



# GUIDE TO PORT PLAYLIST OPERATION

VERSION 4 FIRMWARE

## CONFIDENTIAL DOCUMENT

Updated: 02/02/2014 21:03

Prepared by: Neil Hutchins

aQ Broadcast Limited

T: +44 (0) 118 324 0404

E: [support@aq-broadcast.com](mailto:support@aq-broadcast.com)

W: [www.aq-broadcast.com](http://www.aq-broadcast.com)

# GUIDE TO PORT PLAYLIST OPERATION

## CONTENTS

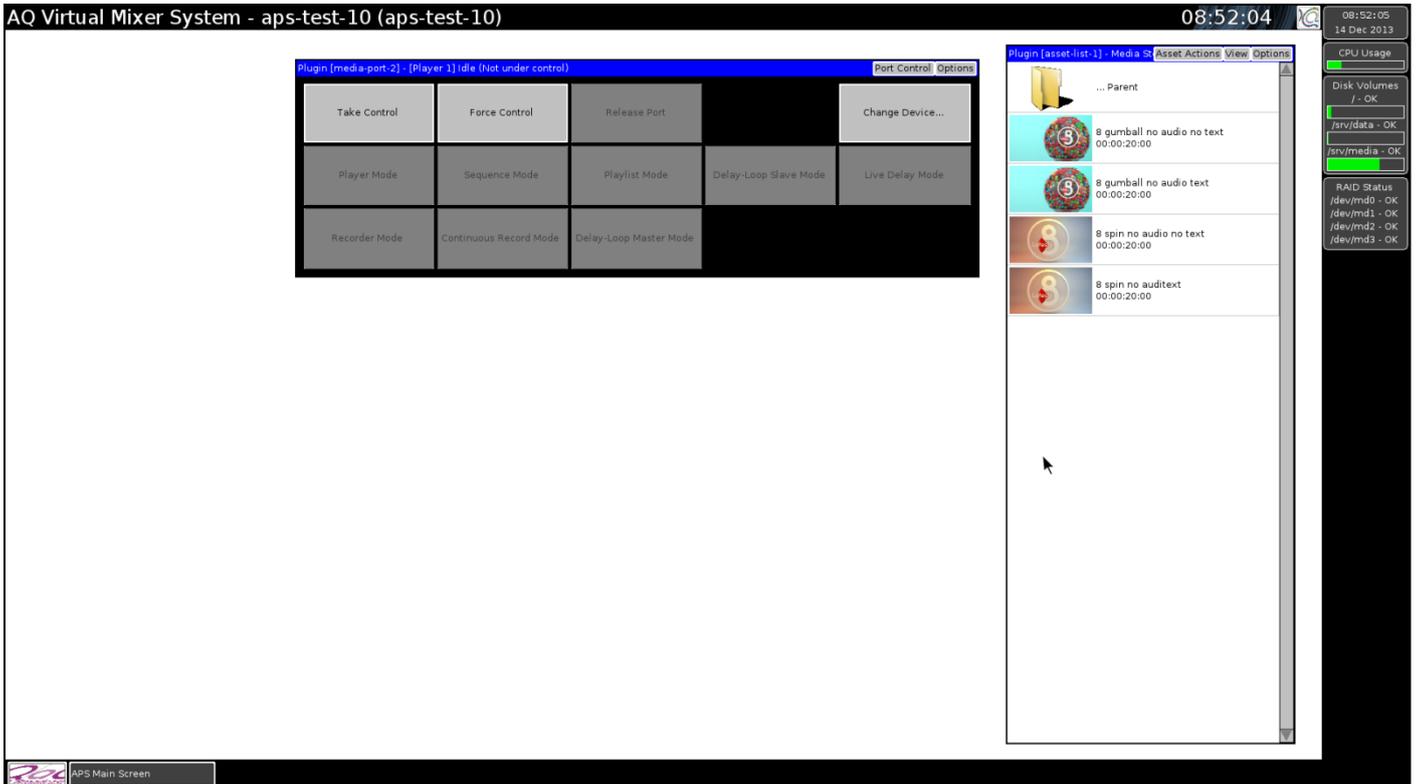
- 1 Port Playlist Operation ..... 3
  - 1.1 Open the Port in Playlist Mode ..... 3
  - 1.2 Building a Playlist of clips..... 4
  - 1.3 Modifying a Playlist ..... 5
  - 1.4 Loading and Saving Playlists ..... 6
  - 1.5 Controlling the Current Clip ..... 7
  - 1.6 Additional Features..... 8
  - 1.7 Playlist Mode Options ..... 10
  - 1.8 Releasing a Port from Playlist Mode ..... 12
- 2 Configuring a Data Store..... 13
  - 2.1 Data Store - User Configuration ..... 13
  - 2.2 Data Store - Administrator Configuration ..... 16

# 1 PORT PLAYLIST OPERATION

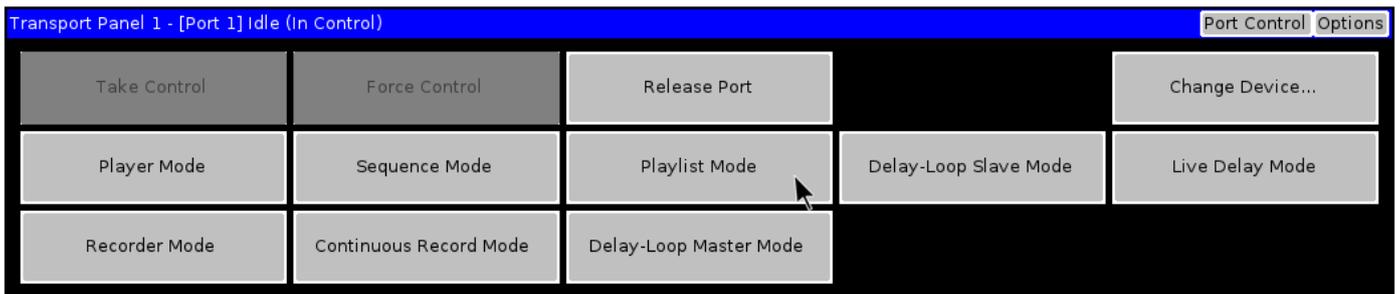
Using Playlist mode allows a list of clips to be 'preloaded' into a server port and then played one at a time in any order. The playlist is built by dragging clips from the Media Asset List into the Port window, and can be rearranged by moving clips up and down the list.

## 1.1 OPEN THE PORT IN PLAYLIST MODE

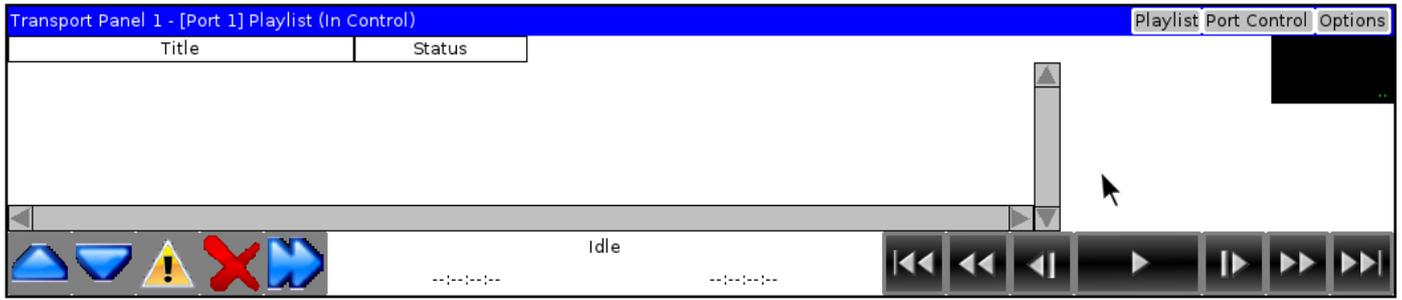
When a port is in Idle Mode, it will be displayed as a series of grey buttons. The lighter ones are enabled, the dark ones are disabled. Only the enabled buttons will have an effect when clicked.



Press the 'Take Control' button to acquire the port. This will cause other buttons to become enabled.

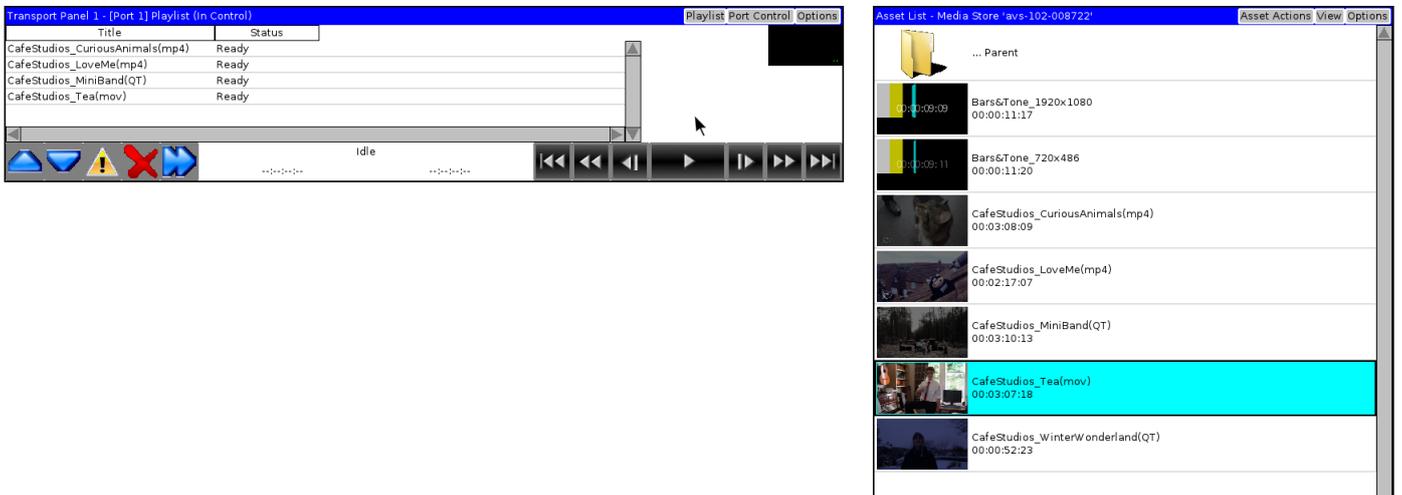


Press the 'Playlist Mode' button to put the port into that mode. It will appear with an empty list.



## 1.2 BUILDING A PLAYLIST OF CLIPS

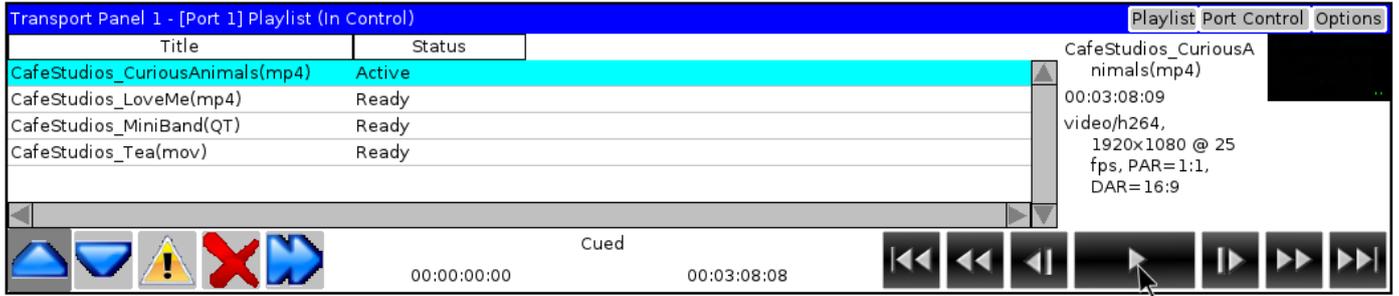
To start building a new playlist of clips, select the first clip required from the Media Asset list and drag and drop it into the main section of the Port window. Then select and drag other clips across to build a list containing the required material. Currently, only one clip can be loaded at a time.



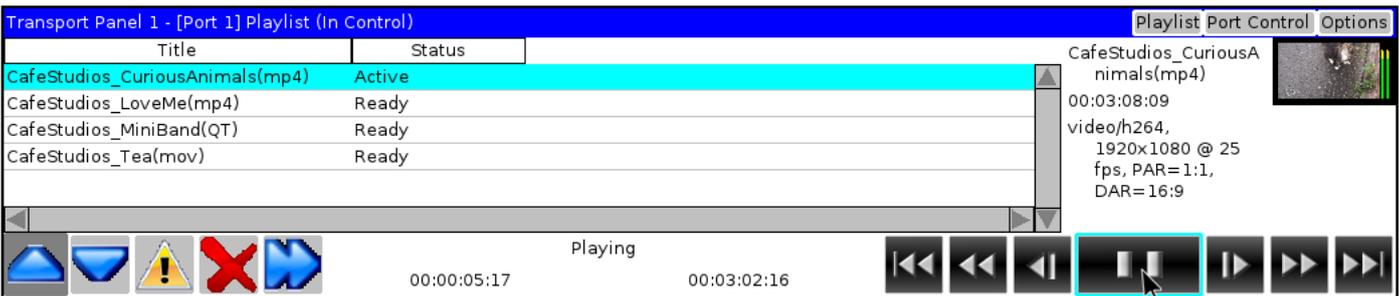
In this example, four clips have been added to the playlist. However, because none of them have been loaded for playout, all are shown with the status of 'Ready'.

Once clips have been added to a playlist, any of them can be loaded for playback. This is achieved either by double-clicking the required clip, or by using the up/down cursor keys so that the required clip is highlighted (with the blue strip) and then either pressing the 'Enter' key or using the 'Skip to Track' menu command or shortcut (blue double-arrow) button. Note that in order to use the cursor keys to move up or down the list, the list must have the current focus – which can be achieved, for instance, by first clicking one of the items in the list.

The clip load and eject process is the same as for ordinary player mode – i.e. only one clip can be loaded at a time, loading one clip will cause the previously loaded clip to be ejected and the port will produce black on the video output whilst one clip is being unloaded and another loaded and cued. When a new clip is loaded, it will cue and pause at the first frame.

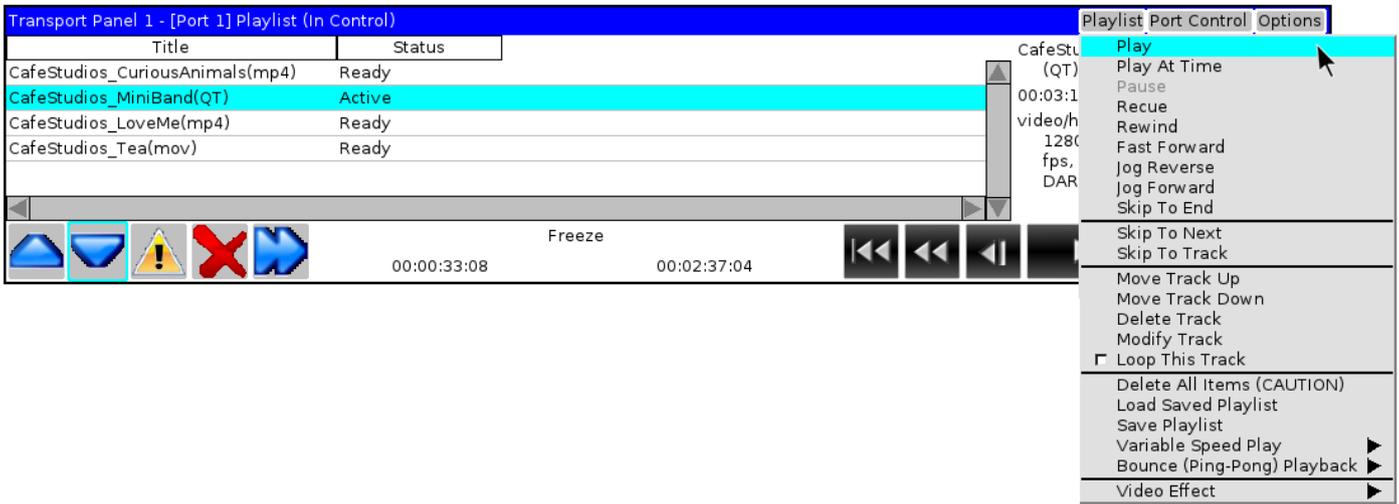


Once a clip has been loaded (i.e. it has a status of 'Active'), it can be played by clicking the 'Play' button. During playback, the clip status at the bottom of the Playlist panel will show 'Playing' and provide a count into the clip and a countdown out of the clip. At that point, the 'Play' button changes to show a 'Pause' symbol, allowing the clip to be stopped at any position.



### 1.3 MODIFYING A PLAYLIST

The order of clips in a playlist can be changed by selecting an appropriate item and moving it up or down the list. The blue up and down arrows in the bottom left corner can be used to move the currently selected item (marked in blue) within the list.



The other buttons in the block at the bottom left of the panel provide the following functions:



- Exclamation Mark: (CURRENTLY HAS NO FUNCTION)
- Red Cross: Delete the currently selected item (marked in blue)
- Blue Double-Arrow: Load and cue the currently selected item (marked in blue)

It is also possible to use the Playlist menu to issue similar instructions to those provided in the button block. The menu is opened by clicking on the 'Playlist' button in the top right-hand corner. The menu provides additional functionality, including the ability to:

- Skip to the next clip in the playlist
- Set the currently selected clip to loop
- Save and Load Playlists

## 1.4 LOADING AND SAVING PLAYLISTS

Having built a playlist, it is possible to save it for use again in the future. To save the current Playlist:

Click the 'Playlist' button in the top right of the Port window, so that the menu appears.

Click on 'Save Playlist', enter the name for the new saved playlist and then click 'OK'. Note that a Data Store entry must be shown – if not, then additional configuration will be required in order for this operation to take place.

To load a previously saved playlist, click on the 'Playlist' button, and choose 'Load Saved Playlist'

This will display the 'Load Playlist' dialogue. Click on the blue space in the Data Store box, so that the list of data stores is shown as a drop-down list. If none are shown, then additional configuration will be required in order for this operation to take place.

Once the appropriate Data Store is selected, the list of available playlist will be displayed. Choose the required playlist and then click 'OK' to load it.

Note that when a sequence is loaded, it will be appended to the bottom of any existing clips already present in the Sequence list.

## 1.5 CONTROLLING THE CURRENT CLIP

Once a Sequence has been prepared or loaded, it can be controlled for playout using the transport buttons on the bottom right of the port window. These provide, from left to right:

- Recue to start of current clip (this can be clicked while the clip is playing, but in that case will cause playback to be paused before the clip is recued).
- Rewind (clicking this button repeatedly will increase the shuttle speed)
- Jump back by one frame (clicking this button in conjunction with Shift, Ctrl and Alt keys will jump by 10, 100 or 1000 frames)
- Play / Pause
- Jump forward by one frame (clicking this button in conjunction with Shift, Ctrl and Alt keys will jump by 10, 100 or 1000 frames)
- Fast Forward (clicking this button repeatedly will increase the shuttle speed)
- Jump to the end of the current clip



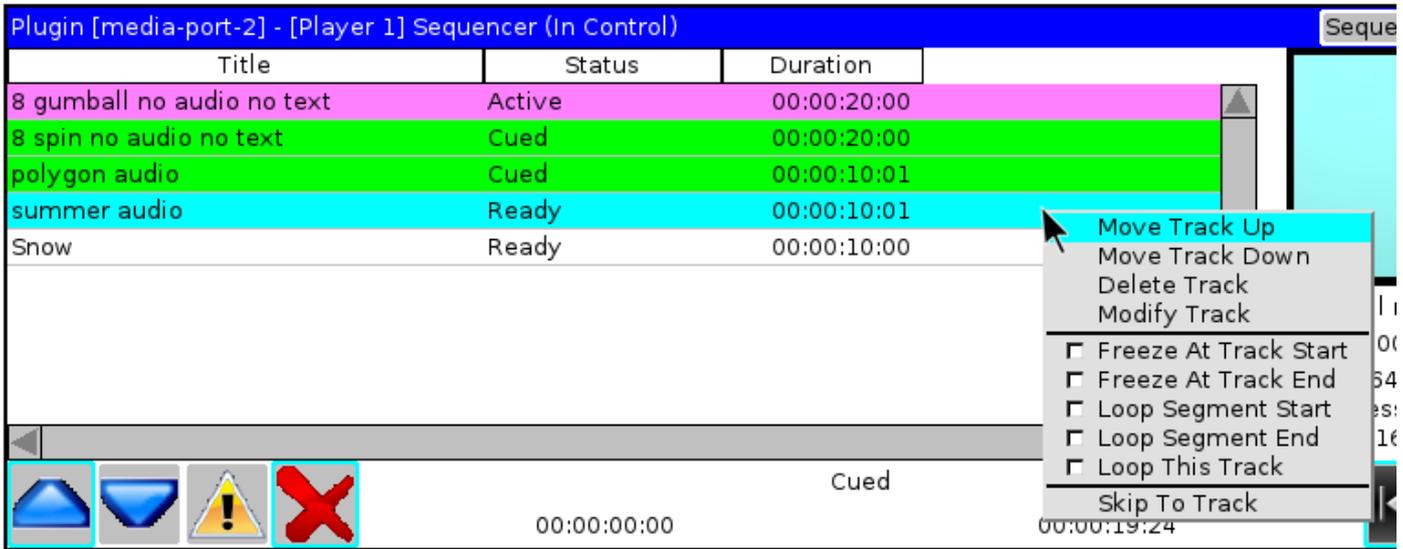
The Status bar in the middle of the bottom of the Port window shows current transport state (e.g. Playing / Cued), the timecode into the current clip and the countdown out of the current clip.



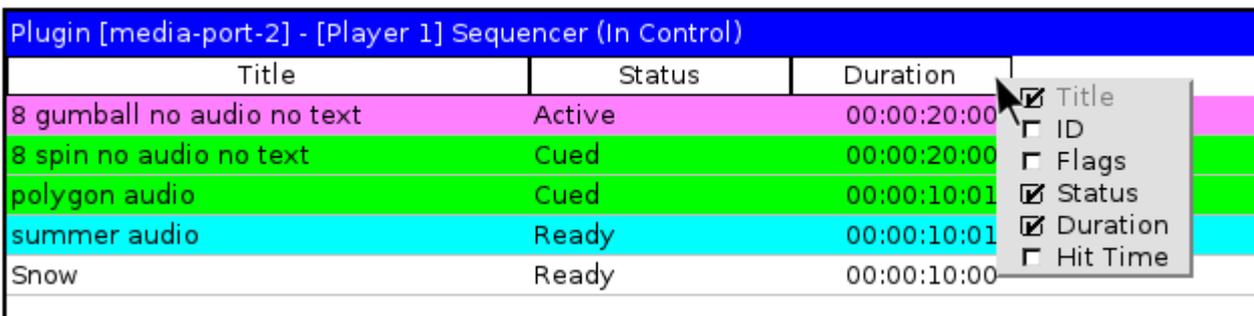
## 1.6 ADDITIONAL FEATURES

NOTE: the examples below have been taken from a port in Sequence mode, but the configuration of the list columns applies equally to Playlist mode, although the range of options is slightly different. However, note specifically that 'Hit Time' is not relevant in Playlist mode and therefore is not available for selection.

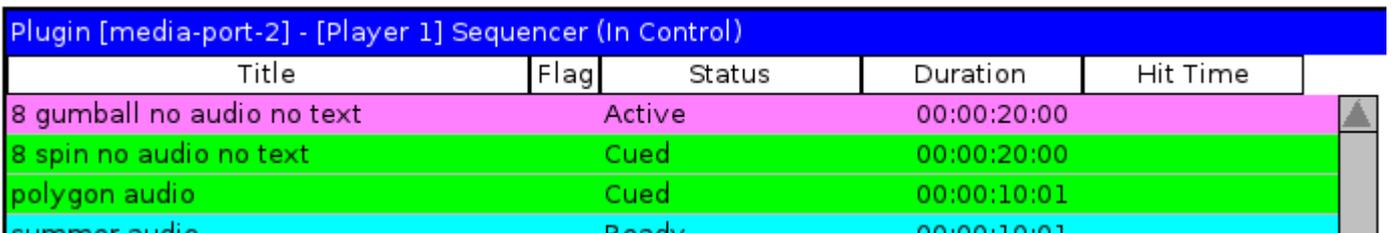
In addition to moving and deleting items via the buttons (bottom left) it is also possible to modify an item in the list by right-clicking it. This will display a context sensitive menu, which includes commands to move the clip up or down the list or to remove it from the list.



The default column view of Title and Status can be extended to show other information including Flags and Duration. To change the displayed columns, right-click one of the column headers and then check the columns which are required.



In this example, the Flags and Hit Time columns have been added.



It is also possible to change the relative widths of the columns. Move the cursor so that it is positioned over one of the column boundaries – it will change to a double-ended horizontal arrow. By clicking and dragging, it will then be possible to change the relative width of the columns either side of that boundary.

| Title                      | Flags |
|----------------------------|-------|
| 8 gumball no audio no text | Act   |
| 8 spin no audio no text    | Cue   |

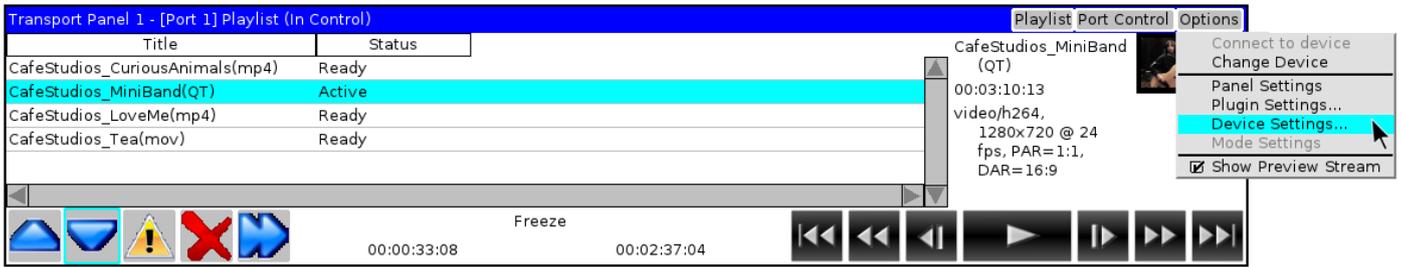
| Title                      | Flags  | St |
|----------------------------|--------|----|
| 8 gumball no audio no text | Active |    |
| 8 spin no audio no text    | Cued   |    |

In this example, both sides of the 'Flags' column have been altered so that it appears wider.

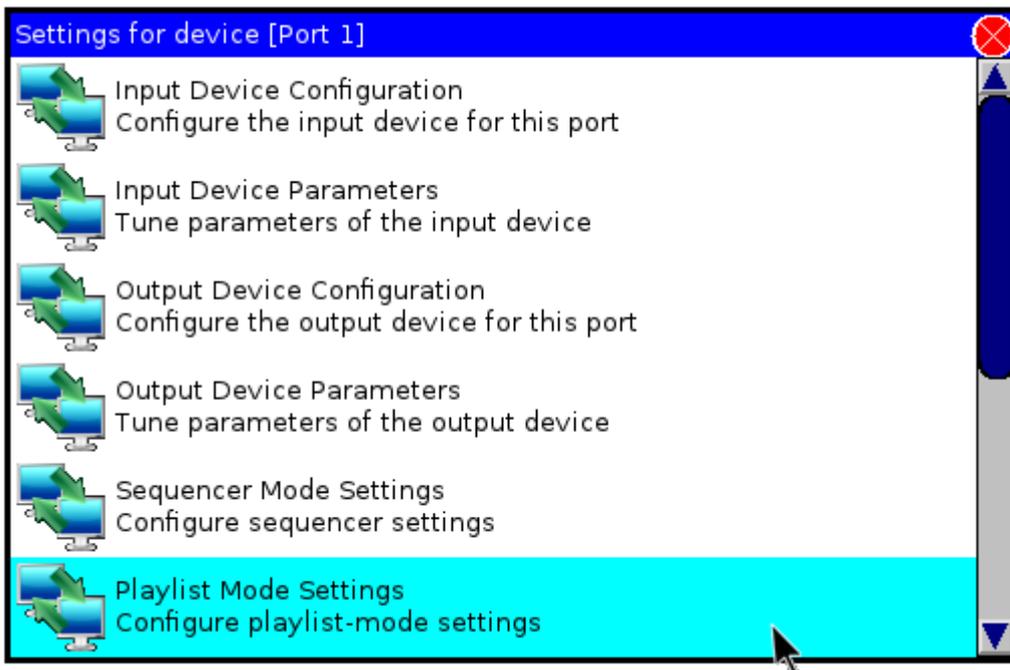
Note that the 'Flags' column currently has no function within Playlist mode.

## 1.7 PLAYLIST MODE OPTIONS

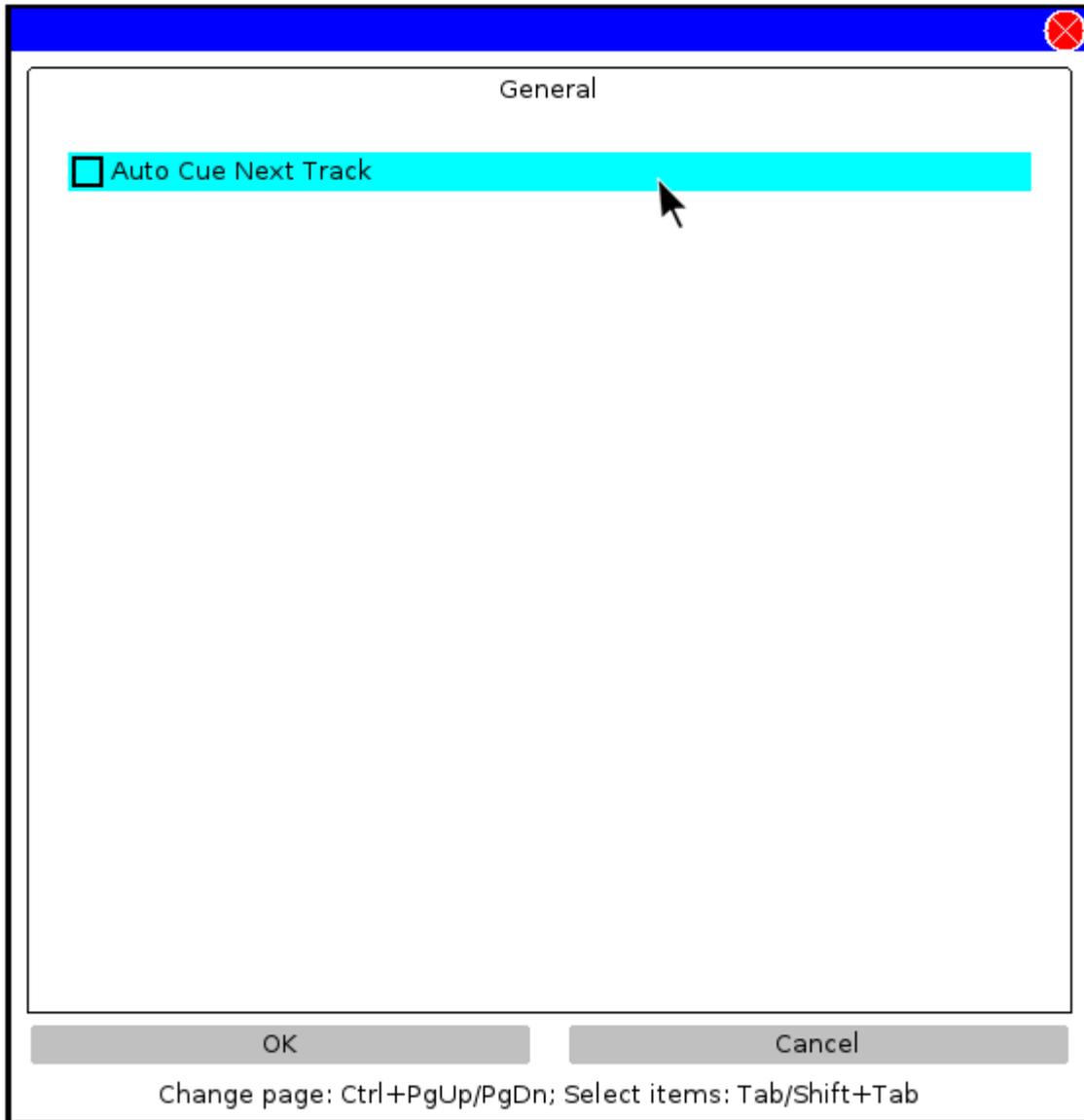
The precise behaviour of Playlist mode can be altered according to operational requirements. This configuration is reached by clicking the 'Options' button (top right-hand corner of the Port window) and choosing 'Device Settings'.



This will display a list of available setting groups. Select 'Playlist Mode Settings'.



This will display the settings (currently just one, in this example) which relate to Playlist Mode.

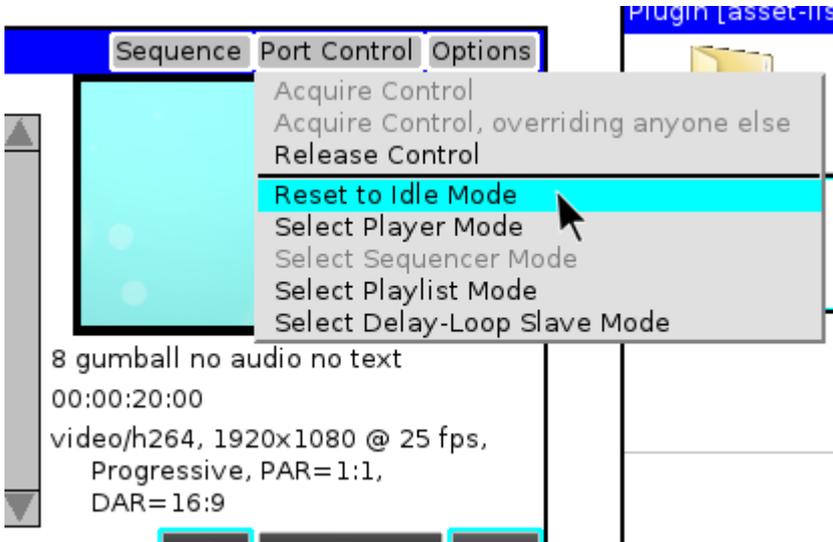


The 'Auto Cue Next Track' option, when checked, will automatically load and cue the first frame of the next clip in the Playlist, when the end of the current clip is reached.

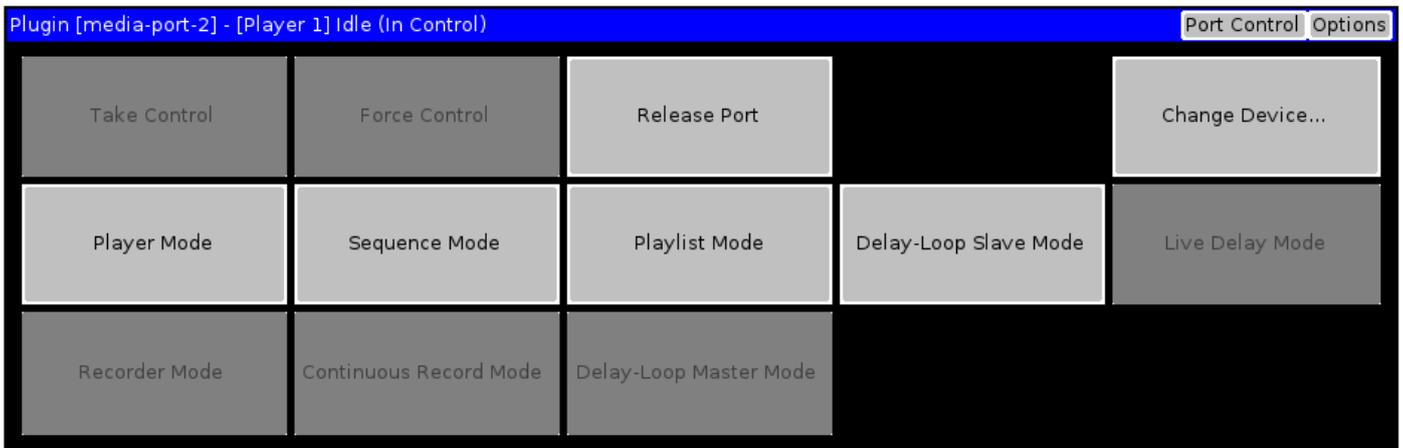
## 1.8 RELEASING A PORT FROM PLAYLIST MODE

Whilst a port is being used in Playlist Mode, it won't be available for any other use. Once the playlist playback has finished, the port can be released for other purposes.

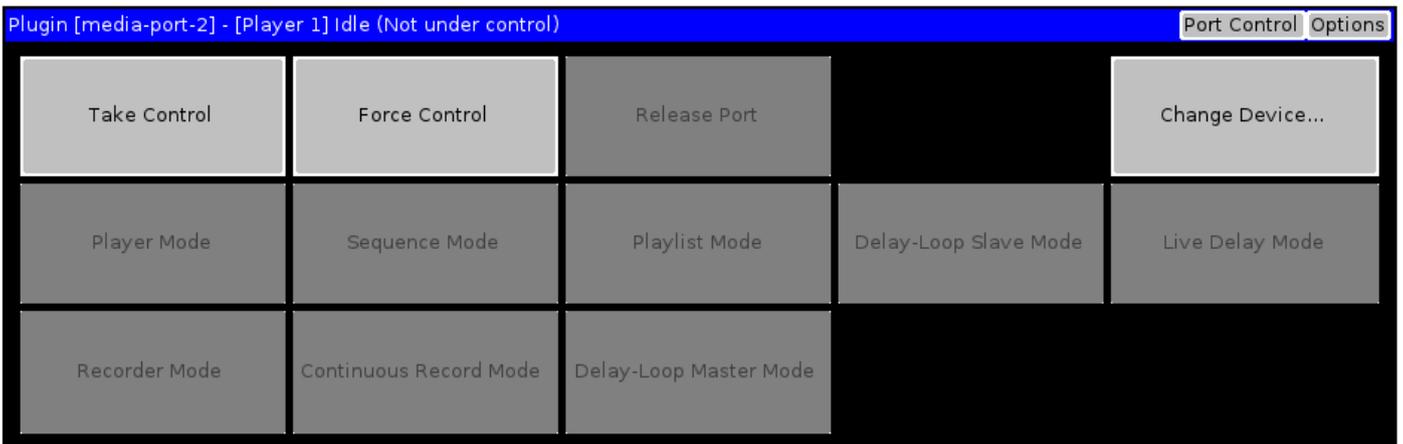
To reset the port to Idle, click the 'Port Control' button (top right hand corner of the Port window) and select 'Reset to Idle Mode'



This will show the original port Mode buttons again. Another mode can be chosen (e.g. Player Mode, to allow playback of a single clip at a time), or the port can be released completely by clicking the 'Release Port' button. This would allow control of the port to be taken by another workstation or another application.



A released port would be displayed as shown below:

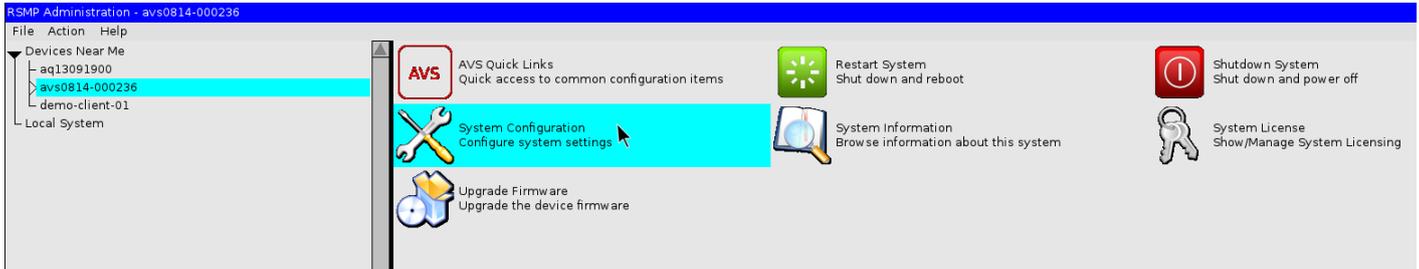


## 2 CONFIGURING A DATA STORE

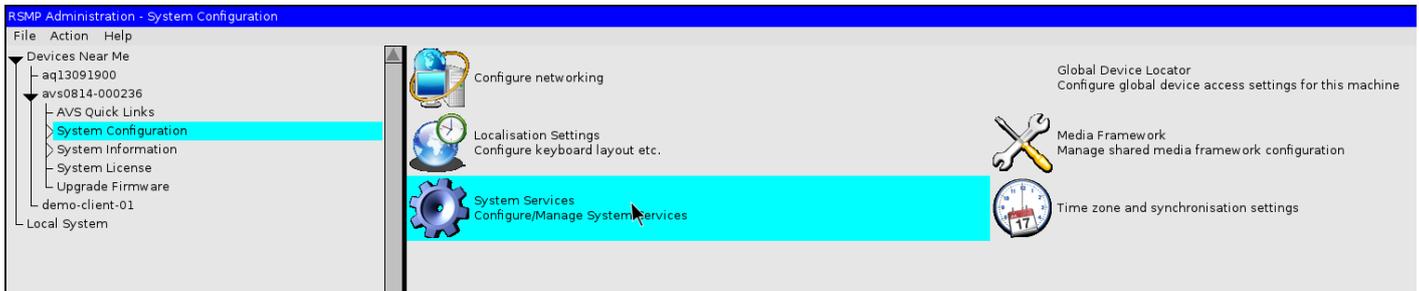
A Data Store will be required for a number of functions, including particularly saving and loading sequences. It is not configured automatically, but should have been created while the server was in the pre-delivery test process. If a Data Store has not been configured, it can be setup as follows.

### 2.1 DATA STORE - USER CONFIGURATION

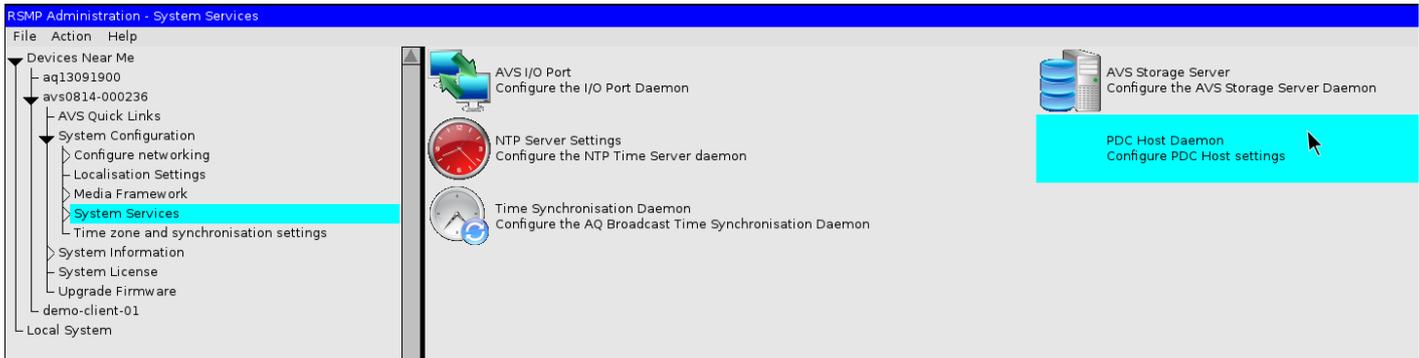
Open the Administration Console and navigate to the appropriate aQ device. Double-click System Configuration.



Double-click System Services.



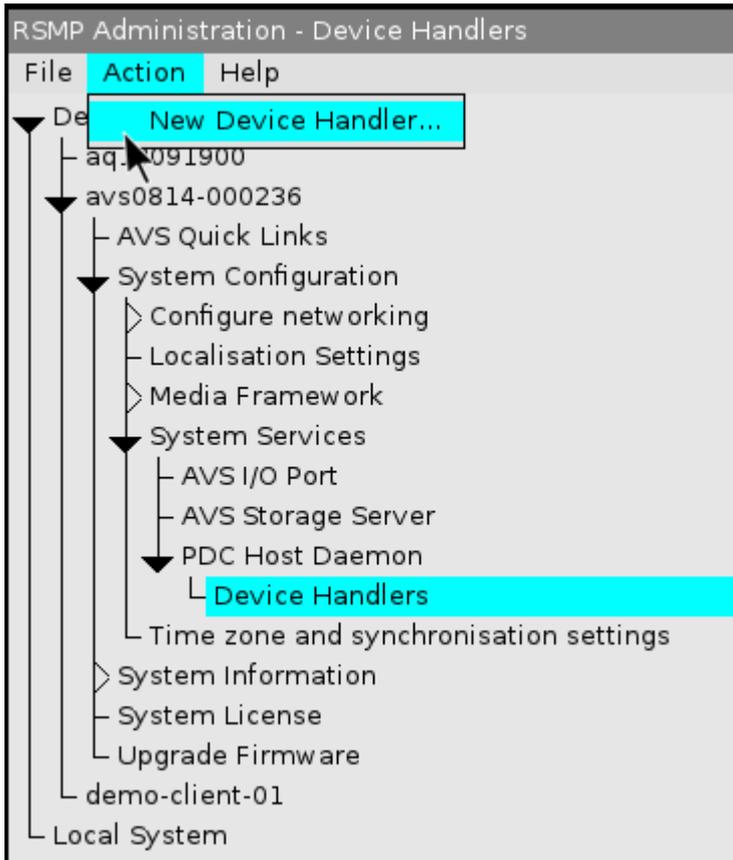
Double-click PDC Host Daemon.



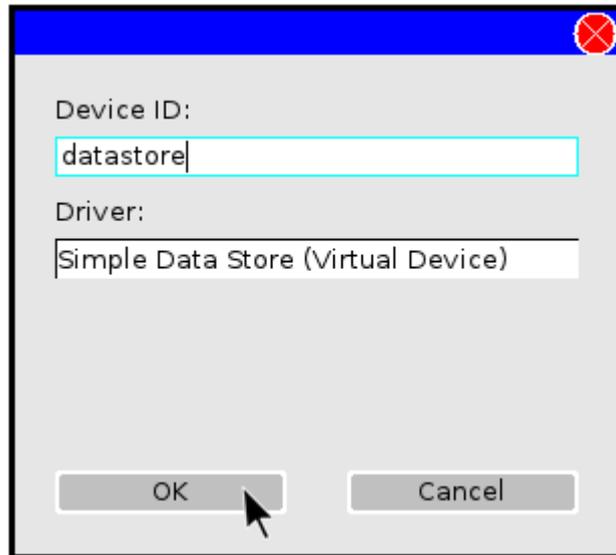
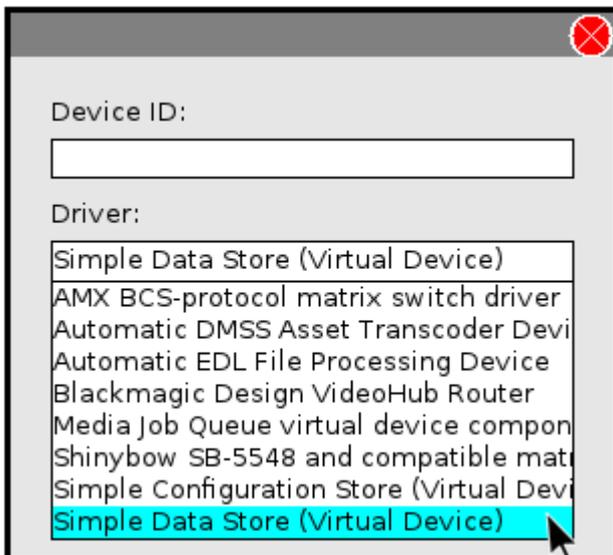
Double-click 'Stop Daemon' – this configuration cannot be changed whilst the process is running. Then, once the Daemon has been stopped, double-click 'Device Handlers'.



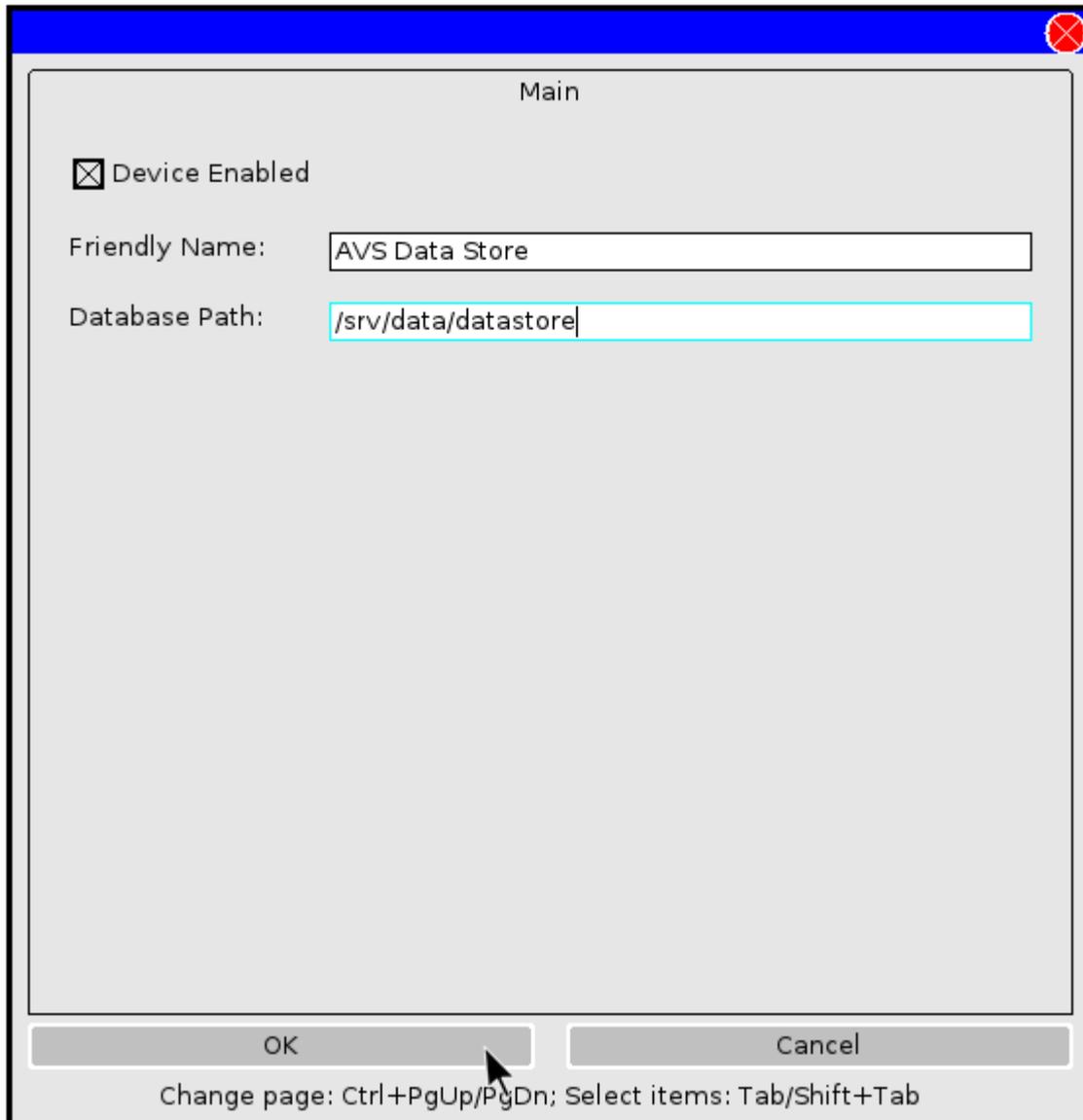
From the Action menu, select 'New Device Handler'.



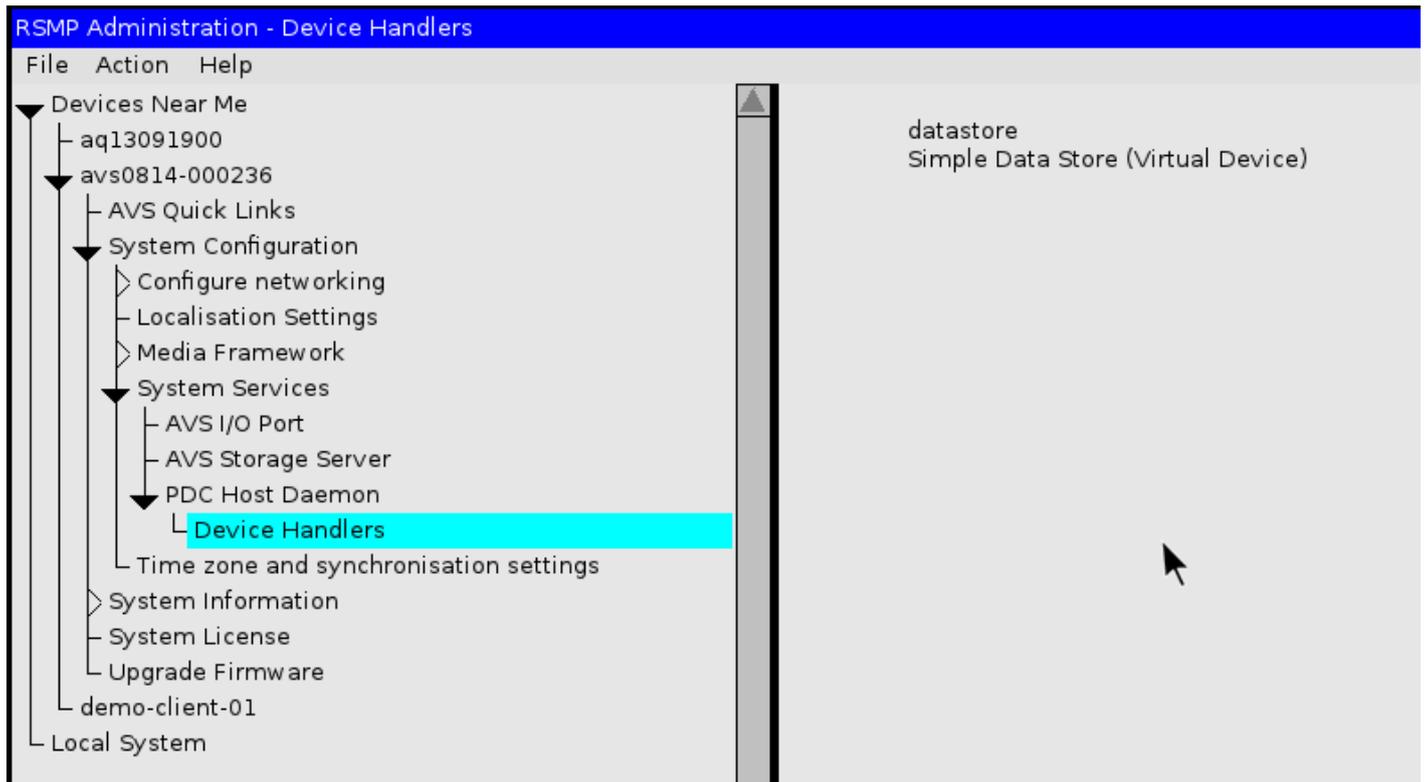
Click the 'Driver' box on the dialogue which appears so that a drop-down list is displayed. Select the 'Simple Data Store (Virtual Device)' option. Then enter an appropriate Device ID for the new store (e.g. 'datastore') using just characters. Click OK to save the new device.



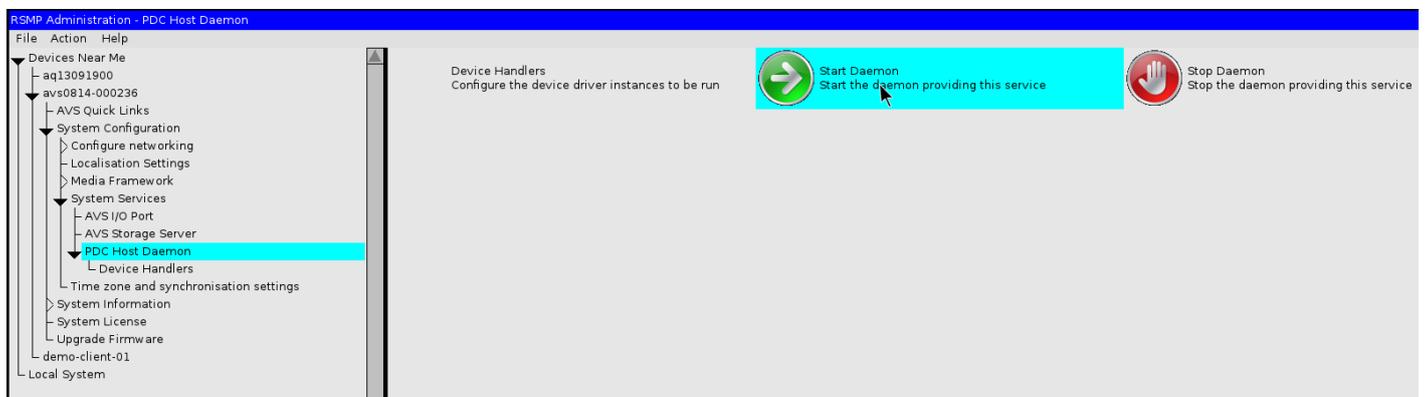
A new dialogue box will appear. Confirm that 'Device Enabled' is checked, otherwise the service will not be enabled. Enter a description into the 'Friendly Name' field – this is what will be displayed to the user when the Data Store is referenced. This may contain spaces. Enter the correct Database Path – this is the directory which will contain the Data Store information (see the technical note below about this directory). Then click OK to save the new device.



The new Device will now be shown in the Device Handlers list.



In order to enable the new device, the PDC Host Daemon must be started again. Click on 'PDC Host Daemon' in the left-hand column and then double-click 'Start Daemon'.



The new Data Store should now be ready for use.

## 2.2 DATA STORE - ADMINISTRATOR CONFIGURATION

The directory referenced in the Database Path field will not be created automatically – an Administrator will need to create it manually via terminal access. The following is recommended:

- The new directory is created as a subdirectory under the existing /srv/data/ directory
- The access rights to the new directory are changed in order to prevent access from a remote share:
  - o `chown root:root /srv/data/datastore`
  - o `chmod 700 /srv/data/datastore`
- This operation should only be carried out by an aQ Technical Support engineer.

END OF DOCUMENT