



# **K2 Edge Smart Playout Center Format Control User Manual**

Document version: 1.0 - 11-8-2012

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# 1 Support

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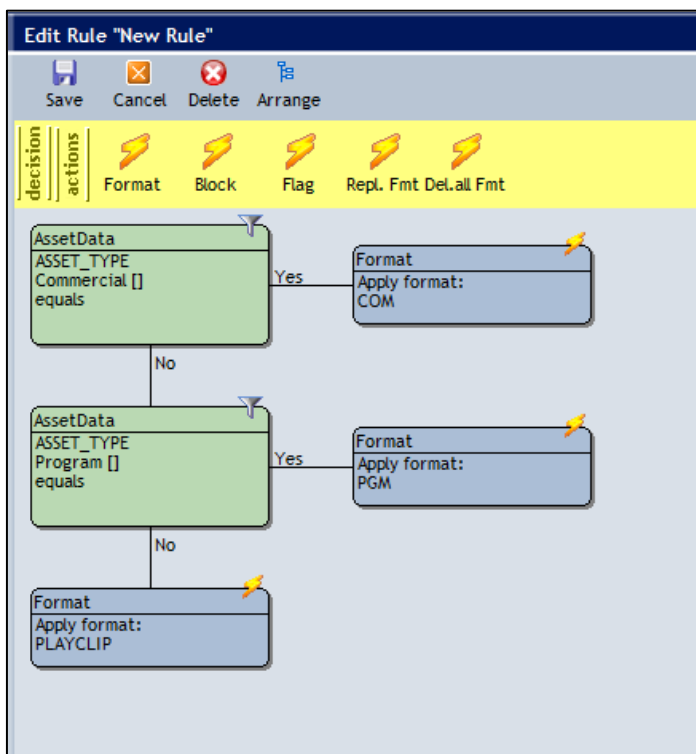
## 2 Introduction

### 2.1 Actions and Decisions

When importing a Schedule into Playout Control (POC), usually only one (default) Format is applied to the Events. Cobalt Format Control allows you to dynamically add Formats to Events in a Playlist, and thus apply the right graphics to your Events. Format Control applies Formats based on customizable Rules. These Rules are built of Decisions and Actions.

The example Rule below defines:

- **IF** the Asset Type is *Commercial*, apply Format *Com*.
- **IF** the Asset Type is *Program*, apply Format *PGM*.
- **IF** the Asset Type is not *Commercial* or *Program*, apply Format *PLAYCLIP*.



Example Rule

A Decision can be based on:

- time of day the Event will be played out
- Event metadata: Asset Type, custom and type metadata
- an import field value in the Schedule
- a Block value [the example in paragraph 2.1.2 explains the usage of Blocks]
- the Formats linked to an Event
- the Event's main Asset's duration

A Decision results in 'yes' or 'no'.

These Actions can be defined:

- Format: add or remove a Format from the Event(s)
- Block: start or end a Block
- Flag: add a Flag in POC to the Event
- Repl. Fmt: replace a Format with another Format
- Del. all Fmt: delete all Formats of the Event

## 2.2 How Format Control applies Rules

Format Rules are applied when a Playlist (or Event) is activated. Any Rules that are active for that Channel at that moment are applied. Formats are taken from the active Channel Pack.

Format Control checks the Events in a Playlist and applies Formats to each Event (or block of Events) according to the Rules defined for the Channel.



In TX/MAM, Formats are linked to Asset Types. A dummy Format is available in the Smart Playout Center installation: DFLT. This Format can be used if you do not want to link a fixed Format to an Asset Type. Events will initially be scheduled with this dummy Format. Then Format Control is used to apply Formats when the Playlist is activated.

Formats can also be linked to Events in the Schedule [see the Schedule Importer User Manual]. The Format defined in the Schedule will overwrite the Format linked to the Event's main Asset Type, if applicable.

## 2.3 Example: Blocks

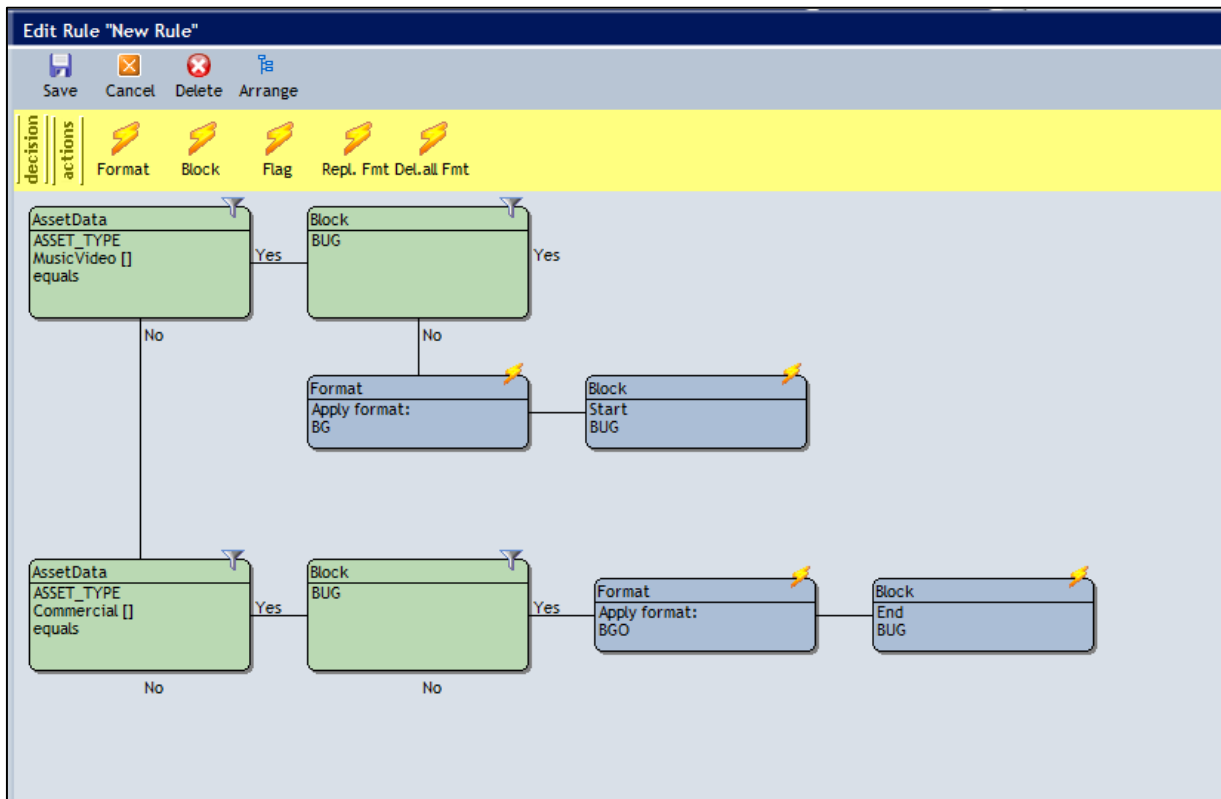
The Block Action can be used to start or end a Block of Events. A Block stays active until it is ended. A Decision can be used to check if a Block is active. This example shows how a Block value BUG is used to play out a bug for MusicVideos, and remove the bug for *Commercials*.

The Rule below will check if an Event is of Asset Type *MusicVideo*. If so, the *Bug In* Format is added and a Block called *BUG* is started.

If this Rule is applied to the next Event and this Event is of type *MusicVideo*, the Block Decision will see that the *BUG* block is already activated. So in this case it will not apply anything to that Event. The Bug stays on-screen (until the *Bug Out* Format removes it from the screen).

When this Rule hits an Event with a *Commercial* Asset and sees that the *BUG* block is active, it will apply the *Bug Out* format and end the Block. This means that if the following Event is also a *Commercial*, the Block Decision will return No and no action is taken.

In this case the *Bug Out* Format is applied to the *Commercial* Event, but the Template inside this Format is set to start one second before the current Event. This means the Template will be started one second before the end of the previous *MusicVideo* Event and animate the *Bug Out* there.



Example Rule with Block

### 3 Initial setup

Format Control is included in the Cobalt Installer. During installation, the Format Control icon is automatically added to your desktop.



Format Control uses the TX/MAM database (virtual IP-address). Access is automatically configured during Cobalt installation. The last digits of the TX/MAM databases virtual IP-address are added to the icon name.



To view Format Control settings, right-click the icon on your desktop > **Properties** > **Shortcut**. The target field shows the IP-address of the TX/MAM servers you are using.

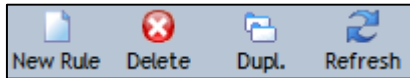
### 4 Starting Format Control

- To open Format Control, double-click the Format Control icon on your desktop.



## 5 Working with Rules

### 5.1 Creating a new Rule, or opening an existing Rule



*FC main menu*

- To create a new Rule, in Format Control, click the **New Rule** button.  
A new Rule is added to the list.
- To rename, right-click, specify a name and then press [Enter].
- To edit an existing Rule, in the list, double-click the Rule to edit.

### 5.2 Deleting Decisions or Actions

- Select the Decision or Action you want to delete.
- On the menu, click the **Delete** button.
- Click **Ok** to conform, **Cancel** to discard.  
Note that any attached objects are deleted as well.

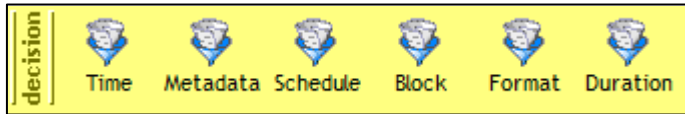
### 5.3 Arranging Objects

- To arrange objects on the Canvas (avoid overlap), click the **Arrange** button.

### 5.4 Duplicating Rules

- Select the Rule you want to duplicate.
- On the menu click the **Duplicate** button.  
The Rule will be added to the list as “Copy of <rule>”.

## 6 Working with Decisions

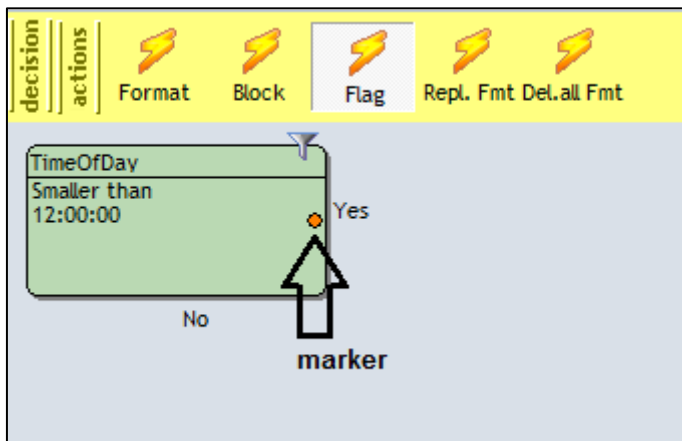


*The Decisions main menu*

A Decision will either return a Yes or a No. An Action or a new Decision can be attached to the Yes or No return value of the Decision.

### 6.1 Adding Decisions to Rules

- Double-click the Rule you want to edit.  
The Edit rule window opens.
- To insert a Decision, on the menu bar click **decision**.
- Click the Decision you want to add.
- Click the Canvas to insert the Decision (if it is the first object on the Canvas).  
Or, move the cursor over the object you want to link the Decision to. The orange marker indicates where the Decision can be linked. Click to attach.



*Example Action being added to a Decision*



## 6.2 Defining Decisions

- Double-click the applicable Decision to edit.

### 6.2.1 Time of day

This Decision uses the time of day an Event is scheduled.

- Select **Greater than / Equals / Smaller than / Smaller than or equals / Greater than or equals**.
- Specify time in hh:mm:ss.
- Click **Save** to save the Decision, **Cancel** to discard.



You can combine "greater than" - "smaller than" to specify a time slot.

### 6.2.2 Metadata

This Decision uses the main Asset's (mostly the clip) Asset Type and metadata.

- Select **Asset type / Custom Metadata / Type Metadata**.
- Build a Decision based on the following criteria:
  - Asset Type (can be any)
  - Custom or type metadata field
  - Compare type: equals, starts with, ends with, contains, has any value ...
  - Value: the value the metadata field is compared with
  - Select the case sensitive option if applicable.
- Click **Save** to save the Decision, **Cancel** to discard.

#### Example:

- Decision: The (main Event's) Asset Type is *Commercial*: yes or no.
- Action: If no, add the *Play Logo* Format to the Event.

#### Example:

- Decision: the Artist field [custom metadata field] "has any value" [compare type]: yes or no.
- Action: If no, do not add the *Cliptitle* Format to the Event.

### 6.2.3 Block

Specify a Block value [see paragraph 2.1.1 for an example].

- **BlockValue:** specify a name to identify the Block.
- Click **Save** to save, **Cancel** to discard.

Use Actions to start or end a Block.

### 6.2.4 Schedule

- Build a Decision based on the following criteria:
  - Schedule import field
  - Compare type: equals, starts with, ends with, contains,
  - Value: the value the field is compared with
  - Select the case sensitive option if applicable.
- Click **Save** to save the Decision, **Cancel** to discard.

### 6.2.5 Format

- Select a Format from the list. The Event will be checked for presence of this Format.
- Click **Save** to save the Decision, **Cancel** to discard.

### 6.2.6 Duration

The Decision is based on the main Asset's duration.

- Select **Greater than / Equals / Smaller than / Smaller than or equals / Greater than or equals**.
- Specify the main Asset's duration in hh:mm:ss:ff.

## 7 Working with Actions

Adding Actions to Rules



*The Actions main menu*

### 7.1 Adding an Action

- Double-click the Rule you want to edit.
- To insert an Action, on the menu bar click **actions**.
- On the menu, click the Action you want to add.
- Click the Canvas to insert the Action (if it is the first object on the Canvas).  
Or, move the cursor over the object you want to link the Action to. The orange marker indicates where the Action can be linked. Click to attach.



You cannot unlink Decisions and Actions. If this is necessary, you will have to delete the applicable object to unlink.

### 7.2 Defining Actions

- Double-click the applicable Action to edit.

#### 7.2.1 Format

Applies or removes a Format.

- Select **Apply format / Remove format**.
- Select a Format.
- Click **Save** to save the Action, **Cancel** to discard.

### 7.2.2 Block

Starts or ends a Block [see paragraph 2.1.1 for an example].

- Select **Start Block / End block**.
- **BlockValue**: specify the name of the Block you want to start or end.
- Click **Save** to save the Action, **Cancel** to discard.

### 7.2.3 Flag

- Sets a Flag in POC.
- Select the Flag you want to add to the Event.
- Click **Save** to save the Action, **Cancel** to discard.

### 7.2.4 Repl. Fmt:

Replaces a Format with another Format.

- Select the Format you want to replace (**Replace Format**) and the Format you want to use instead (**With Format**).
- Click **Save** to save the Action, **Cancel** to discard.

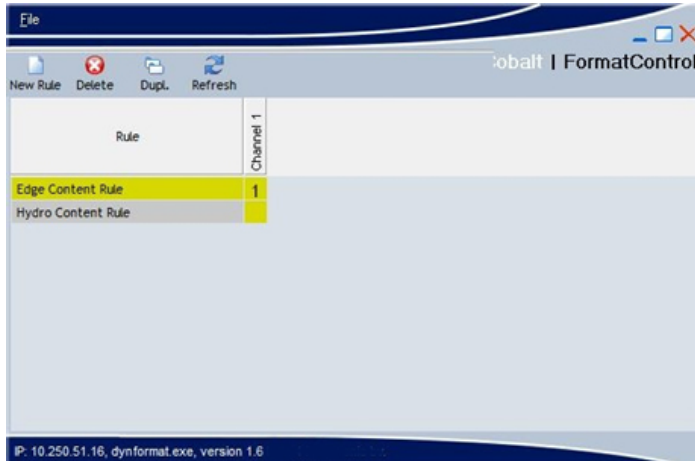
### 7.2.5 Dell all Fmt.

Deletes all Formats linked to an Event.

- Click **Save** to save the Action, **Cancel** to discard.

## 8 (De-) activating Rules for a Channel

- Open Format Control.
- To activate a Rule, right-click the Rule field under the appropriate Channel.
- Select a number. Rule 0 will be applied first, 1 second, etcetera.
- To deactivate a Rule, select -1.



*Example Format Control with the Edge Content Rule activated for Channel 1, and the Hydro Content Rule deactivated.*