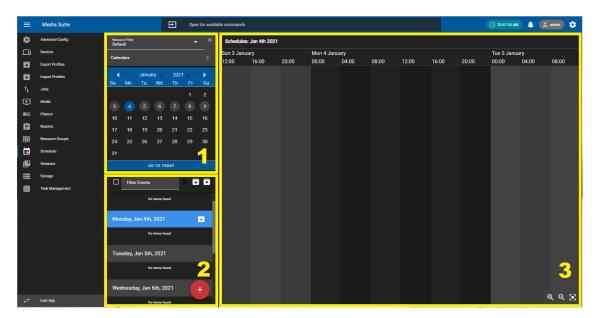
By default, only the Administrative User, or a User added to the Administrator User Group will have the permissions to use, create, and edit events in the Scheduler App.

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', 'Launch Scheduler App', 'Launch Task Management', and 'Launch Resource Group' permissions. Instructions for creating user groups and setting permissions can be found in Section 2.5.4

Newly created user groups must be given permissions to use the available input and output resources for their events. Instructions for resource group user permissions can be found in Section 11.1.1.2.

Users groups must also be given permissions to assign the scheduling tasks. Instructions for task management user permissions can be found in Section 15.1.1.1.

# 12.2. NAVIGATING THE SCHEDULER



The Scheduler App consists of 3 sections. See Figure 12-1.

Figure 12-1: 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.



# 12.3. HOW TO CREATE SCHEDULED EVENTS

• To create a scheduled event, click the red 'plus' button at the bottom of the Scheduler App, as shown in Figure 12-2.

Re De	ecurce efault	Filter				-	×	Schedules:	Jan 4th 2021										
-	lenda						<u>,</u>	Sun 3 Janua			Mon 4 Janua						Tue 5 Januar		
0	iciiua	•					<u> </u>	12:00	16:00	20:00	00:00	04:00	08:00	12:00	16:00	20:00	00:00	04:00	08:00
	•		January		2021														
Su	1	40	Ти	We	Th		Sa												
3																			
10																			
17		18		20															
24		25	26				30												
31																			
			60	то тор	AY														
		-																	
C	_ נ	Filter E	vents			•	•												
			No it	ems foun	d														
M	lond	ay, Jai	n 4th, 2	2021			•												
			No it	ems foun	d														
							_												
Т	uesd	ay, Ja	n 5th, :	2021															
			No it	ems foun	d														
N	edn	esday,	Jan 6	th, 202	21														
			No it	ems foun	a (	-	F												
																			ବ୍ଦ୍ 💽

Figure 12-2: Scheduler App Main Page

• A "Create Event" window will appear. Many options are included while creating events. See Figure 12-3 as a reference for the descriptions below.

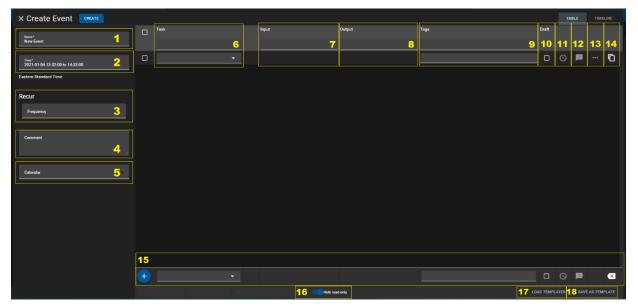


Figure 12-3: Create Event



- 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 12.9.
- 6. Task This is the event type that will be scheduled. Each task is discussed in Section 12.4.
- 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 '•••'lcon)
  - 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.)
- 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.



# 12.4. HOW TO CREATE EVENTS FOR EACH TASK

This section will provide information and instructions on each available task in the DC-Scheduler software. Please note this section includes some tasks which can be performed ONLY with the integration of a Evertz Magnum Control System. Please refer back to Section 3.1 for connection instructions.



IMPORTANT: If tasks or resources are not available in the drop down lists please refer back to Section 12.1 for instructions on setting up resource and task permissions for Users belonging to non-administrator User Groups.

## 12.4.1. How to Create a Capture Group Event

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 8.3 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 will be available in the drop down list. See Figure 12-4.
- 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 12-4. to complete the creation process.

× Create Event CREATE								ТА	BLE	TIMELINE
Name* Growing File Program		Task		Input	Output	Tags	Draft			
<sup>1ime*</sup> 2020-01-02 10:58:00 to 13:02:00	٥	Capture Group 👻	6	•	•			0	18	Ō
Recur				capture_group POOLED (capture_group)						
Frequency				Capture Group 1 Program & Clean Capture Group 2 - Wide Cams						
Comment				Capture Group 2 - Wide Cams						
									<b>j</b> Bi	×

Figure 12-4: Capture Group Task Example



#### 12.4.2. 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.

- 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 12-28.
- Within the Output list, all available inputs in the Magnum Interface will be available in the drop down list. See Figure 12-28.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 12-28 to complete the creation process.

Create Event CREATE	Task					Draft	TABL		
Name* Capture Live Route	1 ask		Input	Output	Taga	Uran			
Time* 2020-01-02 13:08:00 to 14:08:00	Capture Live 🔫	0	-	•			0	<b>10</b> ·	
			DCLAB-SRC-0109	magnum_dc					
ecur			DCLAB-SRC-0115	POOLED (magnum_dc)					
Frequency			DCLAB-SRC-0116	DC_19 - SDL_01					
			DCLAB-SRC-0117	DC_19 - SDI_02					
			DCLAB-SRC-0118	DC_19 - SDI_03					
Comment			DCLAB-SRC-0119	DC_19 - SDI_04					
			DCLAB-SRC-0120	DC_19 - SDL_05					
			DCLAB-SRC-0121	DC_19 - SDI_06					
							0		

Figure 12-5: Capture Live Task Example



## 12.4.3. 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.

- 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 cluster will be available in the drop down list. See Figure 12-6.
- Within the Output list, all available export profiles in the cluster will be available in the drop down list. See Figure 12-6.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 12-6 to complete the creation process.

× Create Event CREATE							TABL	E	TIMELINE
<sub>Name</sub> s Capture Stream To Disk	Task		Input	Output	Taga	Draft			
Time* 2020-01-02 10:00:00 to 14:00:00	Capture Stream To Disk	- 0	•	<u> </u>			0		Ū
Recur			stream POOLED (stream)	profile POOLED (profile)					
Frequency			Stream1 Stream2	Archive Hard Drive For Melt					
Comment			Stream3 Stream4	Internal Storage					
			Stream4	USB					
									×
					LOA	D TEMPLA	NTE .	SAVE A	S TEMPLATE

Figure 12-6: Capture Stream to Disk Example



#### 12.4.4. 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 cluster.

- 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 cluster will be available in the drop down list. See Figure 12-7.
- Within the Output list, all available users in the cluster will be available in the drop down list. See Figure 12-7. 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 12-7 to complete the creation process.

× Create Event CREATE								TAE	BLE		
Name* Clean Feed Clip				Input	Output	Tags C	Draft				
Tine* 2020-01-02 10:00:00 to 10:05:00		Clip Record Train 👻	0	-	1 -			0	P		Ō
Recur				record_train POOLED (record_train)	user POOLED (user)						
Frequency				Input1 Input2	admin DreamCatcher 1						
Comment				Input3 Input4	DreamCatcher 2 Global						
				Input5 Input6	Logger 1						
	+						п	0			×
										S TEMP	

Figure 12-7: Clip Record Train Task Example



## 12.4.5. 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.

- 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. the See Figure 12-8.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 12-8 to complete the creation process.

× Create Event CREATE									TABL	E 1	IMELINE
Name* New Event		Task		Input	Outp	ut	Tags	Draft			
Time* 2021-04-22 15:31:00 to 16:31:00		Fire Salvo 👻 🗙	i		×	<u>-</u> ×			0	19	<u> </u>
Eastern Daylight Time											/
Recur						<sup>salvo</sup> Test					/
Frequency 💌											
Comment				l						<u>_</u>	
Calendar 👻											
	+	×							0	P	≪
	- 10	IMOVE TASKS		FIND AND REPLACE RESOURCE		Hide read-only		LOAD TEMPLAT	res	SAVE AS	TEMPLATE

Figure 12-8: Fire Salvo Name Selection



# 12.4.6. 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 cluster will be available in the drop down list. See Figure 12-9.
- Next in the Output list, all available export profiles in the cluster will be available in the drop down list. See Figure 12-9.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 12-9 to complete the creation process.

× Create Event CREATE						TA	DLE	TIME	LINE
Nene* Program Growing File				Output	Draft				
Time <sup>4</sup> 2020-01-02 14:59:00 to 16:01:00	Growing File Transcode 👻	i	I +	profile					Ō
Recur			POOLED (record_train)	POOLED (profile)					
Frequency			Input1	Archive					
			Input2	Hard Drive For Melt					
			Input3	Internal Storage					
Comment			Input4						
1.			Input5	USB					
			Inputő						

Figure 12-9: Growing File Transcode Task Example



## 12.4.7. How to Schedule the Lock Magnum Destination Task

This task allows a user to schedule locking a resource from the Magnum Control System to prevent changes from being made to that resource.

- 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 12-10.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 12-10 to complete the creation process.

Create Event CREATE							ТА	BLE TIMELIN
Name* Lock DC 19	Taok		Input	Output	Tags	Draft		
Time <sup>1</sup> 2020-01-02 15:54:00 to 16:54:00	Lock Magnum Destination 👻	Û		•			0	<b>p</b> (
2020-01-02 15:54:00 to 16:54:00				magnum				
Recur				POOLED (magnum)				
Frequency				DC_19-SDI_01				
				DC_19-SDI_02				
				DC_19 - SDI_03				
Comment				DC_19-SDI_04				
				DC_19-SDL_05				
				DC_19 - SDI_06				
						OAD TEMI		

Figure 12-10: Lock Magnum Destination Task Event

• At this point, in Magnum, the locked destinations can be visually seen, as shown in Figure 12-11.

<b>*</b>	ADV	ANCED R	OUTES				
	Ph	iysical	Virtual				
	📑 Re	fresh Table 🛛 🗔	Refresh Rows	i Take	🔒 Lock 🔒 Unle	ock 😽 Copy 🏓	Route Tools
	SELECT	F: All, None   Clear	Filters				
<b>A</b>		Dest Device 🔺	Dest Alias	Lock	Src Alias	Video	A1
57			DC_19				
		CLAB-0101	DC_19 - SDI_01			Content 720p 6	
		CLAB-0102	DC_19 - SDI_02			Content 720p 2	
		CLAB-0103	DC_19 - SDI_03			Content 720p 3	
		CLAB-0104	DC_19 - SDI_04			Content 720p 4	
		CLAB-0105	DC_19 - SDI_05			Content 720p 2	
		CLAB-0106	DC_19 - SDI_06			Content 720p 1	

Figure 12-11: Lock Magnum Destination Complete Example



#### 12.4.8. 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.

- 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 12-12.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 12-12 to complete the creation process.

× Create Event CREATE							T/	IBLE	TIMELINE
Name# Maintenance DC 1		Task		Output	Tags	Draft			
Time* 2020-01-04 01:00:00 to 20:00:00	٥	Maintenance 👻	0	 I +			0	18	Ū
Recur				user POOLED (user)					
Frequency				admin					
rrequercy				DreamCatcher 1					
				DreamCatcher 2					
Comment				Global					
1				Logger 1					
				magnum					
								<b>P</b>	×
		EMOVE TASKS				OAD TEM			

Figure 12-12: Maintenance Task Example



## 12.4.9. 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.

- 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 12-13.
- Within the Output list, all available multiviewer destinations in the Magnum Interface will be available in the drop down list. See Figure 12-13.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 12-13 to complete the creation process.

× Create Event CREATE							TABLE	TIMELINE	E
Name* New Event		Task		Input	Output	Tags		Draft	
Time* 2020-04-10 09:51:00 to 10:51:00		Multiviewer 🗸	i	•	•				Q
2020-04-10 09:51:00 to 10:51:00 Eastern Daylight Time				multiviewer	multiviewer				
				POOLED (multiviewer)	POOLED (multiviewer)				
Recur				MCR1_SrcName	VIP_J2K_1 1				
Frequency				MCR1_UMD	VIP_J2K_1 2				
				MCR2_SourceName	VIP_J2K_2 1				
Comment				MCR2_UMD	VIP_J2K_2 2				
				PCR1					
				PCR2					
	+	<b>•</b>							0

Figure 12-13: Maintenance Task Example



#### 12.4.10. 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.

- 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 12-14.
- Within the Output list, all available inputs in the Magnum Interface will be available in the drop down list. See Figure 12-14.
- 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 12-14. 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 12-14 to complete the creation process.

× Create Event CREATE							T	NBLE.	TIME	LINE
Name* Soccer	Task		Input	Output	Tags	Draft				
Time* 2020-01-03 13:30:00 to 15:30:00	Capture Live 👻	0	DCLAB-SRC-0109 -	DC_19-SDL_01				18		۵
2020-01-03 13:30:00 to 13:30:00	Capture Live 👻	0	DCLAB-SRC-0120 -	DC_19-SDI_02 -						Ō
Frequency	Capture Live 👻	6	DCLAB-SRC-0121 -	DC_19 - SDI_03 -				B		ſ
	Capture Live 🔫	0	DCLAB-SRC-0122 -	DC_19 - SDI_04 -				ø		ſ
Comment	Replay Session 🔫	0		-				B		Ō
			session_template POOLED (session_template)							
			Conference Session							
			NO TEMPLATE Sports Session							
			Studio Session							
								19		×
						DAD TEM	PLATE		AS TEM	PLATE

Figure 12-14: 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.



## 12.4.11. How to Schedule a Route Task

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

- 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 12-15.
- Within the Output list, all the available sources from the Magnum Interface will be available in the drop down list. See Figure 12-15.
- Once all applicable options above have been selected for a new event, press the 'CREATE' button as shown at the top of Figure 12-15 to complete the creation process.

× Create Event CREATE				_				ТА	BLE	TIMELINE
<sub>Name*</sub> Route Camera		Task		Input	Output	Taga	Draft			
Time* 2020-01-02 15:08:00 to 16:08:00	D	Route 👻	i	-					181	··· D
				DCLAB-SRC-0116	magnum					
Recur				DCLAB-SRC-0117	POOLED (magnum)					
Frequency				DCLAB-SRC-0118	DC_19-SDI_01					
				DCLAB-SRC-0119	DC_19-SDI_02					
Comment				DCLAB-SRC-0120	DC_19-SDI_03					
Comment				DCLAB-SRC-0121	DC_19-SDI_04					
-				DCLAB-SRC-0122	DC_19-SDI_05					
				DCLAB-SRC-0128	DC_19-SDL_06					
									<b>P</b>	×
							OAD TEMI			AS TEMPLATE

Figure 12-15: Route Task Example



#### 12.4.12. 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.

- 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 12-16.
- Within the Output list, all the available sources from the Magnum Interface will be available in the drop down list. See Figure 12-16.

Create Event								T/	BLE	TIME	
Name* Level Route Example	Task		Input	0u	tput	Taga	Draft				
Time* 2020-01-10 14:00:00 to 15:00:00	Level Route 👻	6	Camera 1 -		-				<b>I</b>		ſ
2020-01-10 14500500 16 15500500			magnum	1	magnum						
ecur			POOLED (magnum)		POOLED (magnum)						
Frequency			Camera 1		DC_12-IP_01						
			CLEAR		DC_12 - IP_02						
Comment			Content 720p 1		DC_12 - IP_03						
Comment			Content 720p 2		DC_12 - IP_04						
			Content 720p 3		DC_12 - IP_05						
			Content 720p 4		DC_12 - IP_06						
									<b>B</b>		k

Figure 12-16: 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 12-17.

			TABLE	TIMELINE
Output	Tags	Draft		
•		_ 0	U 🗖	
	Clear Video level route			/
	⊢ Audio Mappings			

Figure 12-17: 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 12-18.

		TADI E	TIMELINE
Clear			
Video level route			- 6
+ Audio Mapp	bings		
	↑ ↓ 📋	^ ↓ 🗎	
	↑ ↓ ■		
	^ ↓ 💼	↑↓ 🖬	
	↑ ↓ 📋		
		↑↓∎	
	↑ <b>↓ ■</b>		
	↑ ↓ ■		
	↑ ↓ 🛢	↑ ↓ 🛢	
	↑ ↓ 🗎		×
			AS TEMPLATE

Figure 12-18: 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 12-16 to complete the creation process.
- At the point the event begins in Scheduler, the Magnum routes will be set. Please see an example in Figure 12-19.

ADVANCED Physical	Virtual	Si Taka	🗟 Lock 🔓 Uniock 🁎 Co		- A showing	a taolo - W. Ma			n this page (magauthe	nsrv)	🧭 No Uploa	d Required 🛛 🔓
SELECT: All, None   0		g Take		py 🎢 Route Tool	s 📷 show/Hu	e Locks 🔤 Alig	IT Prome Pitter.	DC DAB •			SELECTEL	): 0 TOTAL: 314
Dest Device	Dest Alias 🔺	Loc	Src Video	A1	A2	A3	A4	A5	A6	A7	A8	A9
	DC_12											
SDVN-0013	DC_12 - IP_01		J2K_Content - IP_01	clear	clear	clear	clear	clear	clear	clear	clear	clear
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
SDVN-0015	DC_12 - IP_03		J2K_Content - IP_03	clear	clear	clear	clear	clear	clear	clear	clear	clear
SDVN-0016	DC_12 - IP_04		J2K_Content - IP_04	clear	clear	clear	clear	clear	clear	clear	clear	clear
SDVN-0017	DC_12 - IP_05		J2K_Content - IP_05	clear	clear	clear	clear	clear	clear	clear	clear	clear

Figure 12-19: Level Route Complete Example



# 12.5. HOW TO SAVE EVENTS (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.

#### 12.5.1. 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 Template' button in the even creation dialog. See Figure 12-20.

× Create Event CREATE											TA	BLE	
<sub>Nama*</sub> Network Recordings							Output		Tags	Draft			
Test*	Growing File Transcode	•	×	•	Input1 (DC-1) 👻	×	NAS Recordings 🗸	×			0	μ	G
2021-01-11 09:58:00 to 10:58:00	Growing File Transcode			i	Input2 (DC-1) 👻		NAS Recordings 🛛 👻					P	D
	Growing File Transcode	Ŧ		0	Input1 (DC-1) 👻		Backup Archive Storage 👻						D
Recur	Growing File Transcode	•		i	Input2 (DC-1) 👻		Beckup Archive Storage 👻					P	D
Frequency													
Comment													
Calendar													
												P	×
						н	ic read-only					SAVE	S TEMPLATE

Figure 12-20: Save Template

- Once clicked, a 'Create/Update Template' dialog will open. See Figure 12-21.
- 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.

Create/Update Template			
Action Create Template Update Template	Name*		
		SAVE	CANCEL

Figure 12-21: Create Template Dialog



# 12.5.2. 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 12-22.

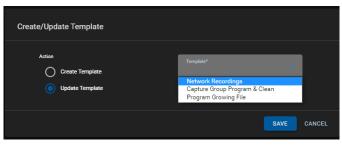


Figure 12-22: Update Template

# 12.5.3. How to Load an Event Template

• To load saved templates, click on 'Load Template' as shown in Figure 12-23.

× Create Event CREATE							TA	BLE	TIMELINE
Neme* New Event				Output		Draft			
Terre*						_	0	p	0
2021-01-11 10:06:00 to 11:06:00 Eastern Standard Time		-				-			
Recur									
Frequency									
Comment									
Calendar									
									×
			140 Million and Aller 👘 📫 🗰 🛤	te read-only	G		~		TEMPLATE

Figure 12-23: Loading Templates

- Once clicked, a 'Load Template' dialog will open. See Figure 12-24.
- To select a Template, checkmark the box beside the template's name.
- Once checkmarked, you can load the template by clicking the 'LOAD' button.
- Options in this dialog also allow you delete a template by checkmarking 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.



Load	Template(s)	
	y Name	
	Capture Group Program & Clean	
	Network Recordings	
	Program Growing File	
:	P EDIT DELETE	1-3 of 3 (1 Selected)
		Replace all LOAD CANCEL

Figure 12-24: Loading Template Dialog

# 12.6. HOW TO FIND EVENTS IN THE SCHEDULER APP

Once events are created, they can be previewed two ways in the Scheduler App, in a timeline view and in and an event detail view.

#### 12.6.1. Events in Timeline View

• First, to preview events in the Timeline View, click on a date in the calendar as shown in Figure 12-25.

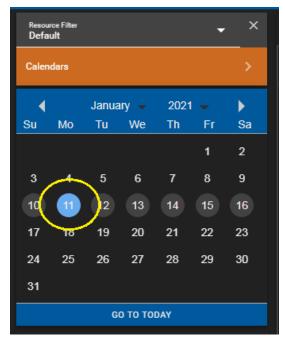


Figure 12-25: Selecting a Date in the Calendar



• Once clicked, all scheduled events for that day will appear in the timeline view in the event preview section. See Figure 12-26.

Resource Filter 📿 🖌	Schedules: Jan 11th 2021						
Calendara >	Mon 11 January 00:00	04:00	08:00	12:00	16:00	20:00	Tue 12 January 00:00
January         2021         January         2021         January         Sa           Su         Mo         Tu         We         Th         Fr         Sa           3         4         5         6         7         8         9           10         11         13         14         15         16           17         18         19         20         21         22         23           24         25         26         27         28         29         31			Clean Re Program				
GO TO TODAY							
Filter Events							
Monday, Jan 11th, 2021 💿							
Clean Record 1029:00   2 hr 1 min							
Program Record     10/29/00   2 hr 1 miri							
New Event 14:19:00   1 hr 0 min							
Tuesday, Jan 12th, 2021							
Clean Record							ब् ब् 😒

Figure 12-26: 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 12-27.
- As well, you can jump to the current time by clicking the 'go to now' button, shown in Figure 12-27.

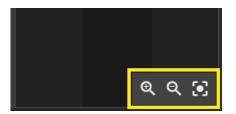


Figure 12-27: Zoom and Now Buttons

# 12.6.2. Events in Detailed View

- To preview events in the Detailed view, first click on a date in the calendar as shown previously in Figure 12-25.
- Once a date is selected, all events from that date will be listed in the event selection section below the calendar. See Figure 12-28.
- 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 12-28.



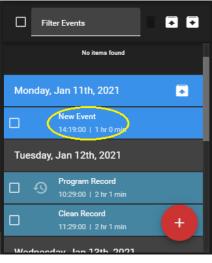


Figure 12-28: Selecting an Event

• Once clicked, the Event Detailed View will open, see Figure 12-29.

Resou Defa Calen					•	×		< New [	Event 21 14:19:00 - 15:19:00					P EDIT	⊙ 🗉 :
∢ Su	мо	Janua Tu	y We	2021 Th	- Fr	► Sa		Task	Input	Output	Tegs	Status			
Su	мо	IU	we		1	2									×
								Growing File Transc.	. Input2 (DC17)	Mg internal storage		Pending	2021-01-11 14:19	:00 - 15:19:00	
10	11	(12) 19	13 20	14	15 22	16 23									
17 24	18 25	26	20	21 28	22	23 30									
				DAY.											
	Filte	r Events			•										
Mor	nday, J	Jan 11tł	, 2021			•									
		Clean Re 10:29:00													
		Program 10:29:00													
		New Ever 14:19:00		iin											
Tue	sday, .	Jan 12ti	n, 2021												
		Clean Re 10:29:00		in i		•	:								

Figure 12-29: Event Detail View



# 12.7. HOW TO INTERACT WITH & MODIFY EVENTS

• From the event detail view, all information regarding the event will be listed in columns, including the Task, Input, Output, Tags, Status, Time and Comments. See Figure 12-30.

×	Jan 11, 2021	am Record						FDIT	O E :
	Task	Input	Output	Tags	Status	Time		Comment	
							×		
	Growing File Transc	Input1 (DC17)	Mg internal storage		Pending	2021-01-11 10:29:00 - 12:30:00			

Figure 12-30: Event Details Close Up

# 12.7.1. 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 (seen previously in Figure 12-30).
- Once started, the event will be listed as 'Active' and highlighted in green for the duration of its scheduled time. See Figure 12-31.

Task	Input	Output	Tags	Status	Time	Comment	
						×	
Growing File Transc	Input1 (DC17)	Mg internal storage		Active	2020-12-29 15:56:00 - 15:59:00		

Figure 12-31: Active Event Example

• Once finished, the event will be listed as 'Completed'. See Figure 12-32.

C	Task	Input	Output	Tags	Status	Time	Comment
							×
C	Growing File Transc	Input1 (DC17)	Mg internal storage		Completed	2020-12-29 15:56:00 - 15:59:00	

Figure 12-32: Complete Event Example

• At this point, exporting progress can be monitored in the Jobs app. See Section 7.



## 12.7.2. 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 12-33.

×	A Progra	am Record						TABLE	TIMELINE
	Task	Input	Output	Tags	Status	Time		Comment	
							×		
	Growing File Transc	Input1 (DC17)	Mg internal storage		Pending	2021-01-11 10:29:00 - 12:30:00			

Figure 12-33: Manual Start Event Button

- A confirmation dialog will open, confirming to start the event. Click 'START' to begin.
- If you have an event with multiple tasks, individual tasks can be started by checkmarking the task, and using the 'START SELECTED' button, as shown in Figure 12-34.

Tesk	Input	Output	Tags	Status		Comment	
					×		
Growing File Transc							

Figure 12-34: Starting Individual Tasks

• To stop an active event, click the 'stop' button as shown in Figure 12-35.

	am Record 0 16:05:58 - 18:06:58					FEDIT (	TIMELINE
Task	Input	Output	Tags	Status	Time		Comment
							×
Growing File Transc	Input1 (DC17)	Mg internal storage		Active	2020-12-29 16:05:57 - 18	:06:57	

Figure 12-35: Manual Stop Event Button



- A confirmation dialog will open, confirming to start the event. Click 'START' to begin
- If you have an event with multiple tasks, individual tasks can be stopped by checkmarking the task, and using the 'STOP SELECTED' button, as shown in Figure 12-36.

TABLE           Task         type4         Dutp4         Tags         Status         Time         Commer           0 coving Fils Transe.         hyuk1 (DCT7)         New Export Profile         Active         2020 12 29 16.32 47 - 17.33 47         Time           0 coving Fils Transe.         hyuk2 (DCT7)         New Export Profile         Penderg         2020 12 29 16.30 0.07.20.00.00         Time		New E Dec 30, 2020	) 16:30:00 - 17:30:00					/ EDIT	
Growing File Transe. Input (DC17) New Export Profile Active 2028 12:29 16:33:47 - 17:33:47	Tas		Input	Output	Taga	Status	Ce		
Browing File Transc Input2 (DC17) New Export Profile Pending 2020-12:30 16:30:00 - 17:30:00	Gn		Input1 (DC17)						

Figure 12-36: Stopping Individual Tasks

## 12.7.3. 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 12-37.

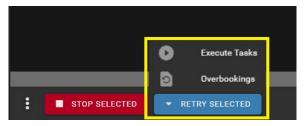


Figure 12-37: Retry Events



#### 12.7.4. How to Delete Events

• To delete a scheduled event, click the options button (ellipsis icon) shown in Figure 12-38. From this menu, an event can be deleted.

×		vent 14:19:00 - 15:19:00					🖍 EDIT	0	
							TABLE	×	Delete
	Task	Input	Output	Tags	Status	Time		Ō	Clone
								×	
	Growing File Transc	Input2 (DC17)	Mg internal storage		Pending	2021-01-11 14:19:00 - 15:	:19:00		

Figure 12-38: Delete or Clone Events

#### 12.7.5. How to Clone Events

• To clone a scheduled event, click the options button (ellipsis icon) shown previously in Figure 12-38. From this menu, an event can be cloned.

#### 12.7.6. How to Edit Events

• To edit an event, click on the 'EDIT' button as shown in Figure 12-39.

<b>,</b> ,		vent 14:19:00 - 15:19:00						TABLE	DE:
	Task	Input	Output	Tags	Status	Time		Comment	
							×		
	Growing File Transc	Input2 (DC17)	Mg internal storage		Pending	2021-01-11 14:19:00 - 15:19:00			

Figure 12-39: 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 12-40.

× Edit Event								TA	N.E.	TIME	INE
Now" New Event	Task			Input	Output	Tags	Draft				
Tens* 2921-01-11 14:00:00 to 15:00:00	Growing File Transcode	• ×	•	Input2 (DC17) 👻	Mg internal storage 👻				19		D
Eastern Standard Time											
Recur Frequency											
Comment											
A											
Calendar											

Figure 12-40: Edit Events Dialog



## 12.7.7. 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 12-41.

×		vent 14:00:00 - 15:00:00					🖍 EDIT	0
							TABLE	
	Task	Input	Output	Tags	Status	Time		Comment
							×	
	Growing File Transc	Input2 (DC17)	Mg internal storage		Pending	2021-01-11 14:00:00 - 15:00:00		

Figure 12-41: Event History

 Once clicked, a Task History dialog will be opened. Details about the changes will be listed for each change. See Figure 12-42

Task Histo	ory(New Event)				
1	admin modified this	schedule on Dec 30, 2020 09:45:29			
Field	Туре	Previous Value		Ne	ew Value
END	updated	Jan 11, 2021 15:19:00	>	> Ja	an 11, 2021 15:00:00
START	updated	Jan 11, 2021 14:19:00	>	🕨 Ja	an 11, 2021 14:00:00
					CLOSE

Figure 12-42: Event History Dialog Example

# 12.7.8. 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 12-43.

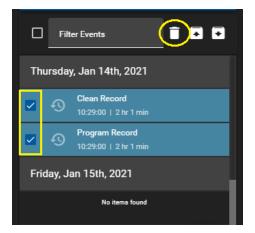


Figure 12-43: Multi-Deleting Events



- One clicked, a delete confirmation dialog will open. See Figure 12-44.
- If you have selected an event with a reoccurrence, there will also be an option to 'Delete all Occurrences'.
- Click the 'DELETE' button to confirm deleting the event(s).



Figure 12-44: Confirmation Multi-Delete Dialog

## 12.8. 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 12-45.

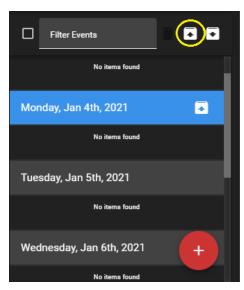


Figure 12-45: Exporting Schedules

• 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 12-46.



Export	Schedule(s)		
	Time Range 2021-01-03 to 2021-01-09		×
		EXPOR	T CANCEL

Figure 12-46: Export Schedules Dialog

• To import scheduled events, click the export button in the event selection section, as shown in Figure 12-47.

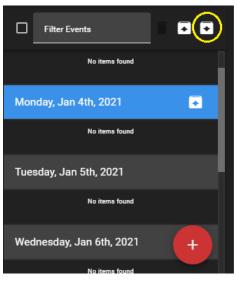


Figure 12-47: Import Schedules

Once clicked, a 'Import Schedules From File' dialog will open where you can import your JSON file, see Figure 12-48.

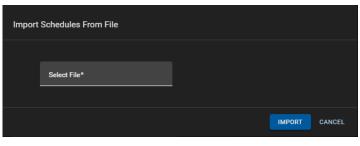


Figure 12-48: Import Schedules Dialog



### 12.9. 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 12-49.

Resour Defai	rce Filter u <b>lt</b>				-	, ×
Calen	dars					$\odot$
CONF	GURE	CALEND	ARS			
•		Janua	iry 🖵	2021	-	•
Su	Мо	Tu	We	Th	Fr	Sa
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						
		G	о то то	DAY		

Figure 12-49: Configuring Calendars

• Begin by creating a calendar. Click on '+ Calendars', as show in Figure 12-50.



Figure 12-50: Add Calendars

- An 'Edit Calendars' dialog will open. See Figure 12-51.
- 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 12-51.

Edit Calendars		
+ Calendars		
Name		Î
User Groups		
Available	Selected	
Operations	No items listed	
Producers		
0 items selected	0 items selected	
		SAVE CANCEL

Figure 12-51: Calendar Settings

- Once calendars have been added, events can be created to be tied to those specific calendar(s). Please refer back to Section 12.3 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 12-52.

Resour Defai	rce Filter ult				-	×	Schedules:	Jan 11th 2021										
							Sun 10 Janu	ary		Mon 11 Ja	nuary					Tue 12 Jar	nuary	
Caleni	dars					× .	12:00	16:00	20:00	00:00	04:00	08:00	12:00	16:00	20:00	00:00	04:00	08:00
	gram a	nd Clean	Records										Program					Prog
													Clean R					Clea
MIS																		
CONF	FIGURE	CALEND	ARS															
<b>∢</b> Su	Мо	Janua	ary 🚽 We	202 <sup>.</sup> Th		► Sa												
Su	mo	14	WC		1	2												
			20															
24		26		28		30												
		G	о то то	DAY														
	Filte	r Events			•													
Моп	nday, .	Jan 11t	h, 202 <sup>.</sup>			•												
		Clean R	ecord  2hr1r	nin														
	<b></b>	Program	Record															
Tue			th, 202			+												<u></u>

Figure 12-52: Calendar Example



# 13. SESSIONS

The Sessions App allows the user to create sessions to be used throughout the cluster. Sessions are a valuable tool to organize content. For full details and instruction see the DreamCatcher Operational Guide.

# 13.1. NAVIGATING SESSIONS

When opening the Sessions App, any existing sessions created within the cluster will be present. (If there are no sessions presently created, nothing will be listed as shown.) For this example we have added a few example sessions, see Figure 13-1. Sessions will be listed by Name, start and end time, as well as any active users logged into the session(s).

≡	Media Suite			→ Open for available commands				(	( 8:37:39 AM	¢	🚊 admin	•
\$	Advanced Config	Se	essions									
ᅳ	Devices			Name	Start		End		Active Users			
	Export Profiles											
	Import Profiles					×		×				
tĻ	Jobs			Announcements	2020-12-07 10:00:44		2020-12-07 10:10:44					
Þ	Media			Basketball	2020-12-02 08:35:40		2020-12-02 11:35:40					
BE	Playout			Football	2020-12-29 08:36:25		2020-12-29 13:36:25					
Ê	Reports			Vollyball	2020-12-04 08:35:59		2020-12-04 12:35:59					
	Resource Groups											
	Scheduler											
	Sessions											
	Storage											
	Task Management											
,	Last App	:					Rows per page: 20		1-4 of 4 🛛 🔍			>1

Figure 13-1: Sessions App

# 13.2. CREATING CUSTOM RESOURCE GROUPS

• Sessions can be created and edited by clicking the 'Create' button, at the bottom of the Session App. See Figure 13-2



**Note:** Presently the Media Suite Sessions App only supports the creation of a session with a given start time, end time and Input trains. Options including Output trains, protected trains, bins, and key-values must be done from a DreamCatcher VUE station.

: + CREATE	Rows per par	ge: 20 🔻 1-4 of 4 I < < 1 >>I

Figure 13-2: Creating Sessions



• Once clicked, a 'Create Session' dialog will open. See Figure 13-3. Sessions require a name, start time, end time and selected Inputs.

Create Session							
	<sub>Name</sub> New Session						
	Time 2020-12-29 09:58:49 to 12:58:49						
	System Inputs						
	Available		Selected				
	Input1		No items listed				
	Input2	ы					
	Input3	>					
	Input4	<					
	Input5						
	Inputő						
	Input7						
				SAVE	CANCEL		

Figure 13-3: 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.
- Last, 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 13-4.

System Inputs			
Available		Selected	
Input4		Input1	
Input5	Я	Input2	~
Inputő		Input3	^
Input7			~
Input8			
	K		×
1 items selected		0 items selected	

Figure 13-4: Selecting Inputs for Sessions

- Once complete, save your selections by clicking the 'SAVE' button, shown previously at the bottom of Figure 13-3.
- The session will now appear in your Sessions App, and be available for all users in the cluster to join.



# 13.3. EDITING SESSIONS

• To edit a session, click the 'EDIT' button next to the session as shown in Figure 13-5.

Sessions					
		Name	Start		
				×	
	EDIT	Announcements	2020-12-07 10:00:44		
	EDIT	Basketball	2020-12-02 08:35:40		
	EDIT	Football	2020-12-29 08:36:25		
	EDIT	volleyball	2020-12-04 08:35:59		

Figure 13-5: Editing Sessions

- A dialog, similar to that of the creation dialog will open, allowing for modifications to Name, Start and End time, as well as the selected Inputs. See Figure 13-6.
- Once complete with changes, click the save icon displayed at the bottom of Figure 13-6.

×	volleyball*			Î
				1
	<sub>Name*</sub> volleyball			1
	Time 2020-12-04 08:35:59 to 12:35:59			1
	System Inputs			1
	Available	Selected		- 1
	Input3	Input1		- 1
	Input4	Input2		- 1
	Input5	Input6		- 1
		Input7		- 1
		Input8	×	
	0 items selected	0 items selected		

Figure 13-6: Editing Sessions



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# 14. 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.

# 14.1. STORAGE APP NAVIGATION

• Within the Storage App, all available networked devices are listed. Columns provide information regarding the storage locations. See Figure 14-1.

	Media Suite		Ð	Open for available commands				() 4:24:02 PM	¢ (	🚨 admin	٥
\$	Advanced Config	Storage									
Гū	Devices	Тур		↑ Name	Status	Usage	Details				
	Export Profiles				-						
	Import Profiles	→ DreamCatcher	r Media Suite (6)								
†Ļ	Jobs	BROWSE 4		USB3_REARTOP	🖌 Available	0%	Read: 0 kBps Write: 0 kBps			<b></b>	
Ð	Media	BROWSE 4		USB3_REARBOT	Available	82%	• Read: 0 kBps Write: 0 kBps			▲	
83	Playout	BROWSE	)	Record Trains	🖌 Available		Total Time Remaining: 2 hours Avg Train Time Remaining: No	9 minutes trains configured			
Ê	Reports Resource Groups	BROWSE	•	NAS	🖌 Available	90%	Protocol: NFS Remote IP: 172.16.233.162 Remote Path: /public			/ 1	
	Scheduler	BROWSE		Internal Storage	Available	13%					
e	Sessions	BROWSE		Imports	🗸 Available	13%					
	Storage	✓ DreamCatcher	r-Server-1 (3)								
88	Task Management	BROWSE	))	Record Trains	🖌 Available		Total Time Remaining: 40 hour Avg Train Time Remaining: 10	s 17 minutes hours 4 minutes			
		BROWSE		Internal Storage	🖌 Available	46%					
		BROWSE		Imports	< Available	46%					
		V DreamCatcher	r-Server-2 (3)								
		BROWSE	)	Record Trains	🖌 Available		Total Time Remaining: 6 minut Avg Train Time Remaining: No	es trains configured			
t,	Last App						Rows per page: 20	1-3 of 3 🛛 🤇	1		

Figure 14-1: Storage App Main Page

- In the Storage App, properties are divided into columns. These include:
  - **Type:** The type of storage, including the following:
    - Local Internal storage of the DreamCatcher
    - Networked Network attached storage (NAS) mounts configured in the DreamCatcher Engineering Webpage
    - Attached USBs or external hard drives connected to the DreamCatcher
    - **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.

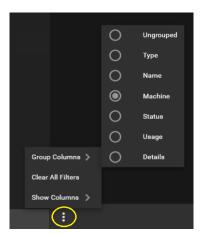


- Usage: The percentage of used space on a storage location. Not all storage locations will have a visible storage percentage.
- **Details:** This section includes NAS and Eject options when applicable.
- Each column can be arranged in ascending / descending order. This can be done by simply clicking the property's name. An arrow will appear beside the property to inform you of the order. See Figure 14-2.

Storag	le	_	
	Туре	Vame	Status
			<u> </u>
✓ DreamCate	cher-Media-Suite (6	)	
BROWSE		Imports	🖌 Available
BROWSE		Internal Storage	🖌 Available

Figure 14-2: Devices Sort Ascending or Descending

- To change the order between ascending and descending, simply click the property's name again.
- 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 14-3 and Figure 14-4.
- Within the show columns selection, columns can be checkmarked on to see information or checkmarked off to hide information.



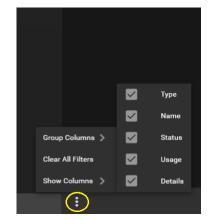


Figure 14-3: Storage App – Group Columns



- Properties can be searched by simply typing in a value in their search bar region, below the property name. See Figure 14-5 for an example.
- Search filters can be cleared using the 'Clear all Filters' option as shown in previous figures, Figure 14-3 and Figure 14-4.





Storag	Storage					
	Туре	↑ Name	Status			
	•	USB	· ·			
✓ DreamCat	cher-Media-Suite (2	3)				
BROWSE	Ŷ	USB3_REARTOP	🖌 Available			
BROWSE	Ŷ	USB3_REARBOT	🖌 Available			

Figure 14-5: Searching Properties

#### 14.1.1. USB Interaction

• USBs will be listed with the name of their connected location, in the Storage App. As an example, see Figure 14-6, where there are two connected USB hard drives connected into the rear USB 3.0 top and bottom slots.

BROWSE	ф	USB3_REARBOT	< Available
BROWSE	ψ	USB3_REARTOP	🖌 Available

Figure 14-6: 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 14-7

V DreamCat	tcher-Media-Suite (6					
BROWSE		Imports	🥪 Available	13%		
BROWSE		Internal Storage	🧭 Available	13%		
BROWSE	•	NAS	🖌 Available	90%	Protocol: <i>NFS</i> Remote IP: <i>172.16.233.162</i> Remote Path: <i>/public</i>	/ 1
BROWSE		Record Trains	< Available		Total Time Remaining: <i>2 hours 9 minutes</i> Avg Train Time Remaining: <i>No trains configured</i>	
BROWSE	Ŷ	USB3_REARBOT	< Available	82%	Read: <i>0 kBps</i> Write: <i>0 kBps</i>	
BROWSE	Ŷ	USB3_REARTOP	🖌 Available	0%	Read: <i>0 kBps</i> Write: <i>0 kBps</i>	<b></b>

Figure 14-7: USB Eject Button



**Note:** Once the USB is ejected, it cannot be accessed again until it is removed and re-inserted into a server.



#### 14.1.2. 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 14-8.

✓ DreamCat	tcher-Media-Suite (6	)					
BROWSE		Add NA	S Mount				
BROWSE							
BROWSE	• /		Folder Name <mark>New Folder</mark>		Protocol* NFS	-	otoc imot imot
BROWSE	•		Remote Filesystem Path*		Machine*		tal T g Tr
BROWSE	¥		/clips/clips		DreamCatcher-Media	Suite	ad: rite:
BROWSE	4		Remote IP Address* 127.0.0.1		Indexable		ead: rite:
✓ DreamCat	tcher-Server-1 (3)						
BROWSE	ŧ					SAVE	CANCEL
BROWSE		Internal Store	age	<b>V</b> <sup>P</sup>	Valiable	47%	
BROWSE	•)	Record Train	8	<b>S</b> 4	vailable		Total T Avg Tr
✓ DreamCat	tcher-Server-2 (3)						
BROWSE		Imports		<b>I</b>	vailable	34%	
: (+	CREATE						Rows pe

Figure 14-8: Adding NAS Mounts

- NAS mounts require the following information to be given / selected:
  - o 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.
  - o 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.
  - o 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 - Archives location.



Note: Newly added NAS mounts will be automatically set to 'Indexable' by default.

- 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 14-9.
- Once connection has been established you will see an 'Available' status for the NAS mount.

✓ DreamCat	cher-Media-Suite (6	)				
BROWSE		Imports	🖌 Available	13%		
BROWSE		Internal Storage	🖌 Available	13%		
BROWSE	•	NAS	🖌 Available	90%	Protocol: <i>NFS</i> Remote IP: <i>172.16.233.162</i> Remote Path: <i>/public</i>	/ 🖬
BROWSE		Record Trains	🖌 Available		Total Time Remaining: <i>2 hours 9 minutes</i> Avg Train Time Remaining: <i>No trains configurec</i>	
BROWSE	ţ	USB3_REARBOT	🧭 Available	82%	Read: <i>0 kBps</i> Write: <i>0 kBps</i>	▲
BROWSE	ψ	USB3_REARTOP	< Available	0%	Read: <i>0 kBps</i> Write: <i>0 kBps</i>	<b></b>

Figure 14-9: Updating NAS Mounts

- To edit a configured NAS mount, select the 'pen' icon, shown in Figure 14-9, next to the NAS location. This will open the same NAS creation window was discussed previously (see Figure 14-8). To save changes, click the 'SAVE' button.
- To delete a NAS mount, select the 'trash' icon, shown in Figure 14-9, next to the NAS location. A confirmation dialog will appear, to complete deletion of the NAS mount, click the 'Remove' button.



#### 14.2. NAVIGATING STORAGE

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 14-10.

V DreamCatcher-Media-Suite (	6)
BROWSE	Imports
BROWSE	Internal Storage
BROWSE	NAS

Figure 14-10: Storage App Browsing

• Once inside a directory, folders and items are visible and listed with details including Modification time and size. See Figure 14-11.

×	Intern	nal Storage	(DreamCatcher-Media-Suite)			
	Туре		↓ Name		Modification Time	Size
		BROWSE	Archives 10.08.2020		2020-10-08 01:02 PM	
		BROWSE	Archives 10.14.2020		2020-10-14 11:36 AM	
		BROWSE	Graphics		2020-07-09 11:28 AM	
	È		test_1.mov		Today at 4:30 PM	259.64 MB
			test_2.mov		Today at 4:30 PM	112.89 MB
			test_3.mov		Today at 4:30 PM	356.59 MB
			test.mov		Today at 4:30 PM	249.96 MB
:	🖍 EDI			Rows pe	er page: 100 🔻 1-7 of 7 🖂 🤇	

Figure 14-11: 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 14-12.



Graphics	
Type	↓ Name
	GTB1.mov
	GTB2.mov

Figure 14-12: 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 14-13.

6	X Internal Storage (DreamCatcher-Media-Suite)						
♠							
	Туре		↓ Name				
		BROWSE	Archives 10.08.2020				
		BROWSE	Archives 10.14.2020				

Figure 14-13: Exiting the Directory

# 14.3. WORKING WITH ITEMS IN STORAGE

#### 14.3.1. Editing Items Inside Storage

Names of Items and folders in storage locations can be edited.

- To edit names, click the grey 'EDIT' button at the bottom of the 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 14-14.
- Once modifications are made press the 'EDIT' again to save all changes.

	Туре		Name 🗸				
		BROWSE	Graphice				
		BROWSE	Archives 10.14.2020				
		BROWSE	Archives 10.08.2020				
			test_2.mov				
			test_3.mov				
			test.mov				
			test_1.mov				
:							

Figure 14-14: Editing Names in Directories



# 14.3.2. Storage App Options

Various options, including moving items, copying items, deleting items and more can be done within each storage location. Options will be discussed in this section.

• All available options can be seen by clicking the options button (ellipsis icon) at the bottom of the Storage App, as shown in Figure 14-15.

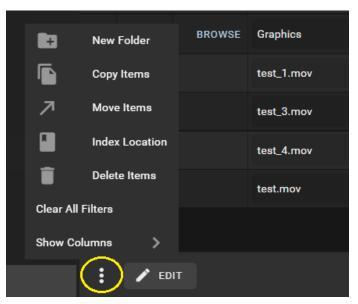


Figure 14-15: Options in Storage App

# 14.3.3. Adding a New Folder

- To create new folder, click the options button (ellipsis icon), as shown previously in Figure 14-15, and click "New Folder".
- A "Create Folder" window will open, where the new directory name can be typed in. See Figure 14-16.



Figure 14-16: Create a New Folder



#### 14.3.4. Copy Items

• To copy items, first, checkmark the item from the directory that will be copied, see Figure 14-17.

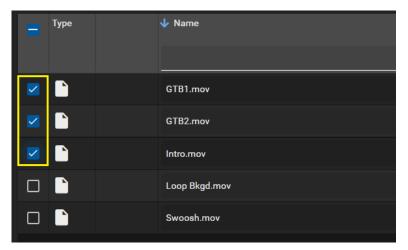


Figure 14-17: Selecting Items to Interact With

- Then click the options button (ellipsis icon), as shown previously in Figure 14-15, and click "Copy Item".
- Once clicked, a 'Select a Directory' dialog will open.
- Navigate to the location of where you wish the item(s) to copy to.
- Click that location, and it will light up in blue. See Figure 14-18.
- At this point, complete the copy by clicking the 'SELECT' button.

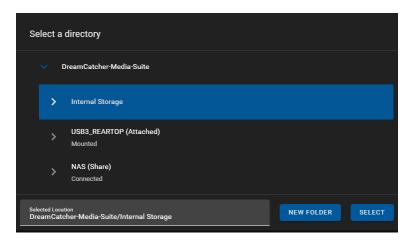


Figure 14-18: Selecting a Directory for Copying/Moving



## 14.3.5. Move Items

- To move items, first, checkmark the item from the directory that will be moved, see the previous Figure 14-17 for a reference.
- Then click the options button (ellipsis icon), as shown previously in Figure 14-15, 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 14-18 for a reference.
- At this point, complete the move by clicking the 'SELECT' button.

# 14.3.6. Index Location

Indexing of an entire NAS mount is first set while adding or editing a NAS mount, see Section 14.1.2 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 14-15, and click "Index Location".
- Once clicked, a 'Start Indexing a Directory' dialog will open. See Figure 14-19.

Start Indexing A Directory	
NAS (Share) Connected	
Selected Location DreamCatcher-Media-Suite/NAS (Share)/Video_Content	SELECT

Figure 14-19: 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.



#### 14.3.7. Deleting Clips

- To delete items, first, checkmark the item from the directory that will be moved, see the previous Figure 14-17 for a reference.
- Then click the options button (ellipsis icon), as shown previously in Figure 14-15, and click "Delete Item".
- Once clicked, a confirmation dialog will open. See Figure 14-20.
- To confirm deletion of items, click the 'DELETE' button.



Figure 14-20: Delete Confirmation



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



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# 15. TASK MANAGEMENT

In some work environments, administrators may only want certain user groups to be given the 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 2.5.4 for information and instruction on User Management, and User Groups.

# 15.1. 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 15-1.

≡	Media Suite		€	Open for available commai	nds		() 12:44:10 PM	¢	💄 admin	•
\$	Advanced Config	Та	sks							
ᄃ	Devices	_		🕹 Name	Input Resource Groups	Output	Resource Groups			
	Export Profiles									
	Import Profiles		(-)							_
↑Ļ	Jobs	✓ Syste								
Þ	Media		EDIT	CAPTURE GROUP	capture_group					
ØE	Playout		EDIT	GROWING FILE TRANSCODE	record_train	profile				
Ê	Reports									
	Resource Groups									
	Scheduler									
	Sessions									
	Storage									
₽	Task Management									
←	Last App	:	+ CREAT	E						

Figure 15-1: Task Management App

#### **15.1.1. 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 15-2.

	Tasks								
		↓ Name	Input Resource Groups						
		I							
Ƴ Sy	stem (2)								
	EDIT	CAPTURE GROUP	CAPTURE GROUP						
	EDIT	GROWING FILE TRANSCODE	RECORD TRAIN						

Figure 15-2: Editing a Task



• Once clicked, a dialog will open with that task's information. As an example see Figure 15-3. Please ensure you are logged in as the Administrator to see all options.

×	GROWING FILE TRANSCODE			
	<sub>Name*</sub> Growing File Transcode		Description Create a growing file transcode from a D	reamCatcher input
				export profile.
	Base Type* GROWING FILE TRANSCODE	-	Use Pool	I
	Input Resource Groups			
	Available		Selected	
	Custom Record Trains		RECORD TRAIN	

Figure 15-3: Example Task Settings

# 15.1.1.1. 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 15-4.

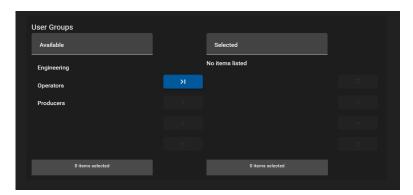


Figure 15-4: User Group Permissions in Task Management



- 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 15-5.
- Once complete, save your selections by clicking the save icon also shown in Figure 15-5.

User Groups	Selected	
Engineering	Operators	
Producers		
1 items selected	0 items selected	

Figure 15-5: 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 12. the Scheduler App.

# 15.2. 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 15-6.

ł	Tasks							
		🔸 Name	Input Resource Groups	Output Resource Groups				
🗸 Sys	stern (2)							
		CAPTURE GROUP	CAPTURE GROUP					
		GROWING FILE TRANSCODE	RECORD TRAIN	PROFILE				

Figure 15-6: Creating Custom Tasks

- Once clicked, a 'Create Custom Task' dialog will open with a variety of options. See Figure 15-7.
- 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.

Create C	ustom Task			
	Name 		Description	
[	Base Type*	×		
	User Groups			
	Available		Selected	
	Engineering		No items listed	
	Operators			
	Producers			
	0 items selected		0 items selected	
				CANCEL

Figure 15-7: 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 15-8.
- At this point, any customization for the custom user group can be done in the same manner as was described above for default tasks.

🗸 Sy	stem (2)						
		CAPTURE GROUP	CAPTURE GROUP				
	EDIT	GROWING FILE TRANSCODE	RECORD TRAIN	PROFILE			
🗸 Cu	✓ Custom (1)						
	EDIT	Custom GFT	RECORD TRAIN				

Figure 15-8: Custom Resource Groups

• Customized tasks can be deleted by editing the task, and clicking on the trash can icon. See Figure 15-9.

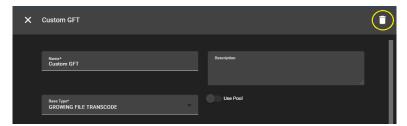


Figure 15-9: Deleting Custom Tasks