access to media files which have just been recorded and for immediate playback of content which has just been generated or acquired from elsewhere. By connecting the AVS to the Tricaster, it became possible to record the Tricaster output onto the AVS and have that content available immediately across the network, and also to copy content onto the AVS and then play it back immediately through the Tricaster.

Five stages of development work were carried out within the AVS firmware in order to meet Mustard's particular needs. New watch-folder handling was added, to allow clips to be dropped into a folder, accessible across the network, for automatic conversion to the specific MXF OP1a wrapped IMX-30 format required by Comux. The AVS's existing FTP handling was extended to allow it to actively upload clips to a specified location. This was supplemented with a new 'agent' process – a small application that would run on the Comux upload machine and act as a receiver for files being transferred from the AVS. This meant that it became possible to send a file directly from the AVS to Comux as an automatic process. The AVS user interface was extended to allow the operator to trigger the transcode and transfer process from a single command. Further changes provided more detailed information about the duration of the marked portion of the current clip, which was important for Mustard's operation, as it was vital that the duration of a clip exactly matched the slot that had been created for it. Operation was improved further by the addition of a hardware button box, making it very easy for anyone in the gallery to manage the overall process. The final stage of development was to provide functionality to upload content to the remote system providing the web catch-up service. This involved the configuration of a new long-GOP encode profile and the addition of a new GUI command to enable a single 'Send to Web' operation.

At the point that aQ Broadcast became involved in the Mustard TV launch, the programming aspects of the new channel had been finalized but challenges remained in the technical workflow – it was clear what needed to be done for each day of production, but not clear exactly how it could be achieved. Through effective collaboration, configuration of existing functionality to meet some requirements and development of new functionality to address others, along with sympathetic integration with the infrastructure already in place, each of the technical challenges were progressively overcome. The on-air day went successfully and operation has continued smoothly ever since.

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