

GV STRATUS

Media Workflow Application Framework



User Manual

Software Version 3.1

CERTIFICATE

Certificate Number: 510040.001

The Quality System of:

Grass Valley USA, LLC and its Grass Valley Affiliates

Headquarters:

400 Providence Mine Road
Nevada City, CA 95945
United States

15655 SW Greystone Ct.
Beaverton, OR 97006
United States

Kapittelweg 10
4827 HG Breda
The Netherlands

2300 So. Decker Lake Blvd.
Salt Lake City, UT 84119
United States

Including its implementation, meets the requirements of the standard:

ISO 9001:2008

Scope:

The design, manufacture and support of video and audio hardware and software products and related systems.

This Certificate is valid until: June 14, 2015
This Certificate is valid as of: June 14, 2012
Certified for the first time: June 14, 2000



President
DEKRA Certification, Inc

The method of operation for quality certification is defined in the DEKRA General Terms And Conditions For Quality And Environmental Management Systems Certifications. Integral publication of this certificate is allowed.

DEKRA Certification, Inc.
4377 County Line Road
Chalfont, PA 18914
Ph: (215)997-4519
Fax: (215)997-3809

CRT 001 042108

Accredited By:
ANAB





GV STRATUS

Media Workflow Application Framework

User Manual

Software Version 3.1

Contacting Grass Valley

International Support Center		United States/Canada +1 800 547 8949 or +1 530 478 4148	
Local Support Centers	N.America	+1 800 547 8949 (Option 2) or +1 530 478 4148	France: +800 80 80 20 20 or +33 1 48 25 20 20
	Asia	Hong Kong, Taiwan, Korea, Macau: +852 2531 3000 India: 1800 200 3432 (within India) Southeast Asia/Malaysia: +603 7492 3033 Southeast Asia/Singapore: +65 6379 1771 China: +86 10 5883 7525	
		Australia: 1300 721 495 New Zealand: 0800 846 676 Outside Australia/New Zealand: +61 3 8540 3650	
		Near East and Africa: +800 8080 2020 or +33 1 48 25 20 20	Central/South America: +55 11 5509 3443
	Europe	Armenia/Azerbaijan/Belarus/Kazakhstan/Kyrgyzstan/Moldova/Russia/Tajikistan/Turkmenistan/Ukraine/Uzbekistan : +7 495 787 06 55 Turkey: +90 (0) 212 408 22 23 N. Europe: +44 844 338 7007, +44 (0) 20 8867 6305 S. Europe/Italy: +39 06 87 20 35 28 S. Europe/Portugal: +34 91 512 03 58 S. Europe/Spain: +34 91 512 03 50 Belgium/Luxemburg: +32 (0) 2 334 90 30 Netherlands: +31 (0) 76 57 21420 Germany, Austria, Eastern Europe: +49 6150 104 444 UK, Ireland, Israel: +44 844 338 7007	

Copyright © Grass Valley USA, LLC. All rights reserved.
This product may be covered by one or more U.S. and foreign patents.

Grass Valley Web Site

The <http://www.grassvalley.com/support> web site offers the following:

Online User Documentation — Current versions of product catalogs, brochures, data sheets, ordering guides, planning guides, manuals, and release notes in .pdf format can be downloaded.

FAQ Database — Solutions to problems and troubleshooting efforts can be found by searching our Frequently Asked Questions (FAQ) database.

Software Downloads — Download software updates, drivers, and patches.



END-OF-LIFE PRODUCT RECYCLING NOTICE

Grass Valley's innovation and excellence in product design also extends to the programs we've established to manage the recycling of our products. Grass Valley has developed a comprehensive end-of-life product take back program for recycle or disposal of end-of-life products. Our program meets the requirements of the European Union's WEEE Directive, the United States Environmental Protection Agency, and U.S. state and local agencies.

Grass Valley's end-of-life product take back program assures proper disposal by use of Best Available Technology. This program accepts any Grass Valley branded equipment. Upon request, a Certificate of Recycling or a Certificate of Destruction, depending on the ultimate disposition of the product, can be sent to the requester.

Grass Valley will be responsible for all costs associated with recycling and disposal, including freight. However, you are responsible for the removal of the equipment from your facility and packing the equipment to make it ready for pickup.



For further information on the Grass Valley product take back system please contact Grass Valley at + 800 80 80 20 20 or +33 1 48 25 20 20 from most other countries. In the U.S. and Canada please call 800-547-8949, and ask to be connected to the EH&S Department. Additional information concerning the program can be found at: www.grassvalley.com/about/environmental-policy

001187401

Contents

Overview of the GV STRATUS application.....	11
About the GV STRATUS product.....	11
Logging on.....	12
About the GV STRATUS application.....	13
About customizing the application workspace.....	14
Arranging control tray buttons.....	14
Viewing the application window in full screen.....	15
The Navigator panel.....	15
The Asset List panel.....	17
Asset List panel buttons.....	18
The Inspector panel.....	18
About GV STRATUS tools.....	20
The Send Message tool.....	21
The Web Monitor.....	22
The Dashboard tool.....	23
Previewing a live streaming video.....	25
Quick Start Screencasts.....	27
Creating a Channel Panel workspace.....	27
Ingesting assets using the Channel Panel tool.....	32
Editing for production using the Storyboard Editor tool.....	36
Editing for production using EDIUS and STRATUS.....	41
Managing assets.....	49
Using the Explore section.....	49
About the GV STRATUS Assets view.....	49
Browsing assets.....	50
Asset indicators.....	50
Adding a favorite	51
Removing or deleting a favorite.....	52
Managing Asset Lists.....	52
About view modes.....	52
Customizing the display of list items.....	53
Sorting a list view.....	54
Adding and removing columns in a list.....	55
Opening multiple Asset List panels.....	56
To compare multiple Asset List panels	56
Managing multiple tabs in a panel.....	56
Locking an asset using Inspector.....	56
Locking multiple assets in Asset List.....	57
Filtering assets.....	57
Deleting assets.....	57
Searching assets.....	59
About searches.....	59
Searching assets with the Simple Search tool.....	59
About advanced query syntax, advanced searches and custom expressions.....	60
Searching assets with the advanced search tool.....	62
Determining the location of a search result asset.....	63
Search constraints and considerations.....	64
Stopping a search or stopping refreshing a bin.....	65
Saving searches	65
Using a saved search.....	65
Creating bins and groups.....	66

Asset copies and deletions.....	66
Viewing a video asset.....	68
Viewing a video asset in full screen.....	68
Restoring viewer to normal size.....	68
Sending video asset to the next display monitor.....	69
Access to multiple GV STRATUS sites.....	69
Configuring Source User Preference.....	70
Adding or modifying metadata.....	72
Printing asset metadata.....	73
Using custom metadata in Inspector.....	73
Reordering properties in Inspector.....	74
Viewing relationships.....	75
Viewing the properties of an item.....	75
Verifying proxy association.....	76
Regenerating proxy.....	77
Ingesting assets.....	79
The Scheduler tool.....	79
Scheduler buttons.....	80
About view modes.....	81
Event status colors.....	83
Adding an event.....	84
Adding an event using Quick Schedule.....	86
Adding a recurring event.....	87
Adding a backup event	89
Adding a channel reservation.....	90
Starting a crash record event.....	91
Locating an event.....	91
Modifying an event.....	92
Viewing and modifying metadata of events.....	94
Extending an event.....	95
Moving an event.....	96
Deleting an event.....	96
Deleting a recurring event.....	97
Previewing an event.....	97
Creating a template.....	98
The RMI tool.....	101
RMI format specifications.....	102
RMI buttons.....	103
Configuring RMI User Preferences.....	103
Accessing media.....	104
Adding media.....	105
Adding a media ID.....	106
Previewing a clip.....	106
Editing clip properties.....	107
Linking clip to a placeholder	109
Merging clips into group.....	111
Trimming a clip.....	112
Importing clips.....	112
Working with K2 channels.....	115
The Channel Panel tool.....	115
Channel Panel buttons.....	116
Configuring Channel Panel User Preferences.....	117
Creating a Channel Panel.....	119
Launching and closing a Channel Panel.....	121
Modifying a Channel Panel while in use.....	123
Resizing channels and gangs.....	124

Modifying a Channel Panel configuration.....	124
Copying a Channel Panel configuration.....	125
About recording clips in a Channel Panel.....	125
Recording on a single channel using crash record.....	125
Recording on a single channel using new clip.....	126
Recording on ganged channels using crash record.....	126
Recording on ganged channels using new clip.....	127
Recording on an individual channel in a gang using crash record.....	129
Recording on an individual channel in a gang using new clip.....	130
Recording on ChannelFlex channels.....	131
About playing clips in a Channel Panel.....	131
Loading an asset for playback in a Channel Panel.....	132
Playing a clip on a single channel.....	133
Playing clips on ganged channels.....	134
Playing ganged clips on a single channel.....	134
Playing a clip on a single channel in loop play.....	135
Playing ganged channels in loop play.....	135
Controlling an individual channel in a gang.....	136
Locating a loaded clip or playlist.....	137
About salvos.....	137
Creating a salvo.....	138
Loading a salvo.....	138
Deleting a salvo.....	138
Modifying a salvo.....	139
Configure router settings in Channel Panel.....	139
The Playlist Editor tool.....	140
Editor Panel buttons.....	140
About playlists and sequences.....	141
Creating a playlist	142
Opening a Playlist	144
Loading a playlist into the Playlist Editor	144
Rearranging or deleting events in a playlist.....	144
Splitting an event.....	144
About keyboard shortcuts and input focus in a Channel Panel.....	145
Modifying the clip name in a Channel Panel.....	145
Loading an asset into the Inspector from a Channel Panel.....	145
Using the scrub bar to navigate through a clip.....	145
Identifying and selecting the timecode type.....	146
Selecting timecode type to navigate and mark clips.....	147
Channel panel markers.....	147
Hiding transport controls.....	148
Managing Channel Panel configurations.....	148
Channel status indicators.....	148
Reconnecting to a K2 system.....	149
Importing, Exporting, and Transferring.....	151
About importing, exporting, and transferring.....	151
Creating an export share.....	151
Importing files to a Grass Valley system	151
Exporting assets from a K2 Summit system	152
Transferring assets from one bin to another.....	152
Transferring using Send Destination.....	153
Sending assets for playout.....	154
Monitoring imports, exports, or transfers.....	156
Conforming a complex asset to a simple clip.....	156
About archiving assets.....	158
Archiving an asset.....	158
Searching archived assets.....	159

About restoring assets.....	160
Restoring archived assets.....	161
Partially restoring an asset.....	162
Editing.....	165
The Storyboard Editor tool.....	165
Opening a Storyboard	165
Using the Audio Overlay.....	166
The Source Viewer.....	166
Viewer buttons.....	167
Using Source Viewer.....	168
J, K, L keyboard shortcuts for transport control.....	169
Using mouse wheel for transport control.....	169
Using mark-in and mark-out points.....	169
Create a subclip.....	170
Trimming a clip in Inspector.....	171
Adding keywords.....	171
Adding markers.....	172
Navigating to keywords or markers in an asset.....	173
The Storyboard.....	173
Storyboard buttons.....	174
Adding markers to a playlist.....	174
The Sequence Viewer.....	175
Sequence Viewer buttons.....	176
Creating a sequence	177
Editing an event.....	177
Splitting an event.....	177
Using a keyword to add an event to a sequence.....	178
Adding and removing transitions.....	178
Rearranging or deleting events in a sequence.....	178
Playing a sequence.....	179
Launching a sequence in the EDIUS XS application.....	179
Viewing the properties of an item.....	181
Using the GV STRATUS application in EDIUS XS.....	181
Logging on to the GV STRATUS application in EDIUS XS.....	182
Opening the GV STRATUS panel in EDIUS XS.....	184
Opening GV STRATUS assets in EDIUS XS application.....	184
Viewing GV STRATUS assets in EDIUS XS.....	185
Adding GV STRATUS assets to EDIUS XS timeline.....	187
Sending EDIUS XS sequences to the K2 system.....	187
Using EDIUS XRE Monitor.....	189
Using the GV STRATUS application in Adobe® Premiere® Pro.....	190
Setting up K2 storage for Adobe Premiere Pro.....	191
Setting up GV STRATUS in Adobe Premiere Pro.....	191
Launching the GV STRATUS plug-in.....	192
Navigating assets.....	194
Searching assets.....	195
Modifying asset metadata.....	196
Importing GV STRATUS assets.....	196
Logging assets.....	199
The Advanced Logging tool.....	199
Logging Tool button.....	201
The Button Panel.....	201
Button Panel buttons.....	201
The Log Panel.....	201
Adding a Logging Tool.....	203
Adding Button Panels.....	206

Adding logging buttons to a Button Panel.....	208
Adding blank logging buttons to a Button Panel.....	211
Adding markers using logging buttons.....	212
Using a keyword or marker to add an event to a sequence.....	214
Modifying Logging Tools and Button Panels.....	214
Modifying logging buttons of the Button Panel.....	215
Deleting logging buttons from a Button Panel.....	215
Pinning logging buttons	215
Changing Advanced Logging user preferences.....	217
Viewing keywords and markers	218
Viewing logging history of markers	222
Importing keywords configuration.....	223
Using the Assignment List.....	225
The Assignment List tool.....	225
Assignment List buttons.....	226
Story status colors.....	226
Changing ALP User Preferences.....	227
Adding placeholders.....	232
Modifying a placeholder.....	234
Deleting a placeholder.....	234
Adding a new sequence.....	235
Checking missing clips.....	236
Viewing placeholder properties	237
Viewing and modifying metadata of placeholders.....	237
Creating a new sequence in the EDIUS XS application.....	239
Using the GV STRATUS application in a Newsroom Computer System	241
About Newsroom Basic.....	241
Using GV STRATUS with ENPS	241
Using GV STRATUS with iNEWS.....	246
Using GV STRATUS with Octopus	248
Using GV STRATUS with OpenMedia.....	252
Using the GV STRATUS application in Aurora Playout.....	255
Inserting placeholders from GV STRATUS.....	256
Linking clips automatically from GV STRATUS.....	256
Integrating assets with traffic system and K2 Edge.....	257
Integration with traffic system and playout automation.....	257
The Segmentation tool.....	257
Segmentation Tool button.....	258
Adding a Segmentation panel.....	259
Assigning segments to assets.....	260
Renaming a segment.....	261
Deleting a segment.....	261
Deleting a Segmentation Panel.....	261
The House Number List panel.....	261
Linking asset to a house number.....	262
Configuring the GV STRATUS application.....	265
Configuring User Preference.....	265
Installing a GV STRATUS language pack.....	266
Customizing the application workspace.....	267
About customizing the application workspace.....	267
Showing a panel.....	267
Hiding a panel.....	269
Undocking a panel.....	270
Docking a panel.....	270
Saving an application workspace.....	271
Copying an application workspace.....	272

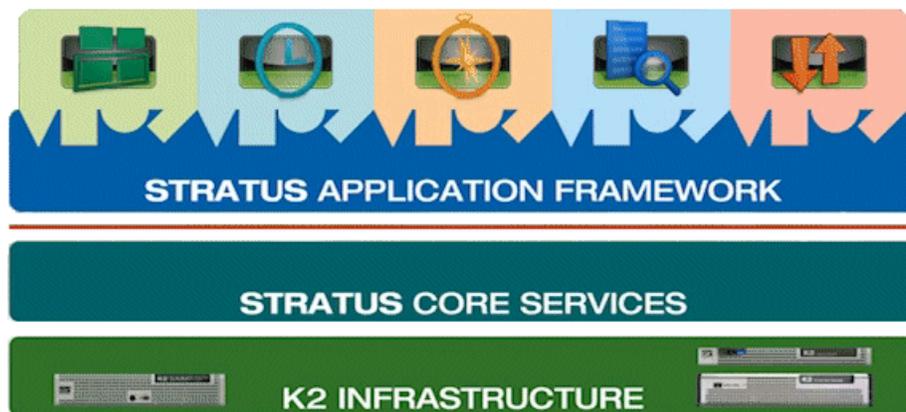
Opening a closed panel.....	272
Loading an application window workspace.....	273
Reordering an application workspace.....	273
Deleting an application workspace.....	273
Troubleshooting the GV STRATUS application.....	275
About application status.....	275
Viewing and copying version and status information.....	276
If you have trouble launching EDIUS XS.....	277
Troubleshooting tips.....	278
Keyboard shortcuts.....	279
Inspector keyboard shortcuts.....	279
Channel Panel keyboard shortcuts.....	280
Playlist Editor keyboard shortcuts.....	281
Scheduler keyboard shortcuts.....	282
Segmentation keyboard shortcuts.....	282
Sequence Viewer keyboard shortcuts.....	282
Source Viewer keyboard shortcuts.....	283
Storyboard keyboard shortcuts.....	285
All keyboard shortcuts.....	286
Specifications.....	291
System requirements for GV STRATUS client PC	291
K2 system specifications.....	292
Video codec description K2 Summit/Solo	292
Playout of multiple formats.....	296
Internationalization.....	297
Limitations for creating and naming assets and bins.....	298
Formats supported for import and export.....	300
Trademarks and Agreements.....	307
Trademarks.....	307
JPEG acknowledgment.....	307
Glossary.....	309

Overview of the GV STRATUS application

About the GV STRATUS product

The GV STRATUS™ Media Workflow Application Framework is the next generation of Grass Valley application software, designed for the entertainment, on-air operations, and news markets. GV STRATUS includes a powerful asset management solution and all the tools to help you produce your content from all ingests needs, preparation, editing, review and approval, playout and of course, archiving. GV STRATUS uses a common Service Oriented Architecture, to provide a modular, high performance, and highly configurable user experience and does away with the old concept of separate, individual tools which can be hard to configure, and even harder to use. GV STRATUS is built with modules that are added as services to assemble your workspace into an environment tailored specifically to your needs, in an almost infinite number of combinations. This means you have a virtually unlimited and fully integrated tool-set at your command. GV STRATUS is format and resolution independent. Proxies are generated on the fly for any video coming into the system and are fully available to all the users within seconds.

The GV STRATUS product includes the GV STRATUS Application Framework and the GV STRATUS Core Services. These layers provide you with access to the K2 Infrastructure to support your workflow requirements.



The GV STRATUS Application Framework includes the following:

- The GV STRATUS application — This is the primary application for using GV STRATUS tools for your media workflow. It is documented in this document.
- The GV STRATUS Control Panel application — The GV STRATUS application that provides central configuration of the software components of the GV STRATUS system. It is documented in "GV STRATUS Installation and Service Manual".
- The GV Event Viewer — This is the application that displays detailed information about significant events on your GV STRATUS server, which is very useful when troubleshooting problems and errors. It is documented in "GV STRATUS Installation and Service Manual".

These applications run on standard networked PCs.

The GV STRATUS Core Services include software components that run as services on one or more GV STRATUS Core servers. They are documented in "GV STRATUS Installation and Service Manual".

The K2 Infrastructure includes the devices and software that make up a K2 Summit system at version 8.0 and higher. Depending on the system necessary to support your workflow requirements, this can include K2 clients, servers, RAID storage devices, and network switches. They are documented in "GV STRATUS Installation and Service Manual" and "K2 SAN Installation and Service Manual".

Logging on

When you log on, the GV STRATUS application assigns GV STRATUS licenses and roles based on your user account credentials, as set by the system administrator in the GV STRATUS Control Panel application. Your credentials must also give you access to all your K2 systems.

1. From the Windows desktop, do one of the following:

- Open the **GV STRATUS** icon  shortcut.
- Click **Start | Programs | Grass Valley** and click the **STRATUS** icon. 

A Log On dialog box opens.

2. Enter your username.

If you use domain credentials, enter in format <domain>\<username>. For example, if your domain is "gv" and your username is "GVuser", enter gv\GVuser.

3. Enter your password.

4. Verify that the application is correctly referencing the Control Panel Services Host as follows:

- a) If not already showing, click the **Options** button  to show settings.
- b) Verify or enter the hostname, not IP address of the GV STRATUS server with the SiteConfig role of GV STRATUS Control Panel Service. This is the Control Panel Services Host. In most systems this is the main GV STRATUS Core server.

5. Click **Log On**.

The GV STRATUS application opens.

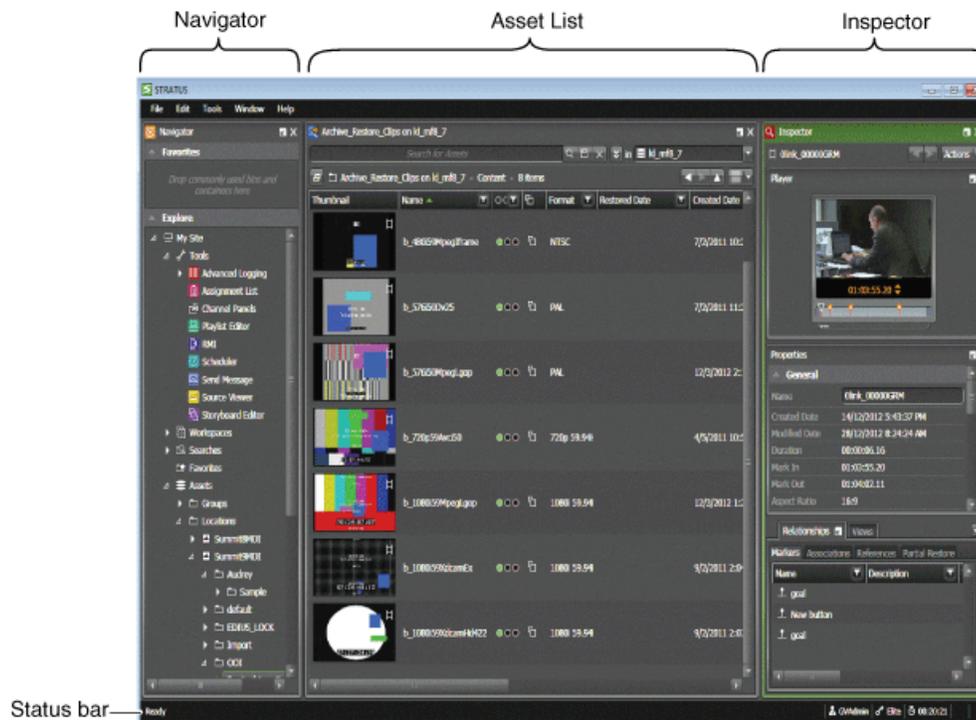
Features are enabled according to the roles associated with your log on credentials.

When you log on to the application, the settings you make on one PC are available on other PCs when using the same user credentials, including the following:

- Settings from the User Preferences dialog box
- Workspaces
- Channel Panel configurations and Salvos
- Searches

About the GV STRATUS application

The GV STRATUS application allows you to manage assets and K2 channels for digital video production workflows. The GV STRATUS application runs on a networked Windows operating system computer.



The GV STRATUS application provides the following panels for use in most workflows:

-  **Navigator:** The panel that contains the tree-view.
-  **Asset List:** The panel that displays the list for the item currently selected in the Navigator panel or the search results.
-  **Inspector:** The panel that displays details of the asset currently loaded.

The Status bar reports application status and displays status indicators.

In addition, the GV STRATUS application provides tools designed for specific workflows. You can arrange the panels and tools of the GV STRATUS application to create a customized workspace.

Available tools and devices within the GV STRATUS application are according to assigned role and licensing. For example, the Newsroom Basic license limits the panels and tools in the application.

Related Topics

[About application status](#) on page 275

[Customizing the application workspace](#) on page 267

[Arranging control tray buttons](#) on page 14

[About Newsroom Basic](#) on page 241

About customizing the application workspace

You can rearrange the panels of the application to best suit your workflow needs.



Features for customizing the workspace are as follows:

- Undock panels and move them to another location within the application window, within another panel, or to their own location on the Windows desktop.
- Hide panels so that they show only as a tab.
- Close panels.
- Resize panels.
- Save an arrangement of docked and undocked panels as a uniquely named workspace.
- Load a workspace to automatically arrange panels.

Related Topics

[Customizing the application workspace](#) on page 267

Arranging control tray buttons

Viewers and players have a control tray that provides access to buttons. As you resize a panel smaller and the buttons do not all fit in the control tray, the buttons overflow onto a drop-down menu. You can configure buttons to show and to overflow as the panel is resized.

1. To show/hide the control tray, click the **Show/Hide Control Tray** button. 

- Click the drop-down arrow on the far right of the control tray.



The overflow menu displays hidden buttons.

- Click **Add/Remove**.
A menu of buttons opens.
- Select the buttons to display.
- If desired, select **Reset Toolbar** to return the buttons to their default display.

Your button configuration is saved with your GV STRATUS user preferences and propagated as follows:

- When you select buttons to display in a Channel Panel, all channels of the same type (player/recorder or recorder-only) and view mode size in that Channel Panel display your selection of buttons. Similarly, all gangs of the same type (containing at least one player/recorder or all recorder-only) display your selection of buttons.
- When you select buttons to display in a Playlist Editor, any channel in the Playlist Editor displays your selection of buttons.

Viewing the application window in full screen

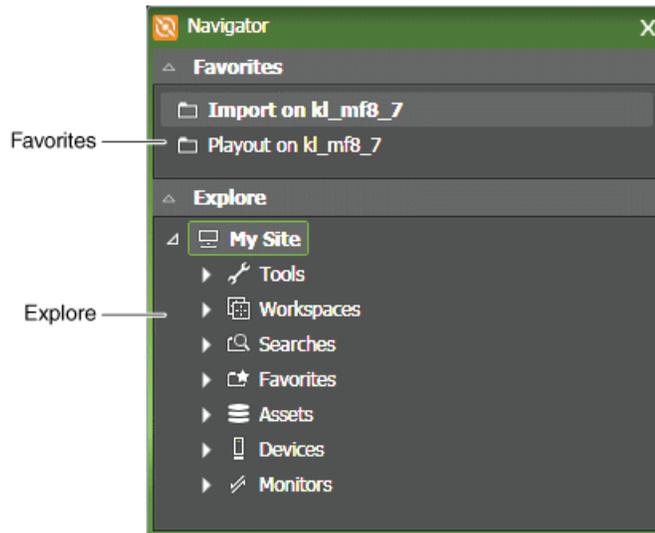
The following applies to the GV STRATUS application and the GV STRATUS Control Panel application.

Click **Window | Full Screen**. (⌘ CTL + ALT + 0)

The application window expands and displays without the Windows titlebar.

The Navigator panel

The Navigator panel functions as the starting point for workflows using the GV STRATUS application. For most of the items in the Navigator, if you select the item it is displayed in the active Asset List panel.



The Navigator panel contains the following sections:

- **Favorites** — A list of shortcuts to bins, searches, and mapped drives.
- **Explore** — A tree-based hierarchy with which you can browse your system.

From the Explore section, you can access the following:

- 🔧 **Tools**: Expands to display the tools that support the various workflows available in the STRATUS application.
- 🏠 **Workspaces**: Expands to display default and saved workspaces.
- 🔍 **Searches**: Expands to display searches that can be reused and shared.
- ★ **Favorites**: Expands to display a list of favorites.
- ☰ **Assets**: Expands to display a view of groups and assets based on the information available in the STRATUS database. Any assets can be grouped together, regardless of their actual location in K2 system storage.
- 📱 **Devices**: Expands to display the devices that the STRATUS application accesses or controls.
- 📝 **Monitors**: Expands to display tools for monitoring transfers and web pages. The **Jobs** icon  and the **Dashboard** icon  appear here.

The Navigator panel displays all items under the node for your local site.

If you have remote sites configured in your system, the Navigator panel displays nodes for those sites. Only the **Assets** node is displayed under remote sites. Asset indicators identify assets on remote sites.

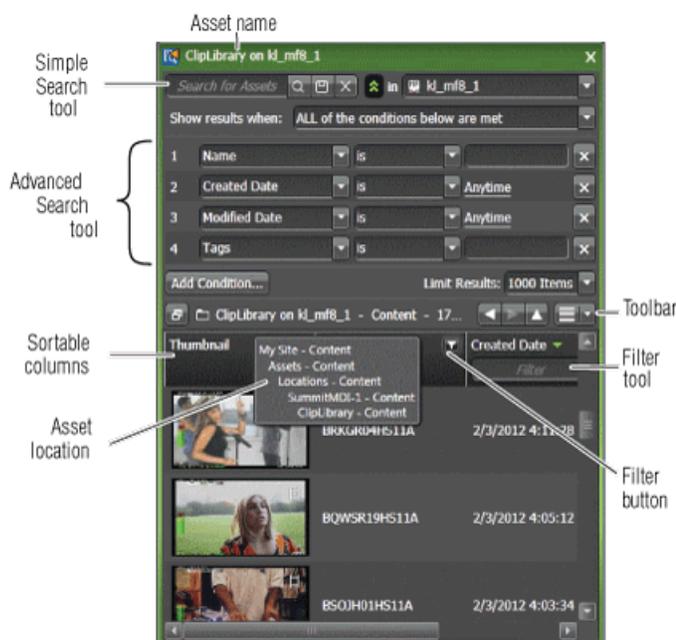
Related Topics

[About the GV STRATUS Assets view](#) on page 49

[Asset indicators](#) on page 50

The Asset List panel

The Asset List panel displays the contents of the item selected in the Navigator panel, such as a tool, bin, or search. Each time you select an item in the Navigator panel, an updated view of its contents is displayed. The Asset List panel typically appears on the middle of the GV STRATUS application window.



The Asset List panel features are as follows:

- **Asset name** — The name of the item that has its contents displayed in the Asset List panel. The asset name is displayed in the title bar and in the toolbar.
- **Simple Search tool** — Searches on asset names, asset Descriptions, asset Tags, asset Comments, and custom Text fields.
- **Advanced Search tool** — Searches on asset metadata and other properties. The Advanced Search tool opens when you click the **Advanced Search Toggle** button. 
- **Sortable columns** — Sorts the list when you click the column head.
- **Asset location** — Displays the location of the asset, relative to the Navigator hierarchy, when you hover over the asset name in the toolbar.
- **Toolbar** — Provides buttons for navigating and displaying asset lists.

- Filter tool — Filters the list based on criteria you enter. The Filter tool opens when you click the **Enable Filter** button. 

You can open multiple Asset List panels and compare them side by side. Only one Asset List panel is active at a time. The active panel dynamically updates when you select an item in the Navigator panel. You can click on a panel to make it the active Asset List panel.

Related Topics

[About searches](#) on page 59

[Customizing the display of list items](#) on page 53

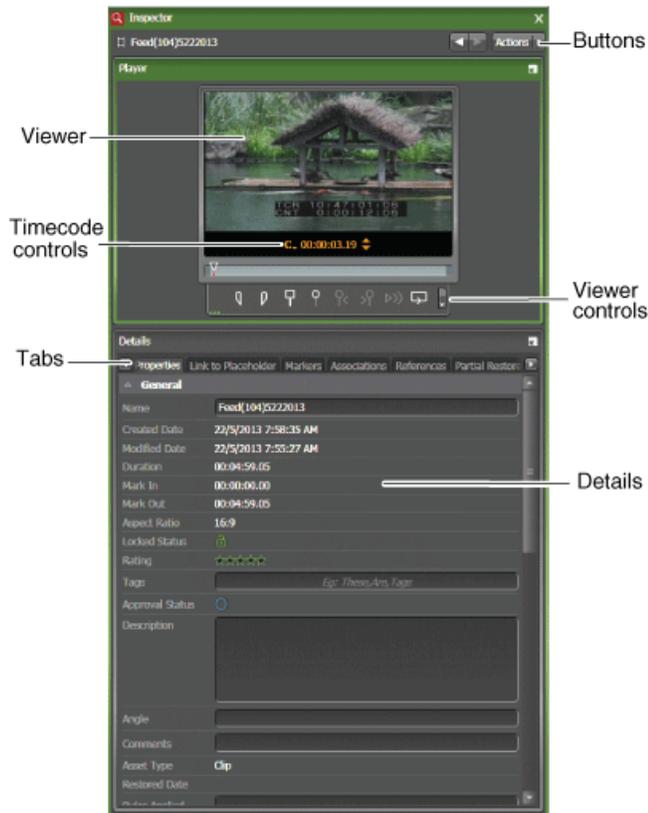
Asset List panel buttons

These buttons located on the Asset List panel toolbar let you perform various functions:

-  **Start Search:** Initiates a search for the specified items.
-  **Save Search:** Saves this search for future use.
-  **Delete:** Deletes the selected item or items. Disabled if delete rights denied in GV STRATUS Control Panel.
-  **Advanced Search Toggle:** Toggles display of the advanced search parameters for the current provider
-  **Navigate Asset Lists:** Goes to previous, to next, and up.
-  **Open New Panel:** Opens a new panel.
-  **View Mode:** Controls the display and size of the items in a list or panel.
-  **Enable Filter:** Enables the list to be filtered by the values in the column.

The Inspector panel

The Inspector panel allows you to mark up, manage, and view detailed information for an asset. The Inspector panel typically appears on the right side of the GV STRATUS application window.



The Inspector panel features are as follows:

- **Viewer** — Allows you to view and mark up an asset. You can show and hide viewer controls to accommodate resizing the Inspector panel.
- **Buttons** — Provides a menu of actions for managing the asset and navigation buttons to view previous/next objects.
- **Viewer controls** — Allows you to mark up the asset.
- **Timecode Controls** — Allows you to select the mark in/out and other timecode types to display. Also lets you navigate through the clip to a specific timecode.
- **Details** — Provides tabs for viewing properties, metadata, placeholders, markers, and relationships. On some tabs you can make changes, such as modifying metadata, linking assets to placeholders, and setting recurring events. Standard Asset List features, such as sortable columns, are available on tabs with a list display.

The features in the Inspector panel can change dynamically, depending on the tool that launches the Inspector panel, the roles assigned, and the type of asset that is displayed. The Viewer controls are the same as those in the Source Viewer.

Related Topics

[Viewer buttons](#) on page 167

[Using the Audio Overlay](#) on page 166

[Identifying and selecting the timecode type](#) on page 146

About GV STRATUS tools

The GV STRATUS application contains the following tools. You can find the tools in the Navigator panel under the **Tools** node.

-  **Advanced Logging:** The tool that creates and customizes logging of assets.
-  **Assignment List:** The tool that creates placeholders for clips and coordinates with rundown stories on the Newsroom Computer System and with Aurora Payout.
-  **Channel Panel :** The tool that includes channels and channel gangs for controlling one or more K2 channels.
-  **House Number:** The panel that populates the house number list and links assets to house numbers from the traffic system.
-  **Playlist Editor:** The tool that creates and modifies playlists. This tool uses a K2 channel.
-  **RMI:** RMI is the acronym for Removable Media Interface. It is the tool that populates and ingests files from multiple removable media devices such as P2 and XDCAM. RMI tool is for iSCSI GV STRATUS app clients only.
-  **Scheduler:** The tool that schedules events to be recorded.
-  **Segmentation:** The tool that creates segments from assets.
-  **Send Message:** The tool that sends and receives messages and attachments between users logged on to GV STRATUS applications.
-  **Source Viewer:** The tool that plays assets and provides controls for adding markers, keywords, and other features.
-  **Storyboard Editor:** The tool that creates and modifies sequences. This tool does not use a K2 channel.

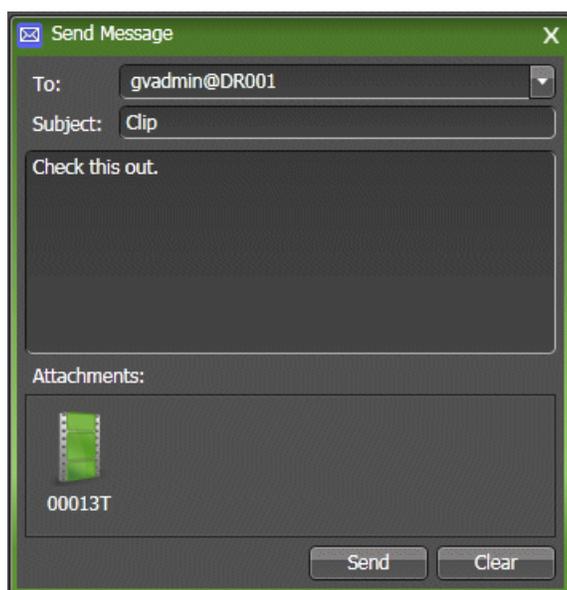
Related Topics

- [The Advanced Logging tool](#) on page 199
- [The Assignment List tool](#) on page 225
- [The Channel Panel tool](#) on page 115
- [The House Number List panel](#) on page 261
- [The RMI tool](#) on page 101
- [The Playlist Editor tool](#) on page 140
- [The Scheduler tool](#) on page 79
- [The Segmentation tool](#) on page 257
- [The Source Viewer](#) on page 166
- [The Storyboard Editor tool](#) on page 165
- [The Send Message tool](#) on page 21
- [The Director tool](#)

The Send Message tool



The Send Message tool allows you to send and receive messages with attachments. If you are logged on to a GV STRATUS application you can send a message to another person that is currently logged on to a GV STRATUS application and on the same network subnet. The Send Message tool appears in the GV STRATUS application and in the GV STRATUS Control Panel application when you launch it from the Navigator panel.



Send Message tool features are as follows:

- To field — Specifies the GV STRATUS user to whom the message is sent. Select a user from the drop-down list.
- Subject field — Contains the title of the message.
- Message field — Contains the message.
- Attachments field — Provides a field to which you drag attachments.
- Send button — Sends the message.
- Clear button — Clears all fields in the Send Message panel.

You can attach the following:

- Clips
- Playlists
- Saved searches

- Workspaces
- Bins
- Logging buttons
- Button Panels
- Tools
- Devices
- Locations
- Monitors
- Channel Panels
- Drives

When you send an attachment, you are actually sending a link to the attachment, rather than the attachment itself.

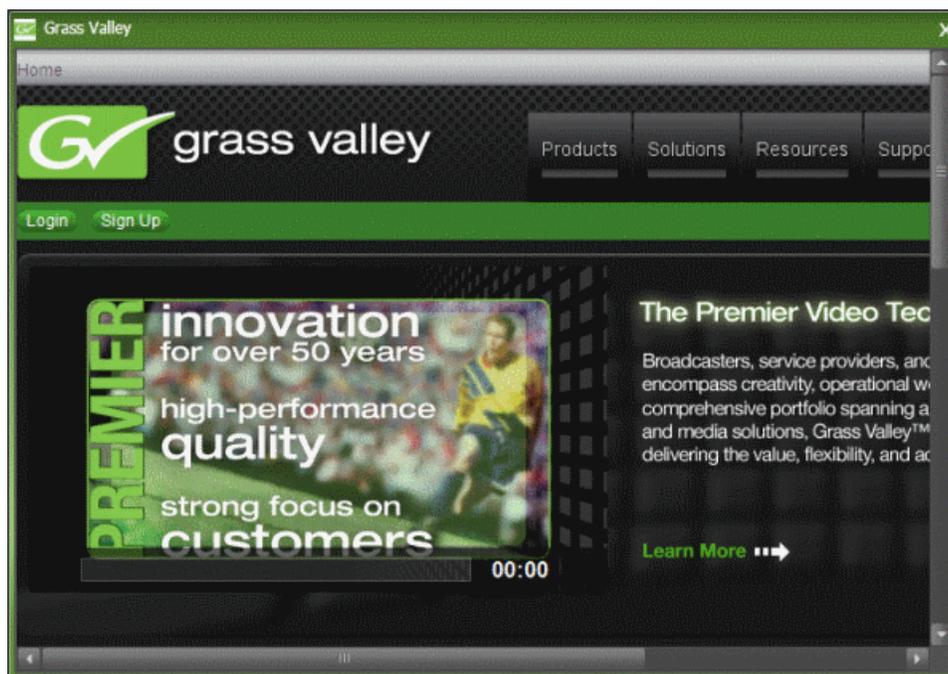
When you receive a message, a Message dialog box opens and displays the message. If the message has an attachment, you can do the following:

- Open the attachment by double-clicking it.
- Create a copy of the attachment in the Navigator panel or drag it to other panels in the GV STRATUS application. Consider the size of the attachment before creating a copy.

The Send Message tool is more similar to Instant Messaging than it is to E-mail, as there is no Outbox or Inbox functionality to store messages. If a person is not logged on to a GV STRATUS application you can not send them a message. Likewise, if you are not logged on to a GV STRATUS application you can not receive a message.

The Web Monitor

The Web Monitor allows you to view a web page in a GV STRATUS application panel. You configure the web page address in GV STRATUS Control Panel. You can configure multiple web pages. The Web Monitor displays the name of each configured web page in the GV STRATUS application Navigator panel, from which you can launch each web page as a separate Web Monitor panel. When you hover your cursor near the side borders of the Web Monitor panel, forward and back browse buttons appear.



The Dashboard tool



The Dashboard tool allows you to view information about the current activity on the GV STRATUS system.

The Storage tab reports storage capacity available on K2 devices and on the local GV STRATUS PC. You can right-click on the **Used** report to explore storage levels further.

The Channel Status tab displays channel state and usage information. You can customize the display of list items, similar to Asset List items, with features such as sort, filter, and add/remove columns.

You can launch the Dashboard tool in the GV STRATUS application and in the GV STRATUS Control Panel from the Navigator panel under the Monitors node.



The screenshot shows the 'Channel Status' tab of the dashboard. It displays a table with the following data:

Name	Chann...	Asset Name	Tool	Client Device	Owner
summit-x2-13:C1-SD-D	<input type="checkbox"/> Idle	Clip_3	Channel Panel	BVTND-VANDELA	elite2
summit-x2-13:C2-SD-M	<input checked="" type="checkbox"/> Playing	C1-SD-D10-50_4	Default Control(2)	summit-x2-13	Administrator
summit-x2-13:C3-1080	<input type="checkbox"/> Idle				
summit-x2-13:C4-1080	<input checked="" type="checkbox"/> Recording	TEST(17)	Scheduler	earth-core-1	GVAdmin
summit_10:NT-SD-MP-	<input type="checkbox"/> Idle		stratus suite - Playl	BVTND-CLARKJ3	jdc
summit_10:NT-SD-DV_	<input checked="" type="checkbox"/> Cued	DE2313	Channel Panel	BVTND-CLARKJ3	jdc
summit_10:NT-1080-D	<input type="checkbox"/> Idle		Default Control(3)	Summit_10	Administrator
summit_10:NT-1080-D	<input checked="" type="checkbox"/> Recording	TEST(16)	Scheduler	earth-core-1	GVAdmin

Previewing a live streaming video

You can preview live video input of K2 Summit channels.

1. Click the **Live Streaming Video** button  on a Channel Panel, Playlist Editor, Source Viewer, or Scheduler tool.

The live streaming video is displayed as follows:

- If a Playlist Editor or Channel Panel, the video is displayed in the K2 channel.
- If a Source Viewer or Scheduler tool, the video is displayed in Source Viewer.

2. Click the **Live Streaming Audio** button  to isolate the selected audio for a live video stream. When enabled, audio from all other live video streams is automatically muted.

The **Live Streaming Audio** button  is disabled by default when the channel first opens.

Related Topics

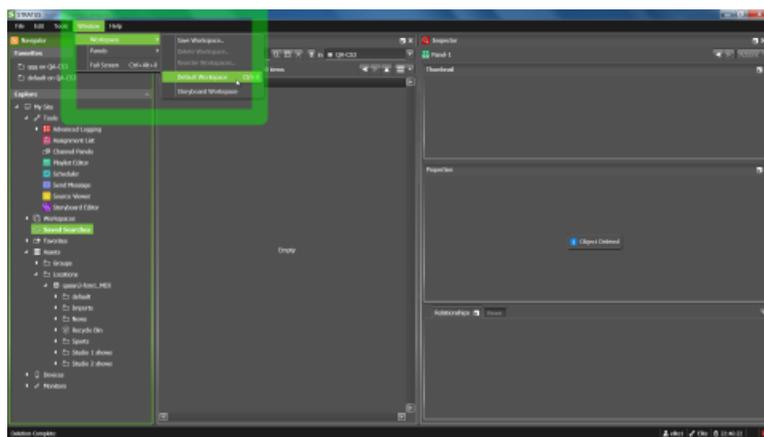
[Using the Audio Overlay](#) on page 166

Quick Start Screencasts

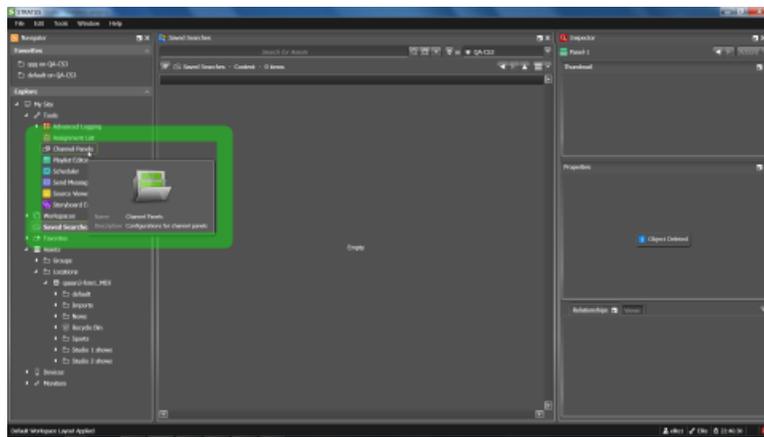
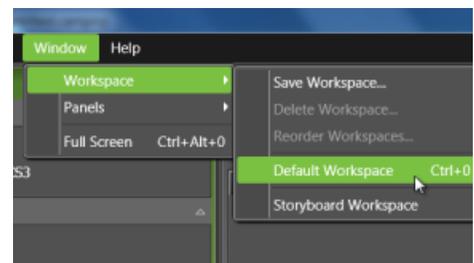
Creating a Channel Panel workspace

You can view a video screencast of this Quick Start at the following:

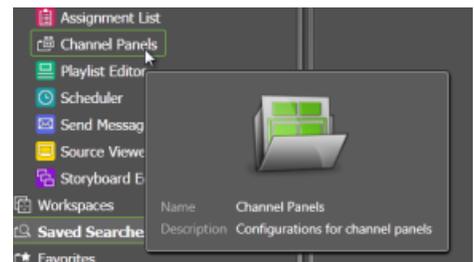
<http://www.grassvalley.com/products/stratus/interactive>

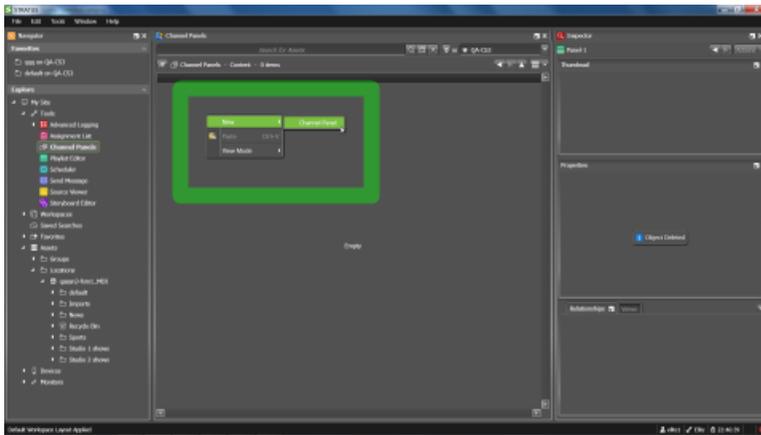


1 Load the default workspace.

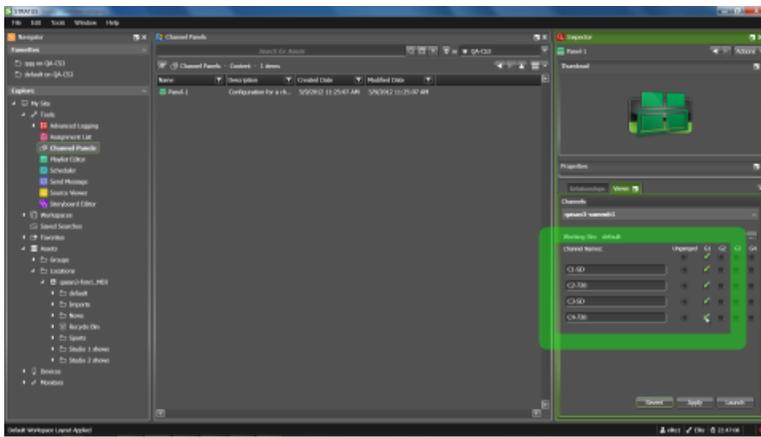
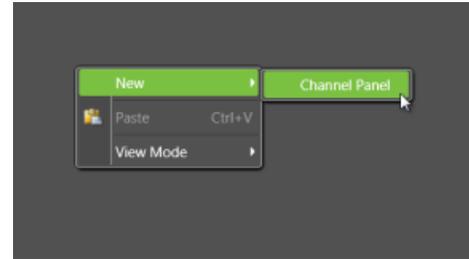


2 Select the Channel Panel tool.

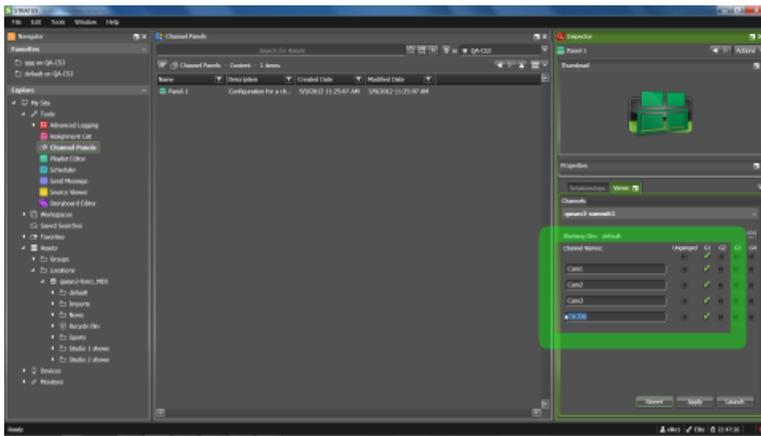




3 In the empty Asset List area, right-click and select **New | Channel Panel**.

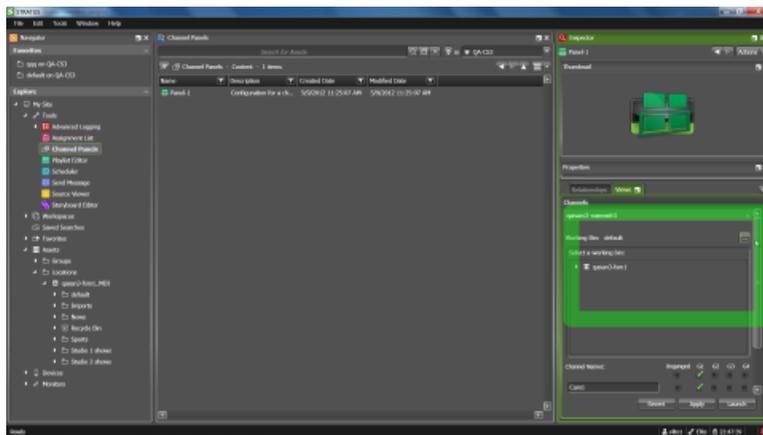


4 Select the channels to include in the gang.

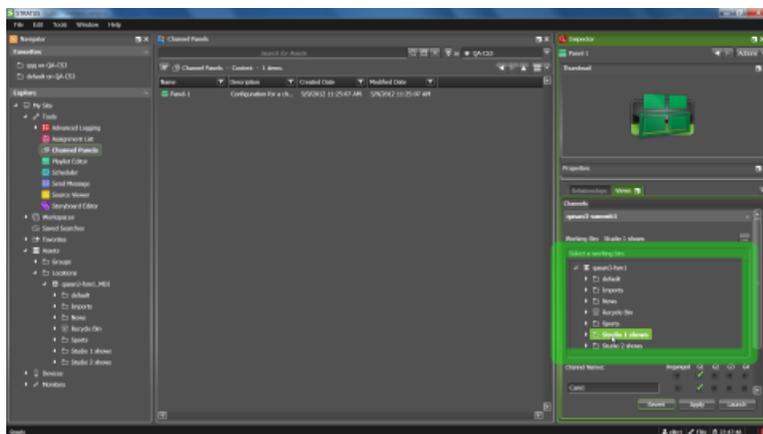


5 Name the channels in the gang.



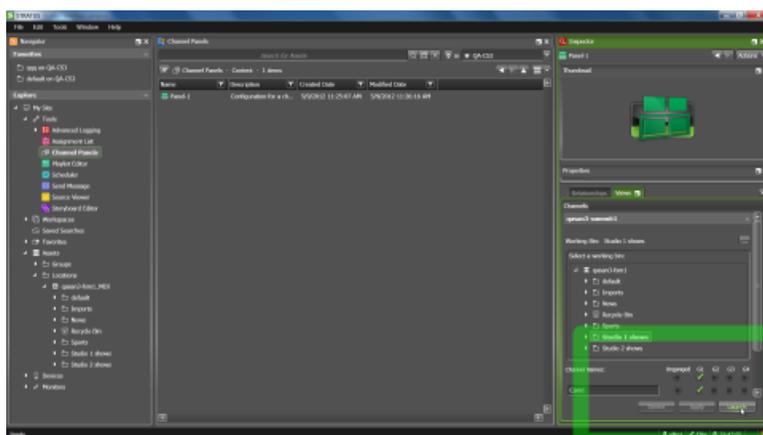
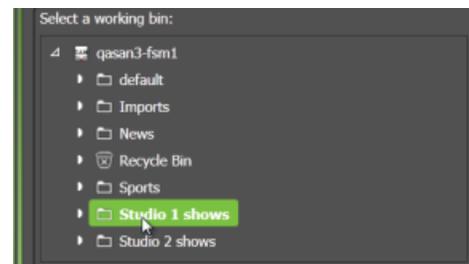


- 6 Click the ... button to browse the bins on the K2 Summit/SAN system.

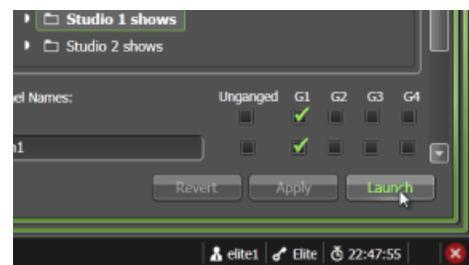


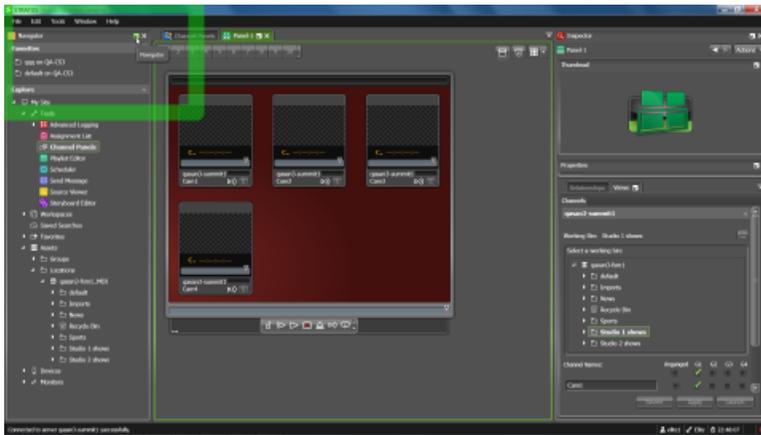
- 7 Select the working bin for the channels on that K2 Summit/SAN system.

The working bin is the location to which the channels record their clips.

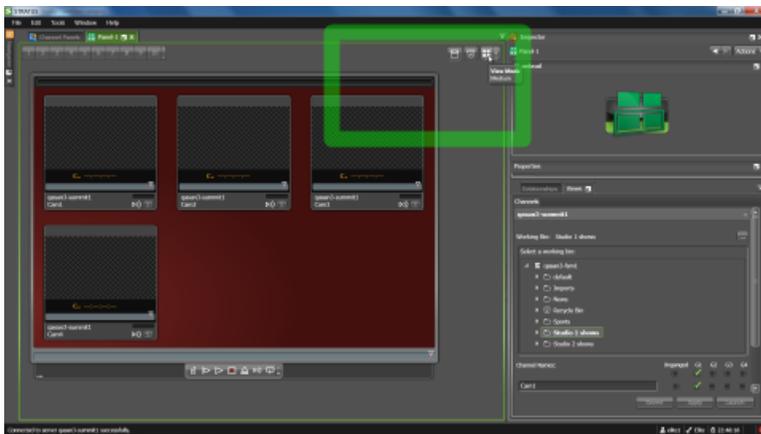
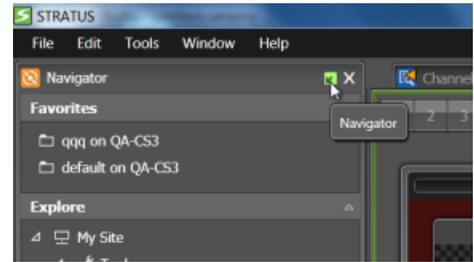


- 8 Click **Apply**, then **Launch**.

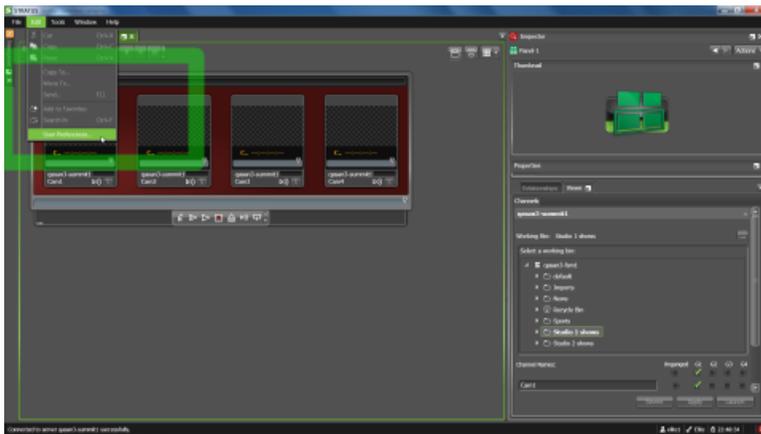
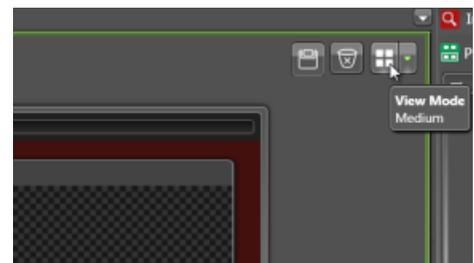




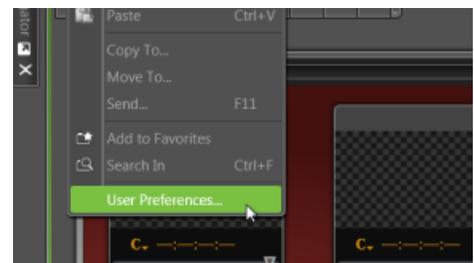
9 Hide the Navigator panel.

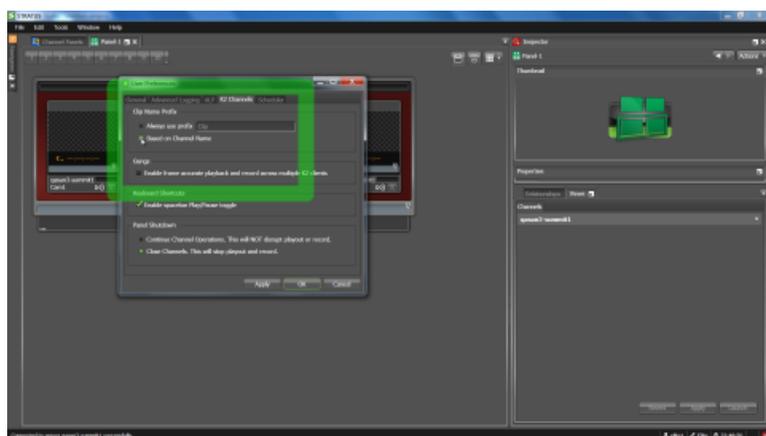


10 Resize channels as desired.

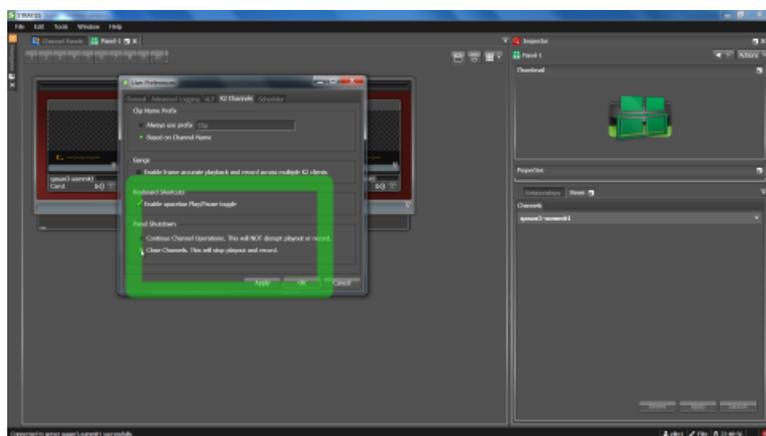
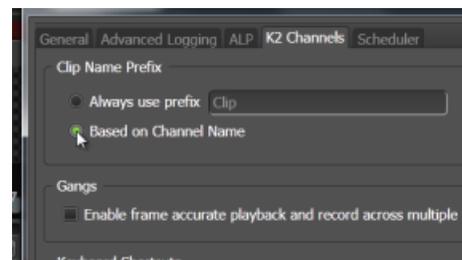


11 Click Edit | User Preferences.

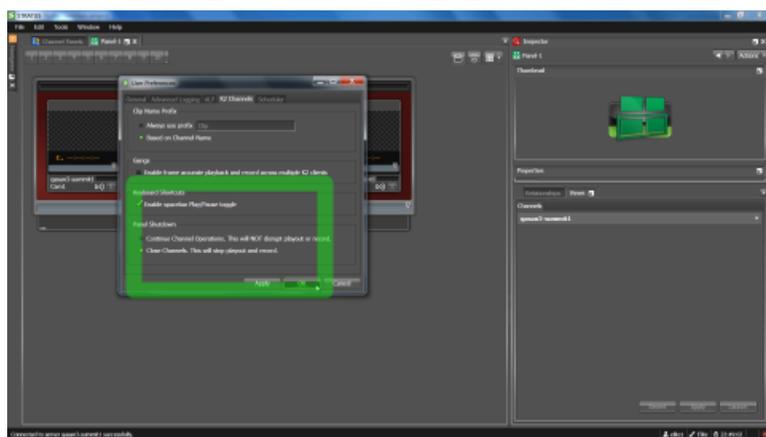
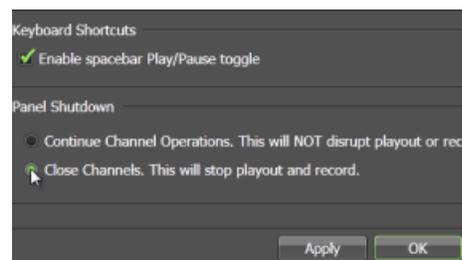




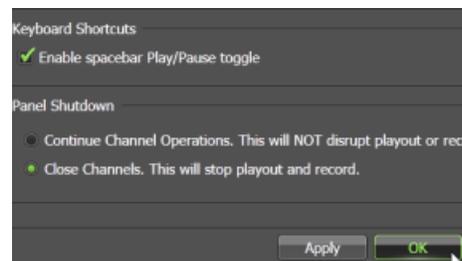
12 Set the clip name prefix to be based on the channel name.

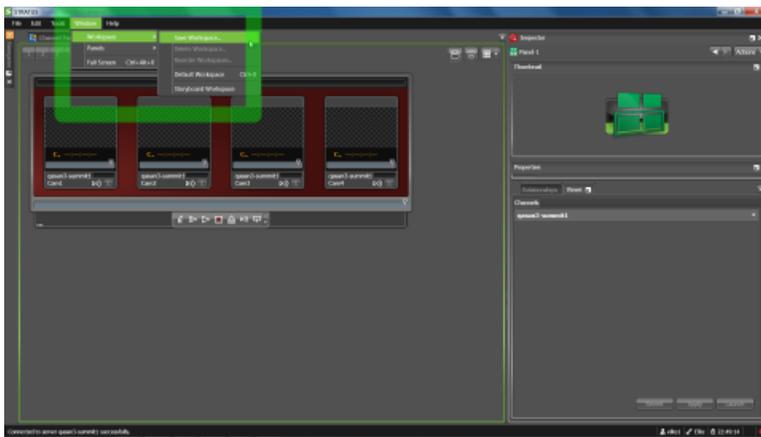


13 Set panel shutdown behavior to close channels.

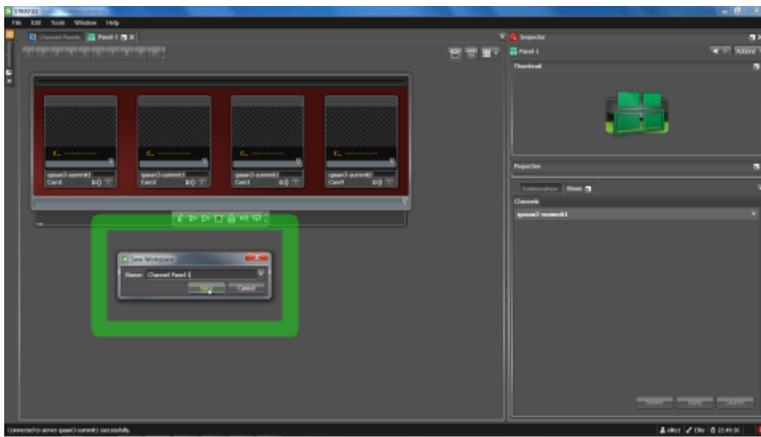
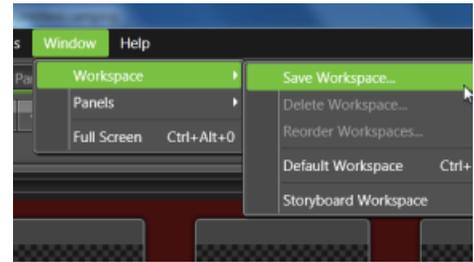


14 Click OK to save settings and close.

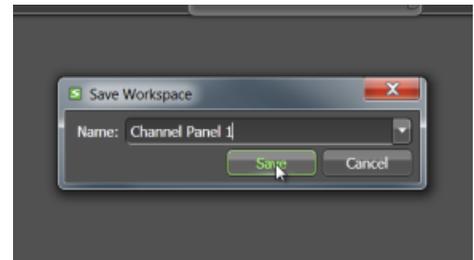




15 Open the Save Workspace dialog box.



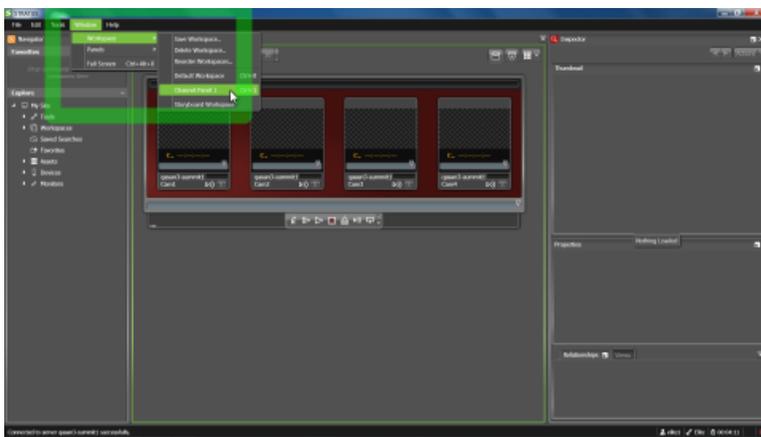
16 Name and save the workspace.



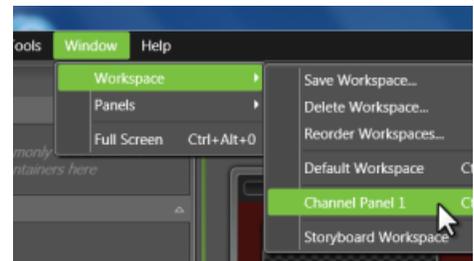
Ingesting assets using the Channel Panel tool

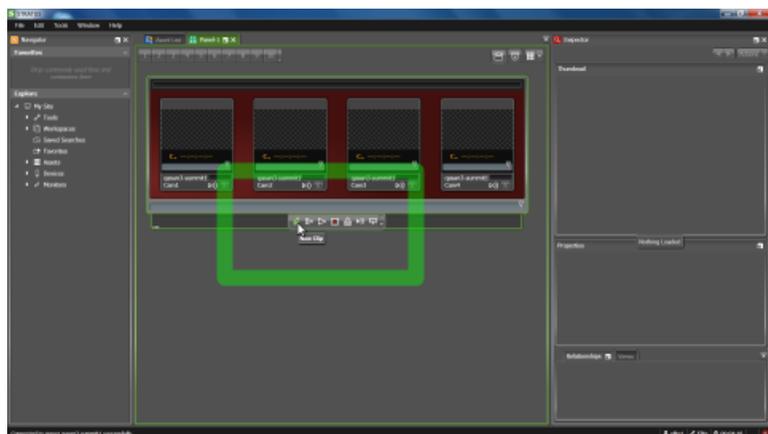
You can view a video screencast of this Quick Start at the following:

<http://www.grassvalley.com/products/stratus/interactive>

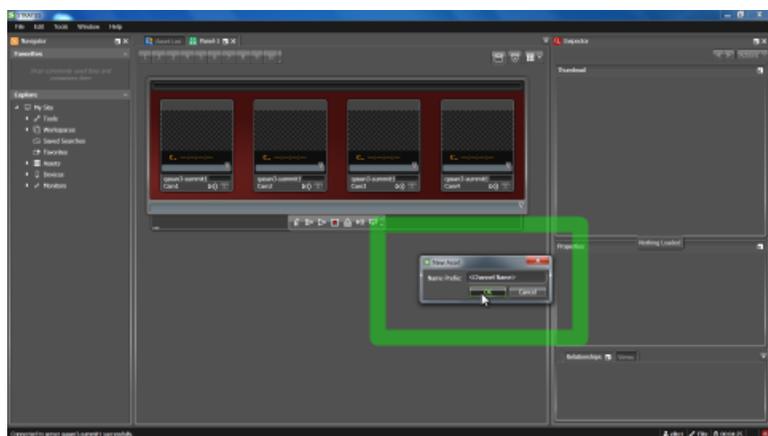
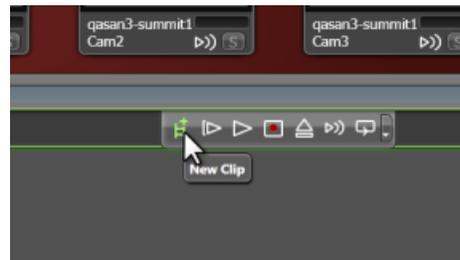


1 Load a Channel Panel workspace.

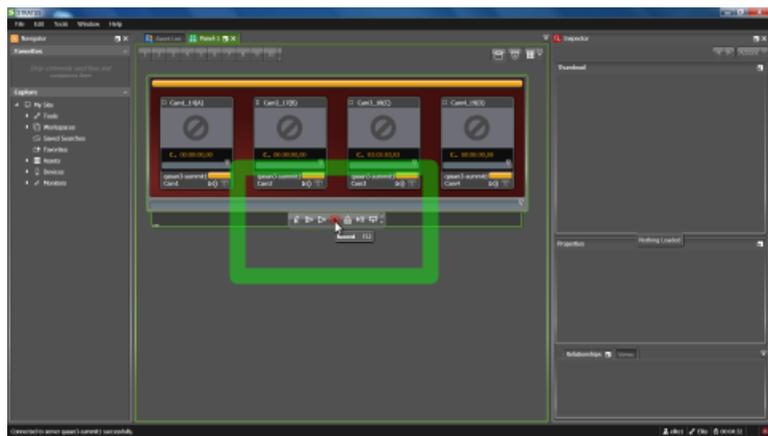
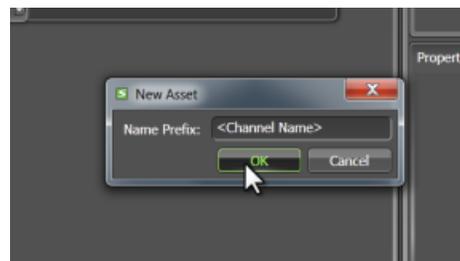




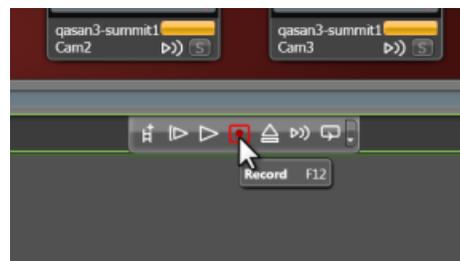
2 Create new clips for the ganged channels.

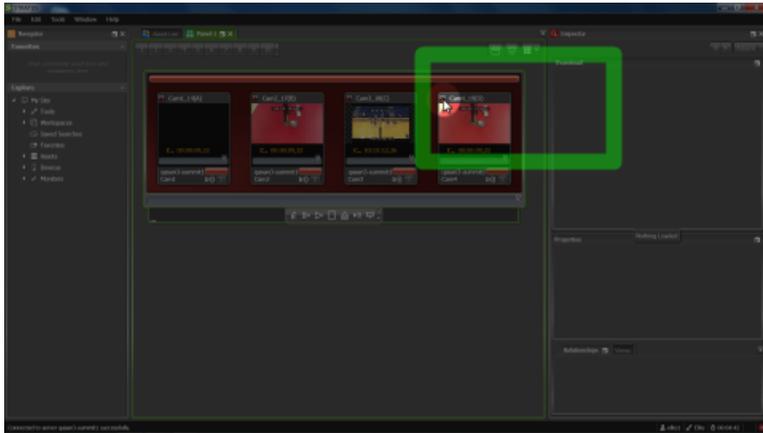


3 Accept the default clip name.

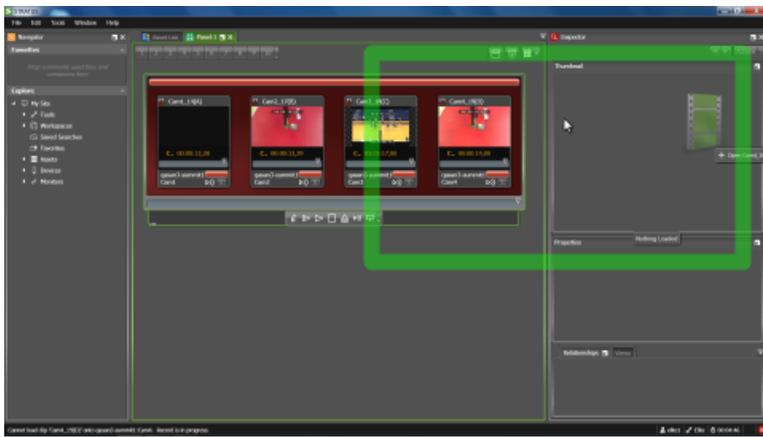


4 Start a gang record.

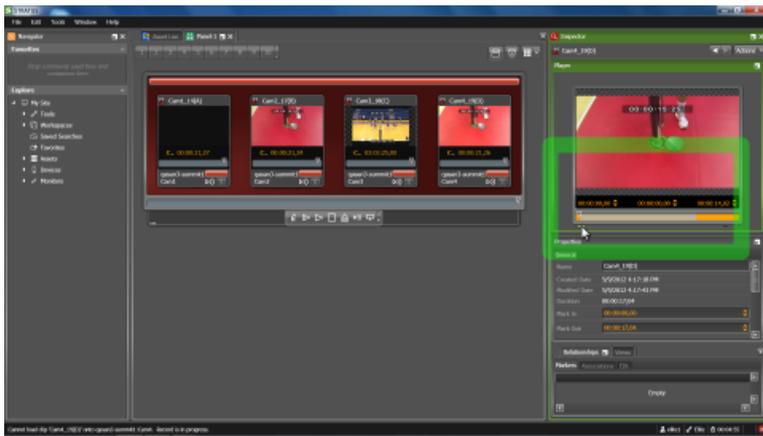
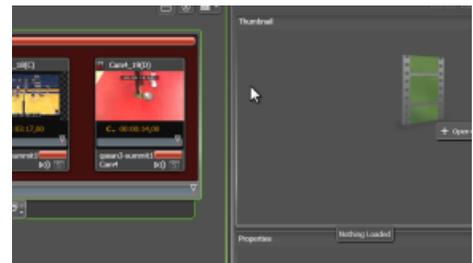




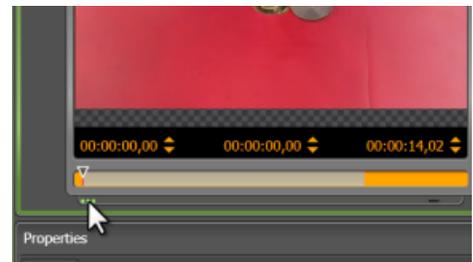
5 While recording, click and hold on a channel's asset type icon.

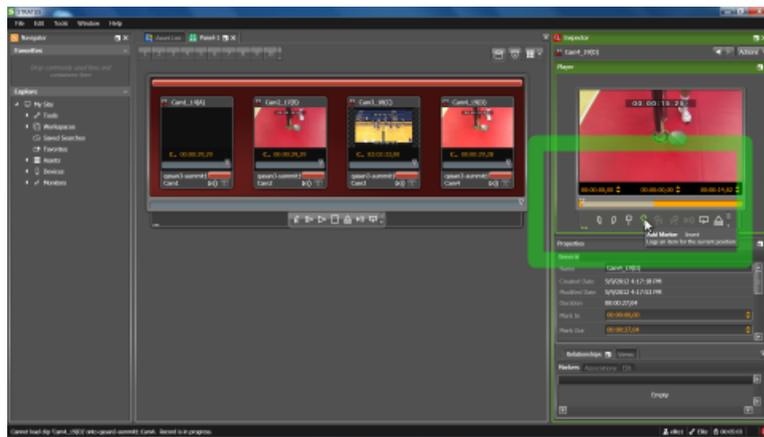


6 Drag the clip to load into the Inspector panel.

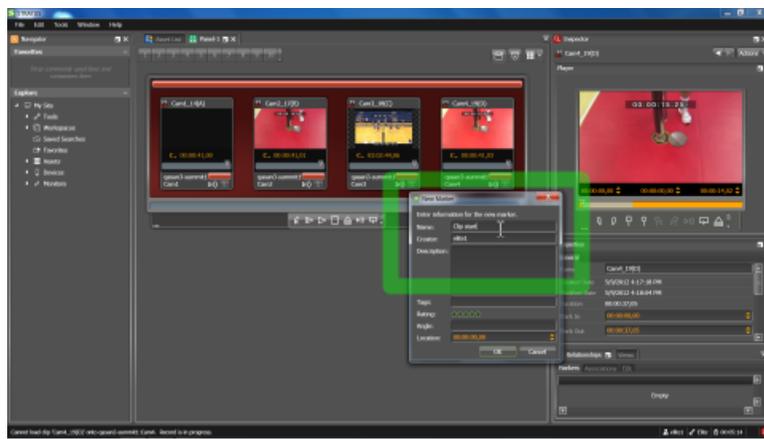
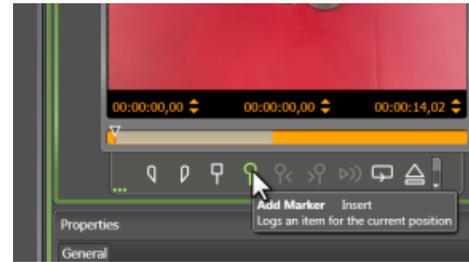


7 Show the control tray, if it is not already showing.

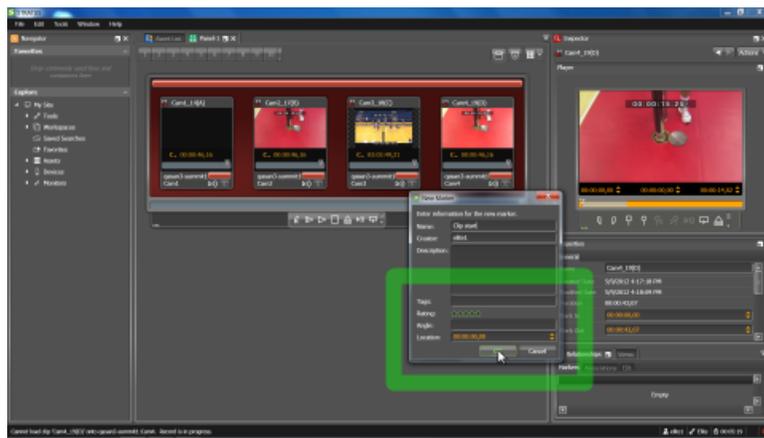
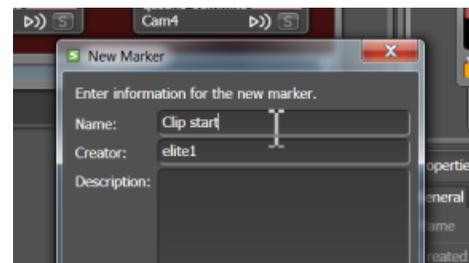




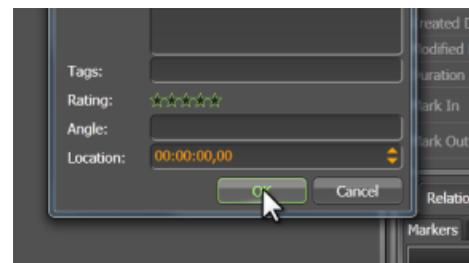
8 Add a marker.

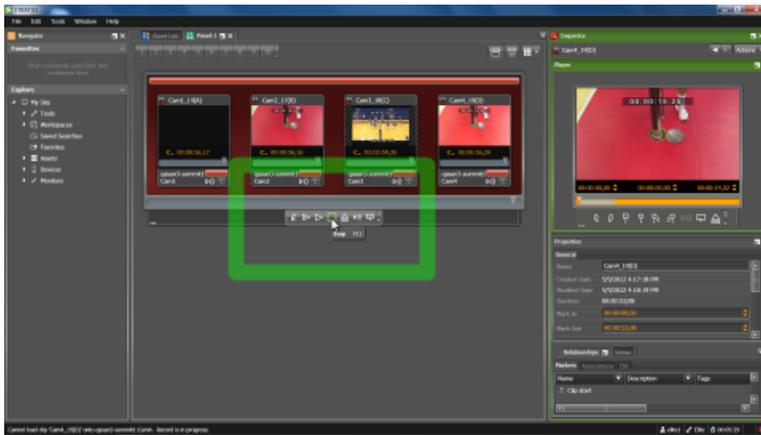


9 Enter information for the marker.



10 Click OK to save settings and close.





- 11 After the desired duration, stop the gang record.



Related Topics

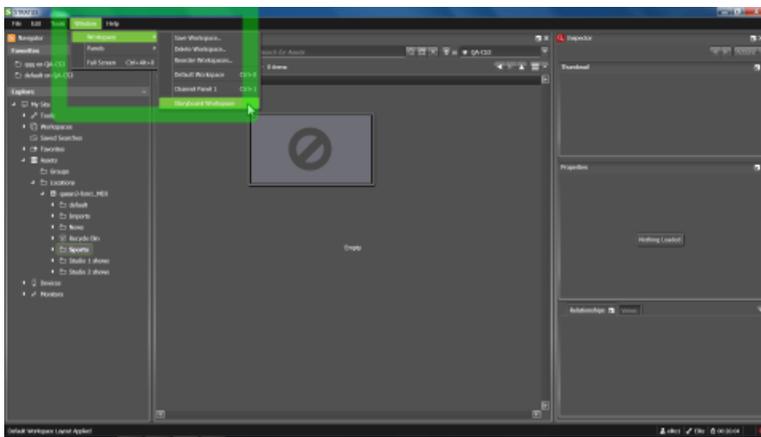
Customizing the application workspace on page 267

The Channel Panel tool on page 115

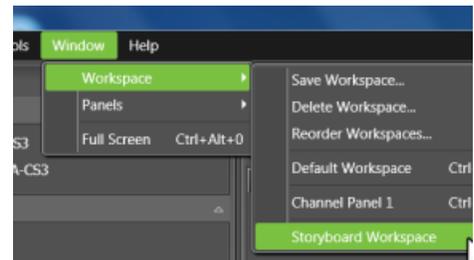
Editing for production using the Storyboard Editor tool

You can view a video screencast of this Quick Start at the following:

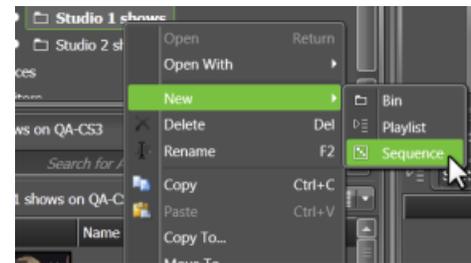
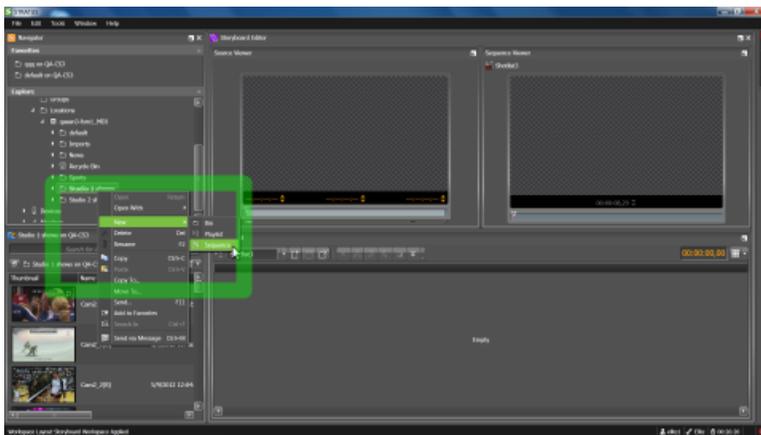
<http://www.grassvalley.com/products/stratus/interactive>



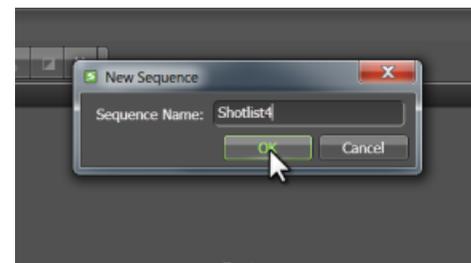
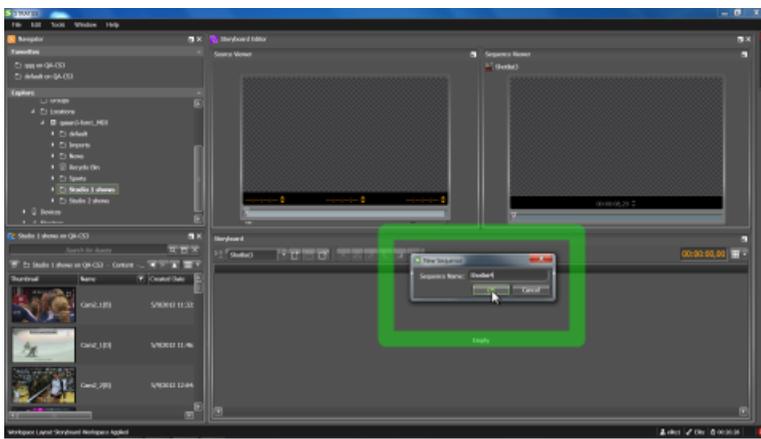
- 1 Load a Storyboard workspace.



- 2 In a bin, right-click and select **New I Sequence**.

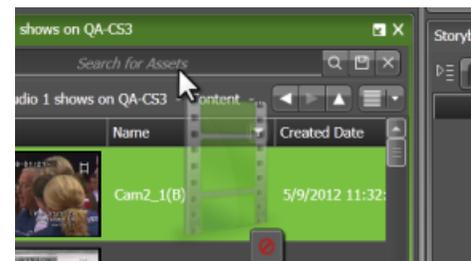
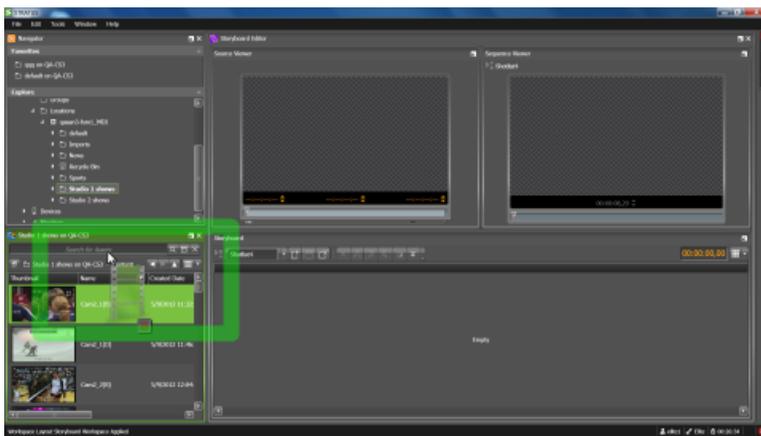


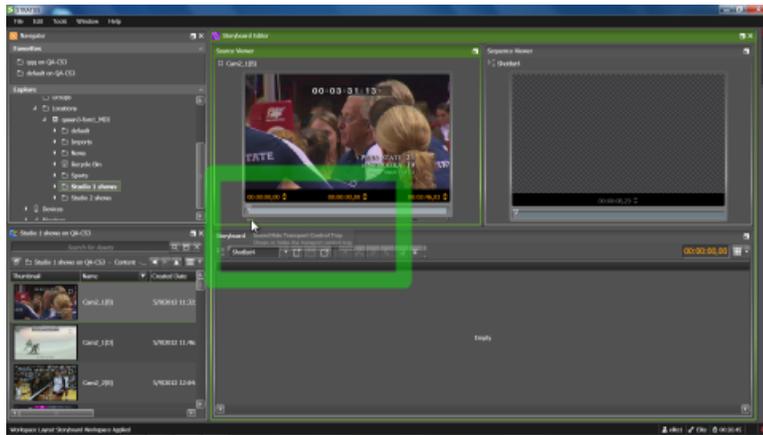
- 3 Name the new sequence.



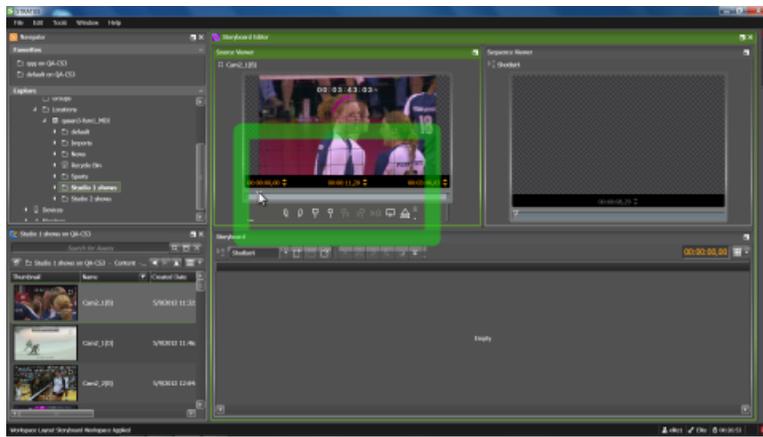
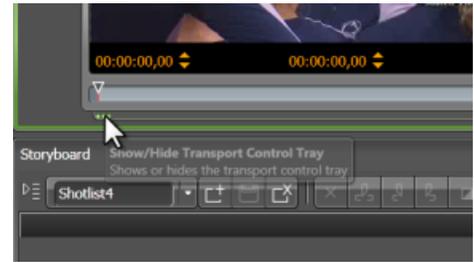
- 4 Drag an asset from the bin into the Source Viewer.

You can do this while the asset is recording.

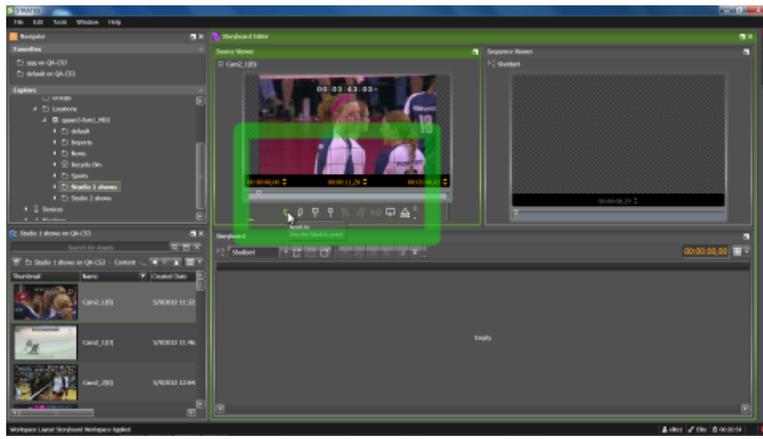




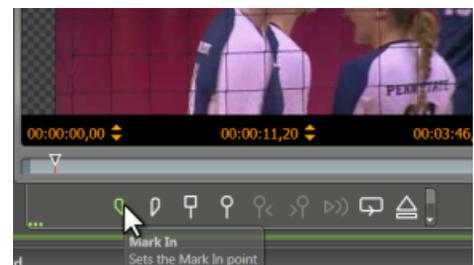
5 Show the control tray.

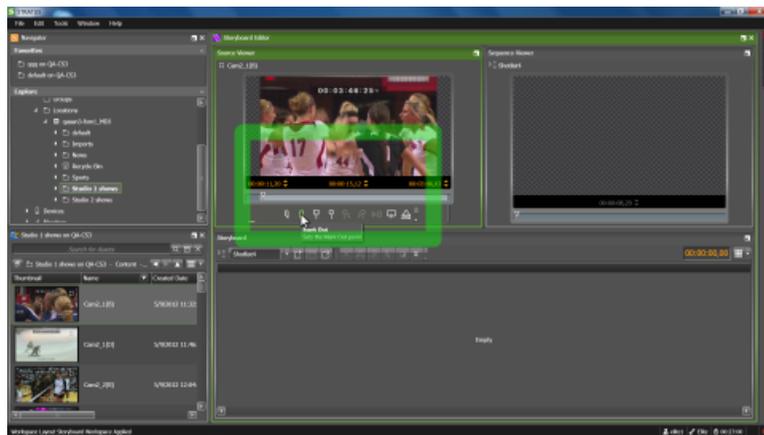


6 Navigate to mark points.

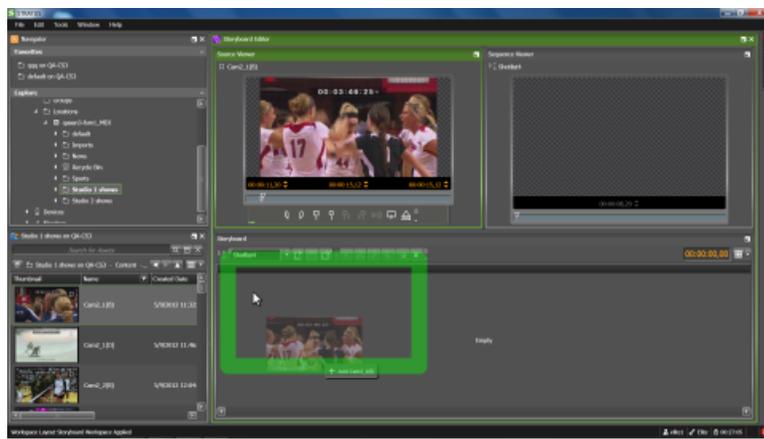
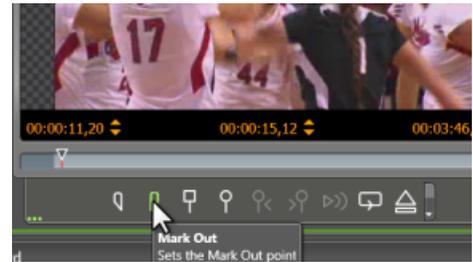


7 Mark in.

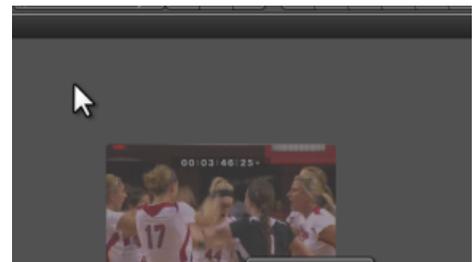




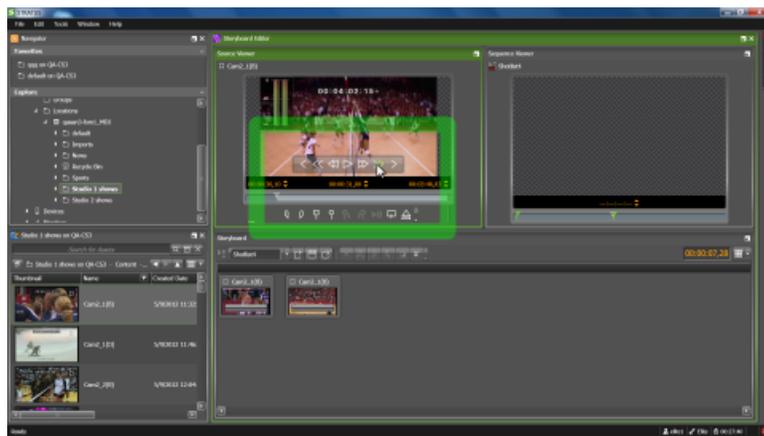
8 Mark out.



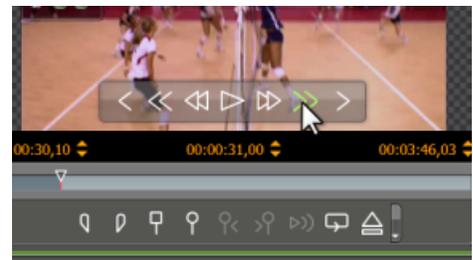
9 Drag the event to the Storyboard Editor.



Repeat to add events and create a sequence.

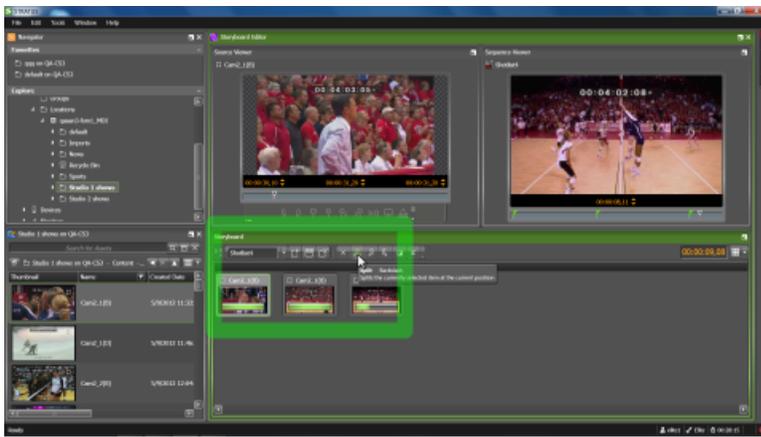


10 Use the overlay transport controls for navigation.

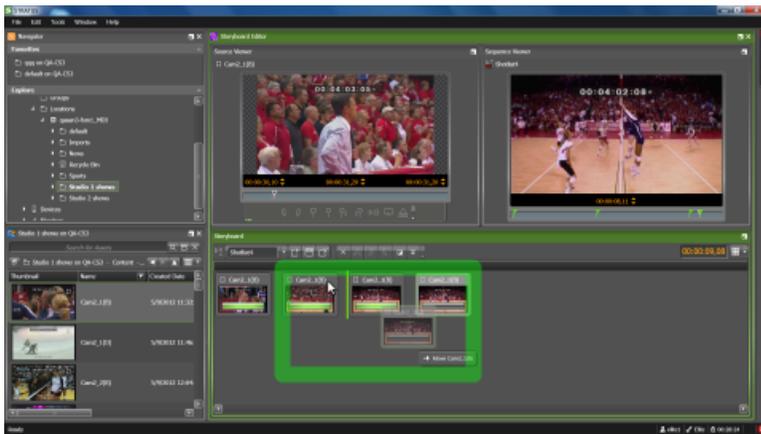
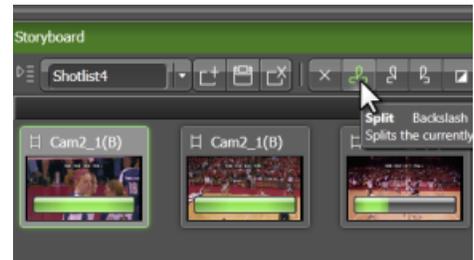




11 Drag the scrub bar slider to view the sequence.

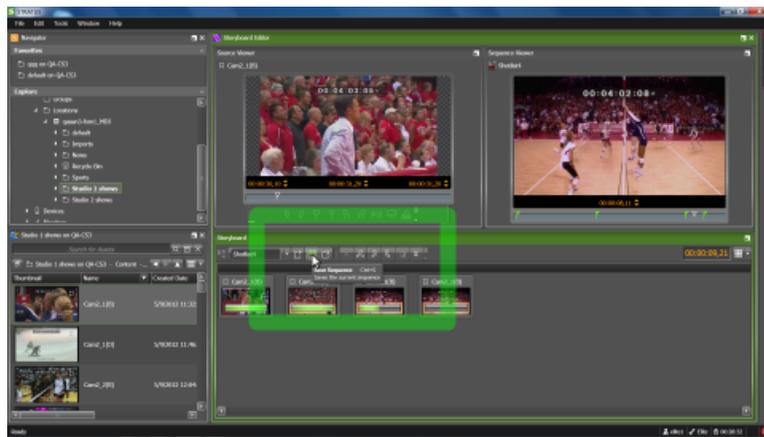


12 Split an event.

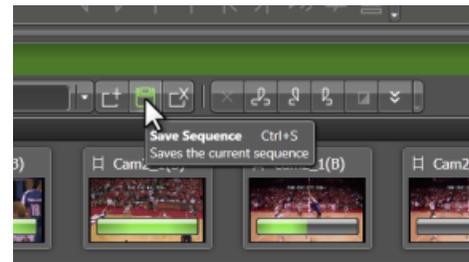


13 Rearrange events.





14 Save the sequence.



Related Topics

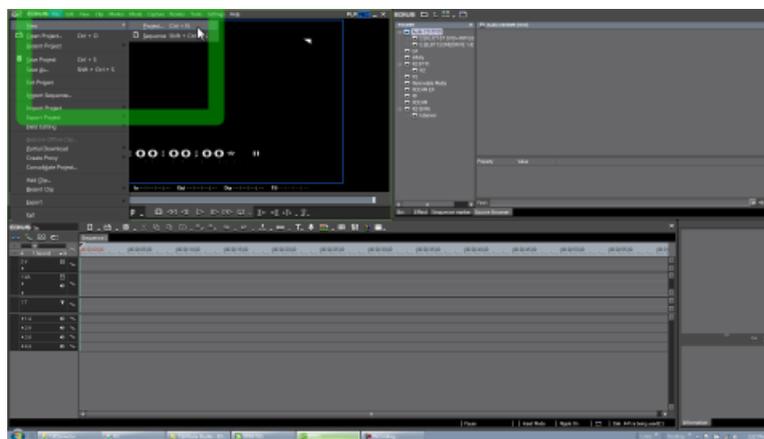
Customizing the application workspace on page 267

The Storyboard Editor tool on page 165

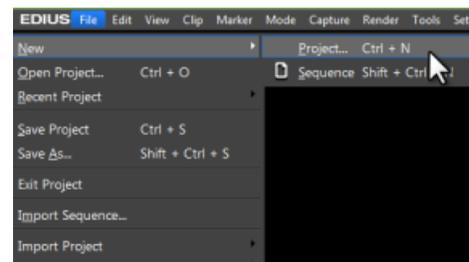
Editing for production using EDIUS and STRATUS

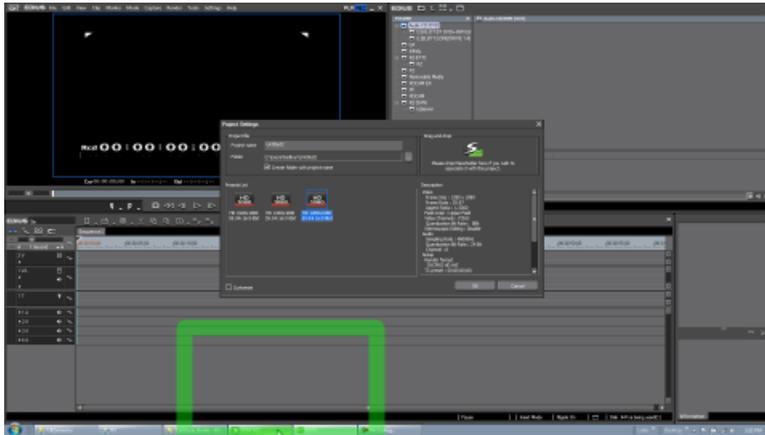
You can view a video screencast of this Quick Start at the following:

<http://www.grassvalley.com/products/stratus/interactive>

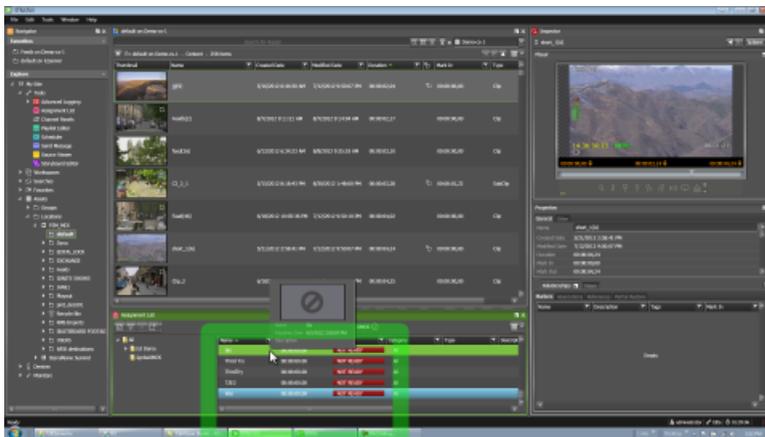
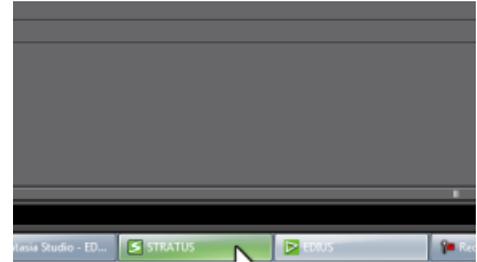


1 Open EDIUS New Project Settings.

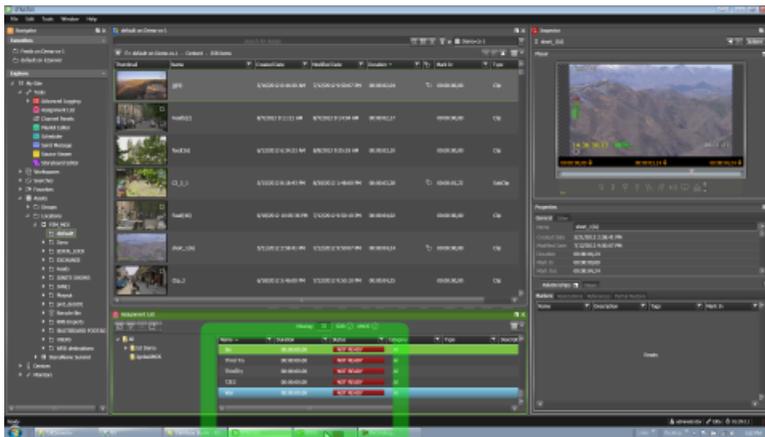
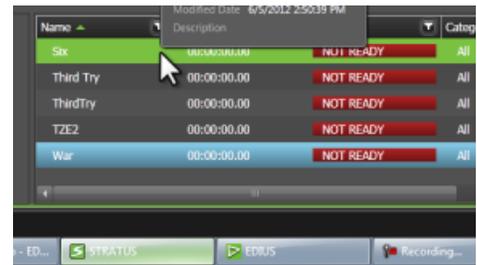




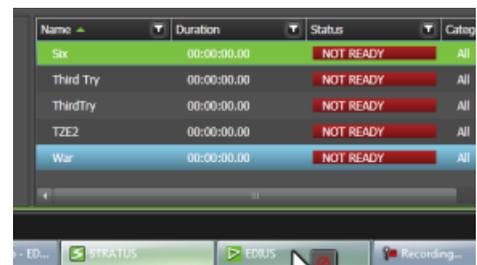
2 View the GV STRATUS window.

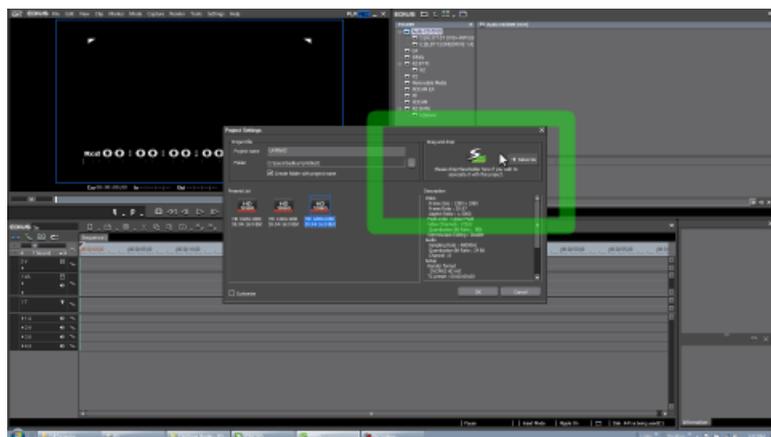


3 In the GV STRATUS Assignment List tool, select a placeholder.

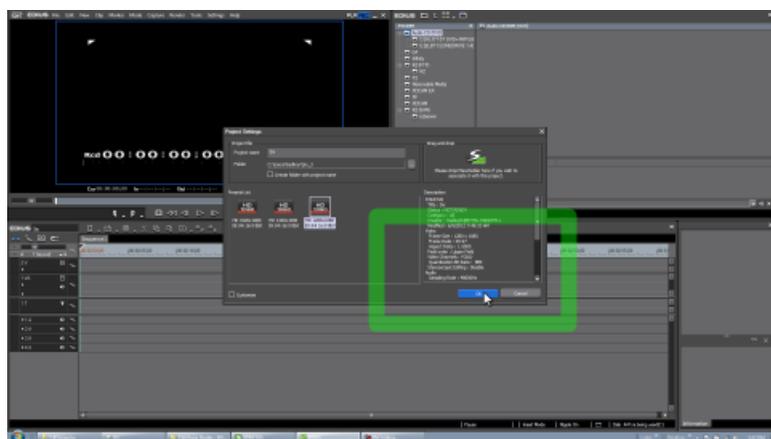
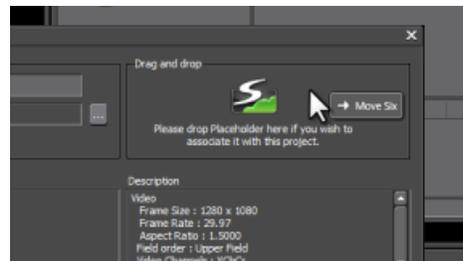


4 Drag the placeholder to the EDIUS window.

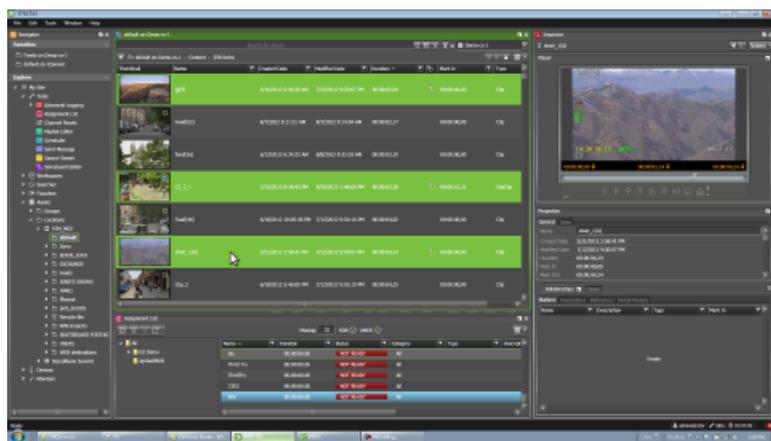
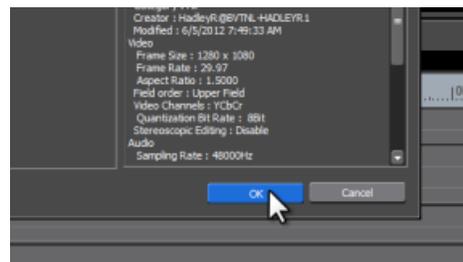




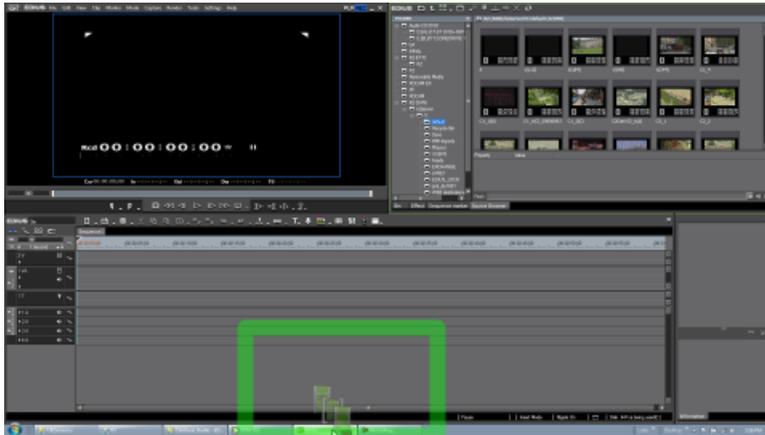
- 5 In EDIUS, drop the placeholder on the GV STRATUS icon in New Project Settings.



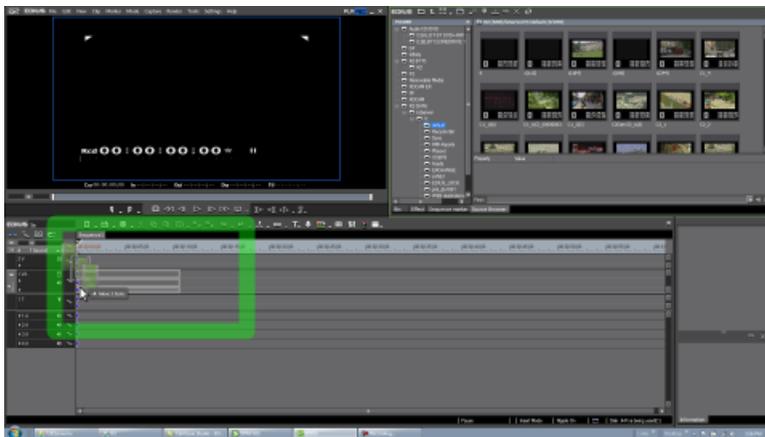
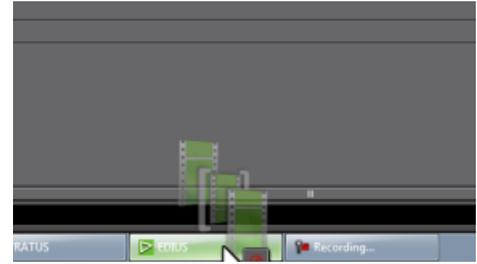
- 6 Click OK to create a new EDIUS project associated with the GV STRATUS placeholder.



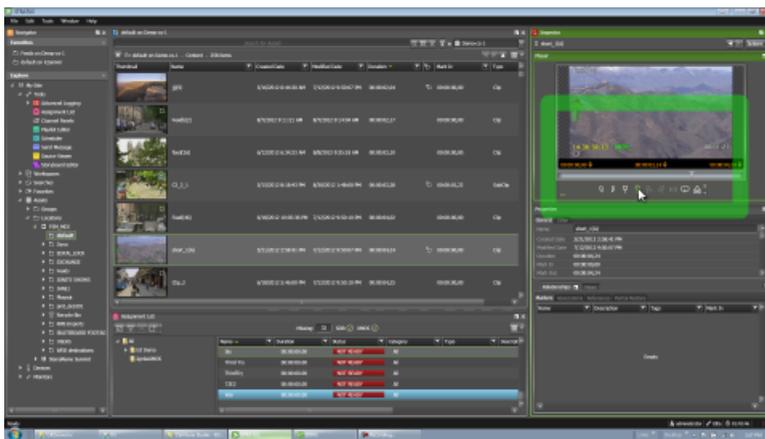
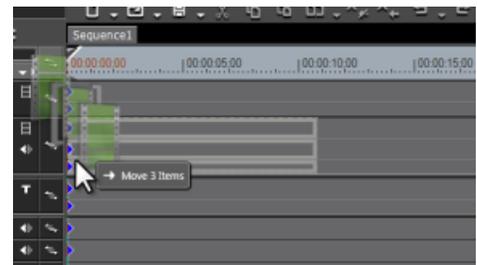
- 7 In GV STRATUS, use **Ctrl + Click** to select multiple assets.



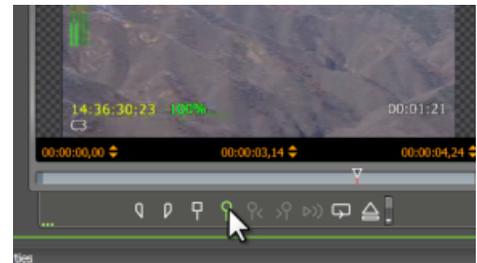
8 Drag assets to the EDIUS window.



9 Drop assets on the EDIUS timeline.

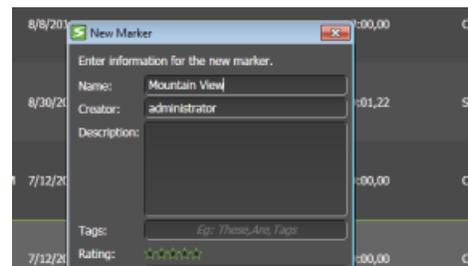


10 In GV STRATUS, add a marker to one of the assets.





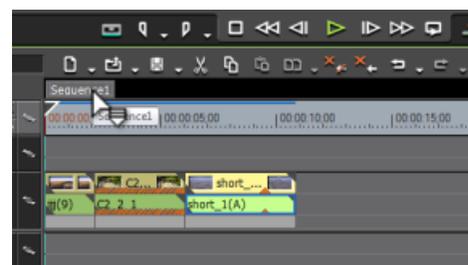
11 Name the marker.



12 Access the marker in EDIUS.

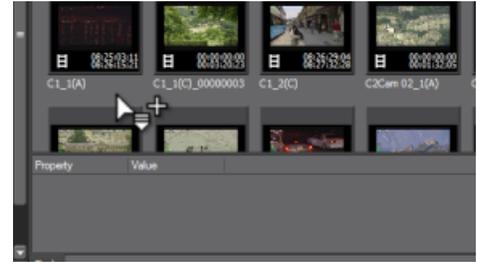


13 In EDIUS, click on the sequence tab and drag the finished sequence to the Source Browser.





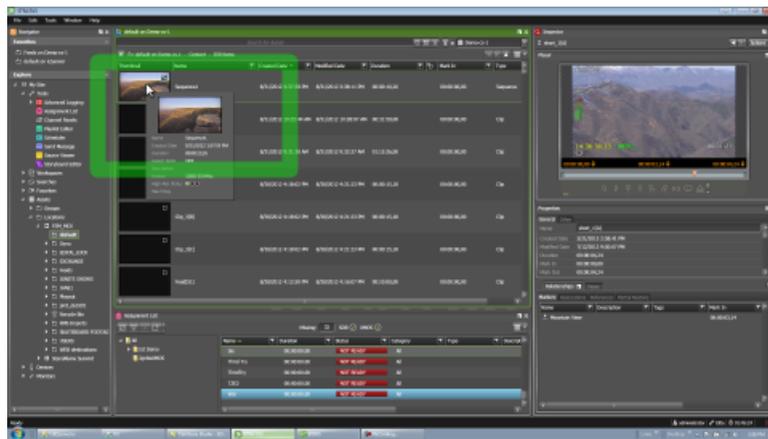
14 Drop the sequence in a K2 SAN bin.



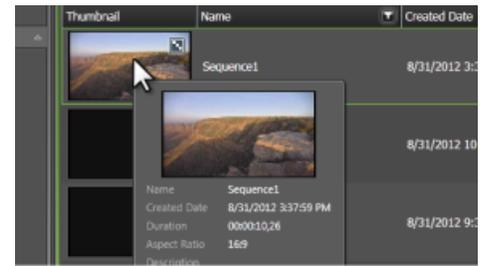
15 On the Project Exporter dialog box, click OK.



16 EDIUS exports the sequence as a program to the K2 SAN.



17 Access the sequence in GV STRATUS.



Managing assets

Using the Explore section

The Explore section of the Navigator panel lets you browse the various items in the application.

1. In the Navigator panel, expand the Explore section by clicking on the **Show/Hide** button. 
The Explore section expands.
2. Select the node that you want to explore.
The Asset List panel displays the contents of the selected node.

About the GV STRATUS Assets view

In the Navigator panel, the Assets node provides a view that is based on the information available in the GV STRATUS Database. This allows the GV STRATUS application to provide you with flexibility for viewing and organizing your assets. You can configure bins and folders based on users, projects, events, or other parameters to suit your particular workflows.

Under the Assets node are the following nodes:

- **Groups** — Provides a view of folders that can contain assets from any location in the GV STRATUS system. This allows you to create folders and group assets without being constrained by the locations of the assets. The folders you create are visible and accessible by everyone on the GV STRATUS system. The folders exist in the GV STRATUS Database but not in K2 Summit/SAN storage. In previous Grass Valley products, Groups were known as "Collections".
- **Locations** — Provides a view of bins in K2 Summit/SAN storage. When you create a bin, it is created in K2 Summit/SAN storage.

The Navigator panel also provides a Devices node. Under the Devices node you find the local computer on which the GV STRATUS application is installed. Archive servers configured in GV STRATUS Control Panel are also shown under the Devices node if you have the Archive Rights or Restore Rights roles.

If you have the role of Media Manager, as configured in GV STRATUS Control Panel, the Navigator panel also provides the following:

- The Groups view includes the Lost and Found folder, which you can check for assets that do not have a location or that might not be otherwise accessible in the Assets view.
- Permission is granted to move assets from an archive system to the GV STRATUS system. Without this permission, assets may be copied but not moved.

The GV STRATUS Database controls both the Assets view and the Devices view. The database keeps the operations you perform in synchronization with the GV STRATUS/K2 system overall. The GV STRATUS Database also associates extended metadata with each of your assets, as well

as keeps track of relationships between assets. You can use this metadata as search criteria with the advanced search tool.

Browsing assets

From the Navigator panel, you can access bins and sub-bins of assets.

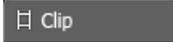
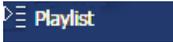
1. In the Navigator panel, select the bin, group or location you want to browse.
The list of sub-bins and top-level assets or files displays in the Asset List panel.
2. To expand a bin, click the arrow next to the bin name in the Navigator panel. To minimize the bin, click the arrow next to the bin name a second time.
3. Use the scroll bar to move up and down the list of bins and sub-bins.

Asset indicators

These icons indicate the type of asset.

-  **3D Clip:** Identifies the asset as a 3D clip.
-  **Clip:** Identifies the asset as a clip.
-  **Clip Transfer:** Identifies the asset status as in progress for import or transfer.
-  **Key and Fill:** Identifies the asset as a key and fill.
-  **Multimedia:** Identifies the asset as multimedia.
-  **Placeholder:** Identifies the asset as a placeholder.
-  **Playlist:** Identifies the asset as a playlist.
-  **Recording Clip:** Identifies the asset as a recording clip.
-  **Sequence:** Identifies the asset as a sequence.
-  **Subclip:** Identifies the asset as a subclip or any single clip that references a parent clip.
-  **Archived Clip:** Identifies the asset as type archived clip.
-  **Archived Multimedia:** Identifies the asset as type archived multimedia.
-  **Proxy:** Indicates that the high-resolution asset has proxy.
-  **Remote asset:** Identifies the asset as type remote clip.

These colors provide additional indicators.

-  **Asset with no content:** Identifies the asset as type with no content.
-  **Clip:** Identifies the asset as type clip.
-  **Playlist:** Identifies the asset as a playlist.
-  **Subclip:** Identifies the asset as a subclip or any single clip that references a parent clip.
-  **Sequence:** Identifies the asset as a sequence.

These indicators report the status of the high resolution asset.

			
Online	Archived	Unavailable	Remote
Identifies that the asset has high-resolution material on the K2 Summit/SAN system.	Identifies that the high-resolution material of the asset is archived.	Identifies that the high-resolution material of the asset is unavailable.	Identifies that the high-resolution material of the asset is on a remote GV STRATUS system.

 **Status not indicated:** Identifies that the indicator is not reporting the relevant status. For example, if a particular colored indicator reports that an asset is "Remote", this dark indicator reports that the asset is "Not Remote".

These buttons provide the ability to toggle the Locked Status of assets in the Asset List and Inspector.

 **Unlocked:** Identifies that the asset is unlocked and available for public use.

 **Locked:** Indicates that the asset is locked.

These buttons allow the change of an asset's approval status in the Inspector.

 **None:** Identifies the approval status of the clip as none.

 **Approved:** Identifies the approval status of the clip as approved.

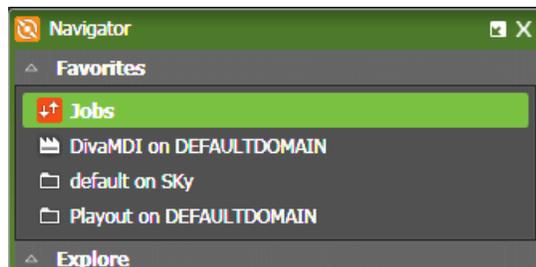
 **Rejected:** Identifies the approval status of the clip as rejected.

Adding a favorite

You can drag and drop a bin, location, tool, volume, Jobs monitor or search to the Navigator panel and save it there as a shortcut.

1. In the Navigator panel, expand the Favorites section by clicking on the **Favorites** Show/Hide control. 

The Favorites section expands.



2. In the Explore section of the Navigator panel, or from the Asset List panel, select the volume, folder, bin or search that you want to make a favorite.
3. Drag and drop the selected item to the Favorites section.

A shortcut to the item is displayed in the Favorites section.

Removing or deleting a favorite

1. To remove a favorite from the Favorites section, right-click on the favorite and select **Delete**.
2. Depending on the type of favorite selected, either a **Confirm Remove** or a **Delete or Remove** dialog box opens. Select **Remove** or **Remove from Favorites**.
The favorite is removed from the Favorites section. The item itself is not deleted from its original location.
3. To delete the item itself, select **Delete** in the **Delete or Remove** dialog box.
The item is deleted from its original location.

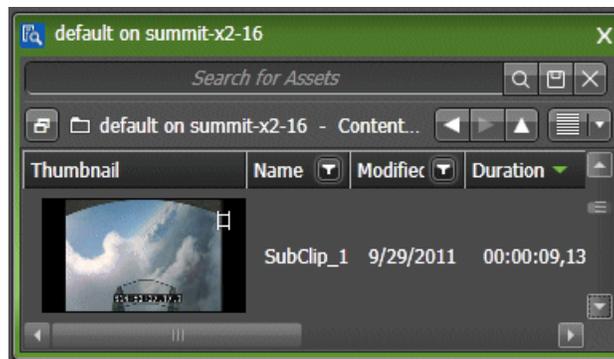
Managing Asset Lists

The topics in this section describe features for managing Asset Lists.

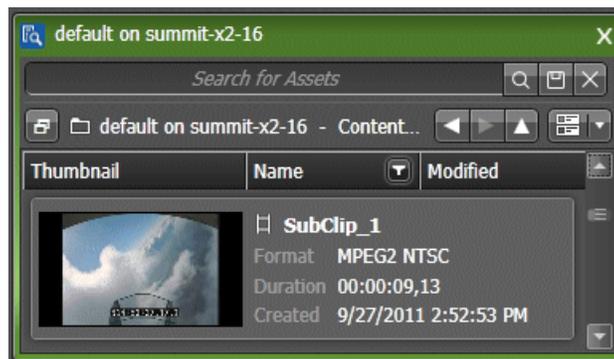
About view modes

You can customize the arrangement of items in a list in the Asset List panel. There are 3 types of view modes that can be selected as follows:

Details view



Tiles view



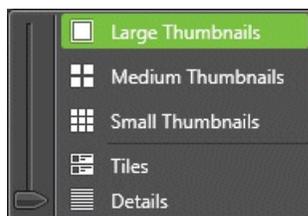
Thumbnails view



Customizing the display of list items

To customize the arrangement of items in a list, do one of the following:

- Either right-click in the list and click **View Mode** or click the **View Mode** down-arrow and select your preferred view.
- Click the **View Mode** button  multiple times to toggle between sizes.
- You can shrink or enlarge the Thumbnails view mode as follows:
 - a) Right-click in the list and select **View Mode**, or click the **View Mode** button  down-arrow.



- b) To adjust the size, use the Slider bar.
- You can select the order of properties displayed in the Tiles view mode as follows:
 - a) Right-click in the list and select **View Mode** and **Tiles**.
 - b) Right-click in the list and select **Tile Properties**
 - The Property Order dialog box displays the top three properties.
 - c) Highlight a property and use the up/down arrows to move the property up or down in the display.
 - d) Click **OK**.
 - The property is displayed in the desired order.
 - In Detail mode, you can add or remove columns as follows:
 - a) Right-click a column head.
 - b) Select **Columns**.
 - c) Select or de-select the columns to display.

Once the changes have been made, the customized display is saved only in your last Workspace. The changes are not applied by the **Save Workspace** command or under User Preferences.

Related Topics

[The Asset List panel](#) on page 17

Sorting a list view

1. You can do the following:
 - a) Click a column head.

Items are sorted based on the entries in that column.
 - b) To reverse the sort order, click the column head again.
2. To sort items in a list, do the following:
 - a) Right-click an item.
 - b) Select **Arrange By**.

A list of categories is displayed.
 - c) Select the category on which to sort.

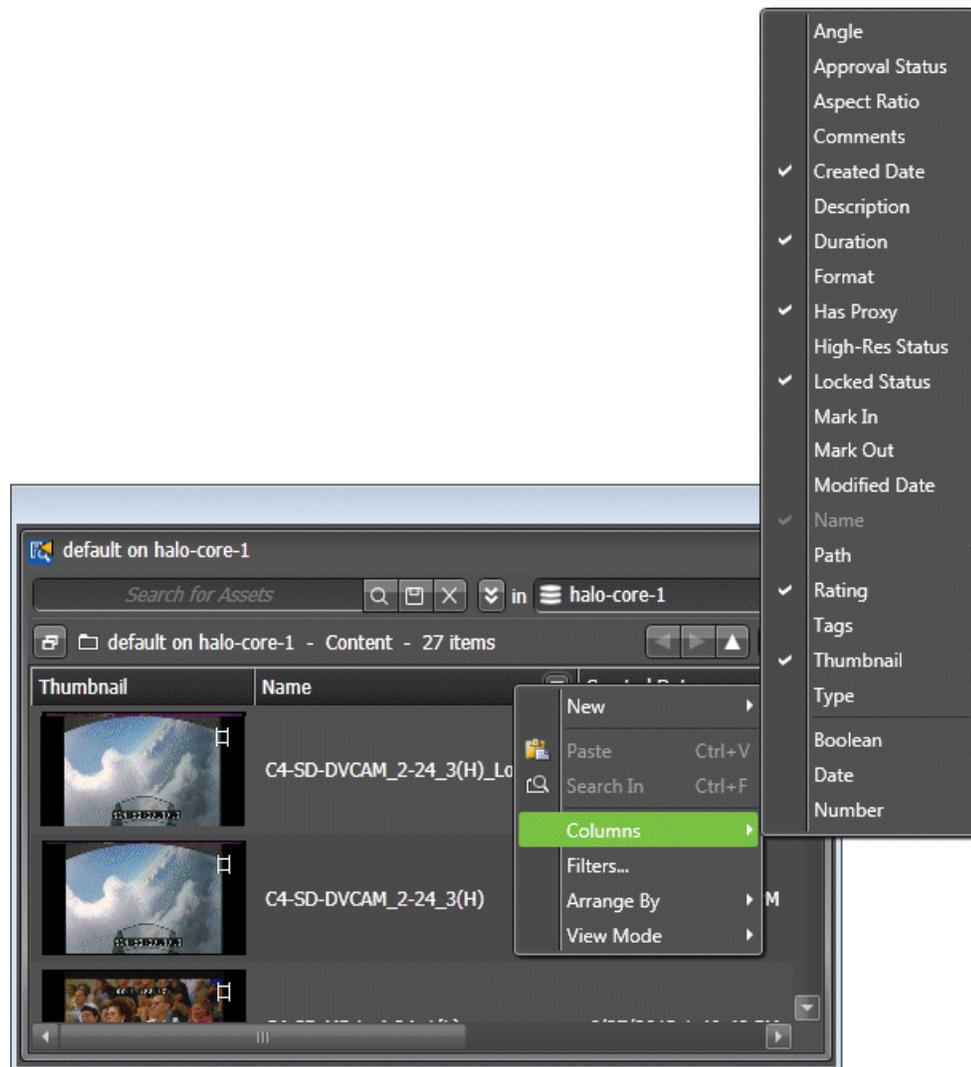
The items are sorted based on the selected category.
 - d) To reverse the sort order, select the category again.

Adding and removing columns in a list

You can configure the columns displayed in an Asset List to support your specific workflow.

1. Right-click a column head and select **Columns**.

A menu of columns opens.



2. Select or clear checkmarks to arrange the columns displayed in your list.

Custom metadata fields, as configured in GV STRATUS Control Panel, are displayed at the bottom of the menu.

Related Topics

[Using custom metadata in Inspector](#) on page 73

Opening multiple Asset List panels

When you open a new Asset List panel, it displays as a tab in the original Asset List panel. The new panel can be undocked or moved to another location within the application window or to its own location on the Windows desktop. For example, if you are ingesting files on two different servers, you could compare the contents of their bins by viewing two adjacent Asset List panels.

To open a new Asset List panel, click the **Open New Panel** button. 

The new Asset List panel has the same view mode as the original Asset List panel and is automatically set as active; when you click on a bin in the Navigator panel, or create a new search, the results are displayed in this active panel even if it is hidden beneath other panels.

To compare multiple Asset List panels

You can easily compare searches or the contents of different bins by creating multiple Asset List panels.

1. Open a new Asset List panel.
The newly created Asset List panel is automatically made active.
2. Dock the newly created Asset List panel next to the original Asset List panel.
3. To populate the active Asset List panel, click on the desired item in the Navigator panel or perform a search.
4. To populate the other Asset List panel, first make it active.
5. Populate the other Asset List panel by clicking on the desired item in the Navigator panel or performing another search.

Managing multiple tabs in a panel

If you have more tabs than the application can display at one time, you can use the following:

- Left/right arrows at the top left and right corners of the panel let you scroll the displayed tabs in a panel.
- Hovering the mouse over a tab allows you to preview the contents of that tab.
- A drop-down arrow lets you select from a list of all the tabs open in the panel.
- Pressing **CTRL + Tab** allows you to switch between all open tabs in every panel.

Locking an asset using Inspector

1. In the Asset List, double-click on the asset.
The asset is loaded into the Inspector panel.
2. On the General tab, click the **Unlocked** button. 
The asset is now locked. To verify this, you can hover over the Locked button and view the Locked property.
3. To unlock the asset, click the **Locked** button. 

NOTE: *Locked assets cannot be renamed, deleted, or modified in any way.*

Locking multiple assets in Asset List

1. In the Asset List, if it is not already displayed, display the Locked Status column.
2. In the row for each asset you are locking, click the **Unlocked** button. 

Assets toggle from unlocked to locked.

Filtering assets

You can filter a list of assets in the Asset List panel.

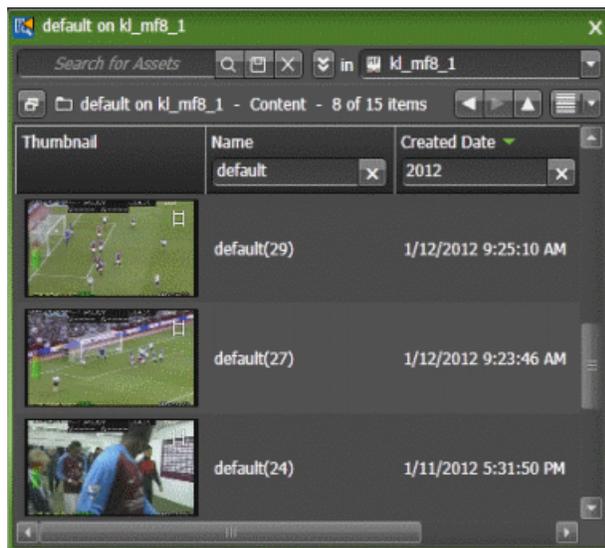
1. In the Navigator panel, select the bin or group that you want to filter. You can also filter search results.

The assets are displayed in the Asset List panel.

2. Identify the column by which to filter assets. Next to the column heading, click the **Enable Filter** button. 

A text field opens in the column heading cell.

3. Enter the filter criteria. As you enter each character, the list displays results accordingly.
4. To filter by multiple criteria, click the **Enable Filter** button  in multiple columns and enter filter criteria. The list displays only results that match all criteria.



5. To remove a filter, click the **X** button in the field.

Deleting assets

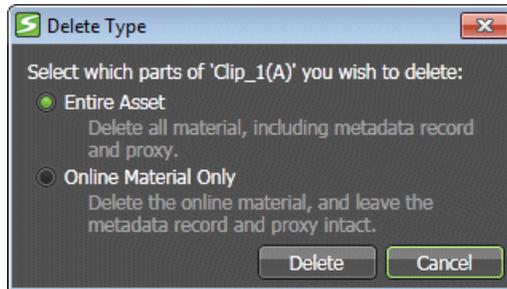
Your delete operations depend on how your user account is configured in GV STRATUS Control Panel. Delete buttons, menu items, and keyboard shortcuts are disabled if delete rights are denied. An asset with a child association (shallow copy) cannot be deleted. Deleting an asset with multiple

high-resolution associations (deep copy) deletes the entire asset from multiple locations. A Media Manager has additional options to delete parts of an asset.

1. In an Asset List panel, right-click the asset you are deleting and select **Delete**.

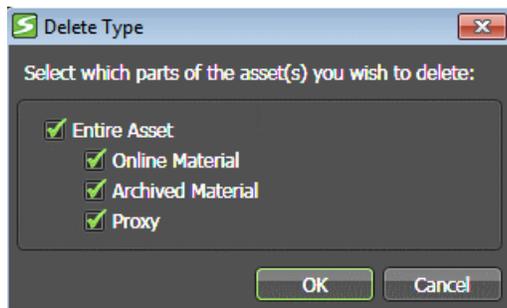
A Delete Type dialog box opens. The dialog box for Media Managers offers additional options.

2. If you are not a Media Manager, select your options as follows:



- Entire Asset — Select this to delete the entire asset including online material and proxy. Archived material is not deleted.
- Online Material Only— Select this to only delete online material. Metadata, proxy, and archived material is not deleted.

3. If you are a Media Manager, select your options as follows:



- Entire Asset — Select this to delete the entire asset including online material, archived material, and proxy.
- Online Material — Select this to only delete online material of the asset on the K2 Summit/SAN system.
- Archived Material — Select this to only delete archived material of the asset on the archived system.
- Proxy — Select this to only delete the proxy of the asset.

4. Click **OK** or **Delete**.

The asset is deleted according to your selection. However, online material can only be deleted if the asset is not in use or referenced.

Related Topics

[Asset copies and deletions](#) on page 66

Searching assets

The topics in this section describe search features.

About searches

You can search assets using the Simple Search tool at the top of the Asset List panel. When you type in text, specify the remote or local GV STRATUS system to search (the search provider), and press Enter. Results are displayed in a search results asset list.

For a simple search you can enter text with advanced query syntax. Assets with names, tags, descriptions, comments, marker text, or custom text data that match the search are returned.

Use the the **Advanced Search Toggle** button  next to the Search text field to use additional criteria and conditions.

You can save a search and re-use it later on. Searches are saved in the Navigator panel. When you click on a search, the search runs and results are displayed.

These search features apply to searching the GV STRATUS system. If you search outside the GV STRATUS system, GV STRATUS search features do not apply.

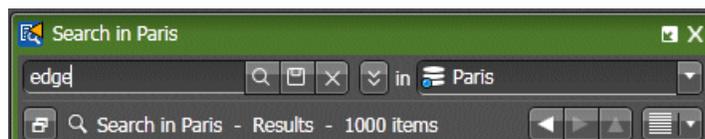
Related Topics

[The Asset List panel](#) on page 17

[About advanced query syntax, advanced searches and custom expressions](#) on page 60

Searching assets with the Simple Search tool

1. In an Asset List panel Location drop-down list, select the GV STRATUS system you want to search.
2. In the Simple Search tool, enter your search.
For a simple search you can enter text with advanced query syntax. Assets with names, tags, descriptions, comments, marker text, or custom text data that match the search are returned.
3. To start the search, press **Enter**.



Assets matching the search criteria are displayed in a search results asset list.

If it is not apparent why some assets were returned for your search, add columns to the search results asset list or view assets in Inspector.

Related Topics

[About searches](#) on page 59

[Search constraints and considerations](#) on page 64

[About advanced query syntax, advanced searches and custom expressions](#) on page 60

About advanced query syntax, advanced searches and custom expressions

A combination of search features provide flexibility in creating GV STRATUS searches. Entering text with advanced query syntax is available in both the Simple Search tool and the Advanced Search tool. The Advanced Search tool provides additional capabilities.

The advanced query syntax available when you enter text is as follows:

- If you search on one or more words (with no search syntax), the search returns assets that match all the words in any order. This is the Boolean "AND" operator. This is a change from previous versions, where this was a phrase search.
- Search syntax is as follows:
 - If you enter words surrounded by quotation marks, the search returns assets that match that exact phrase, with the words in the exact order.
 - Text surrounded by quotation marks is searched literally. Any search syntax or operators within the quotation marks are interpreted as plain text instead.
 - Simple boolean operators AND, OR and NOT are supported. Enter these operators in all capital letters.
 - Parenthesis control the precedence of the boolean operations.

The following are advanced query syntax examples. Each example is followed by the steps the GV STRATUS system goes through as it processes the search:

- “the quick brown” (fox OR dog) jumped over the NOT lazy cat
 1. Contains the phrase “the quick brown” AND
 2. Contains ‘fox’ or ‘dog’ AND
 3. Contains ‘jumped’ AND
 4. Contains ‘over’ AND
 5. Contains ‘the’ AND
 6. Does not contain ‘lazy’ AND
 7. Contains ‘cat’
- abc AND (def OR ghi)
 1. Contains ‘abc’ AND
 2. Contains ‘def’ OR ‘ghi’
- abc AND def OR ghi
 1. Contains ‘abc’ AND ‘def’ OR
 2. Contains ‘ghi’

The **Advanced Search Toggle** button  next to the Simple Search tool provides additional capabilities to the search tool.



You can search using multiple conditions. You define the type of search as follows:

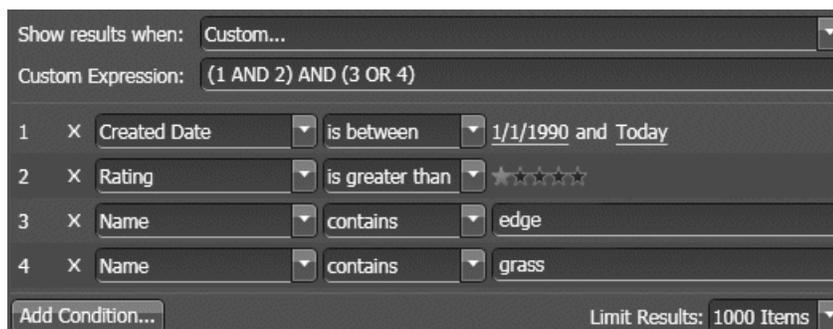
- ALL of the conditions below are met — This is the Boolean "AND" operator. The search returns assets that match all conditions. Only conditions with values (conditions that are not blank) are included in the search.
- ANY of the conditions below are met — This is the Boolean "OR" operator. The search returns assets that match any of the conditions. Only conditions with values (conditions that are not blank) are included in the search.
- Custom — You can enter text to create a custom expression using Boolean operators.

In your custom expression, you use the condition numbers (1, 2, 3, 4, etc) to represent the condition on which you are searching. For example, if you have configured condition 1 as "Asset Name is basketball" and condition 2 as "Asset Created is Today", then entering custom expression "1 AND 2" finds assets named basketball created today.

The "OR" and "AND" operators are at the same precedence, so for complex expression you use parentheses to group relationships. The following are examples of complex expressions:

- (1 AND 2) OR (1 AND 3)
- ((1 AND 4) OR 3) AND ((2 OR 4) AND 3)

When entering a custom expression, you must reference only conditions with values (conditions that are not blank).



You can use advanced query syntax in the Advanced Search tool. When you create a "contains" condition that searches a text field, you can enter text with advanced query syntax to search that field. The following is an example of this type of condition:

- Name | contains | guitar NOT rock

In this way a search in the Simple Search tool is equivalent to a "contains" search that searches multiple text fields by default. For a simple search you can enter text with advanced query syntax. Assets with names, tags, descriptions, comments, marker text, or custom text data that match the search are returned.

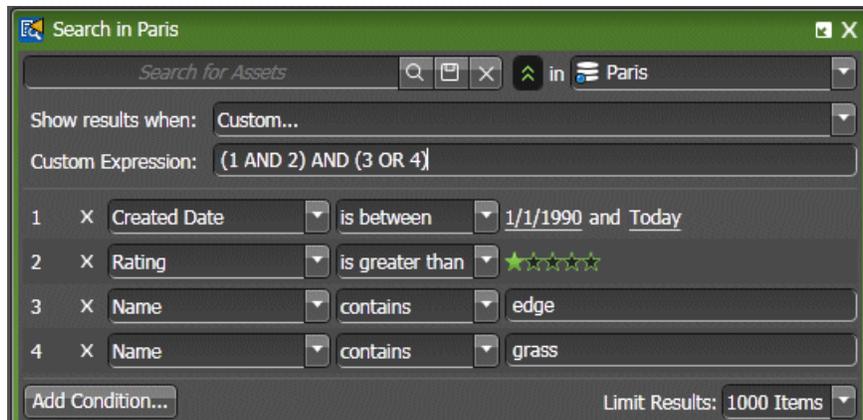
For an extended application of boolean logic in the Advanced Search tool, you can create multiple conditions that search text fields, each of which use advanced query syntax. Then you can combine those conditions as a custom expression.

Related Topics

[Searching assets with the advanced search tool](#) on page 62

Searching assets with the advanced search tool

1. In an Asset List panel, clear the Simple Search field.
2. Click the **Advanced Search Toggle** button  next to the Simple Search tool. The advanced search options open.



3. In the Location drop-down list, select the location (search provider) you want to search.
4. Configure search conditions as follows:
 - For each condition (1, 2, 3, 4, etc) select from lists or enter text to define the condition. A **Marker** search includes marker name, marker description, and marker tags.
 - Click the **Add Condition** button or the **X** button to add or remove conditions from the list.
 - When you create a "contains" condition that searches a text field, you can enter text with advanced query syntax to search that field.

5. In the **Show results when** drop-down list, select the type of search you are doing:
 - **ALL of the conditions below are met** — The search returns assets that match all conditions.
 - **ANY of the conditions below are met** — The search returns assets that match any condition.
 - **Custom** — A Custom Expression field opens in which you can enter a custom search expression.
6. In the **Limit Results** drop-down list, select the maximum number of assets in your search results.
7. To start the search, press **Enter**.

Assets matching the search criteria are displayed in a search results asset list.

If it is not apparent why some assets were returned for your search, add columns to the search results asset list or view assets in Inspector.

Related Topics

[Search constraints and considerations](#) on page 64

[About advanced query syntax, advanced searches and custom expressions](#) on page 60

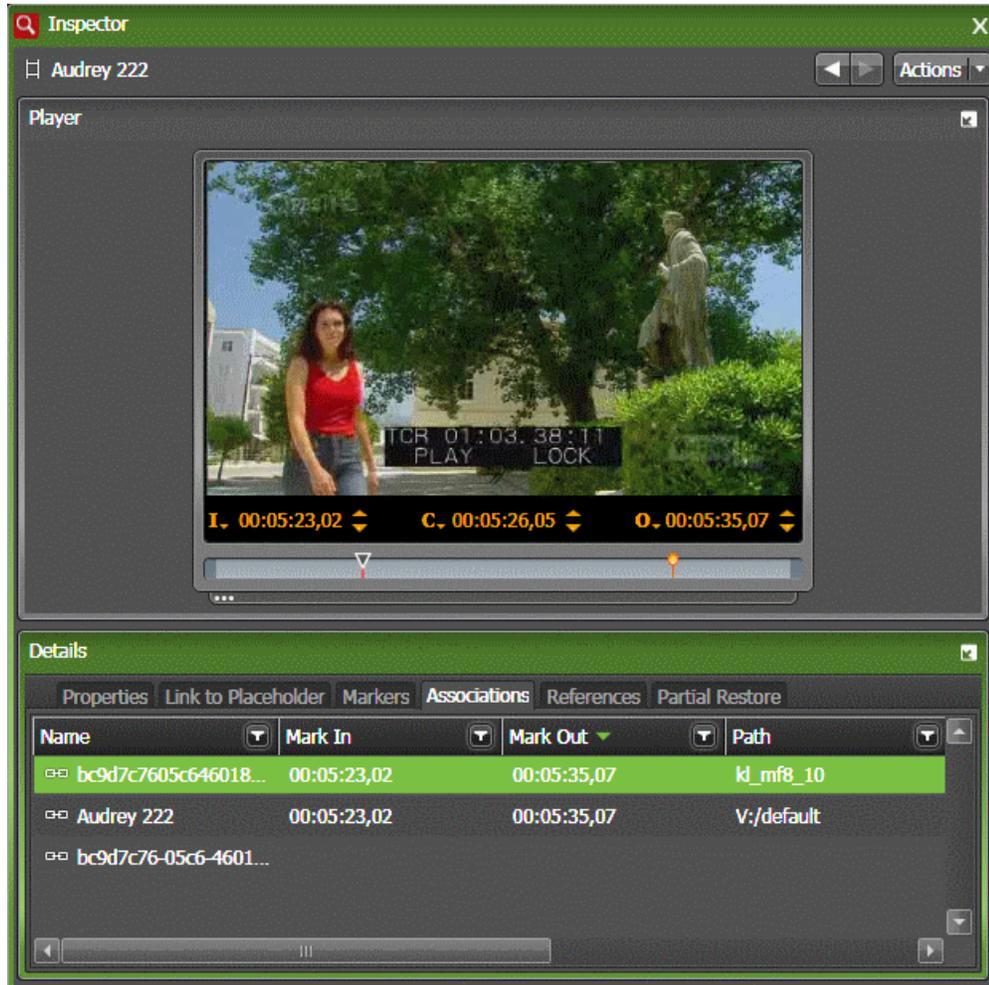
Determining the location of a search result asset

If a location of an asset is not displayed in the search result asset list **Path** column, you can find all of the asset's locations in the **Associations** tab of the Inspector panel.

1. From the search result list, select the asset that needs its location path determined.

2. Open the asset in the Inspector panel.

The asset displays in the Inspector. The location of the asset displays under the **Path** column in the **Associations** tab.



Related Topics

[Adding and removing columns in a list](#) on page 55

Search constraints and considerations

By default, search results are limited to 1000 items. In the advanced search section, you can define the limit, from 50 to 5000 items.

To increase the success of your search, do the following:

- Do not use wildcards or quotation marks in a search.
- Search on alphanumeric characters only.

- Non-alphanumeric characters, such as !, -, _, @, #, %, etc., are interpreted as breaks and are searched the same as a space between words in the search string. Do not form a search using these characters alone. The exception is the asterisk character (*), which is not interpreted as a break.
- Non-alphanumeric characters that are a part of common conventions such as dates, times, decimals, fractions, timecode, email addresses, IP addresses, etc., are not interpreted as a break in the convention.

Stopping a search or stopping refreshing a bin

To stop a search or a refresh in progress, click the red X in the Progress indicator



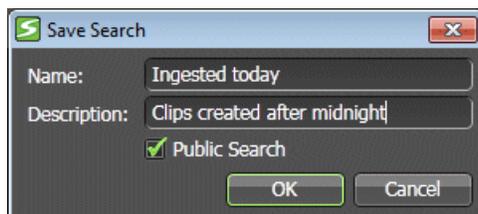
The application stops the search or refresh, and the Progress indicator disappears.

Saving searches

Searches that you create can be saved in the Navigator panel and reused later.

1. To save a search, click the **Save** button  next to the **Search** text field.

The Save Search dialog box displays.



2. Enter the name of the search and, if desired, a description.
3. If you have the role of Media Manager, you can make the search available to all GV STRATUS system users by selecting **Public Search**.
4. Click **OK**.

Using a saved search

1. In the Navigator panel, expand the **Searches** node.
2. Find saved searches, organized as follows:
 - **Public Searches:** Searches saved as public by GV STRATUS system users with the role of Media Manager.
 - **Saved Searches:** Searches saved by you.

3. Select a saved search.

The search is re-run. The Asset List panel displays the latest results.

Creating bins and groups

Use this procedure to create a bin in your K2 Summit/SAN system storage.

NOTE: *Creating bins under the Locations node in Navigator creates a corresponding bin in K2 storage. Groups created under the Groups node in Navigator create shortcut folders in the STRATUS database, which do not correspond directly to K2 bins.*

1. Do one of the following:

- In the Navigator panel, right-click a K2 Summit/SAN system or a bin.
- Right-click in an Asset List panel for a K2 Summit/SAN system bin.

NOTE: *To prevent corrupting the K2 database, do not exceed 8 nested bins levels when creating bins.*

2. Select **New | Bin**.

A New Bin dialog box opens.

3. Enter a name for your bin and click **OK**.

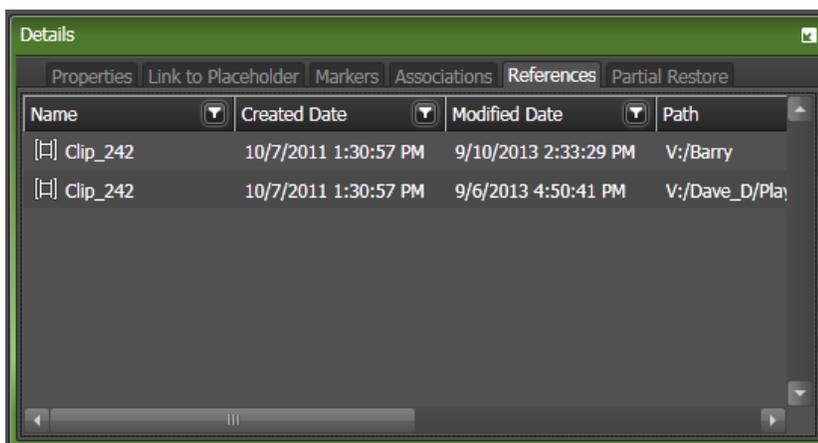
Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

Asset copies and deletions

When you copy an asset, different types of associations are created, depending on the K2 storage location and the type of asset copy, as follows:

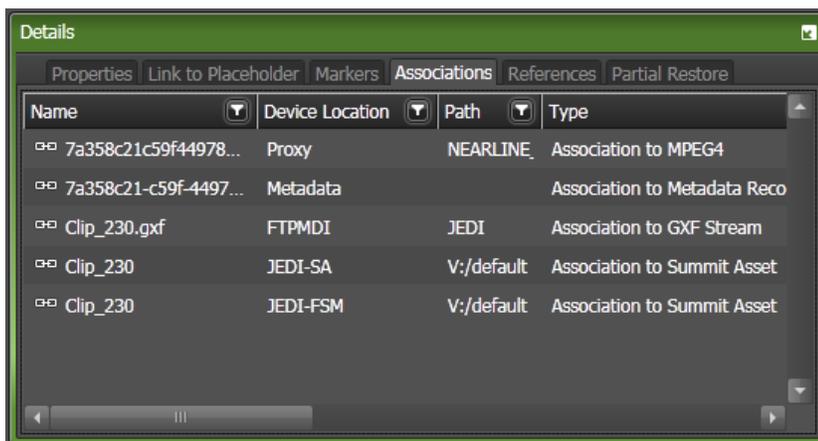
- **Shallow copy** — When you copy assets and both copies are in the same K2 storage location, shallow copies are created. With a shallow copy, the high-resolution media files are not copied. Rather, the K2 media database and the GV STRATUS database contain a record for each shallow copy, and each record references the same media files. In the GV STRATUS system, this results in an asset with multiple references, similar to a subclip.



Name	Created Date	Modified Date	Path
[] Clip_242	10/7/2011 1:30:57 PM	9/10/2013 2:33:29 PM	V:/Barry
[] Clip_242	10/7/2011 1:30:57 PM	9/6/2013 4:50:41 PM	V:/Dave_D/Pla

Figure 1: Shallow copy

- Deep copy — When you copy assets and the copies are in different K2 storage locations, deep copies are created. With a deep copy, the high-resolution media files are copied. The K2 media database on each K2 system references its own media files. The GV STRATUS database references all the media files on all the different K2 storage locations and archive locations. In the GV STRATUS system, this results in an asset with multiple high-resolution associations.



Name	Device Location	Path	Type
7a358c21c59f44978...	Proxy	NEARLINE	Association to MPEG4
7a358c21-c59f-4497...	Metadata		Association to Metadata Reco
Clip_230.gxf	FTPMIDI	JEDI	Association to GXF Stream
Clip_230	JEDI-SA	V:/default	Association to Summit Asset
Clip_230	JEDI-FSM	V:/default	Association to Summit Asset

Figure 2: Deep copy

When deleting assets, the following occurs:

- Assets with shallow copies — When the GV STRATUS system attempts to delete the shallow copy, the asset is not deleted. You must delete the referenced copy before you can delete the asset.
- Assets with deep copies — When you delete any one of the associated high-resolution assets, in any K2 storage or archive location, by default the GV STRATUS system deletes all the high-resolutions assets in all locations. Since it is one asset with multiple high-resolutions associations, the entire asset with all its associations is deleted.

Take care when creating copies, considering your workflow in which copied assets are deleted. The GV STRATUS roles of **Delete Rights** and **Media Manager** can be assigned to user accounts to

implement the desired workflow. As part of the delete operation, Media Managers can specify online/archive deletion.

Related Topics

[Deleting assets](#) on page 57

Viewing a video asset

1. Do one of the following:
 - Double-click an asset in the Asset List.
 - Drag an asset from the Asset List and drop it on the Inspector video player area.
 - Right-click on an asset in the Asset List, select **Open With | Inspector**.

The asset displays in the Inspector.

2. View the video displayed in the upper area of the Inspector.
3. If desired, expand the video to full-screen view.

Related Topics

[Using the Audio Overlay](#) on page 166

Viewing a video asset in full screen

The following applies to viewing video asset in the Source Viewer, Sequence Viewer, and viewers in Inspector, Advanced Logging, and Segmentation tools.

Click the **Full Screen** button  on the upper right of the viewer.

The viewer expands and displays in full screen.

The overlay transport controls and keyboard shortcuts can still be used to navigate through the asset in full screen mode.

Restoring viewer to normal size

Click the **Restore** button  on the upper right of the viewer.

The viewer restores to its normal size.

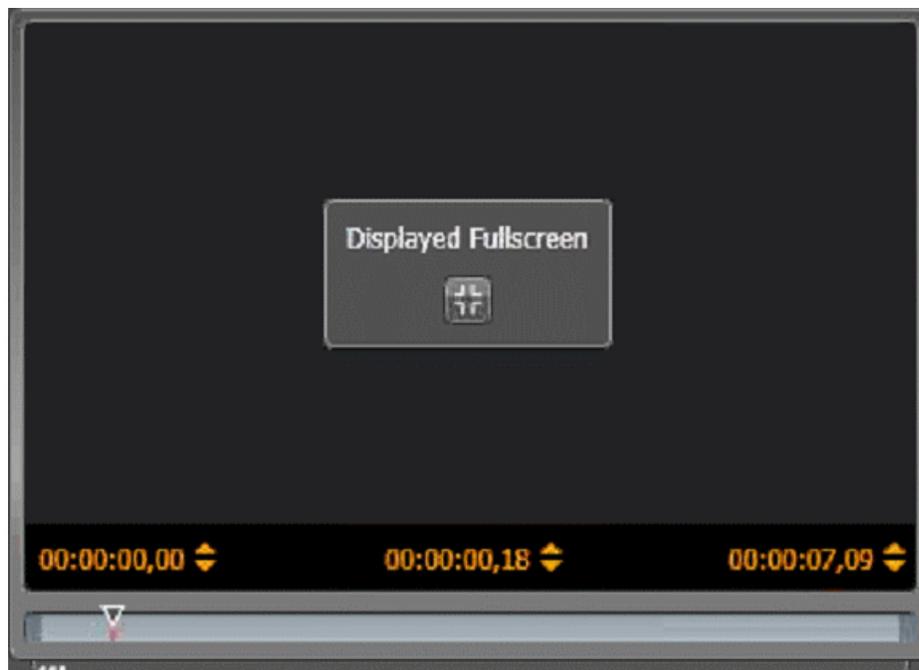
Sending video asset to the next display monitor

The video asset needs to be in full screen mode before you can enable the next display control.

1. Click the **Next Display** button  on the upper right of the viewer.

The video asset displays on the next display monitor.

The viewer in GV STRATUS application shows the **Displayed Fullscreen** dialog.



2. To view the asset in both next display monitor and GV STRATUS viewer, load the same asset in the Inspector panel and click the **Full Screen** button. 
3. To restore the playback from the next display monitor to the GV STRATUS viewer, click the **Restore** button. 

Access to multiple GV STRATUS sites

You can access assets on remote GV STRATUS sites.

If you have remote sites configured in your system, the Navigator panel displays nodes for those sites. Only the **Assets** node is displayed under remote sites. Asset indicators identify assets on remote sites.

When you access multiple GV STRATUS sites, you do so from the context of your local site. Both local and remote GV STRATUS client PCs must be able to resolve the hostnames of local GV system servers, such as Core Server, Proxy Server, and K2 system. This local site is your primary site, where you do your normal workflow tasks, such as ingesting, editing, and playing out on channels. When you access a remote site, you can search and browse the remote assets, but you cannot edit or do other operations on remote assets. You must transfer the remote asset to your local

site in order to apply the full range of GV STRATUS operations to the asset. Asset transfers are allowed both ways between your local and remote sites.

The GV STRATUS system uses progressive download to display low-resolution proxy video of assets from remote sites. This minimizes the effect of a slower load time when you load an asset into Inspector or some other GV STRATUS viewer. Progressive download selectively downloads and caches the portion of the low-resolution proxy video asset just before and after the current scrub bar position in the video player, until finally the entire proxy file asset is downloaded. As long as the GV STRATUS application remains open, the downloaded proxy asset remains locally available. If you load the proxy asset into the video player again, the GV STRATUS application uses the locally cached proxy file asset. In the GV STRATUS viewer, a spinning progress indicator displays caching and shaded indicators on the scrub bar display the portion of the proxy asset cached. You can also edit Source User Preferences to control when progressive download occurs.

Related Topics

[Asset indicators](#) on page 50

Configuring Source User Preference

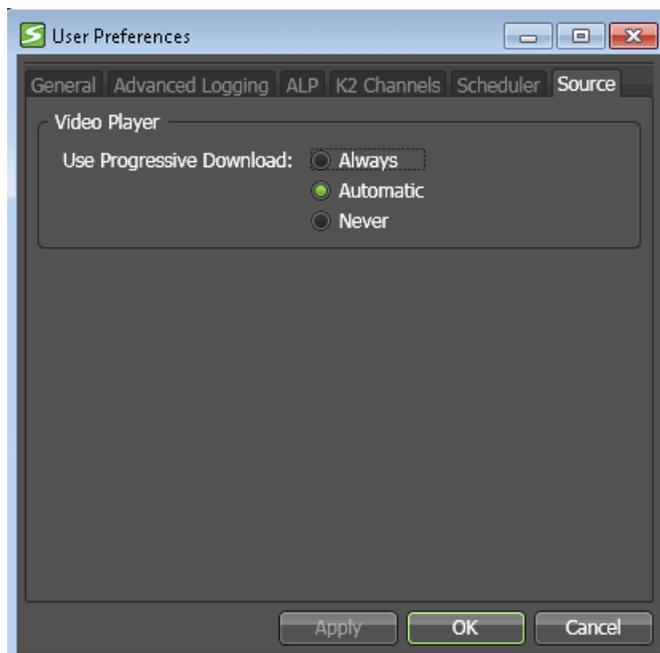
When remote assets are slow to open in a GV STRATUS video player, you can configure how the GV STRATUS application handles the download to the video player.

1. Select **Edit | User Preferences**.

The User Preferences dialog box opens.

The GV STRATUS application shows or hides tabs based on the roles assigned to your GV STRATUS log on credentials.

2. To configure how GV STRATUS video players download assets, select the **Source** tab.



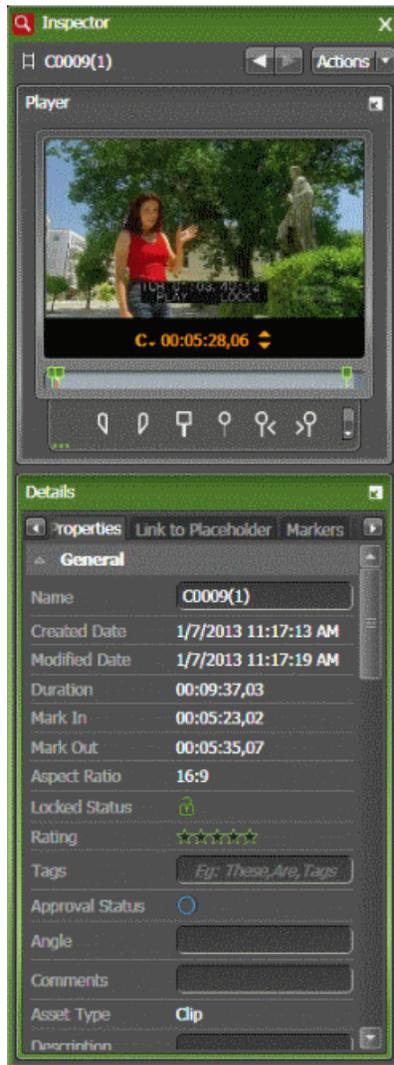
3. Select one of the following progressive download options:
 - **Always:** If you only access remote GV STRATUS sites, select this option. The GV STRATUS application uses progressive download for all assets on all sites.
 - **Automatic:** If you access both local and remote sites, or if your network access is sometimes slow, select this option. If a remote site, the GV STRATUS application uses progressive download. If a local site, the GV STRATUS application tests each asset's download speed and if slow, the application tries to download it three times. If the speed is still slow, the GV STRATUS application switches to progressive download for all assets from all sites. The GV STRATUS application continues to use progressive download until it is restarted.
 - **Never:** If you never access remote sites and you do not want to use progressive download, select this option. The GV STRATUS application does not test an asset's download speed. If an asset's download speed is too slow, performance of other GV STRATUS operations can be affected.

Progressive download selectively downloads and caches the portion of the low-resolution proxy video asset just before and after the current scrub bar position in the video player, until finally the entire proxy file asset is downloaded. As long as the GV STRATUS application remains open, the downloaded proxy asset remains locally available. If you load the proxy asset into the video player again, the GV STRATUS application uses the locally cached proxy file asset.

4. To apply a change and continue editing user preferences settings, click **Apply**.
5. To accept any changes and close the dialog box, click **OK**.
The dialog box closes.

Adding or modifying metadata

1. To add or modify metadata in the Inspector panel, do the following:
 - a) Open an asset in the Inspector panel.



- b) On the Properties tab, click the **Show/Hide** button  of the **General** or **Other** (if displayed) area to display metadata.
- c) Add star ratings, tags, descriptions, comments and other information.
Tags are comma delimited, so you can enter multiple tags.
- d) To add a keyword, click the **Add Keyword** button.  ()
- e) To add a marker, click the **Add Marker** button.  ( **Insert**)

2. To add or modify metadata in an Asset List, do the following:
 - a) Display assets in an Asset List.
 - b) View the Asset List in the Details view.
 - c) Display the desired columns.
 - d) Use **ALT + Click** to modify text.

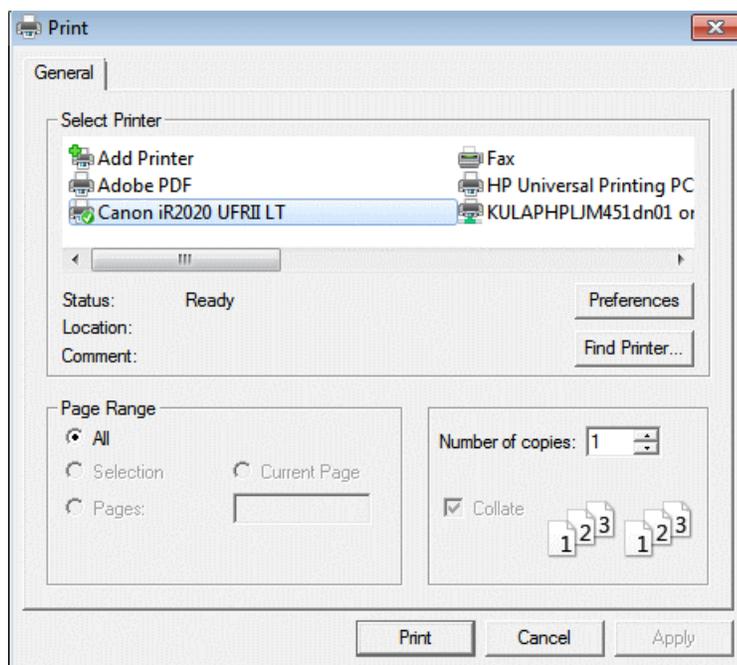
Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

Printing asset metadata

1. Right-click on an asset in the Asset List and select **Print**. (Ⓜ **Ctrl + P**)

The Print dialog appears.



2. Select your printer and click **Print**.

Asset metadata prints on the selected printer in the same order of appearance as in the Inspector.

Using custom metadata in Inspector

You can use custom metadata fields, as configured in GV STRATUS Control Panel, to support your workflow.

1. From the Inspector panel, do the following to use custom metadata:
 - a) Open an asset in the Inspector panel.
 - b) On the Properties tab, click the **Show/Hide** button  of the **General** section.
 - c) View or modify your custom metadata as desired.

2. From an Asset list, do the following to use custom metadata:
 - a) Add the column or columns to the Asset List that correspond to your custom metadata.
 - b) Use **ALT + Click** to modify text, numbers and dates.

Related Topics

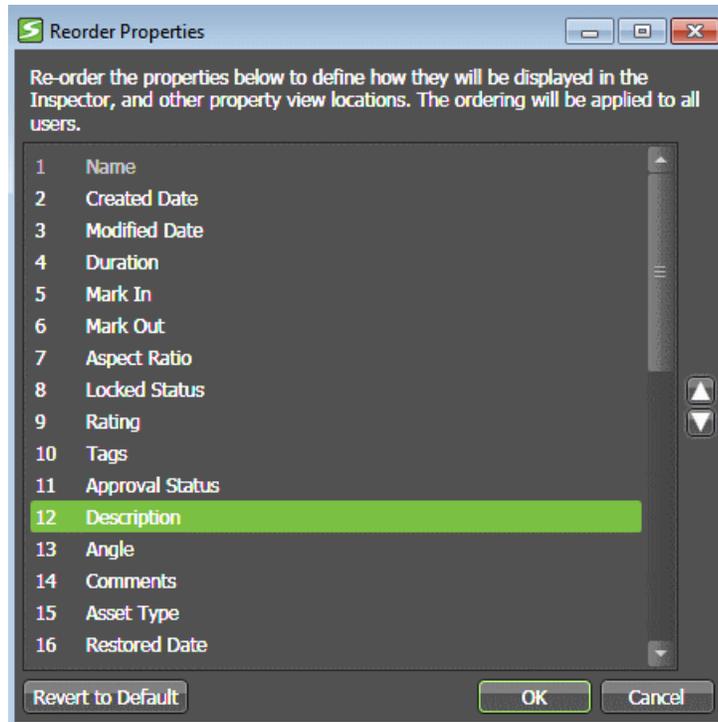
[Adding and removing columns in a list](#) on page 55

Reordering properties in Inspector

To do this task, you must be logged on to the GV STRATUS application with administrator privileges.

1. Right-click in the Properties tab of the Inspector and select **Reorder Properties**.

The **Reorder Properties** dialog box opens.



2. Select a property and use the up/down arrows to move the position of the property.
3. Repeat the above step with each property that you want to reorder.
4. If you want those properties at their default positions, click the **Revert to Default** button.
5. Click **OK**.

Properties in the Inspector reordered according to your selection.

The reordered properties take effect globally for all user accounts at next log on to the GV STRATUS application.

Viewing relationships

You can view lists of related assets, based on the type of relationship.

In the Asset List identify the asset whose relationships you want to view and do one of the following:

- Open the asset in the Inspector panel and select a tab from several relationship tabs.
- Right-click the asset and select **View Related**. A menu of relationship types is displayed. Select a relationship type. Relationships are displayed in the Asset List.

Viewing the properties of an item

You can view the properties of an item in several locations in the application.

- To view basic asset properties as a tooltip, hover the mouse pointer over an item in the Asset List panel.
- To view more asset properties, open the asset in the Inspector panel and view the General area.
- To view properties of a playlist or sequence event, right-click on the event in the Editor Panel and select **Properties**, or drag the event to the Inspector panel.

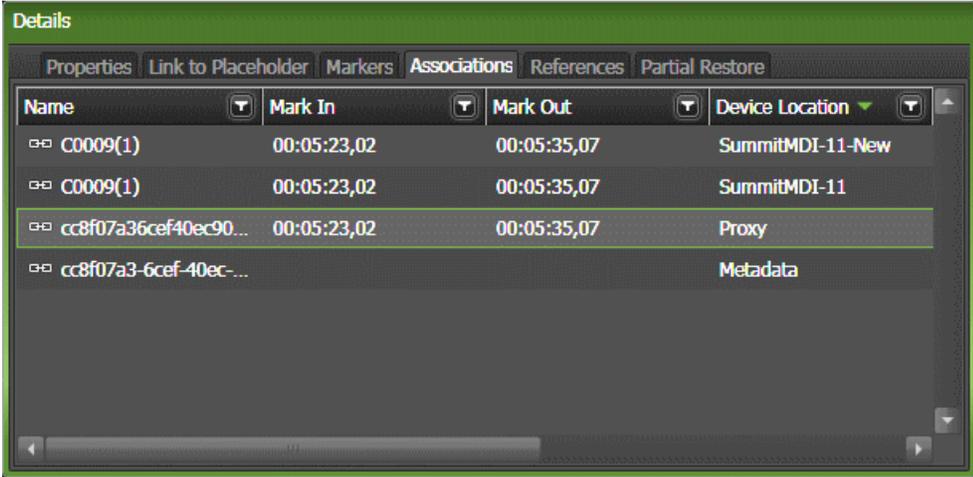
The event's properties display in the Inspector panel.

- To modify the display of properties in Tiles view, right-click on the Asset List panel, select **Tile Properties**, and reorder the top three items as desired.
- To view the properties associated with a keyword or marker, hover the mouse pointer over the symbol associated with that keyword or marker.

The thumbnail and properties associated with the keyword or marker appear as an overlay tooltip.

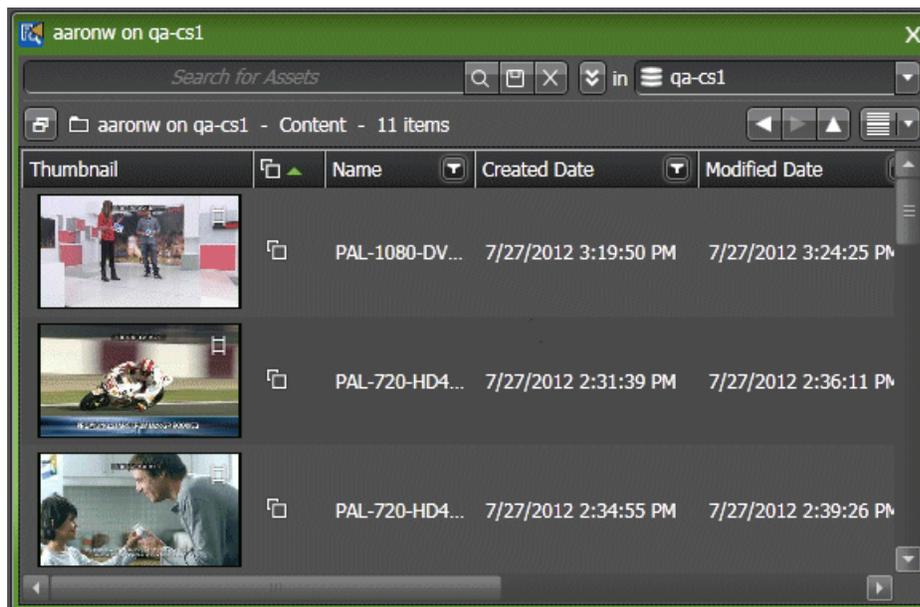
Verifying proxy association

1. To verify the proxy association of a single asset using the Inspector panel, do the following:
 - a) In the GV STRATUS application Asset List, double-click an asset.
The asset is displayed in the Inspector.
 - b) In the Details area of the Inspector, click the **Associations** tab.
 - c) Verify that there is a row that reports **Proxy** in the **Device Location** column.



Name	Mark In	Mark Out	Device Location
C0009(1)	00:05:23,02	00:05:35,07	SummitMDI-11-New
C0009(1)	00:05:23,02	00:05:35,07	SummitMDI-11
cc8f07a36cef40ec90...	00:05:23,02	00:05:35,07	Proxy
cc8f07a3-6cef-40ec-...			Metadata

2. To verify the proxy association of multiple assets in an Asset List, do the following:
 - a) Add the **Has Proxy** column to the Asset List, if it is not already added.
 - b) Identify assets with the the **Proxy** asset type icon  in the column.
 - c) Sort the list on the **Has Proxy** column.



Related Topics

[Regenerating proxy](#) on page 77

[Adding and removing columns in a list](#) on page 55

[Sorting a list view](#) on page 54

Regenerating proxy

A low-resolution proxy is automatically generated for a high-resolution asset if you have the proxy encoder in your operation. If you have a high-resolution asset for which there is no low-resolution proxy, you can regenerate the proxy for that asset only.

You cannot generate proxy for a growing clip. You must allow the recording of the high-resolution asset to complete before generating proxy.

1. If the asset is currently loaded in the Inspector panel, eject it before generating proxy for it.
2. In the GV STRATUS application Asset List, right-click the asset and select **Regenerate Proxy**.

The Proxy Encoder creates the proxy asset.

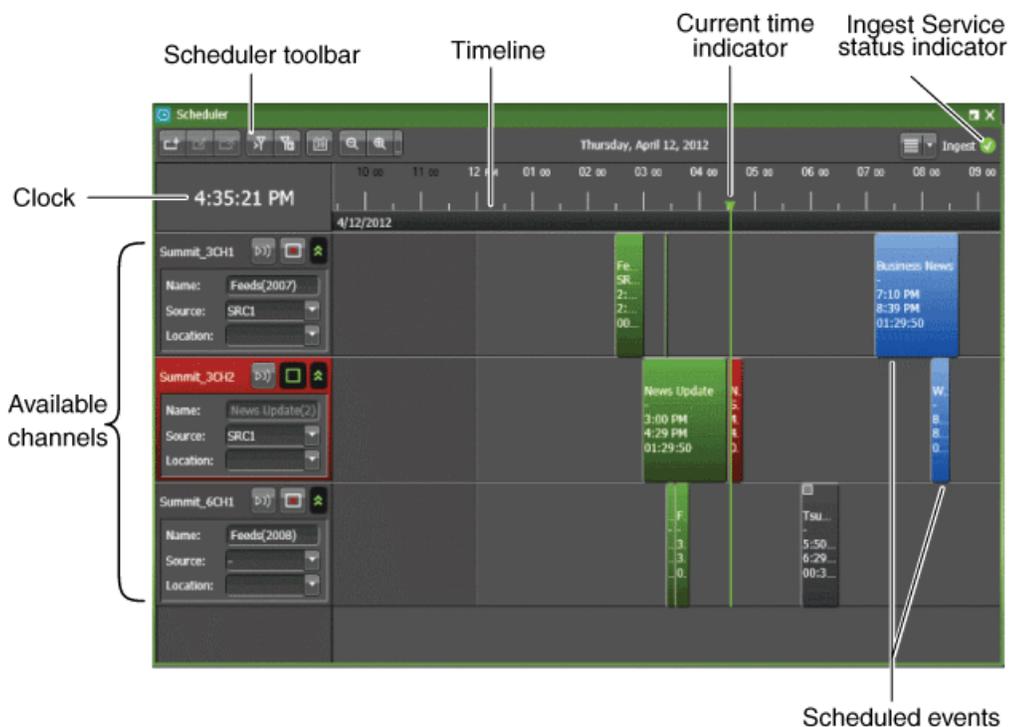
Related Topics

[Verifying proxy association](#) on page 76

Ingesting assets

The Scheduler tool

The Scheduler tool allows you to view configured channels and schedule events to be recorded for later use. The Scheduler tool appears in the application as a panel that can be accessed from the Window menu or the tools section of the Navigator panel.



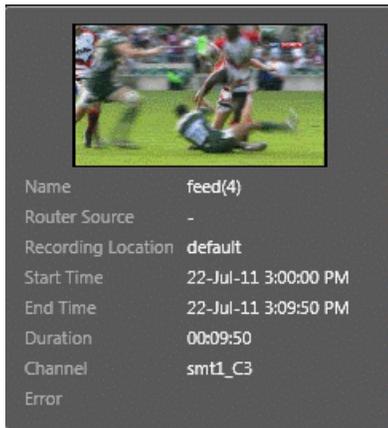
The Scheduler tool features are as follows:

- Clock — Shows current time according to the system time of the Ingest Service server.
- Timeline — Shows dates and hours to guide event scheduling.
- Available channels — Shows channels that are configured to record events.
- Scheduler toolbar — Consists of buttons for scheduling and viewing events.
- Current time indicator — Moves along the timeline according to the current time.
- Scheduled events — Shows events that have been added to the Scheduler tool.
- Ingest Service status indicator — Shows the connection status between Ingest core service and the Scheduler tool.
 -  — Connected
 -  — Disconnected

With the tool, you can schedule events to record in advance, by specifying the date, time, and duration of the recording. You can also choose whether to schedule a single event, main and backup events, recurring events, open ended events, or crash record an event.

By default, the Scheduler tool opens to the current day, date, and time according to your system time.

If you hover on an event on the Scheduler tool, a tooltip appears to show the event name, video thumbnail, router source, recording location, channel, time information, duration of the event, and error description if available.



If you hover on a channel, a tooltip appears to show the channel name, server name, recording port, router destination, remaining storage and status of the channel. When the channel is down, the font color of the channel name changes from white to orange.



NOTE: Recording will not proceed if there is insufficient storage on the K2 system. The recording button is disabled when remaining storage is less than the default crash duration as set in the GV STRATUS Control Panel application.

Scheduler buttons

These buttons located on the Scheduler toolbar let you perform various functions.

 **Add Event:** Adds a scheduled event.

-  **Modify Event:** Modifies the selected event.
-  **Delete Event:** Deletes the selected event.
-  **Go to Current:** Goes to the current time of day in the Scheduler window.
-  **Toggle Timelock:** Goes to the current time of the day in the Scheduler and turns on the timelock mode.
-  **Go to Date:** Goes to the current day in a calendar.
-  **Zoom In:** Zooms in the Scheduler tool.
-  **Zoom Out:** Zooms out the Scheduler tool.
-  **View Mode:** Controls the display and size of the items in a list or panel.

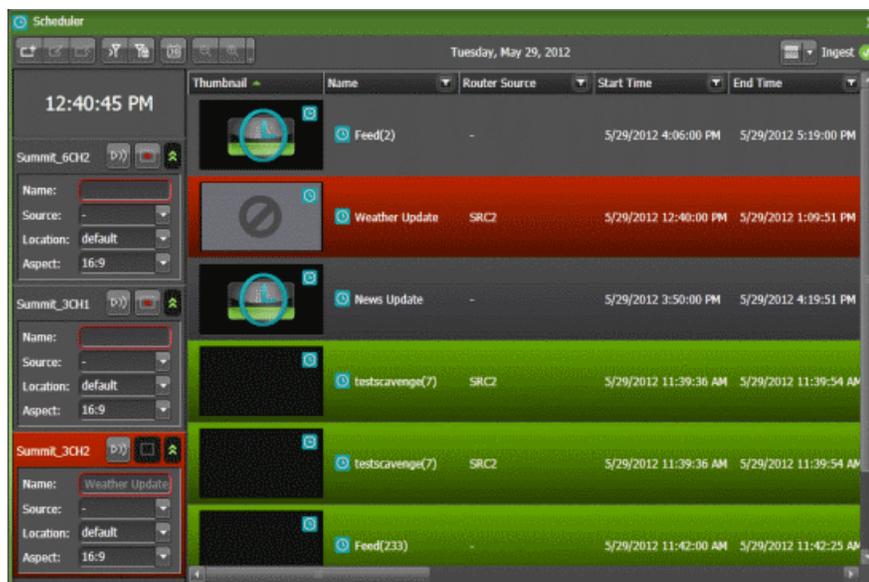
These buttons located on each channel window in the Scheduler let you record an event immediately.

-  **Record:** Starts recording. Toggles with Stop button.
-  **Stop:** Stops recording. Toggles with Record button.
-  **Expand:** Shows/hides settings and lists.
-  **Live Streaming Video:** Enables/disables the display of the live video stream.

About view modes

You can customize event display in the Scheduler tool. There are 6 types of view modes that can be selected as follows:

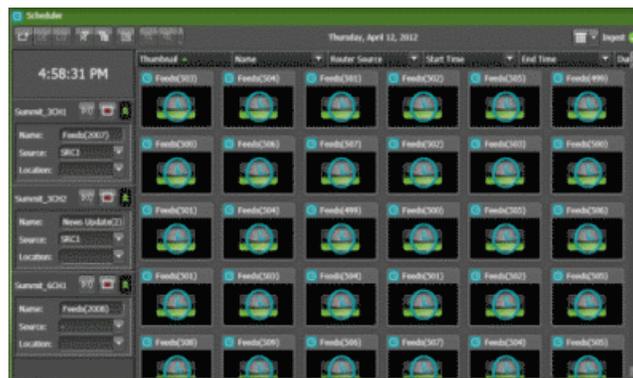
Details view



Tiles view

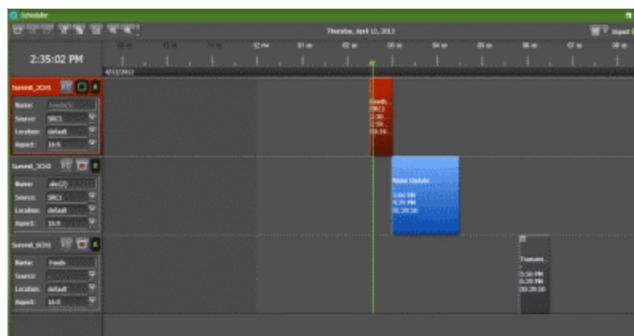


Small
Thumbnails
view



Medium
Thumbnails
view



**Large
Thumbnails
view****Track view**

NOTE: In track view, ready events display in blue. While in all other view modes, ready events display in gray.

Related Topics

[Customizing the display of list items](#) on page 53

Event status colors

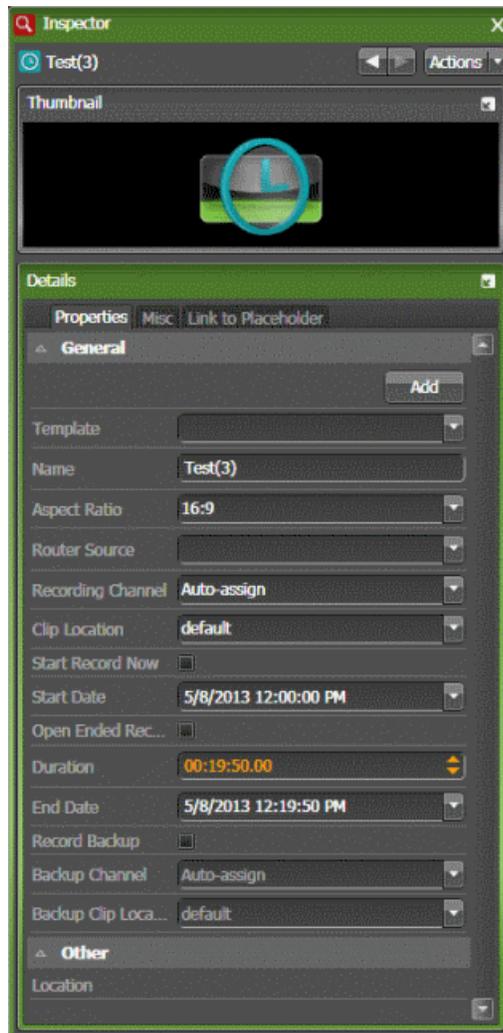
Each event displays in a color that identifies its status in the Scheduler.

Event Color	Event Status
Blue	READY
Black	RESERVED CHANNEL FOR SPECIFIC RECORDING
Yellow	CUEING
Orange	CUED
Red	RECORDING
Green	RECORDED SUCCESSFULLY
Purple	ERROR IN RECORDING

Adding an event

To ingest feeds, add an event in the Scheduler tool for each feed that you want to record.

1. Click the **Add Event** button.   **A**
The Inspector panel loads event properties.



 **Tip:** You can also right-click anywhere on the Scheduler's track view and select **Add Event** from the context menu. The Inspector panel automatically shows the channel and start time based on the location of your mouse on the Scheduler interface.

2. Fill in properties of your event according to the following:
 - a) Template — Select a template from the drop-down list, if it's already configured.
 - b) Name — Enter a name for the scheduled event.
 - c) Router Source — If a router is configured as part of the system, select router source for the event from the drop-down list.
 - d) Recording Channel — Channel availability depends on the configuration in your system. You can only see and select channels that have been configured for the Scheduler tool. Make sure that the channel is not in Continuous Record mode.
 - e) Clip Location — Select a record location for the event from the drop-down list.
 - f) Start Record Now — Check this box to start recording immediately after you click the **Add** button. If you don't enter the end time of the event, the default is set to 1 hour. You can also set the default duration in the Feed Ingest panel of the GV STRATUS Control Panel application.
 - g) Start Date — Enter the date and time you want the recording to start. The default date is the current date. You can also select your start date from the calendar when you click the drop-down arrow. Enter the time using the format **hour:minutes:seconds**.

NOTE: When scheduling two events back to back, a space of 10 seconds is required from the stop of the first record to the start of the second record. In order to compensate this, it is recommended that the default record duration reflect a stop time 10 seconds prior to the rounded duration (e.g., 00:59:50 for a 1 hour record).
 - h) Open Ended Record — Check this box if you want the recording to continue until you manually stop it. With this record, you only need to provide the start time.
 - i) Duration — Enter the duration of the event. The default duration can be set in the Feed Ingest panel of the GV STRATUS Control Panel application. The maximum duration that can be set for an event is 23:59:59.
 - j) End Date — Enter the date and time you want the recording to end. You can also select your end date from the calendar when you click the drop-down arrow.
 - k) Record Backup — Check this box if you want to record a backup of the feed.
 - l) Backup Channel — Select a backup channel from the drop-down list.

NOTE: You cannot select the same channel for both main and backup recordings. Backup channel is disabled when only one channel is configured for the Scheduler.
 - m) Backup Clip Location — Select a record location for the backup clip.
 - n) Tags — Enter a tag, or tags for the event.
 - o) Description — Enter the description of the event.
 - p) Comments — Enter any comments that you have on the event.

By default, the Scheduler tool opens to the current day, date, and time according to your system time. The time of day format within the Scheduler is directly from the current time of day format of your machine.

To set the 24 hour format to your Scheduler, change the time format of your Windows client by selecting **Start | Control Panel | Clock, Language and Region**, and change the time format accordingly.

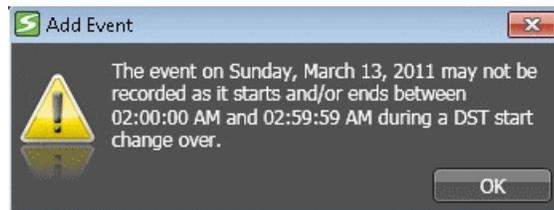
NOTE: Changes to the Scheduler's time format can only be seen after a restart of the GV STRATUS application.

3. You can also check other properties of the asset under the **Other** section.



4. In the **Misc** tab of the Inspector, you can select the **Recurring Event** check box if you want the scheduled event to occur more than once.

NOTE: *If your recurring event includes the start or end time of the Daylight Saving Time, a dialog pops up to warn the possibility of time change in your scheduled recording.*



Click **OK** to close the dialog.

5. In the **Link to Placeholder** tab of the Inspector, you can select a placeholder if you want to link it to your event, and click the **Link** button.

The placeholder name and ID fill in to replace the name of the event, and the placeholder row color changes to light blue to signify it as Being Edited in the Assignment List tool. You can also configure the **Being Edited** status color in the **ALP** tab of user preferences settings.

NOTE: *For playout, make sure the clip record location is the same as the playout location.*

6. Click the **Add** button in the Inspector panel.

The event is added to the Scheduler tool with a **Ready** status.

Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

Adding an event using Quick Schedule

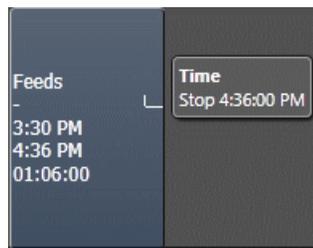
With Quick Schedule, you can add events directly on the scheduling interface.

NOTE: *Quick Schedule is only supported on the Track view mode of the Scheduler tool.*

1. Right-click on the scheduling track and select **Quick Schedule**. (Ⓞ Q)

Once you are in the Quick Schedule mode, your mouse pointer turns into the **Add Event** icon  with time tooltip for your reference.

2. Click to select the start time, and drag your mouse to the right to select the end time.



3. Release the mouse after the end time is selected.
4. Right-click on the event, and select **Modify Event** to add more information.
The Inspector loads the event properties with start time, end time, and recording channel readily selected.
5. Fill out other information of the event.
6. Click the **Modify** button.

The event adds to the Scheduler tool with a **Ready** status.

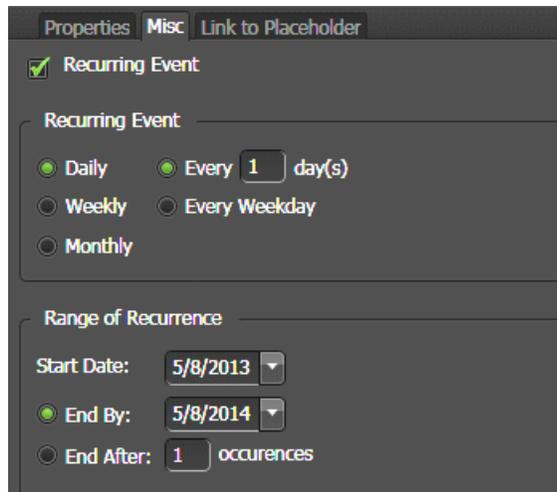
Adding a recurring event

If you want to schedule an event to record on more than one occasion, such as every day, every week, or once a month, you can create a recurring event.

Scheduling a recurring event is the same as scheduling a one-time recording except that you enter information about how the event recurs throughout time. You can schedule the event to recur up to three years in advance.

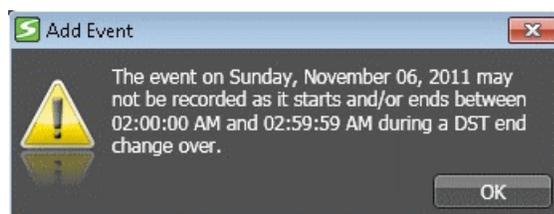
1. Add a new event.
The Inspector panel loads new event properties that need to be filled in.
2. Click on the **Misc** tab.

3. Select the **Recurring Event** check box.
The Recurring Event section opens.



4. Select how you want the event to recur:
 - Daily - Enter the number of days for the event to recur or select **Every Weekday**.
 - Weekly - Enter the number of weeks for the event to recur and check the boxes for the day or days you want the event to record.
 - Monthly - Select a specific date of the month or a specific day of the month to record.
5. Select the range of recurrence, by selecting a Start date, and either an End by date or an End after a certain number of occurrences.

NOTE: *If your range of recurrence includes the start or end time of the Daylight Saving Time, a dialog pops up to warn the possibility of time change in your scheduled recording.*



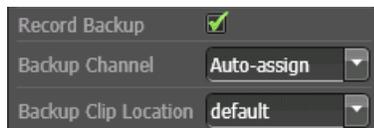
Click **OK** to close the dialog.

6. Click **Add**.
Recurring events appear on the Scheduler tool.

Adding a backup event

You can create a backup event simultaneously with the main event, to avoid unexpected loss of a recording. You can also set a backup event if you want to record multiple volumes with different front end K2 systems.

1. Add a new event.
2. Select the **Record Backup** checkbox.

A screenshot of a configuration panel for a backup event. It contains three rows: 'Record Backup' with a checked checkbox, 'Backup Channel' with a dropdown menu showing 'Auto-assign', and 'Backup Clip Location' with a dropdown menu showing 'default'.

3. Select the **Backup Channel** from the drop-down list.

Available channels are listed depending on channel setup within Feed Ingest setting in the Control Panel application.

4. Select the **Backup Clip Location** from the drop-down list.

It is highly recommended that you select a separate bin or server for the location of the backup.

NOTE: *If the clip location for main and backup events are the same, the title of the backup event will be appended with '_b' to differentiate it from the main event.*

5. Click **Add**.

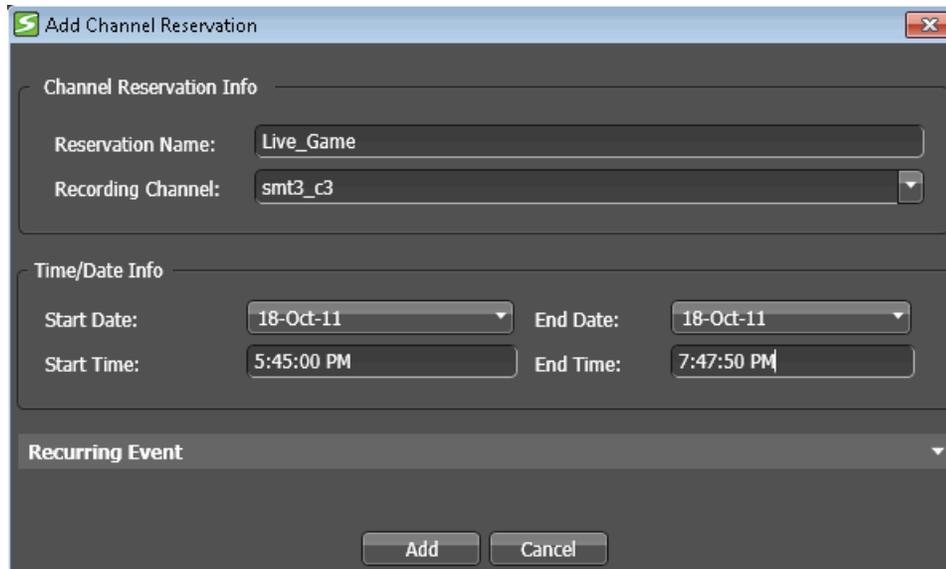
Both main and backup events appear on the Scheduler tool.

Adding a channel reservation

Channel reservation allows you to reserve a channel for future events and crash records. This ensures that the channel is reserved for a specific recording and cannot be used to schedule any other events.

1. Right-click and select **Add Channel Reservation**.

The Add Channel Reservation dialog opens.

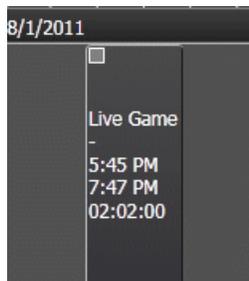


2. Specify the name of the reservation.
3. Select the recording channel from the drop-down list.
4. Select the start date, start time, end date, and end time in the Time/Date Info section.
5. Click the **Recurring Event** Show/Hide control if you want to reserve the channel for a recurring event.

Select how you want the event to recur by filling up the Recurring Event section.

6. Click **Add**.

The channel reservation appears as a black event on the Scheduler tool.



You cannot quick-schedule other events or extend other events to overlap with a channel reservation, but you are allowed to crash record.

Starting a crash record event

You can crash record when you want to record an event immediately. You can also configure a default duration for all crash record events in the GV STRATUS Control Panel application.

NOTE: *Ensure that you have sufficient storage before proceeding with crash record. If the remaining storage on the K2 system is less than the default crash duration that was set in the GV STRATUS Control Panel, the Record button is disabled.*



1. Enter the name of the clip in the **Name** field. If you do not enter a name prior to the crash record, the application sets a default name with a default suffix. If a clip already exists with the same name, the application uses the next available default suffix.
2. Select the router source for the recording from the **Source** drop-down list, if it is available.
3. Select the bin for the clip to be recorded into from the **Location** drop-down list. If you do not enter a location prior to the crash record, the clip is recorded into the channel's default bin.
4. Select the **Aspect ratio** if recording to an SD channel.
5. Click the **Record** button. 

The event cues and begins recording. While recording, the channel and event display red.
6. If you want to change the event duration while recording, right-click on the event and select **Modify Event**, or click the **Modify Event** button.   **M)**

Event properties display in the Inspector panel.

You can also double-click the recording event to launch event properties in the Inspector.
7. Enter the new **End Time** for the event and click **Modify**.

The crash record event updates to the new end time.
8. If you want to stop the recording at any time, click the **Stop** button.   **S)**

Recording stops and the event status changes to Done.

Locating an event

To locate an event in the Scheduler tool, you can scroll along the timeline and use navigation buttons on the toolbar.

1. Scroll to the date and time of the event on the timeline if you know the starting date and time of the recording.

2. Click the **Zoom In** button.  (**Up Arrow**)

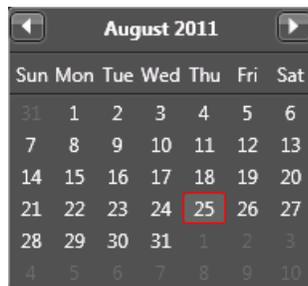
The Scheduler window zooms in to show the timeline in detail. You can keep zooming in until it shows one-minute increments on the timeline.

3. Scroll along the timeline to find your event.
4. To zoom out the Scheduler window, click the **Zoom Out** button.  (**Down Arrow**)

You can keep zooming out until it shows six-hour increments on the timeline.

5. You can go to the previous day (**G**) or the next day (**H**) by scrolling the timeline or pressing those shortcut keys.
6. To find other events on different dates, click the **Go to Date** button.  (**D**)

A calendar opens for you to select a specific date to view on the Scheduler. You can select a day of any month from the calendar and go to that date in the Scheduler.



7. To automatically get to the current time of the day in the Scheduler's track view mode, choose one of these steps below:
 - Click the **Go to Current** button. 
 - Click the **Toggle Timelock** button.  The timelock turns on and the current time indicator is locked to the center of the Scheduler tool. The timeline moves accordingly but the Scheduler locks the current time display at the center of the scheduling track all the time.

This is useful if you want to check the event that is currently recording.

The timelock turns off if you scroll along the track again.

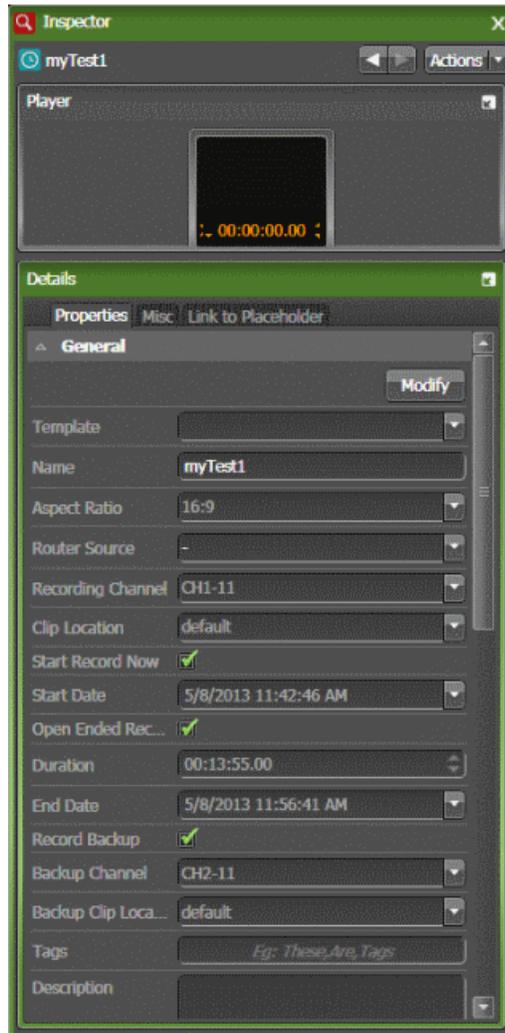
Modifying an event

You can modify an event by changing the event title, recording channel, clip location, router source, timing information, add a backup for the existing event or link the event to a placeholder.

1. Select the event you want to modify on the Scheduler tool.

2. Do one of the following:
 - Click the **Modify Event** button.  (M)
 - Right-click and select **Modify Event**.

The event opens in the Inspector panel.



3. If the event is part of a series, a dialog box pops up asking if you want to modify this occurrence or the entire series. Select the one you want to modify and click **OK**.

NOTE: *Link to a placeholder is not supported for recurring events.*
4. Modify the event details or link it to a placeholder.
5. Click **Modify**.

The event updates with those changes on the Scheduler tool.

NOTE: *When double-click an event or drag it into the Inspector panel, the Inspector loads properties of assets. If then linked to a placeholder, the clip will not be renamed according to the*

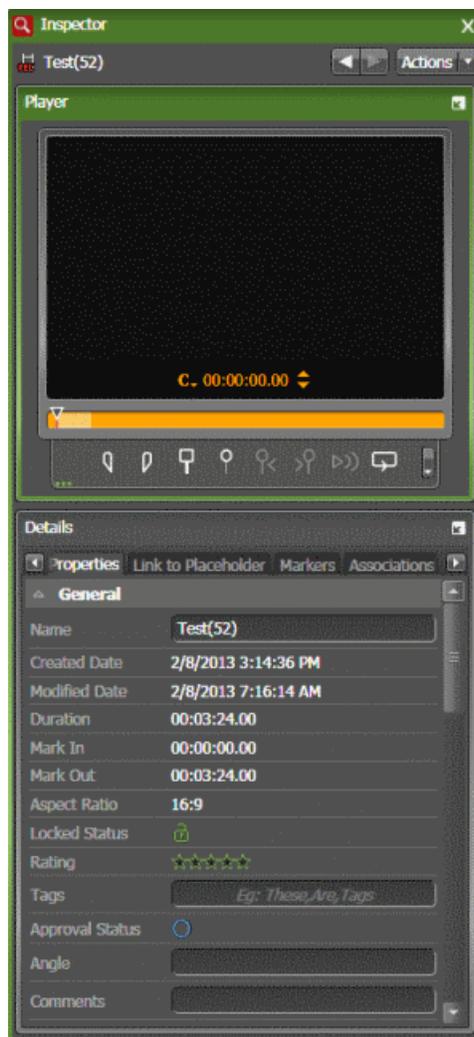
placeholder's title. Make sure that you follow the exact steps in this topic to modify event in the Inspector and link to a placeholder.

Viewing and modifying metadata of events

You can view and modify metadata of an event in the Inspector panel. The inserted metadata can then be used as the search criteria to easily search assets in the Asset List panel.

1. To view or modify metadata of an event, do one of the following below:
 - Drag and drop the event into the Inspector panel.
 - Double-click the event.

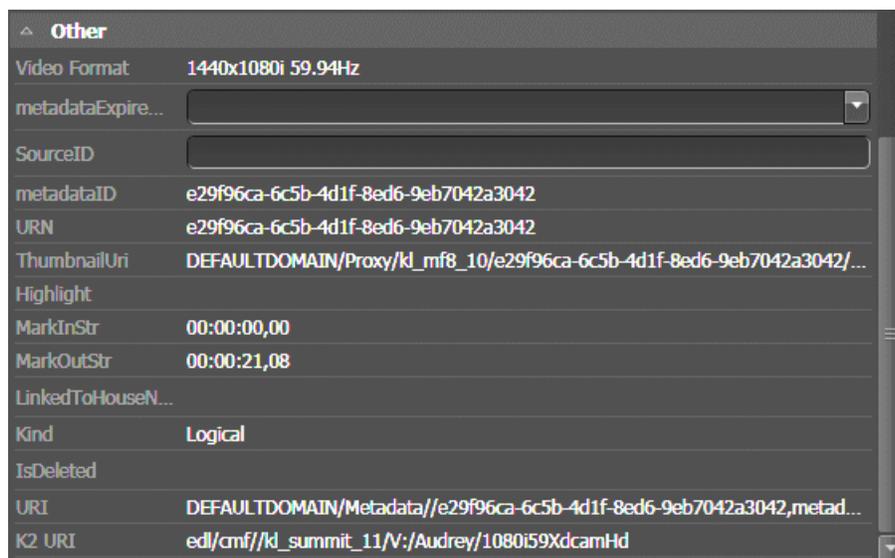
The event metadata loads into the Inspector panel.



2. On the **Properties** tab, you can view or modify metadata of the event.
3. To lock the status of the event, click the **Unlocked** button. 

The event is now locked. To unlock, click the **Locked** button. 

4. To add a star rating, click the star or stars next to Rating.
When you add a star, it retains the color fill even when the mouse is no longer hovering over it.
5. To view other metadata, click the **Other** drop-down arrow.



6. Set the **MetadataExpireDate** and **Source ID**, if needed.
7. To view list of placeholders and related assets, see other tabs of the Inspector panel.

Related Topics

[Viewing relationships](#) on page 75

[Verifying proxy association](#) on page 76

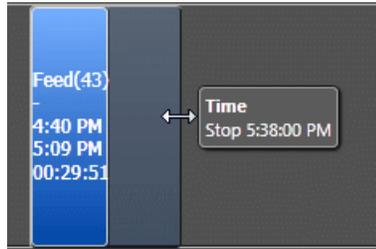
Extending an event

You can extend the start and end time of an event on the scheduling interface itself.

NOTE: *This feature is only supported in the Scheduler's track view mode.*

1. Select the event that you want to extend within the Scheduler tool.
2. Point your mouse at the edge of the event so that the mouse pointer turns into a double-sided arrow.

3. Click and drag to extend the start or end time of the event.



You can see the time tooltip and event shadow indicating the time change.

4. Release your mouse at the new time.
A dialog box opens for you to confirm the change.
5. Click **Yes**.
The Scheduler tool updates the event to a new start time or end time.

Moving an event

You can move a scheduled event within the same channel or to a different channel. This is useful when the current channel is not available or another event needs to be scheduled into the channel at the same time.

NOTE: *This feature is only supported in the Scheduler's track view mode.*

1. Select the event you want to move on the Scheduler tool.
2. Press the **Ctrl** button and drag the event to another time or another channel.
Once you drag the event, a tooltip appears to help you decide the start time of the event.
3. Drop the event to the new location and release the **Ctrl** button.
A dialog box opens for you to confirm the move of the event.
4. Click **Yes**.
The Scheduler tool updates the event change.

Deleting an event

You can delete events on the Scheduler tool if you need to.

1. Select an event or multiple events that you want to delete.
To select multiple events, hold the **Shift** key down and select all events between two selected events; or hold the **Ctrl** key down and select events randomly.
2. Click the **Delete Event** button.  **Delete**
3. When prompted **Delete this event?**, click **Yes**.

Events are deleted from the Scheduler tool.

Deleting a recurring event

When you want to delete a recurring event, you can choose either to delete a single occurrence of the recurring event or the whole series.

1. Select the recurring event that you want to delete.
2. Click the **Delete Event** button.  **Delete**
3. When prompted **Do you want to delete this occurrence or the entire series?**, select the option that you want.
4. Click **OK**.

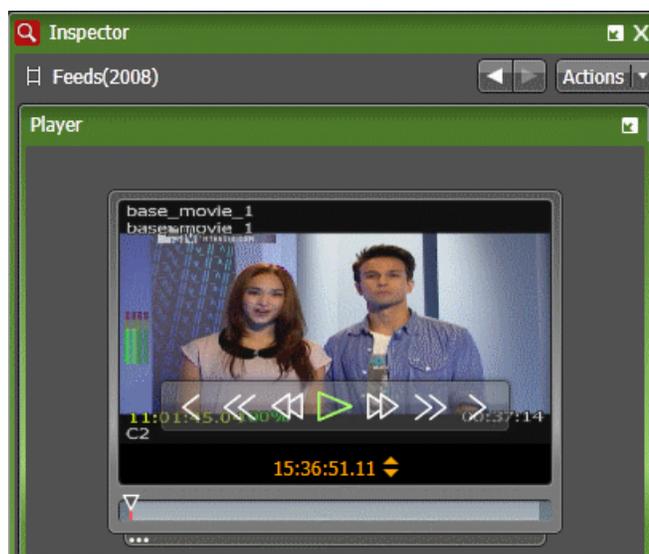
The recurring event is deleted from the Scheduler tool.

Previewing an event

You can preview a currently recording event or a recorded event of the Scheduler tool. The event can be previewed either on the Inspector or Source Viewer panel.

1. Select a currently recording event or a recorded event on the Scheduler tool.
2. Do one of the following below:
 - Double-click the event to load it into the Inspector panel.
 - Drag the event and drop it into the Inspector or the Source Viewer panel.

The clip loads.



3. You can use transport control buttons within the panel to view the clip.

Related Topics

[Previewing a live streaming video](#) on page 25

Creating a template

A template saves time by storing information that can be used for future events.

A template can be created in two ways:

- Create a template from an existing event
- Create a template from the user preferences setting

Saving event as a template

You can save an existing event as a template in the Scheduler tool.

1. Select the event you want to use as a template.
2. Right-click and select **Save As Template**.

The Add Template dialog opens.

3. Fill in the information that you want included in the template.

The screenshot shows the 'Add Template' dialog box with the following fields and options:

- Template: [Empty text field]
- Clip Title: News
- Router Source: [Empty dropdown menu]
- Aspect Ratio: [Empty dropdown menu]
- Recording Channel: sdk22_ch2
- Clip Location: default
- Record Backup
- Backup Channel: [Empty dropdown menu]
- Clip Location: [Empty dropdown menu]
- Start Record Now
- Open Ended Record
- Make Public
- Save as Default Template for Recording Channel: sdk22ch2
- Buttons: Add, Cancel

- a) Template — Enter the name of the template.
 - b) Clip Title — Enter a different clip title if needed. By default, the clip title of the selected event is automatically entered in this field.
 - c) Router Source — Select a different router source to record from in the drop-down list if needed. By default, the router source of the selected event is automatically entered in this field.
 - d) Aspect ratio — Select the aspect ratio if recording to an SD channel.
 - e) Recording Channel — Select a different channel than the one automatically entered from the selected event if needed.
 - f) Clip Location — Select a different record location than the one automatically entered from the selected event if needed.
 - g) Record Backup — Check the box if you want to record backup of an event as part of the event template. Select the backup channel and clip location from the drop-down lists.
 - h) Start Record Now — Check this box to save the crash record attribute in the template.
 - i) Open Ended Record — Check this box to save the open ended record attribute in the template.
 - j) Make Public — Check this box if you want the template to be available to everyone.
 - k) Save as Default Template for Recording Channel: — Check this box if you want to assign the template as a default template for the particular channel. This allows users to crash record easily and saves time by not having to fill up details of the event.
4. Click **Add** to save the template.

NOTE: You cannot create a template from a channel reservation, but only from feed events on the Scheduler tool.

The template is available for you, and other users within your broadcast operation if you set it as a public template. You can select it within the Template drop-down list when you add an event.

Adding a template

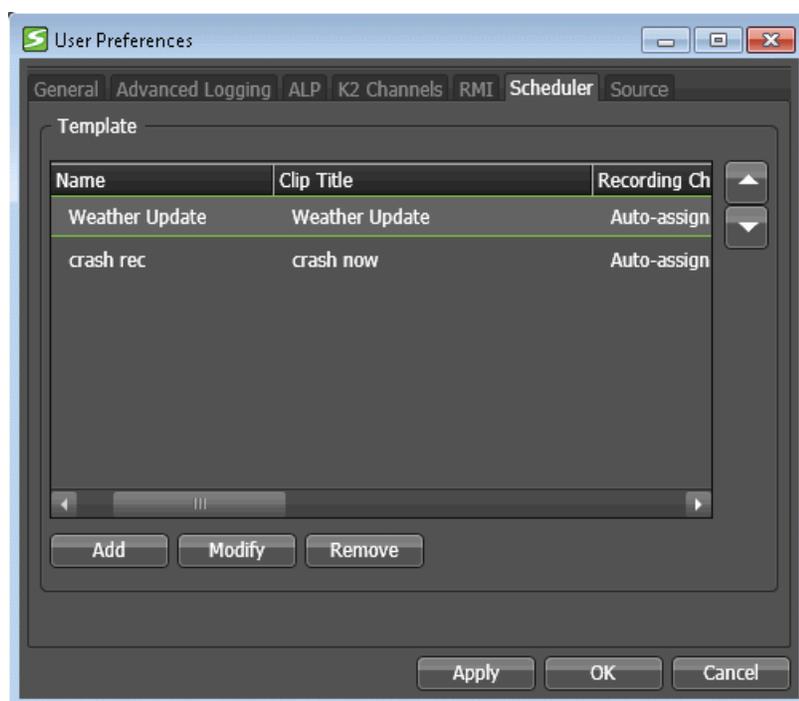
You can also create an event template within the user preferences window.

1. Select **Edit | User Preferences**.

The User Preferences dialog box opens.

The GV STRATUS application shows or hides tabs based on the roles assigned to your GV STRATUS log on credentials.

2. To configure Scheduler template settings, select the **Scheduler** tab.



3. Click **Add** to create a template.

The Add Template dialog opens.

- Fill in the template information in the Add Template dialog.

You can also select the check box to make the template public and set a default template for the selected recording channel.

- Click **Add** to save the template.

The information entered appears on the Scheduler template list in the user preferences dialog.

You can also select the template when adding or modifying events in the Scheduler.

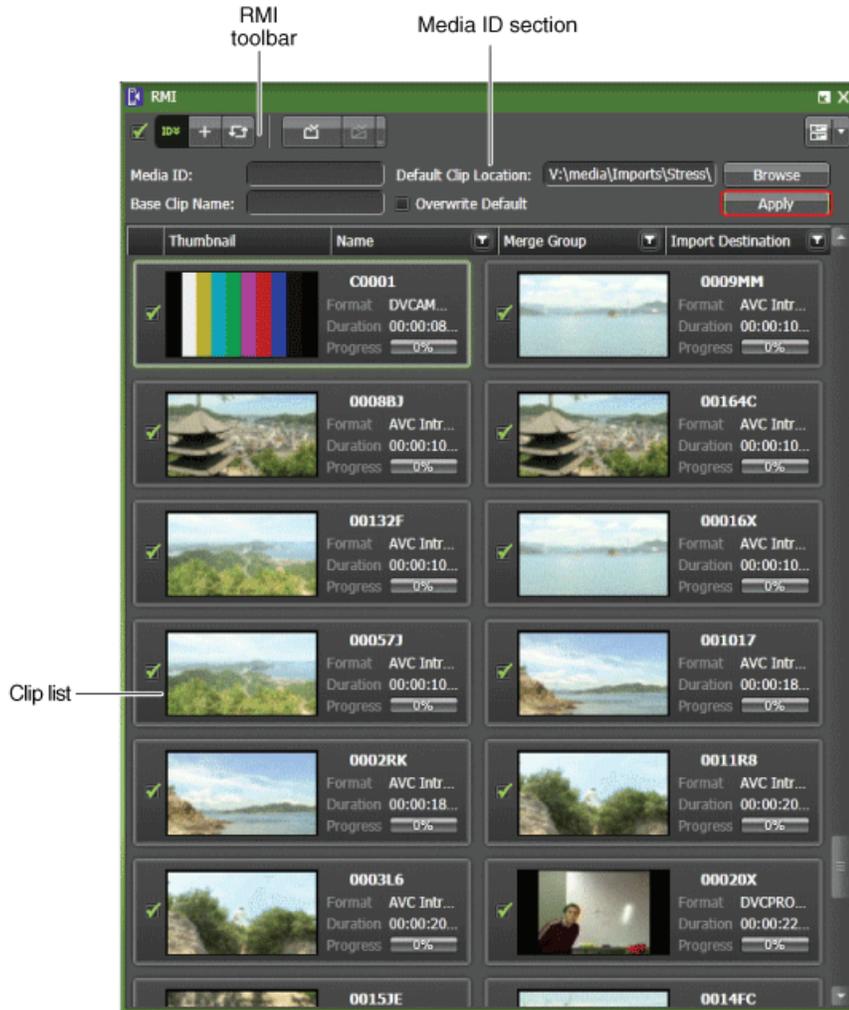
- To apply a change and continue editing user preferences settings, click **Apply**.
- To accept any changes and close the dialog box, click **OK**.

The dialog box closes.

If you need to modify or remove a template, you can also do so from the user preferences window.

The RMI tool

The Removable Media Interface (RMI) allows you to populate and ingest files from multiple removable media devices by using a GV STRATUS client with iSCSI network connection. In the GV STRATUS application, RMI appears as a tool in the Navigator panel. The RMI tool allows you to populate files from the Panasonic P2, Sony XDCAM, Sony XDCAM EX, and JVC removable media devices.



RMI panel features are as follows:

- RMI toolbar — Consists of buttons for adding removable media, populating clip list, and importing clips.
- Clip list — Populates the clip list once removable drive is detected.
- Media ID section — Allows you to add Media ID, base clip name, overwrite default clip name, and change the default import location.

Standard Asset List features such as filter list, sort list, asset tooltip, and customization of **View Mode** are available in the RMI tool.

You can also drag and drop clips within the list to change the order of the clip list.

RMI format specifications

The following clip format specifications apply to the RMI.

Removable Media	Clip Format
Panasonic	DV25, DV50, DV100, AVC-I 50, AVC-I 100
Sony	XDCAM SD, XDCAM HD, XDCAM EX SD, XDCAM EX HD, XDCAM MXF on SxS
JVC	XDCAM EX

Related Topics

[Formats supported for import and export](#) on page 300

RMI buttons

These buttons located on the RMI panel let you perform various functions.

-  **Select All:** Selects or deselects all items in the RMI list.
-  **Media ID:** Opens or closes the Media ID section.
-  **Add Media:** Adds media to the RMI tool.
-  **Refresh:** Refreshes all clips in the RMI list.
-  **Import:** Imports selected media to the assigned bin.
-  **Cancel Import:** Cancels the import media process.

Configuring RMI User Preferences

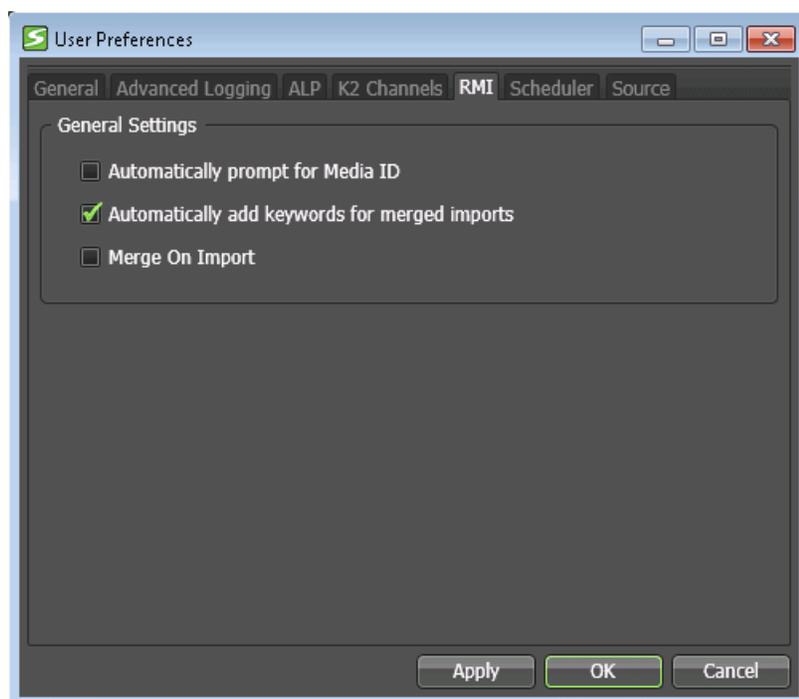
You can configure RMI settings within the user settings preferences window.

1. Select **Edit | User Preferences**.

The User Preferences dialog box opens.

The GV STRATUS application shows or hides tabs based on the roles assigned to your GV STRATUS log on credentials.

2. To configure RMI user preferences, select the **RMI** tab.



3. Do the following:
 - To launch the Media ID section automatically when a new removable device is detected, select the **Automatically prompt for Media ID** checkbox.
 - To insert keywords automatically during merged imports, select the **Automatically add keywords for merged imports** checkbox.
 - To always merge clips during import, select the **Merge On Import** checkbox. This makes RMI merges multiple clips into a single clip during every import.
4. To apply a change and continue editing user preferences settings, click **Apply**.
5. To accept any changes and close the dialog box, click **OK**.
The dialog box closes.

Accessing media

Removable media devices are automatically detected when attached to the system or mapped to a network drive. The RMI tool requires the GV STRATUS high resolution license and works on a system with iSCSI connection only. Without the iSCSI network connection, the RMI tool will not load in the GV STRATUS application. Once the RMI tool detects specific clip formats, it populates the list in the RMI panel.

Media detection modes are as follows:

- Active clip detection mode — When you launch the RMI panel, the application checks the folder structure on all the windows mapped drives from A to Z that it detects. Once the application detects a removable media folder structure, the application locates all clips in that drive and populates the clip list to be shown on the panel.
- Passive clip detection mode — When you introduce a new drive to the system, the application checks whether the new drive has a removable media folder structure. If it does, the application locates all clips contained in the new drive and populates the clip list.

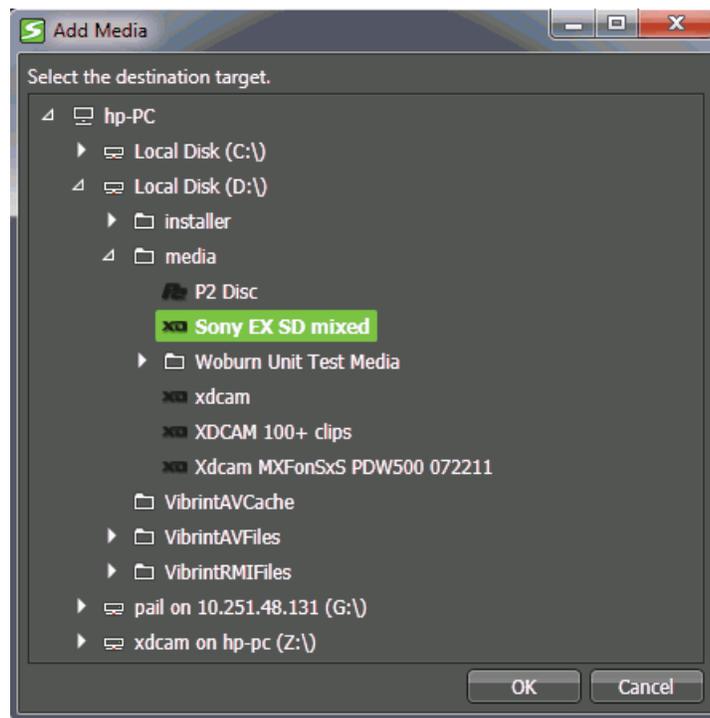
The application also monitors the drive for media removal. Once the removable media is ejected, the clip list is cleared from the RMI panel.

Adding media

You can browse folders to locate media from removable media devices and load those media into the RMI tool.

1. Click the **Add Media** button. 

The Add Media dialog box opens.



2. Browse folders to locate media from removable media devices.

Supported folder structures such as P2, XDCAM, and XDCAM EX can be identified from their folder logo as shown above.

3. Select the removable media folder.

4. Click **OK**.

Clips from the removable media folder appear in the RMI tool.

Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

Adding a media ID

You can add a media ID to clips on the RMI to identify clips for your broadcast easily.

1. Click the **Media ID** button. 

The Media ID section opens.

NOTE: *The Media ID section also opens automatically when a new removable device is detected, if the **Automatically prompt for Media ID** checkbox is selected in the user preferences window.*



2. Enter the Media ID to identify clips from each removable device.
3. Enter a default clip name in the **Base Clip Name** field. The application sets the base clip name with a default suffix for every clip populated in the RMI panel. If you don't enter a base clip name, the application uses original clip names from the removable device.
NOTE: *The base clip name will only overwrite names that have not been previously altered. For instance, if a photographer overrides the default clip name on the camera itself, RMI will not overwrite that name. However, selecting **Overwrite Default** overrides all default clip names.*
4. Change the **Default Clip Location**, if you want to import clips to a different location. You can click **Browse** to search for other locations in your K2 Summit system.
5. Check the **Overwrite Default** box if you want the base clip name to overwrite original clip names.
6. Click the **Apply** button.
The Media ID section closes.

The RMI updates according to details entered in the Media ID section.

Previewing a clip

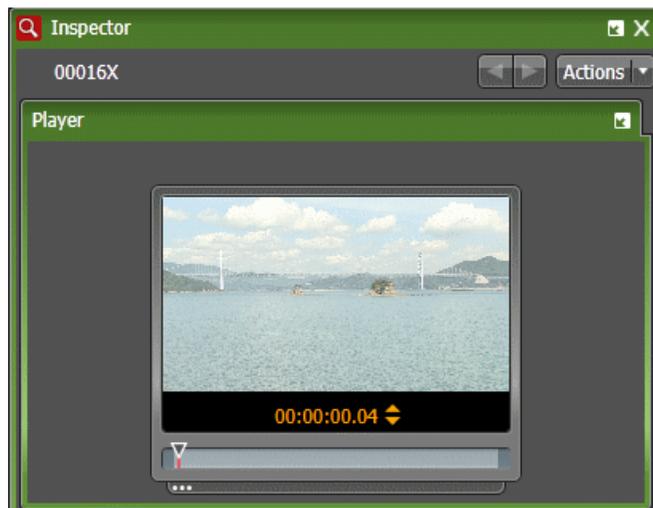
Clip previews allow you to easily select, deselect and decide what to import from the RMI tool. You can preview clips using the Inspector and Source Viewer panel.

1. Select a clip that you want to preview from the RMI list.

2. Do one of the following below:

- Double-click on the clip.
The clip loads into the Inspector panel.
- Right-click and select **Preview Highlighted Clips**.
The clip loads into the Source Viewer panel.

If you have previously launched both the Inspector and Source Viewer, you can see the clip loads into both panels.



NOTE: You can also select multiple clips and preview them, but only if they are of the same video and compression format.

3. Click the **Play** button. 

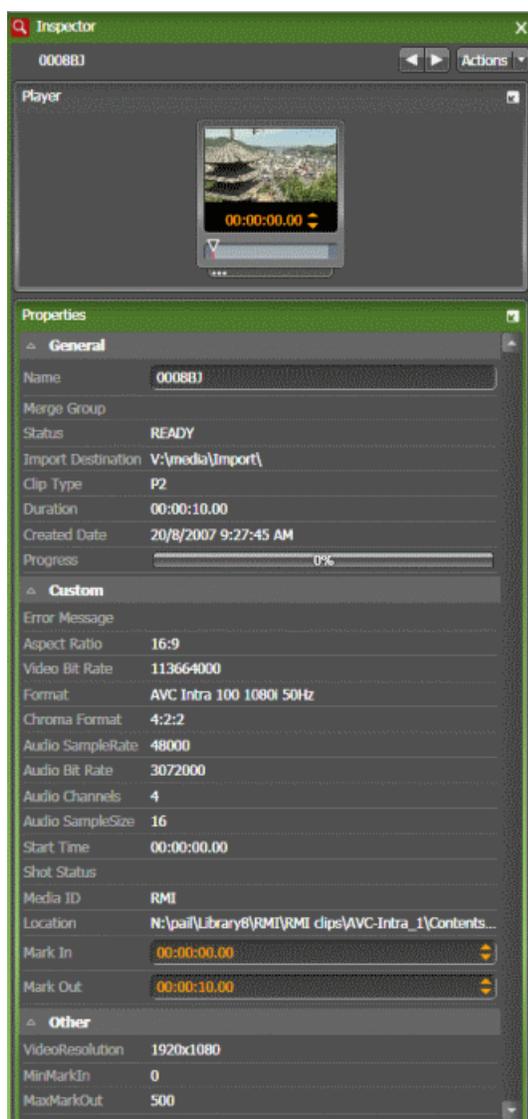
You can navigate through the preview using transport control buttons on the Inspector and Source Viewer panels. If you are previewing multiple RMI clips, each clip is indicated by a symbol above the scrub bar.

Editing clip properties

You can edit clip properties within the RMI tool.

1. Select a clip from the RMI list, right-click on the clip and select **Properties**.
Clip properties display in the Inspector panel.

2. You can edit the clip name in the General section.

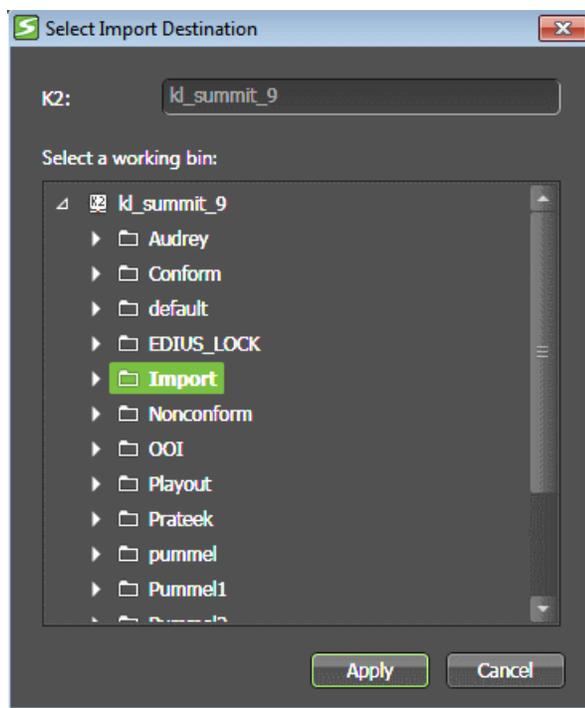


3. You can edit mark in and mark out points in the Custom section.
4. In the Other section, you can only view properties of the clip.
5. To just rename the clip title on the RMI panel; right-click on the clip, and select **Rename Clip**.

The name of the clip becomes editable and you can rename the clip on the panel itself.



- To change the import destination of a clip; right-click on the clip, select **Modify Location**, and choose a new import destination.



Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

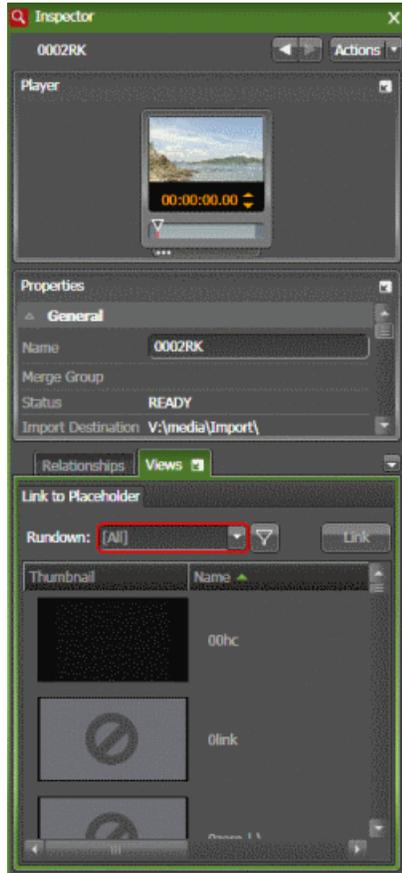
Linking clip to a placeholder

Prior to importing, you can link a clip to a placeholder.

NOTE: For playout, make sure the clip import destination is the same as the playout location.

1. Double-click on a clip.

The clip properties display in the Inspector.



2. In the **Link To Placeholder** tab, click the **Missing Placeholders Only** button  to only display placeholders with missing clips.
3. Select a placeholder to link the clip to.
4. Click the **Link** button.

The placeholder name and ID filled in to replace the previous name of the clip. The clip is now associated with the placeholder, and the placeholder is categorized as being edited in the Assignment List.

After the clip is imported, the placeholder status in the Assignment List changes to **READY** and the duration is updated.

Merging clips into group

You can create groups and merge clips into a group before importing. This allows operators to create groups of clips, name them, and then import them without having to repeat multiple imports separately.

1. Highlight clips that you want to merge into a group.
2. Right-click and select **Add to Merge Group**.

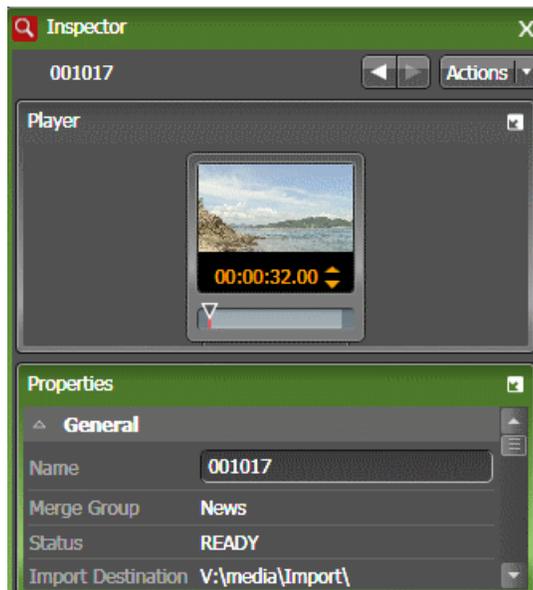
You can choose to create a new group or use existing group names from the context menu.

3. If you want to create a new group, select **Add New Merge Group** and enter the group name.



4. Click **OK**.

The merge group name that you selected appears in the Merge Group property of each clip. You can view the property in the Inspector panel.



The merge group name will become the name of the imported clip once the import process is completed.

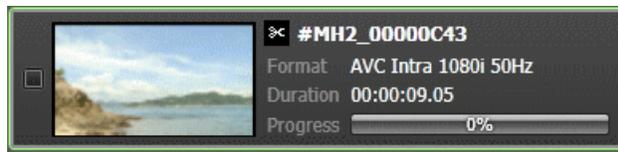
If you wish to remove clips from the group, right-click on those clips and select **Remove from Merge Group**.

Trimming a clip

With the RMI tool, you can trim a clip prior to import. To use the Trim operation, you must be logged on with a user account to which the Trim Rights role is assigned. If the role is not assigned, the Trim operation is not available.

1. On the RMI list, select the clip that you want to trim.
2. Drag the clip from the RMI tool and drop it into the Inspector.
3. Navigate to the desired starting point using the scrub bar, and click the **Mark In** button.  (I)
4. Navigate to the desired end-point using the scrub bar, and click the **Mark Out** button.  (O)
Where timecode is displayed you can also right-click the timecode type label and select **Clear Marks** to clear all current in/out marks.
5. Click the **Actions** drop-down arrow and select **Trim Asset**.

You can see the new duration and the scissor icon within the RMI list to signify that it is a trimmed clip.



However, ejecting or reinserting the disk will erase those mark points.

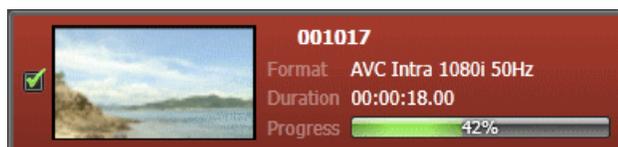
NOTE: Trimming is only supported with individual clips.

Importing clips

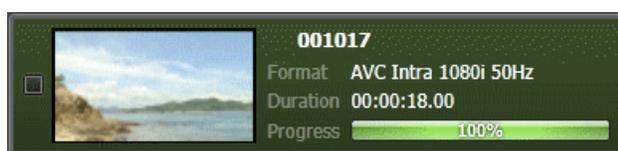
1. Check the box next to each clip that you want to import.

You can also check the **Select All** button  on the RMI toolbar to select all clips in the list.

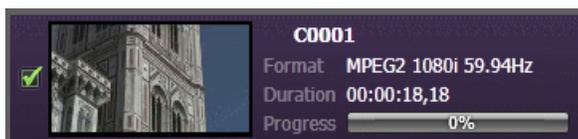
2. Click the **Import** button. 



While the import proceeds, you can see the clip row turns red, the progress bar grows, and the percentage increases. Once the import is complete, the clip row turns green and the clip status changes from **Importing** to **Done**.



If the color of the clip row turns into purple, the clip fails to import.



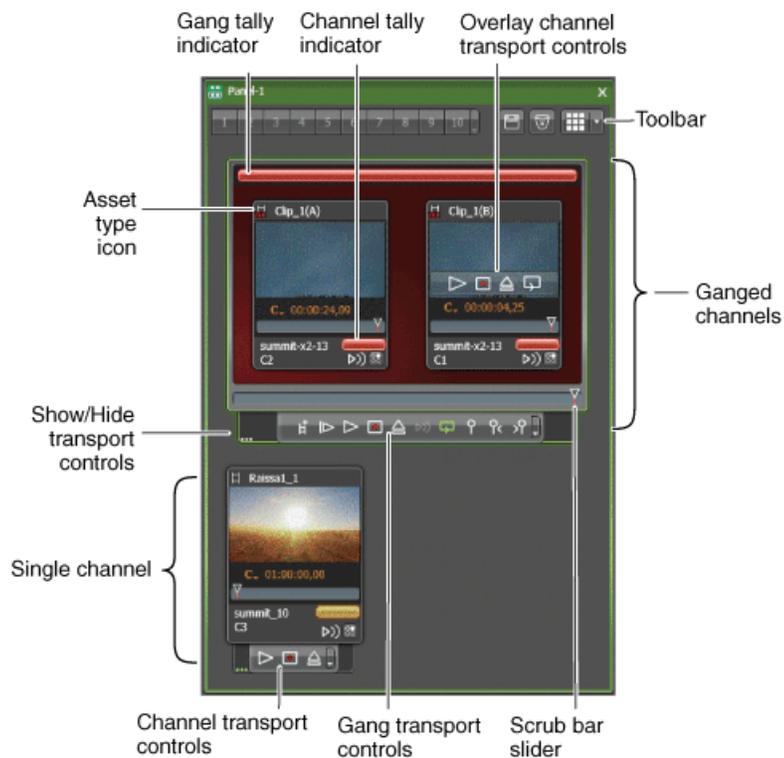
Related Topics

[Troubleshooting tips](#) on page 278

Working with K2 channels

The Channel Panel tool

A Channel Panel allows you to control one or more K2 system channels. A Channel Panel appears in the GV STRATUS application as a tool when you launch it from the Navigator panel.



Channel Panel features are as follows:

- Ganged channels — Operate multiple channels simultaneously. The background color of the gang group identifies the gang.
- Transport controls — Controls a channel or a channel gang and adds markers to the loaded clip. A gang's transport controls affect the operations of all the channels in the gang simultaneously. Individual channels in a gang have overlay transport controls that can control the channel independent of the gang.

- Tally indicator — Indicates current operational status by colors, as follows:
 -  **Red:** Recording
 -  **Green:** Playing
 -  **Orange:** Cued. Media is loaded and ready to play.
 -  **Gray:** Idle. No media loaded.
- Toolbar — Provides buttons for access to panel functions.
- Asset type icon — Appears when an asset is loaded and indicates the type of asset.
- Single channel — Operates one channel.
- Scrub bar slider — Finds scenes quickly within a clip or playlist.
- Show/Hide transport controls — Shows or hides transport controls on a channel or a gang.

You can open multiple Channel Panels and use them simultaneously to suit your workflow needs.

Channel Panel buttons

These buttons located on the Channel Panel toolbar let you perform various functions:

-  **Salvo:** Loads, creates, or removes a salvo.
-  **Save:** Saves the current settings. The settings are saved to the Channel Panel configuration.
-  **Trash:** Removes an item, such as a channel or production element, from the panel when you drag and drop the item on the icon.
-  **View Mode:** Controls the display and size of the items in a list or panel.

These transport control buttons let you control channels:

-  **New Clip:** Creates a new clip and allows you to name the clip before recording.
-  **Cue Start:** Cues to the beginning of the asset.
-  **Record:** Starts recording. Toggles with Stop button.
-  **Stop:** Stops recording. Toggles with Record button.
-  **Play:** Plays the clip. Toggles with the Pause button.
-  **Pause:** Pauses the play operation. Toggles with Play button.
-  **Eject:** Ejects the current asset.

These buttons located on the channels and gangs in the Channel Panel extend the functionality of controls:

-  **Add Marker:** Logs an item for the current position.
-  **Go to Previous Marker:** Goes to previous keyword/marker.
-  **Go to Next Marker:** Goes to next keyword/marker.
-  **Loop Playback:** Loops the current asset between mark in to mark out.
-  **Show/Hide Control Tray:** Shows or hides the control tray.

 **Live Streaming Video:** Enables/disables the display of the live video stream.

 **Live Streaming Audio:** Enables/disables the audio of the live video stream.

Related Topics

[Using mouse wheel for transport control](#) on page 169

[Arranging control tray buttons](#) on page 14

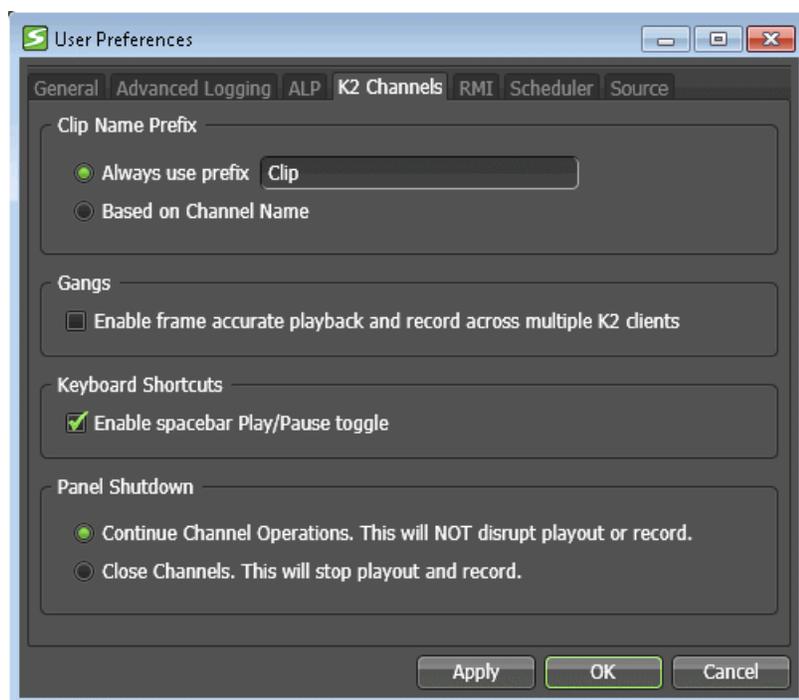
Configuring Channel Panel User Preferences

1. Select **Edit | User Preferences**.

The User Preferences dialog box opens.

The GV STRATUS application shows or hides tabs based on the roles assigned to your GV STRATUS log on credentials.

2. To configure Channel Panel user preferences, select the **K2 Channels** tab.



3. To configure the default clip name prefix for new assets, do the following:

- To add or modify the default clip name prefix for new assets, select **Always use prefix** and then enter your desired prefix.

If you enter illegal characters, the **OK** and **Apply** buttons are grayed out.

 **Tip:** Use a short prefix if an asset's total pathname could be too long. You must limit the pathname to 150 characters or less. Asset and bin name limitations are described in a separate topic.

- To use the channel name in the clip name prefix, select **Based on Channel name**.

When the application applies a default clip name, if a clip already exists with the same name, the application appends a number to the end of the clip name prefix to ensure it is a unique name. This is done regardless of naming preference used.

4. To enable or disable frame accurate setting for ganged channels, configure the **Enable frame accurate playback and record across multiple K2 clients** check box. This setting applies only for gangs with channels from multiple K2 Summit systems. When enabled, there is a very slight pause when starting play/record operations as the GV STRATUS application synchronizes channels.

Do not enable this frame accurate gang setting unless all K2 Summit systems have their time of day clocks set to a house LTC feed. This setting is in K2 AppCenter. If the frame accurate gang setting is enabled and K2 Summit systems are left at the default time of day setting of the Windows operating system clock, synchronization problems are likely, even if using a synchronization tool.

5. To enable or disable the play and pause function using the spacebar while playing an asset, configure the **Enable spacebar Play/Pause toggle** box.

These settings apply to Channel Panel and Playlist Editor.

6. To configure the behavior of channel operations when you close a panel or the application, do the following:

- To allow any record or play operations currently underway to continue, select **Continue Channel Operations**.
- To stop any record or play operations currently underway, select **Close Channels**.

These settings apply to Channel Panel and Playlist Editor panels.

7. To apply a change and continue editing user preferences settings, click **Apply**.

8. To accept any changes and close the dialog box, click **OK**.

The dialog box closes.

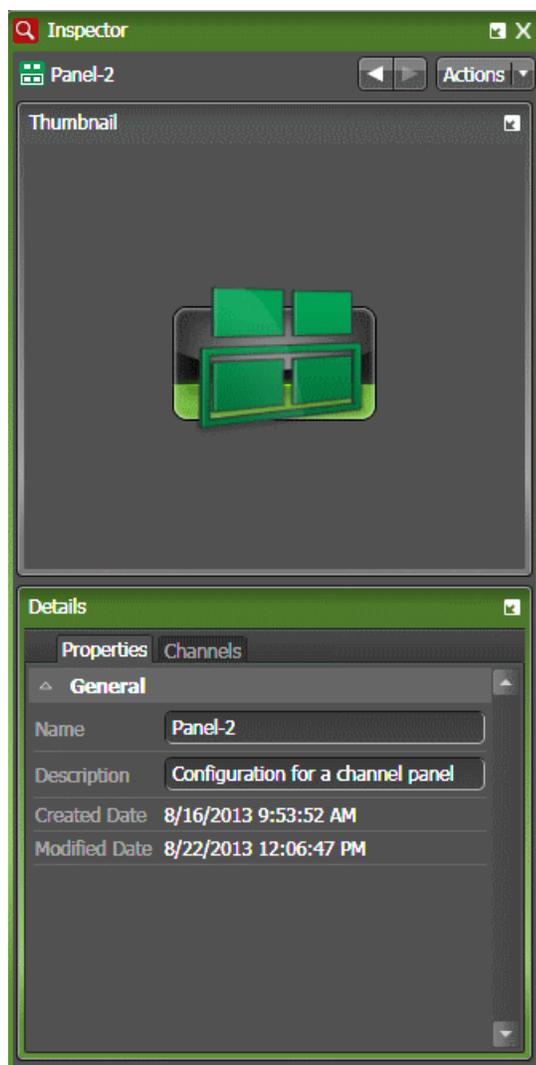
Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

Creating a Channel Panel

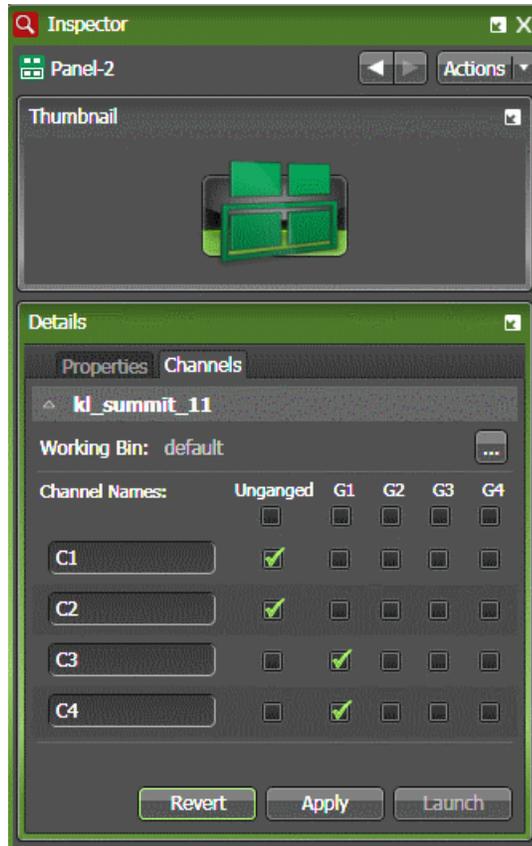
1. In the Navigator panel expand the **Tools** node, right-click **Channel Panels** and select **New Channel Panel**.

The Channel Panel configuration is displayed in the Asset List and settings open in the Inspector panel.



2. On the **Properties** tab, enter a name and description for the Channel Panel you are creating.

3. On the **Channels** tab, click the **Show/Hide** button  to display each K2 system's channels as desired.



4. Select the working bin for the K2 Summit system as follows:

- a) Click the **Browse** button. 

A tree view section opens.

- b) Navigate the tree view and create or select the bin.

- c) Click **Apply**.

The tree view section closes.

The working bin applies to all the channels on the K2 Summit system.

NOTE: *The working bin is set for all the channels from the same K2 Summit/SAN system used in the Channel Panel.*

5. Configure channels as follows:

- To add channels to a gang, select channel checkboxes in the gang's column.
- To add a channel as a single channel, select the channel checkbox in the **Unganged** column.
- To add all channels to gang or as ungang, select the appropriate checkbox in the top row.
- If desired, enter names for channels.

These names are for display in the GV STRATUS application only.

If a channel is configured on the K2 Summit system as a ChannelFlex channel, you can enter multiple names to identify the different ChannelFlex inputs and/or outputs.

Settings are automatically saved as you configure.

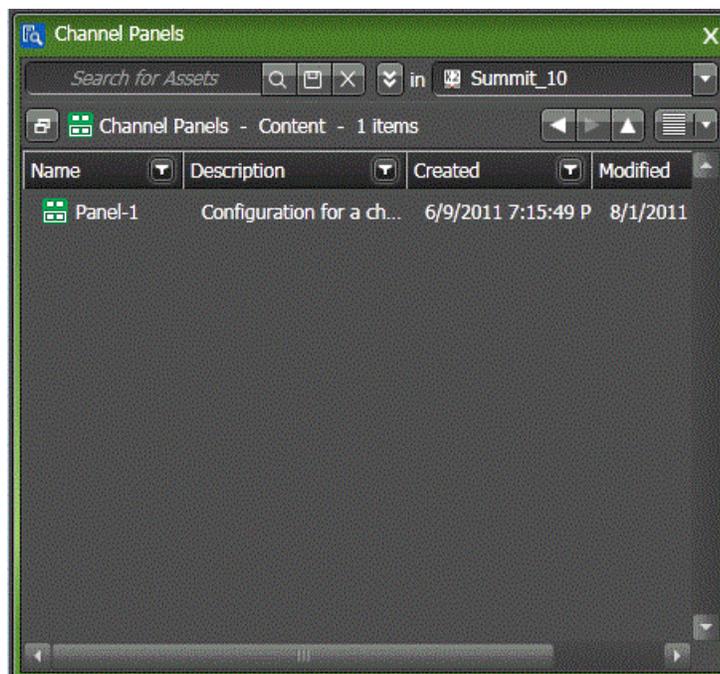
6. To launch the Channel Panel from the Inspector panel, click **Launch**.**Related Topics**

[Limitations for creating and naming assets and bins](#) on page 298

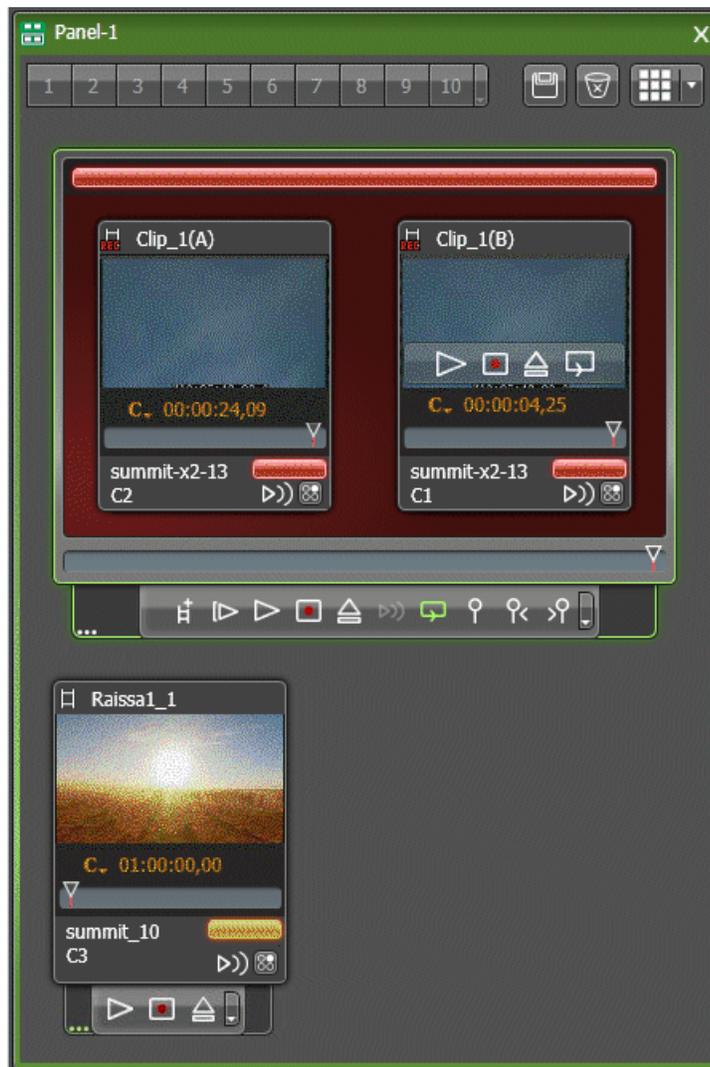
Launching and closing a Channel Panel

Once you have created a Channel Panel you can launch it as follows:

1. In the Navigator panel expand the **Tools** node and select **Channel Panels**.
Your Channel Panel configuration is displayed in the Asset List.



2. Right-click the Channel Panel configuration and select **Launch**.



The Channel Panel opens.

3. To close the Channel Panel, click the **X** button on the title bar.

The Channel Panel closes and one of the following occurs, based on Channel Panel user preferences:

- Channel operations continue, which allows any record or play operations currently underway to continue.
- Channels close, which stops any record or play operations currently underway.

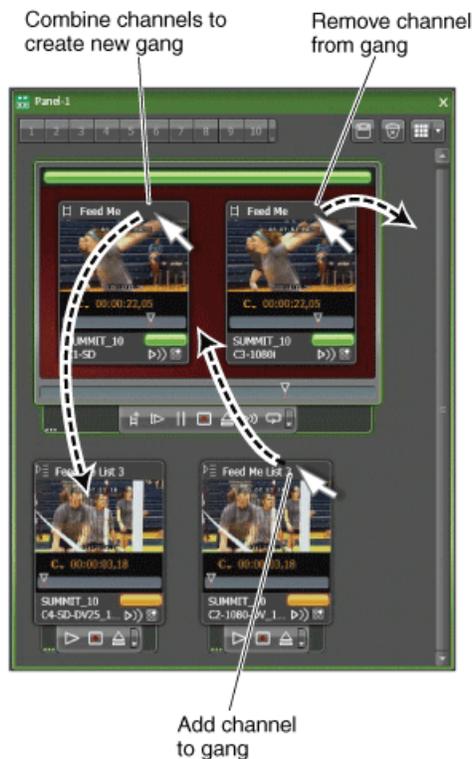
Related Topics

[Configuring Channel Panel User Preferences](#) on page 117

Modifying a Channel Panel while in use

After you have launched one or more Channel Panels, you can use drag and drop operations within a Channel Panel or between Channel Panels to change channels and gangs. You can do this while channel operations are underway.

1. Click on the top bar of a channel and drag it as follows:



- To create a gang, drag a single channel on top of another single channel. A gang opens that contains the two channels.
- To remove a channel from a gang, drag the channel to a location outside of the gang. The channel becomes a single channel in the Channel Panel.
- To remove a channel from the Channel Panel, drag the channel to the **Trash** button  in the toolbar.
- To add a single channel to a gang, drag the channel to the gang.
- To remove a gang, drag all the channels in the gang to a location outside of the gang. When the last channel is removed from the gang, the gang is removed from the Channel Panel.

2. To change the working bin, do the following:
 - a) Right-click anywhere within the channel and select **Edit Working Bin**.
The Channel Panel configuration opens in the Inspector and the working bin control expands.
 - b) Select the working bin.
NOTE: The working bin is set for all the channels from the same K2 system used in the Channel Panel.
3. Click the **Save** button  in the toolbar.
4. When prompted to confirm, click **Replace**.
This updates the current Channel Panel configuration with your changes.

If you close and then launch the Channel Panel your changes remain in effect.

Resizing channels and gangs

- To resize channels, in the Channel Panel toolbar identify the **View Mode** button  and use it as follows:
 - Click the button to toggle between small, medium, and large size channels.
 - Click the drop-down arrow and select Small, Medium, or Large.
 - Click the drop-down arrow and drag the slider to the desired size.
- To resize a gang, drag the sides, bottom, or lower right corner of the Channel Panel.
Channels automatically align horizontally or vertically as you resize.

Modifying a Channel Panel configuration

You can use the Channel Panel configuration to change the channels included in a Channel Panel and the gangs to which they are assigned.

1. In the Navigator panel expand the **Tools** node and select **Channel Panels**.
Your Channel Panel configuration is displayed in the Asset List.
2. Right-click the Channel Panel configuration and select **Open**.
Channel Panel settings open.
3. Change settings as desired.
4. Do one of the following:
 - To save your changes when the Channel Panel is launched, click **Apply**. The changes take effect in the Channel Panel.
 - To save your changes when the Channel Panel is not launched, click **Launch**. The Channel Panel launches with the changes in effect.
 - To discard your changes, click **Revert**. The settings present when you opened the Channel Panel configuration are restored.

Copying a Channel Panel configuration

You can use the Channel Panel to copy a Channel Panel configuration.

1. In the Navigator panel expand the **Tools** node and select **Channel Panels**.
Your Channel Panel configuration displays in the Asset List.
2. Right-click on the Channel Panel configuration and select **Copy**.
3. Right-click again on the Asset List and select **Paste**.
The copy of the Channel Panel configuration displays in the Asset List.

4. If you want to rename the Channel Panel configuration, right-click on it and select **Rename**.

You can double-click the Channel Panel configuration to view its settings in the Inspector panel. After that, you can edit the channel configuration and save it by clicking the **Apply** button.

Related Topics

[Creating a Channel Panel](#) on page 119

[Launching and closing a Channel Panel](#) on page 121

About recording clips in a Channel Panel

You have the following options for recording clips:

- Crash Record — Start a recording without specifying a clip name. The GV STRATUS application gives the clip a default name based on User Preference settings.
- New clip — Create and name a clip before recording starts.

Indicators that the recording is underway are as follows:

- Timecode increments.
- Tally indicators display a red color.
- The clip thumbnail displays.

The function of the **Record** button  toggles. While the channel is recording, clicking the **Stop** button  stops the recording. While the channel is not recording, clicking the **Record** button  begins recording.

When the channels in a gang are not on the same K2 Summit system, there can be a brief pause before the record operation begins.

Refer to K2 system documentation for more details about recording clips.

Related Topics

[Configuring Channel Panel User Preferences](#) on page 117

Recording on a single channel using crash record

1. Launch a Channel Panel.

2. Click the **Record** button  on a single channel. ( **F12**)

The following occurs:

- The application creates a new clip and gives it a default name based on User Preference settings.
- Recording begins on the channel.
- The clip records to the current working bin.

Related Topics

[Configuring Channel Panel User Preferences](#) on page 117

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

Recording on a single channel using new clip

1. Launch a Channel Panel.
2. Right-click on the server/channel name and select **New Clip**.
A New Clip dialog box opens.
3. Accept the default clip name or enter a clip name and then click **OK**.
A new clip is loaded into the channel.

You can configure the default clip name in User Preferences.

4. Click the **Record** button . ( **F12**)

The following occurs:

- Recording begins on the channel.
- The clip records to the current working bin.

Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

[Configuring Channel Panel User Preferences](#) on page 117

Recording on ganged channels using crash record

1. Launch a Channel Panel.

- Click the **Record** button  (Ⓚ **F12**) on a gang.



The following occurs:

- The application creates new clips and gives them default names based on User Preference settings.
- Recording begins on all channels in the gang.
- The clips record to the current working bin.
- The Channel Panel automatically assigns an **Angle** property for each clip.

Related Topics

[Configuring Channel Panel User Preferences](#) on page 117

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

Recording on ganged channels using new clip

- Launch a Channel Panel.
- Click the **New Clip** button  on a gang.
A New Clip dialog box opens.

3. Accept the default clip name or enter a clip name and then click **OK**.



New clips are loaded into the gang channels.
You can configure the default clip name in User Preferences.

4. Click the **Record** button.  (Ⓚ **F12**)



The following occurs:

- Recording begins on all channels in the gang.
- The clips record to the current working bin.
- The Channel Panel automatically assigns an **Angle** property for each clip.

Related Topics

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

[Configuring Channel Panel User Preferences](#) on page 117

Recording on an individual channel in a gang using crash record

1. Launch a Channel Panel.
2. Double-click on the thumbnail of an individual channel in a gang.
The overlay transport controls appear.

3. Click the **Record** button.  ( **F12**)

The following occurs:

- The application creates a new clip and gives it a default name based on User Preference settings.
- Recording begins on the channel.
- The clip records to the current working bin.

Related Topics

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

Recording on an individual channel in a gang using new clip

1. Launch a Channel Panel.
2. Right-click on the thumbnail of an individual channel in a gang and select **New Clip**.
A New Clip dialog box opens.
3. Accept the default clip name or enter a clip name and then click **OK**.
A new clip is loaded into the channel.
You can configure the default clip name in User Preferences.

4. Click the **Record** button.  ( **F12**)

The following occurs:

- Recording begins on the channel.
- The clip records to the current working bin.

Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

[Configuring Channel Panel User Preferences](#) on page 117

Recording on ChannelFlex channels

When your K2 system channel is configured for ChannelFlex Multi-Cam, two record inputs are available for the channel.

1. Launch a Channel Panel that contains ChannelFlex channels, or add ChannelFlex channels to the Channel Panel.

A ChannelFlex Multi-Cam channel appears as follows:



The timecode control, transport controls, and slider bar operate both record inputs at the same time.

2. Do one of the following record operations:
 - Record using crash record.
 - Record using new clip.

Record operations are similar to those on a channel that is not configured for ChannelFlex.

A channel configured for ChannelFlex Multi-Cam is a record-only channel so you cannot load assets into the channel.

Related Topics

[Recording on a single channel using crash record](#) on page 125

[Recording on a single channel using new clip](#) on page 126

About playing clips in a Channel Panel

You have the following options for playing clips:

- Playback — Plays the clip once and stops at the end of the clip. You can do this on a single channel, on all the channels in a gang, or on an individual channel in a gang.

- Loop play — Plays the clip in a continuous loop until you manually stop the playout. You can do this on a single channel or on all the channels in a gang.

Indicators that playback is underway are as follows:

- Timecode increments.
- Tally indicators display a green color.
- The scrub bar slider moves from left to right.

The function of the **Play** button  toggles. While the channel is playing, clicking the **Pause** button  stops the playback. While the channel is not playing, clicking the **Play** button  begins playback.

When the channels in a gang are not on the same K2 Summit system, there can be a brief pause before the play operation begins.

Refer to K2 system documentation for more details about playing clips.

Related Topics

[Using mouse wheel for transport control](#) on page 169

Loading an asset for playback in a Channel Panel

1. Launch a Channel Panel.
2. In the Navigator panel, select the bin containing the asset to play.
The asset appears in the Asset List.

3. Do one of the following:

- To load the asset into a single channel, drag the asset from the Asset List to a channel's thumbnail display area. You can do this on a single channel or on a channel that is part of a gang.
- To load the same asset into multiple channels of a gang, drag the asset from the Asset List to the gang background or to the gang tally indicator.
- To load the asset that is in one channel into another channel, drag the asset type icon from one channel to another.



The mouse pointer displays a no-drop icon for channels that are incompatible with the clip's video standard or format.

The following occurs:

- The asset is loaded on the channels that have access to the asset. If a gang includes channels from multiple K2 systems that have separate storage, the asset loads on the channels from those K2 systems that contain the asset in their storage. The asset does not load on channels from K2 systems that do not contain the asset.
- Each loaded channel displays a thumbnail of the media.
- Tally indicators display an orange color to indicate that media is cued up and ready to play.

Related Topics

[Locating a loaded clip or playlist](#) on page 137

Playing a clip on a single channel

1. Launch a Channel Panel.

2. Load an asset into a channel so that it is cued up and ready to play.
3. Click the **Play** button.  ( **W**)
Playback begins on the channel.

Related Topics

[Loading an asset for playback in a Channel Panel](#) on page 132

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

Playing clips on ganged channels

1. Launch a Channel Panel.
2. Load assets into channels so they are cued up and ready to play. You can load the same asset on all channels or load different assets on individual channels.
3. Click the **Play** button.  ( **W**)



Playback begins on the channels in the gang.

Related Topics

[Loading an asset for playback in a Channel Panel](#) on page 132

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

Playing ganged clips on a single channel

1. Launch a Channel Panel.
2. Load a ganged recorded asset into a channel so that it is cued up and ready to play.

3. Click the **Play** button.  ( **W**)

Playback begins on the channel.

4. Toggle between A and B angles as desired during playback.

NOTE: *You can only toggle between A and B angles for playback of ganged recorded assets.*

Playing a clip on a single channel in loop play

1. Launch a Channel Panel.
2. Load an asset into a channel so that it is cued up and ready to play.
3. Click the **Loop Playback** button. 

The channel is now cued in loop play mode, as indicated by the highlighted loop play button.
4. Click the **Play** button.  ( **W**)

Loop play begins on the channel. When the clip reaches its end, it automatically starts to play again from its beginning.
5. Control loop play as follows:
 - To pause loop play, click the **Pause** button. 
 - To resume loop play, click the **Play** button.  When loop play restarts it begins at the point from which it stopped.
 - To stop loop play when it reaches the end of the clip, click the **Loop Playback** button. 

Playback continues normally and stops at the end of the clip.

 **Spacebar** = Play/Pause. Toggles between play and pause.

Related Topics

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

[Configuring Channel Panel User Preferences](#) on page 117

Playing ganged channels in loop play

1. Launch a Channel Panel.
2. Load assets into channels so they are cued up and ready to play. You can load the same asset on all channels or load different assets on individual channels.
3. Click the **Loop Playback** button. 

The gang is now cued in loop play mode, as indicated by the highlighted loop play button.

4. Click the the **Play** button.  (**W**)



Loop play begins on the channels. When each clip reaches its end, it automatically starts to play again from its beginning.

5. Control loop play as follows:
 - To pause loop play, click the **Pause** button. 
 - To resume loop play, click the **Play** button.  When loop play restarts it begins at the point from which it stopped.
 - To stop loop play when it reaches the end of the clip, click the **Loop Playback** button.  Playback continues normally and stops at the end of the clip.

 **Spacebar** = Play/Pause. Toggles between play and pause.

Related Topics

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

[Configuring Channel Panel User Preferences](#) on page 117

Controlling an individual channel in a gang

1. Launch a Channel Panel.
2. If desired, begin a record or a play operation on the gang.
3. Double-click on the thumbnail of an individual channel in the gang.
The overlay channel transport controls appear.

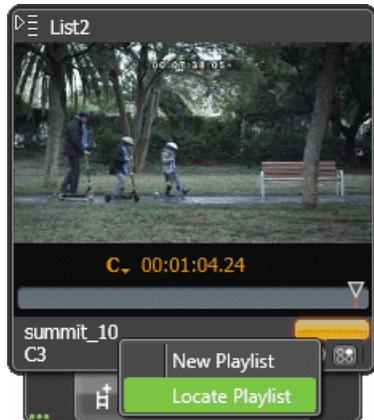
4. Use the overlay channel transport to control the channel as desired.
You can stop a play operation and then use the scrub bar to navigate to a location in the clip.
5. Consider the following when controlling an individual channel in a gang:
 - Operating the individual channel does not affect the ongoing operation of the gang.
 - When you pause and then resume playback on an individual channel, playback starts at the point it was stopped. The channel does not re-sync with the ongoing playback of the other channels in the gang.

The individual channel's tally indicator displays the color that indicates its current operational status.

Locating a loaded clip or playlist

In Channel Panel or Playlist Editor, if you want to quickly access the location of the currently loaded clip or playlist, the GV STRATUS application can show you the location.

1. Identify the K2 Summit system name and channel name in the lower left section of the channel.
2. Click in the section in one of the following ways:
 - Double-click in the section.
 - Right-click and select **Locate Playlist** or **Locate Clip**.



The GV STRATUS application shows the location as follows:

- In the Navigator panel the bin that contains the clip or playlist is selected.
- The bin's Asset List opens with the clip or playlist selected.

About salvos

A salvo is a pre-defined set of clips to load into the channels of a Channel Panel. You can use a salvo when you repeatedly set up the same channels to play the same clips as part of your show.

The salvo is saved as a part of the Channel Panel configuration. One Channel Panel configuration can have ten saved salvos.

Creating a salvo

1. Load clips in the channels of your Channel Panel.
2. Identify the salvo buttons in the Channel Panel toolbar.



3. Determine the salvo button to use for your new salvo as follows:
 - a) Identify buttons with numbers that are a lighter color (not bold). These buttons do not have a salvo assigned.
 - b) Hover your mouse pointer over a salvo button.
A tooltip displays the salvo name or "Unassigned".
4. Right-click the salvo button and select **Create Salvo**.
A dialog box opens and prompts for a salvo name.
5. Enter the name of the salvo and then click **OK**.
The application displays this name as a tooltip to identify the salvo button.
The salvo is saved as part of the Channel Panel configuration.

You must save the Channel Panel configuration to save the new salvo.

Loading a salvo

1. Identify the salvo to load by hovering your mouse pointer over a salvo button.
A tooltip displays the salvo name.
2. Click the **Salvo** button. **1**
The clips load into the channels.

Deleting a salvo

1. Identify the salvo to delete by hovering your mouse pointer over a salvo button.
A tooltip displays the salvo name.
2. Right-click on the salvo's button and select **Remove Salvo**.

The salvo button now has no salvo assigned.

You must save the Channel Panel configuration to save the salvo button with no salvo assigned.

Modifying a salvo

1. Identify the salvo to modify by hovering your mouse pointer over a salvo button.
A tooltip displays the salvo name.
2. Click the **Salvo** button  to load the salvo, if it is not already loaded.
3. Eject or load clips to modify the salvo.
4. Right-click the salvo button and select **Create Salvo**.
A dialog box opens and prompts you for a salvo name.
5. Click **OK**.
Do not change the salvo name, so your modifications overwrite the salvo.
The modified salvo is saved as part of the Channel Panel configuration.

You must save the Channel Panel configuration to save the modified salvo.

Configure router settings in Channel Panel

Before doing this task, make sure that in GV STRATUS Control Panel your router connection settings are configured.

You can set the router source and destination for a channel in a Channel Panel, and save the setting with the Channel Panel configuration.

1. Launch a Channel Panel.
2. Identify the channel for which you are making router settings.
You can make router settings for a channel in a gang or for a channel not in a gang.
3. Right-click the channel and select **Router Settings**.
The **Router Settings** dialog box opens.

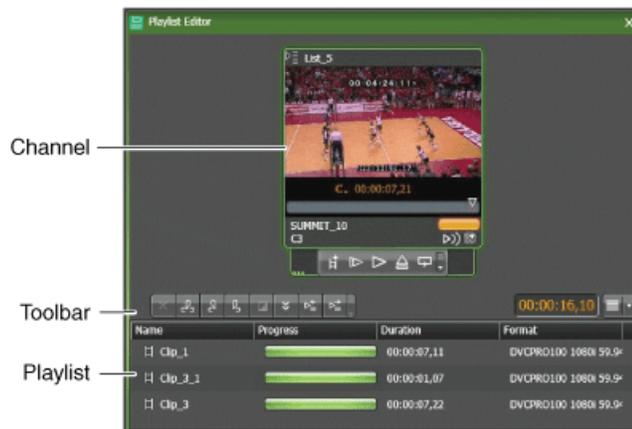


4. Configure router settings as follows:
 - **Source:** The feed coming into the router, such as from a camera.
 - **Destination:** The port coming out of the router, connecting to the K2 system channel.
5. Click **OK** to save settings and close.
6. Repeat steps to configure router settings on other channels in the Channel Panel as desired.
7. Click the **Save** button  in the toolbar.
8. When prompted to confirm, click **Replace**.
This updates the current Channel Panel configuration with your changes.

The next time you launch the Channel Panel, channels have routers already configured. To determine a channel's router settings, repeat steps to open the **Router Settings** dialog box. Router settings are not displayed in Channel Panel configuration.

The Playlist Editor tool

The Playlist Editor allows you to assemble and edit a Playlist. You can launch the Playlist Editor as a panel from a bin, from an Asset List, and the tool section of the Navigator panel.



You can drag assets into the panel to create or add to a Playlist. Assets in the panel are called *events*.

The panel has the following features:

- Channel — Controls a K2 system channel for playback of lists.
- Toolbar — Performs operations on events in the list.
- Playlist — Displays events and allows editing of events.

Editor Panel buttons

These buttons located on the toolbar let you perform various functions:

-  **Delete:** Deletes the selected item or items. Disabled if delete rights denied in GV STRATUS Control Panel.
-  **Split:** Splits the item at the current position.
-  **Trim In:** Trims the start of the event at the current position.
-  **Trim Out:** Trims the end of the event at the current position.
-  **Add Transition:** Adds a transition to the event.
-  **Show/Hide Transition Panel:** Edit current transition settings
-  **Go to Previous:** Goes to the previous transition in the playlist or sequence.
-  **Go to Next:** Goes to the next transition in the playlist or sequence.

These transport control buttons let you control the channel:

-  **New Playlist:** Creates a new playlist.
-  **Cue Start:** Cues to the beginning of the asset.
-  **Play:** Plays the clip. Toggles with the Pause button.
-  **Pause:** Pauses the play operation. Toggles with Play button.
-  **Eject:** Ejects the current asset.

These buttons located on the channel extend the functionality of transport controls:

-  **Loop Playback:** Loops the current asset between mark in to mark out.
-  **Show/Hide Control Tray:** Shows or hides the control tray.
-  **Live Streaming Video:** Enables/disables the display of the live video stream.
-  **Live Streaming Audio:** Enables/disables the audio of the live video stream.

Related Topics

[Using mouse wheel for transport control](#) on page 169

[Arranging control tray buttons](#) on page 14

[Adding and removing transitions](#) on page 178

About playlists and sequences

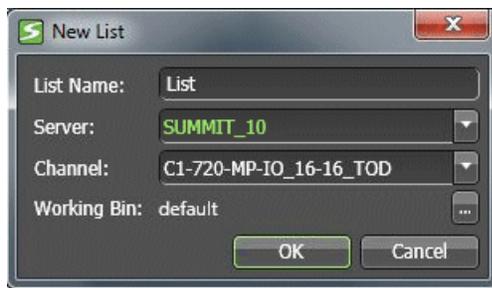
You can create or modify playlists and sequences as follows:

- The Playlist Editor creates and modifies playlists. When you use the Playlist Editor you are online, which means you are using a K2 system channel for the playlist. A playlist is always an asset in K2 storage and is saved automatically as you modify it.
- The Storyboard Editor creates and modifies sequences. When you use the Storyboard Editor you are offline, which means you are not using a K2 system channel. You can save the sequence as a playlist into K2 storage and play it on a K2 system channel.

Creating a playlist

1. Open the Playlist Editor as follows:
 - a) Do one of the following:
 - Right-click a bin on the K2 Summit system and select **New | Playlist**.
 - Right-click in the empty space of an Asset List and select **New | Playlist**.
 - Select an asset or select multiple assets (Ctrl + Click) in an Asset List and then right-click and select **New | Playlist from Clips**. When you use this option assets are added to the playlist in the order selected.

A New List dialog box opens.



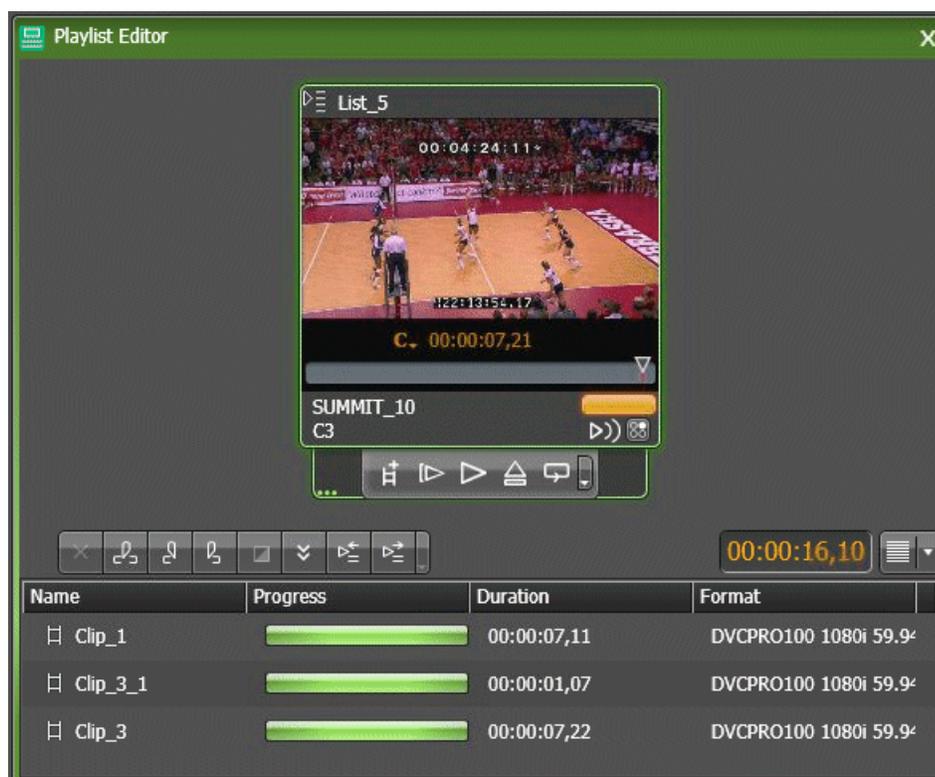
- b) Enter the name of your playlist and select the K2 system and channel on which you are creating your playlist, then click **OK**.

The Playlist Editor opens.
 2. In a K2 bin Asset List , select an asset and drag it to the Playlist Editor panel.

The asset displays.

If needed, you can also drag it to the Inspector panel.
 3. To preview the asset, click the **Play** button  or use the appropriate transport controls.

4. Drag the asset if you want to rearrange the playlist in the lower section of the Playlist Editor.



The asset is now referred to as an *event* in the Playlist.

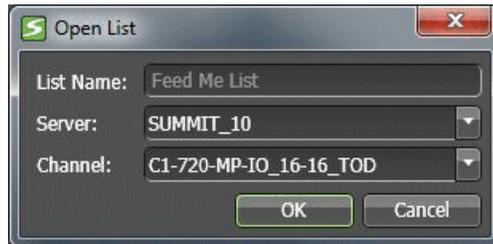
NOTE: *If you leave the asset loaded in the Inspector and make additional changes, such as changing the mark-in or mark-out points, these changes are not reflected in the Playlist Editor unless you drag the asset to the Playlist Editor again.*

5. Repeat above steps to add additional events.
6. In the panel, use the toolbar buttons to modify events.

To play the Playlist, use the transport controls in the Playlist Editor's channel.

Opening a Playlist

1. In an Asset List, right-click on a playlist and select **Open With | Playlist Editor**.
The Open List dialog box opens.



2. Select the K2 system and channel on which to open the playlist.
3. Click **OK**.
The Editor Panel opens.

After opening the playlist, use the toolbar buttons to modify events and transport controls to control playback in the Playlist Editor's channel.

Loading a playlist into the Playlist Editor

1. From an Asset List, drag a playlist into the Playlist's channel.
The playlist loads into the Playlist Editor.

If the Playlist Editor was previously loaded with a different playlist, the playlist you drag in replaces the previous playlist.
2. After loading the playlist, use the toolbar buttons to modify events and transport controls to control playback in the Playlist Editor's channel.

Related Topics

[Locating a loaded clip or playlist](#) on page 137

Rearranging or deleting events in a playlist

Select the event in the panel and choose one of the following actions:

- To delete the selected event, click the **Delete** button. 
- To move the selected event, drag the event to a new location in the panel.

There is no Undo feature for these operations.

Splitting an event

1. Navigate to the desired location in the event.
2. Select the **Split** button. 

The event is divided into two events with identical names.

There is no Undo feature for these operations.

About keyboard shortcuts and input focus in a Channel Panel

A keyboard shortcut takes effect for the channel or gang with the input focus. You must make sure that the channel or gang that you want to control has the input focus before you use a keyboard shortcut.

A green border indicates the channel or gang with the input focus. You can give a channel or gang the input focus as follows:

- To give a gang the input focus, click once anywhere on the gang.
- To give a single (un-ganged) channel the input focus, click once anywhere on the channel.
- To give an individual channel in a gang the input focus, double-click on the channel. This also displays the overlay transport controls for that channel.

Related Topics

[Channel Panel keyboard shortcuts](#) on page 280

Modifying the clip name in a Channel Panel

You can change the name of the clip currently loaded in a channel.

1. Press the **Alt** key and click on the clip name at the top of the channel.
2. Type in the new name for clip.
The name must conform to asset and bin name limitations.
The name change must not be a change in capitalization only.
3. Press **Enter** or **Tab** or click anywhere outside of the clip name to put the change into effect.

Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

Loading an asset into the Inspector from a Channel Panel

1. Load an asset into a channel, if not already loaded.
2. Identify the asset type icon on the channel and do one of the following:
 - Double-click the icon.
 - If the Inspector panel is open, drag the icon to the Inspector.

The asset opens in the Inspector panel.

Using the scrub bar to navigate through a clip

You can use the scrub bar to navigate through clips in ganged channels, single channels, and individual channels in a gang.



- Drag the scrub bar slider to navigate through the clip.
- Click at any point along the scrub bar to jump the slider to that location in the clip.

Related Topics

[Using mouse wheel for transport control](#) on page 169

Identifying and selecting the timecode type

Where timecode is displayed, you can view and change the timecode type.

1. To identify the timecode type, interpret the label next to the timecode display as follows:

C	Current Timecode
I	Mark In
O	Mark Out
D	Duration
E	Elapsed
R	Remaining
d	Marked Duration
r	Remaining to Mark Out
e	Elapsed from Mark In

2. To change the timecode type, right-click the timecode display or label and select the type of timecode.

Selecting timecode type to navigate and mark clips

You can use the timecode display to navigate and mark clips in single channels, and individual channels in a gang.

1. On the timecode display, select one of the following timecode types:

- **C**: Current Timecode
- **I**: Mark In
- **O**: Mark Out
- **D**: Duration
- **d**: Marked Duration

You cannot navigate or set marks using the following timecode types.

- Elapsed
- Elapsed from Mark In
- Remaining
- Remaining to Mark Out

2. **Alt + Click** on the timecode display.

Timecode goes into edit mode, as indicated by the up/down buttons.

3. Do one of the following:

- Enter time code values.
- Click up/down buttons to go to your desired timecode position.

4. Press **Enter** or click outside the timecode display.

The playback point moves to the specified timecode, as indicated by the scrub bar. If timecode type is mark in or mark out, marks are set at the specified timecode. If timecode type is duration, the mark out point is set.

Channel panel markers

When you add a marker to a clip in a Channel Panel, behavior can vary depending on the state of the clip and if the channel is in a gang.

If the clip is currently recording, the marker is added and appears on the scrub bar. As the clip continues to record and its length increases, the marker moves to the left on the scrub bar, as its position relative to the end of the clip changes.

You can add a marker to a clip in an individual channel. This includes an individual channel that is not in a gang as well as an individual channel that is in a gang. If you add a marker to a clip in an individual channel that is in a gang, the marker is not applied in the other clips in the gang and it does not appear on the gang scrub bar.

In order to add a marker to a gang and have the marker applied to all the clips in the gang simultaneously, the gang must be as follows:

- All channels must be recording, all channels must be cued, or all channels must be playing.

- All the clips in the gang must be of the same length.
- Recording channels must have started at the same timecode value.
- Cued channels must have the same starting and ending timecode values.

Also, it is strongly recommended that all channels be frame accurate and use the same timecode source.

If you start your ganged channels recording as one gang record and as long as all the clips continue to be same length during the recording process, you can add a gang marker to all the clips in the gang. These markers appear on the individual channel scrub bar and on the gang scrub bar.

If the clips in a gang are not the same length, you cannot add a marker to the gang. This occurs if you start/stop recordings of individual channels in the gang or if you cue already recorded clips of different length/timecode into the gang.

If you load a ganged clip into the Inspector panel and add a marker there, the marker appears on that individual channel's scrub bar in the gang. However, that marker does not appear on the gang scrub bar, since the marker was not added to the gang.

Related Topics

[Adding markers](#) on page 172

[Navigating to keywords or markers in an asset](#) on page 173

Hiding transport controls

- You can show/hide transport controls on a gang or a single channel by clicking the **Show/Hide Control Tray** button.  This opens the control tray.
- You can show/hide transport controls on an individual channel in a gang by double-clicking in the thumbnail display area.

Managing Channel Panel configurations

1. In the Navigator panel expand the **Tools** node and select **Channel Panels**.
Your Channel Panel configuration displays in the Asset List.
2. In the Asset List, right-click the Channel Panel configuration and do the following:
 - To delete the Channel Panel configuration, select **Delete**.
 - To open the Channel Panel configuration in the Inspector panel, select **Open With | Inspector**.
 - To launch the Channel Panel, select **Launch**.

Channel status indicators

The application displays icons with messages in a channel's thumbnail area to indicate the current status of the channel, as follows:

Icon	Status
	Normal, no clip loaded.
	Warning
	Error

Reconnecting to a K2 system

If status indicators report that a channel is no longer connected to a K2 system, you can trigger the channel to reconnect to the K2 system.

1. In the Channel Panel, identify the disconnected channel as indicated by the channel status indicator and message in the channel's thumbnail area.
2. Click the **Reconnect** button.

One of the following occurs:

- If Channel Panel failed to connect to the server, the channel connects to the K2 system. Other channels in the Channel Panel attempt to reconnect as well, if those channels were previously connected to that same K2 system.
- If the channel is currently owned, an "...Are you sure...?" message appears and provides information about the user and K2 system that currently owns the channel. Click **Yes** to disconnect the current owner and connect to the K2 system.

Importing, Exporting, and Transferring

About importing, exporting, and transferring

This section defines the different terms used when transferring files or assets to or from Grass Valley systems or between Grass Valley devices.

- Import — copy files from a file system to a Grass Valley system.
- Export — copy assets from a Grass Valley system to a folder on a network drive.
- Transfer — move or copy assets within or between Grass Valley devices.

Creating an export share

This procedure provides a share on a GV STRATUS client PC so that you can use the drive as a destination for export from the GV STRATUS application.

1. On a GV STRATUS client PC, create a folder to be used for the export from the GV STRATUS application. For example, create the folder *C:\STRATUSExport*.
2. Access the folder's properties and share the folder.
3. Make sure that permissions are set to allow read and write access to the internal system account, which by default is GVAdmin.

If the GV STRATUS client PC is on a domain, it should have the internal system account, which by default is GVAdmin. If not, create the account.

You can now use the share as a destination for export from the GV STRATUS application.

Importing files to a Grass Valley system

Prerequisites:

- If importing from a folder on the GV STRATUS client PC C: drive, the drive must be a network-mapped C\$.
- File format must be supported for import to the Grass Valley system.

You can import files to a Grass Valley system through a context menu in the Navigator panel, send assets from a network-mapped drive to a bin on a Grass Valley system, or drag and drop assets directly into a folder.

This procedure describes using the context menu.

1. In the Navigator panel, select the source folder on the network-mapped drive.
2. Right-click on the asset or assets that you want to import and select the appropriate command:
 - **Copy To** or **Copy/Paste** — Copies the asset or assets, leaving the original in the source folder.

3. Select the destination bin, and click **OK**. If the destination bin is grayed out, it is not a valid destination.

The transfer is initiated. If transferring multiple assets, transfer jobs are queued.

4. To monitor the status of the transfer, open the Jobs List.

NOTE: Due to Microsoft Windows limitations, files and directories from network shares are not updated automatically.

Related Topics

[Formats supported for import and export](#) on page 300

[Creating an export share](#) on page 151

[Monitoring imports, exports, or transfers](#) on page 156

Exporting assets from a K2 Summit system

Prerequisites:

- If exporting to a folder on the C: drive, the drive must be a network share allowing read and write access to the internal system account, which by default is GVAdmin.

In the Navigator panel, you can export assets through a context menu, or by dragging and dropping the assets, from a Grass Valley system bin to a network-mapped drive. This procedure describes using the context menu.

1. In the Navigator panel, select the source bin on the K2 system.
2. Right-click on the asset or assets that you want to export and select the appropriate command:
 - **Copy To** or **Copy/Paste** — Copies the asset or assets, leaving the original in the source folder.
3. Select the destination bin, and click **OK**.

To export, you can also drag and drop assets into the destination bin.

The Export Options dialog box displays.

4. Use the drop-down arrow to select the export format and click **OK**.

The export is initiated. If exporting multiple assets, transfer jobs are queued.
5. To monitor the status of the export, open the Jobs List.

Related Topics

[Formats supported for import and export](#) on page 300

[Creating an export share](#) on page 151

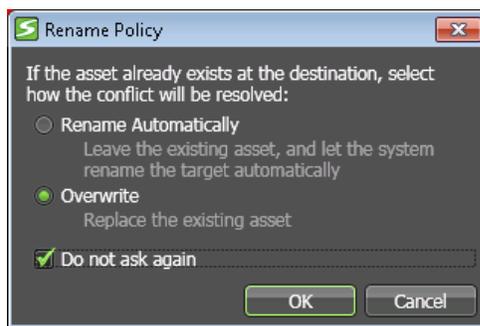
[Monitoring imports, exports, or transfers](#) on page 156

Transferring assets from one bin to another

You can copy assets to and from bins on a Grass Valley system. You can drag and drop the assets from one bin to another, or you can use the context menu. The following procedure describes how to use the context menu to transfer assets.

1. In the Navigator panel, select the source bin on the Grass Valley system.

2. In the Asset List, right-click on the asset or assets that you want to transfer and select the appropriate command:
 - **Copy** — Copies the asset or assets, leaving the original in the source bin.
 - **Copy To** — Copies the asset or assets, leaving the original in the source bin. Opens a dialog box in which you can browse to the desired destination bin.
 - **Move To** — Moves the asset or assets from one bin to another, removing the original from the source bin. Opens a dialog box in which you can browse to the desired destination bin.
3. Select the destination bin and click **OK** or right-click and select **Paste**.
4. If prompted by a **Rename Policy** dialog box, do the following:
 - a) Specify the rename or overwrite behavior if the assets exists.



This behavior applies when you transfer a single asset or multiple assets.

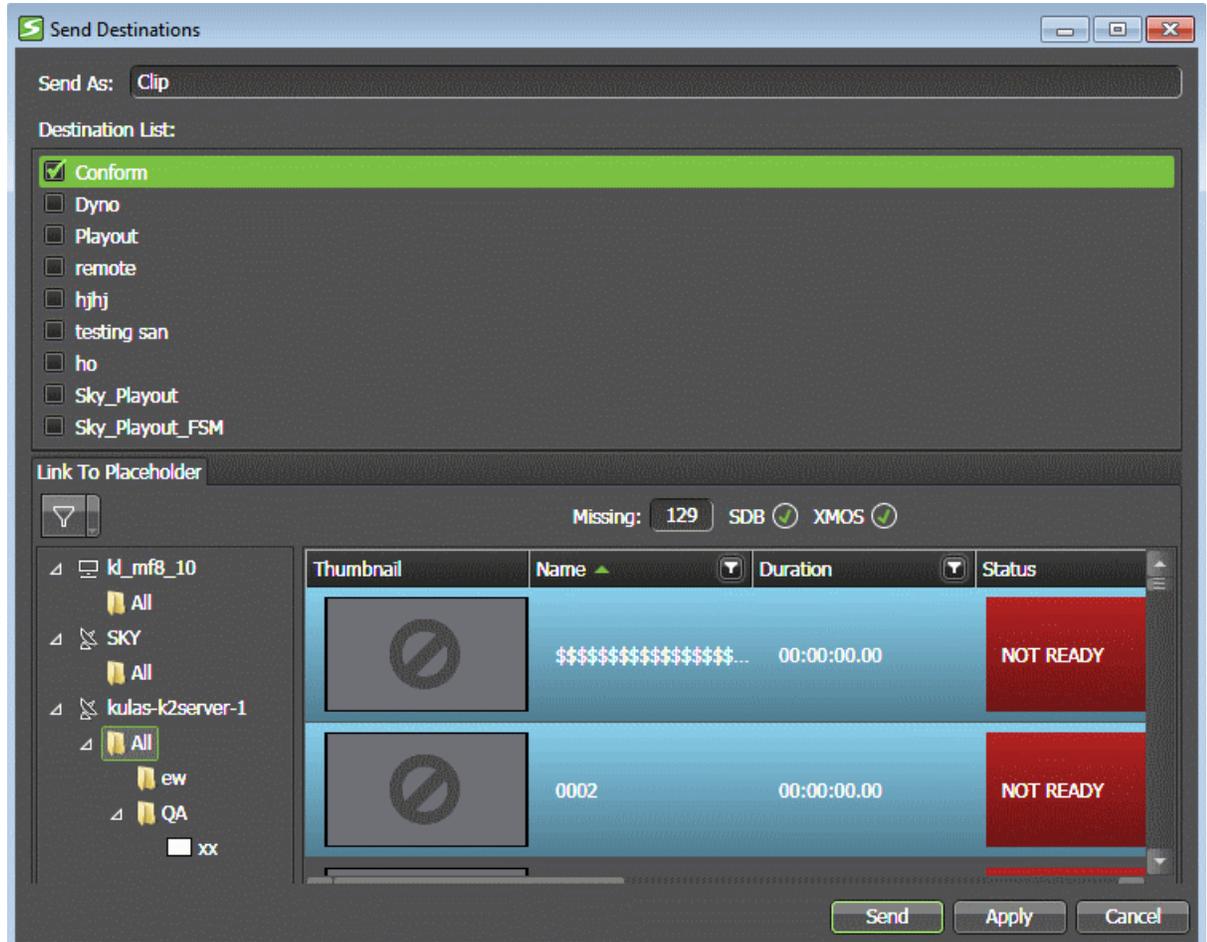
- b) If you want this behavior to apply to all transfer operations in the future without being prompted, select **Do not ask again**.
User Preferences allows you to reset hidden windows to display the **Rename Policy** dialog box again.
 - c) Click **OK**.
The transfer is initiated. If transferring multiple assets, transfer jobs are queued.
5. To monitor the status of the transfer, open the Jobs List.

Transferring using Send Destination

You can transfer assets to pre-configured destination locations using the Send Destination feature. The destination locations are configured in GV STRATUS Control Panel. If the send destination is configured for conform, a complex asset can be flattened as part of the send operation to become a simple clip. You can configure the format of flattened asset in the Format setting of GV STRATUS Control Panel.

1. In the Navigator panel, select the source bin location.
The assets in the bin are displayed in an Asset List.

2. Right-click on the asset that you want to transfer and select **Send** (📦 F11).
The Send Destinations dialog box opens and displays a list of destinations.



3. If desired, enter a different name for the asset at the destination location.
4. Select the destination.
5. If configured for a Newsroom Computer System, you can also link the asset to a local or remote placeholder.
6. Click **Send**.
The transfer is initiated. If transferring multiple assets, transfer jobs are queued.
7. To monitor the status of the transfer, open the Jobs List.

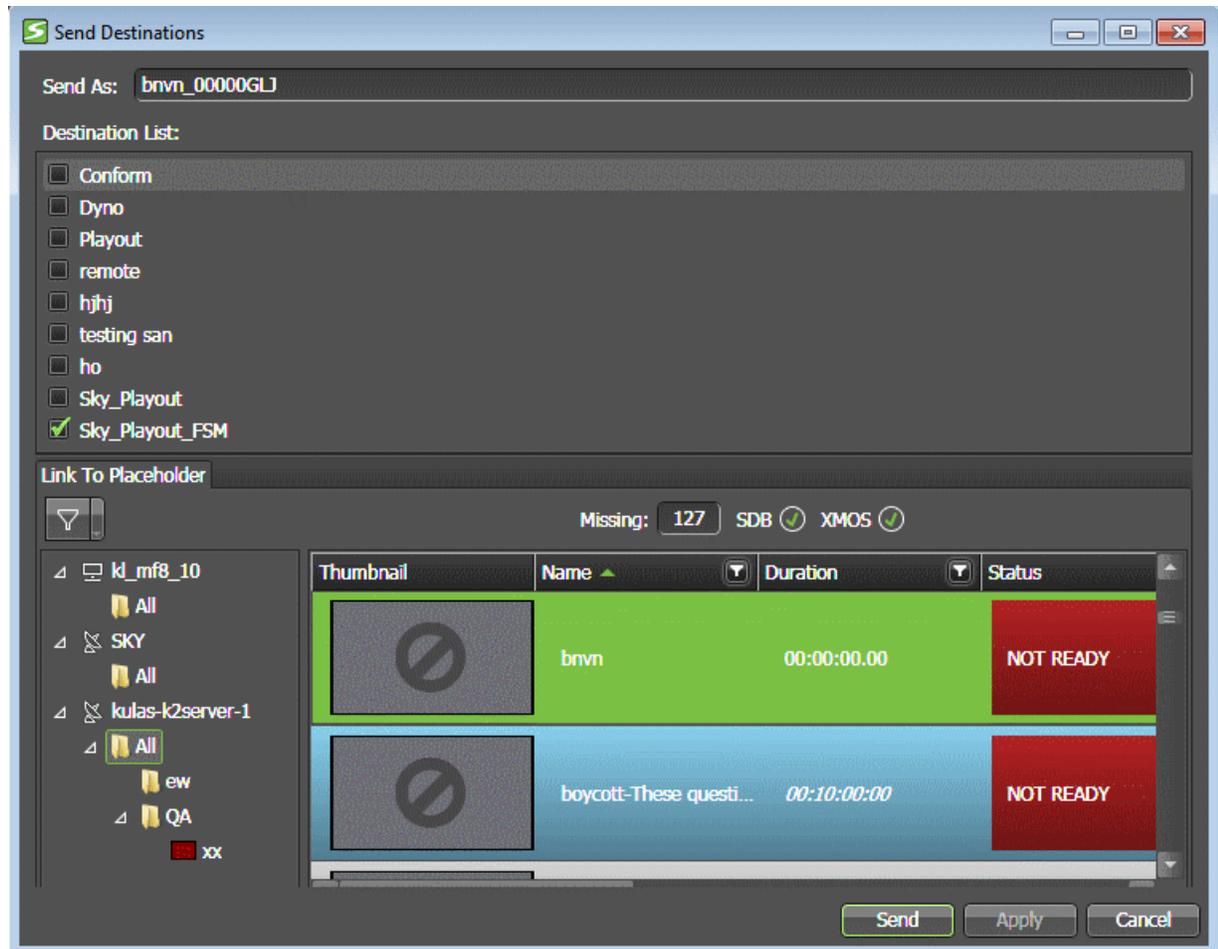
Sending assets for playout

You can send completed clip or edited sequence for instant playback in your operation. The destination locations can be configured in the GV STRATUS Control Panel application. If you haven't link your asset to a placeholder yet, you can do it before sending the clip.

1. Select a clip or sequence that you want to send in the Asset List.

- Right-click on the asset and select **Send**. (F11)

The Send Destinations dialog appears.



- If you want to change the name of the asset, enter it in the **Send As** box.

If the asset is previously linked to a placeholder, the name of the placeholder appears in the **Send As** box. However, you can still modify the name of the placeholder in this dialog.

- Click the check box to select the send destination.
- To link the asset to a different placeholder, select one in the **Link To Placeholder** tab.

If configured in your system, you can either select a local or remote placeholder.

- Click **Send**.

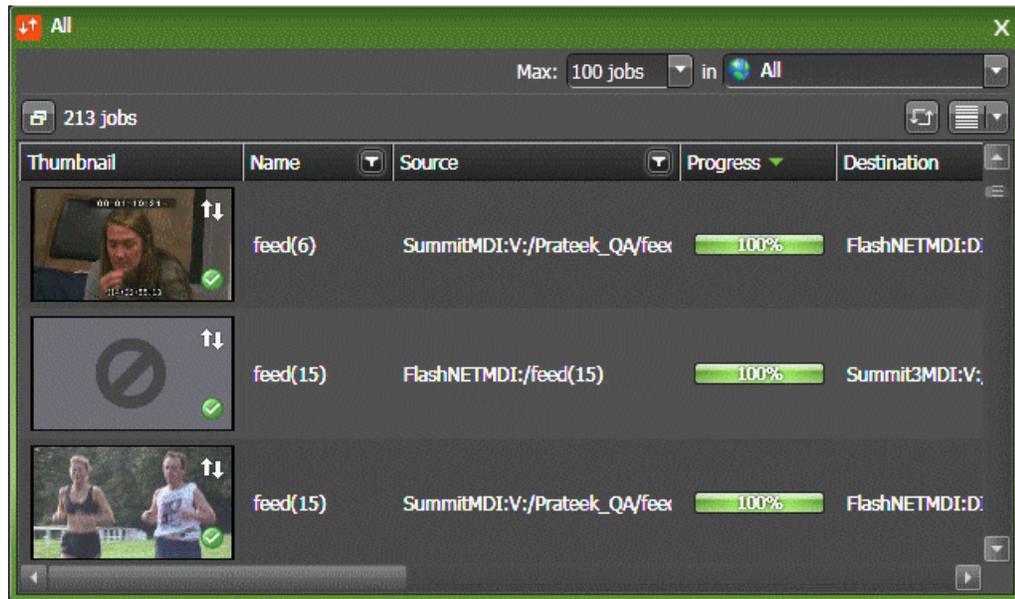
You can track the progress of the send operation in the Jobs List.

The asset is sent to the playout server. The placeholder status changes to **READY** in the Assignment List, and the number of missing items in the Assignment List decreases by one.

Monitoring imports, exports, or transfers

From the Jobs List, you can monitor the status of imports, exports, transfers, conform. transcode, and other operations.

1. In the GV STRATUS application, in the Navigator, do one of the following according to the types of jobs you are monitoring:
 - Double-click **Monitors | Jobs** and sort on the **Type** column.
 - Double-click one of the nodes under **Monitors | Jobs**.



The Jobs List displays GV STRATUS operations that can be monitored. Operations that are currently in progress or have failed are also displayed.

2. Click the drop-down on the toolbar to filter the list and choose the type of job you want to monitor.
3. Right-click an upcoming job and select **Cancel** to stop the GV STRATUS system from running the job.
4. Right-click completed job and select **Delete** to remove it from the list of jobs.

NOTE: This deletes the job from the entire GV STRATUS system, for all users. You cannot delete the job for your currently logged on user account only.

5. Click the **Refresh** button  if the Jobs List is not updated.

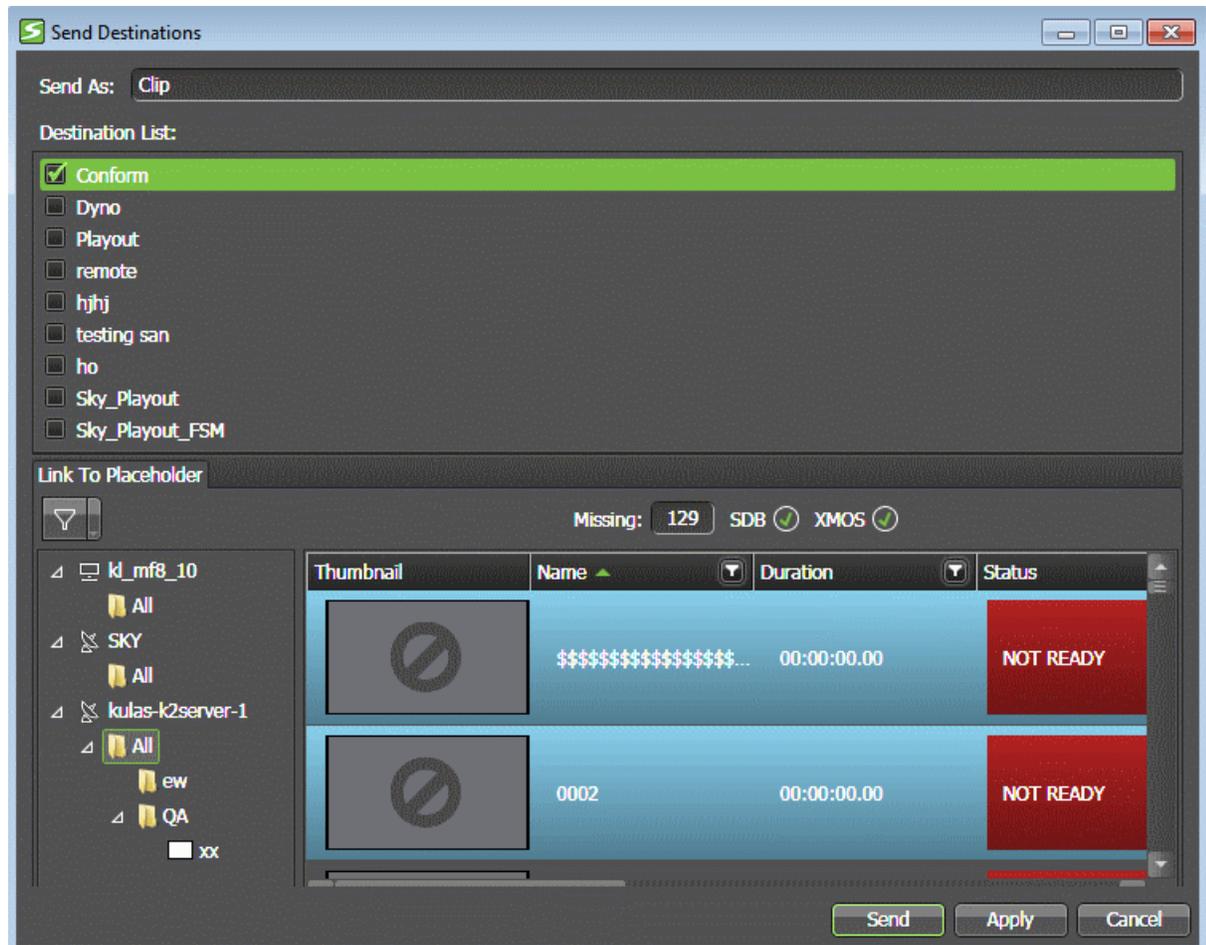
Conforming a complex asset to a simple clip

Before you can do this task, in the GV STRATUS Control Panel a destination must be configured to conform on send.

You conform a complex asset to a simple clip as part of transferring the asset to a different location using the pre-configured Send Destination. You can monitor the progress of the transfer and conform

operation in the Jobs List. The conform format can be configured in the Format setting in GV STRATUS Control Panel.

1. In the Navigator panel, select the source bin location.
The assets in the bin are displayed in an Asset List.
2. Right-click on the asset that you want to transfer and select **Send** (📦 F11).
The Send Destinations dialog box opens and displays a list of destinations.



3. If desired, enter a different name for the asset at the destination location.
4. Select a destination that is configured to conform on send.
5. If configured for a Newsroom Computer System, you can also link the asset to a local or remote placeholder.
6. Click **Send**.
The transfer is initiated. If transferring multiple assets, transfer jobs are queued.
7. In the Navigator, select **Monitors | Jobs | Conform**.
The Jobs List displays conform operations that can be monitored. Operations that are currently in progress or have failed are also displayed.

8. Identify your conform transfer and monitor progress.
9. Click the **Refresh** button  if the Jobs List is not updated.

About archiving assets

You can store your assets on a permanent archive, thus allowing you to remove high-resolution material from your K2 system. You can archive a single asset or several assets at once via FTP to the archive location. During the archiving process, you can monitor the progress on the Jobs panel. Archiving lets you optionally remove assets that are not for immediate playout from your online location, thus also freeing your K2 system storage.

Depending on your system, you can archive assets into:

- Front Porch Digital DIVA archive
- SGL FlashNet archive
- Filezilla server
- Nearline K2 SAN

Refer to "GV STRATUS Release Notes" for information on supported formats.

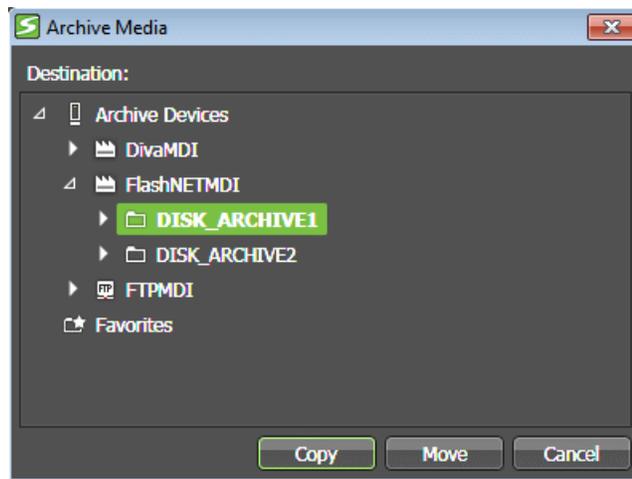
Archiving an asset

You can only archive an asset if you are assigned with the archive role. When you want to archive an asset, you can choose whether to copy or move the asset to an archive location.

NOTE: A list must be conformed before it can be archived. If a rule is used to archive a list, the list is conformed by default.

1. In the Asset List panel, select an asset.
2. Right-click and select **Archive Media**.

3. Select the archive location.



NOTE: You cannot archive two assets with the same name at the same archive location.

 **Tip:** If you plan to archive or transfer assets frequently to the same folder, add that folder to your favorites. This allows you to select that folder directly from the Favorites menu instead of browsing to the archive location.

4. Click **Copy** or **Move**.

NOTE: A copy operation archives a copy of the asset to the archive location. A move operation archives the asset and deletes it from its online location.

You can also archive an asset via copy and paste, or drag and drop assets directly into a bin in your archive directory.

5. From the Navigator, select **Monitors | Jobs** to track the progress of the archive operation.

If the Jobs List is not updated, click the **Refresh** button. 

Upon completion of the archive operation, the **High-Res Status** column in the Asset List indicates the online or archive status of the asset.

A locked asset can be archived via the copy operation, but a move operation is not allowed as the high resolution media cannot be deleted.

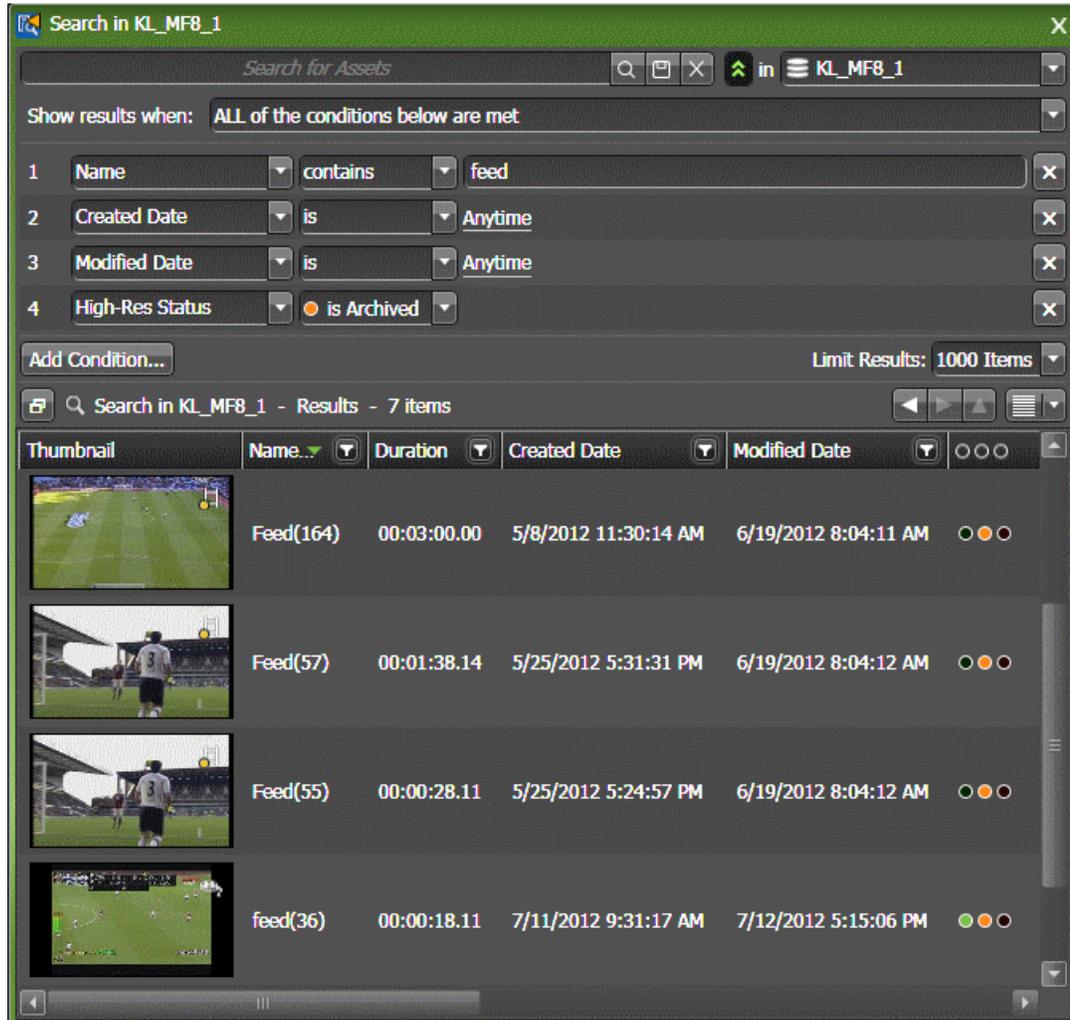
Related Topics

[Asset indicators](#) on page 50

Searching archived assets

Use the advanced search tool to find specific content that have been archived.

Search for archived assets by setting a search condition for High-Res Status in the advanced search. This search finds archived assets, and also assets with both archived and online status.



Related Topics

[Searching assets with the advanced search tool](#) on page 62

About restoring assets

Once your assets are transferred to an archive system, you can restore those archived assets to the K2 Summit/SAN system as needed.

You can restore the whole asset, or only part of the asset. Partial restore is based on the asset's mark in and mark out points. To ensure that you select the correct asset to restore, preview the proxy of the asset in the Inspector panel or the Source Viewer tool.

If an asset is archived by other means than the GV STRATUS application, you can still restore the asset to the K2 Summit/SAN system. The proxy is automatically generated for the restored asset if you have the proxy encoder in your operation.

Refer to "GV STRATUS Release Notes" for information on supported formats.

Related Topics

[Viewing a video asset](#) on page 68

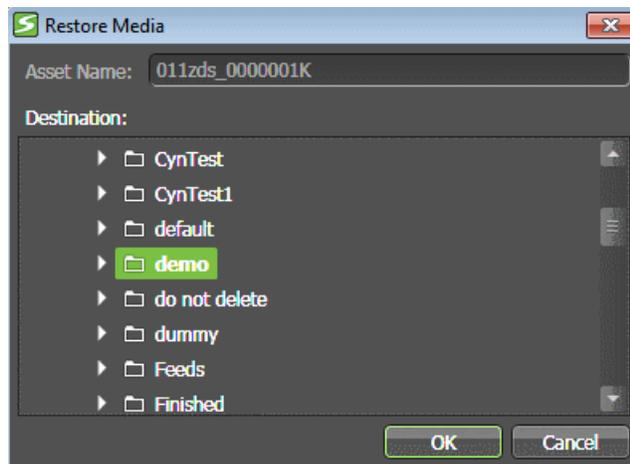
Restoring archived assets

You can restore assets if you are assigned with the restore role. Only archived assets can have their high resolution material restored into the K2 Summit/SAN system. However, you cannot restore or partial restore an asset if the high resolution material for that asset already exists in the K2 Summit/SAN system.

If you are logged on with the Media Manager role assigned, permission is granted to move assets from an archive system to the GV STRATUS system. Without this permission, assets may be copied but not moved.

1. In the Asset List panel, select the asset or assets you want to restore as follows:
 - Right-click a single asset to open a context menu.
 - Use **Ctrl + Click** to select multiple assets, then right-click to open a context menu.
2. In the context menu, select **Restore Media**.

The Restore Media dialog opens.



3. Select the desired restore destination and click **OK**.
4. From the Navigator, select **Monitors | Jobs** to track the progress of the restore operation.

If the Jobs List is not updated, click the **Refresh** button. 

Upon completion of the restore operation, the Asset List displays a High-Res Status indicator.

Related Topics

[Asset indicators](#) on page 50

Partially restoring an asset

You can partially restore an asset to get a specific part of the high resolution material from the archive system and restore it into the K2 Summit/SAN system.

Refer to "GV STRATUS Release Notes" for information on supported formats.

1. Load the asset you are partially restoring into the Inspector.
2. Set Mark In and Mark Out points on the asset.
3. Click **Actions** on the Inspector panel and select **Restore Media**.

The Restore Media dialog opens.



4. Select **Partial Asset** to partially restore the asset.
Verify that the mark in and mark out points specified on the Restore Media dialog are correct.
5. Enter a new name in the **Asset Name** box if desired.
If not, **_PR** is appended to the name of the asset by default to indicate partial restore.
6. Select the desired destination to restore the asset.
7. Click **OK**.

NOTE: *Restore operations are not always immediate.*

8. Verify the status of your restore operation and the names of the assets that are restored by launching **Monitors | Jobs** from the Navigator.

Upon completion of the restore operation, the Asset List displays a High-Res Status indicator.

A partially restored asset uses the originally created proxy. The Inspector panel Associations tab provides information on paths, association types, and device locations.

Related Topics

[*Using mark-in and mark-out points*](#) on page 169

[*Asset indicators*](#) on page 50

Editing

The Storyboard Editor tool

Launch the Storyboard Editor tool to access the editing workspace.

The Storyboard Editor tool launches as a composite panel inclusive of Source Viewer, Sequence Viewer, and Storyboard.



Related Topics

[Customizing the application workspace](#) on page 267

[Editing for production using the Storyboard Editor tool](#) on page 36

Opening a Storyboard

1. In an Asset List, right-click on a playlist and select **Open With | Storyboard Editor**. The Storyboard Editor Panel opens.
2. In the Storyboard panel, use the toolbar buttons to modify events.

Using the Audio Overlay

The audio overlay is available on the Source Viewer, the Sequence Viewer, and the Inspector. The number of meter bars displayed depends on the number of audio channels associated with the asset.

1. On the Source Viewer, the Sequence Viewer, or the Inspector player, hover your mouse pointer on the top left of the asset.

The audio overlay of the asset displays.



2. You can manage audio for the asset by clicking the appropriate button:
 - To mute specific audio channels, click the **Mute** button. 
 - To isolate the selected audio channel while muting others, click the **Solo** button. 
3. Click the **Pin Audio** button  to pin the audio overlay and fix it in place.
4. Click the **Collapse Audio** button  to show or hide meter bars display of audio channels.

The Source Viewer

The Source Viewer allows you to preview assets, both assets already recorded and assets currently being recorded. The Source Viewer appears in the application as a standalone panel when you select it in the **Window | Panels** menu or from the Navigator. However, the Source Viewer appears in a composite panel when you launch Advanced Logging or Storyboard Editor.



The Source Viewer includes the following components :

- Overlay Transport Controls — Navigates through the asset. Visible when you hover the mouse pointer over the asset. Not all controls are displayed when the panel is not fully expanded.
- Clip Viewer — Displays the asset.
- Audio Overlay — Displays the audio settings embedded with the asset.
- Show/Hide Controls — Shows and hides the controls.
- Scrub Bar — Scrubs through the asset.
- Controls — Allows you to mark up the asset.
- Add/Remove Buttons — Allows you to choose which Control buttons to display.
- Timecode Controls — Allows you to select the mark in/out and other timecode types to display. Also lets you navigate through the clip to a specific timecode.

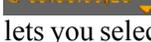
Related Topics

[Identifying and selecting the timecode type](#) on page 146

Viewer buttons

These buttons and controls located on the Source Viewer and the Inspector let you perform various functions:

- **Show/Hide Control Tray:** Shows or hides the control tray.
- **Mark In:** Sets the Mark In point.
- **Mark Out:** Sets the Mark Out point.

-  **Add Keyword:** Logs an item from mark in to mark out.
-  **Add Marker:** Logs an item for the current position.
-  **Go to Previous Marker:** Goes to previous keyword/marker.
-  **Go to Next Marker:** Goes to next keyword/marker.
-  **Live Streaming Video:** Enables/disables the display of the live video stream.
-  **Eject:** Ejects the current asset.
-  **Loop Playback:** Loops the current asset between mark in to mark out.
-  **Full Screen:** Displays the video player in full screen.
-  **Restore:** Restores player window to the normal size.
-  **Next Display:** Displays the video player on the next display monitor.
-  **Timecode:** Displays timecode and allows you navigate to a specific timecode. Also lets you select the timecode type for display. In the Viewer, displays the timecode for the mark-in point, mark-out point, and current timecode.

These transport control buttons let you move through the selected asset:

-  **-1 Frame:** Goes back one frame.
-  **-10 Frames:** Goes back ten frames.
-  **Rewind:** Rewinds the current asset.
-  **Play:** Plays the clip. Toggles with the Pause button.
-  **Fast Forward:** Fast Forwards the current asset.
-  **+10 Frames:** Goes forward ten frames.
-  **+1 Frame:** Goes forward one frame.

These control buttons on the audio overlay let you control the audio of the selected asset:

-  **Mute:** Silences the selected audio channel.
-  **Solo:** Isolates the selected audio channel.
-  **Pin Audio:** Always display audio channels.
-  **Collapse Audio:** Collapses display of audio channels.

Related Topics

[Arranging control tray buttons](#) on page 14

Using Source Viewer

Source Viewer allows you to preview assets that you can add to a sequence. You can also add keywords, markers, or mark-in and mark-out points to the asset. These are preserved when the asset is added to the sequence.

1. From the menu, select **Window | Panels | Source Viewer**.

2. In the Navigator panel, select the bin containing the asset to be previewed.
The asset appears in the Asset List.
3. Drag the asset to the Source Viewer.
4. To navigate through the asset or to add or modify keywords, markers, or mark in and mark out points, use the appropriate transport controls or keyboard shortcuts.

J, K, L keyboard shortcuts for transport control

The three keycaps J, K, and L on a standard keyboard can be used as transport control hotkeys in Source Viewer. These three keys can be used to play video and audio forward, in reverse, and vary speed as described below.

1. Load a video asset (clip) into an Inspector, Source Viewer, or Storyboard Editor tool.
2. Press the **J** key to start playing the clip in reverse.
3. Each time you press **J**, the reverse speed increases by 1X, 1.5X, 2X, 5X, 8X.
4. Hold down both the **J** and **K** keys.
This increases the speed of the video play in reverse by 1/10.
5. Press and hold down the **K** key while pressing **J**.
Now each press of **J** moves the video in reverse by one frame.
6. Press the **K** key to pause the video.
7. Press the **L** key to start playing the video forward.
8. Each time you press **L**, the forward speed increases by 1X, 1.5X, 2X, 5X, 8X.
9. Hold down both the **L** and **K** keys.
This increases the speed of the video forward play by 1/10.
10. Press and hold down the **K** key while pressing **L**.
Now each press of **L** moves the video forward by one frame.

Using mouse wheel for transport control

A PC mouse wheel can be used as a transport control to advance the position of media so that jogging can be quick and efficient.

1. Select the asset in any window with transport controls using the mouse pointer.
2. Use the mouse wheel to move the media in both forward and reverse directions at the speed desired.

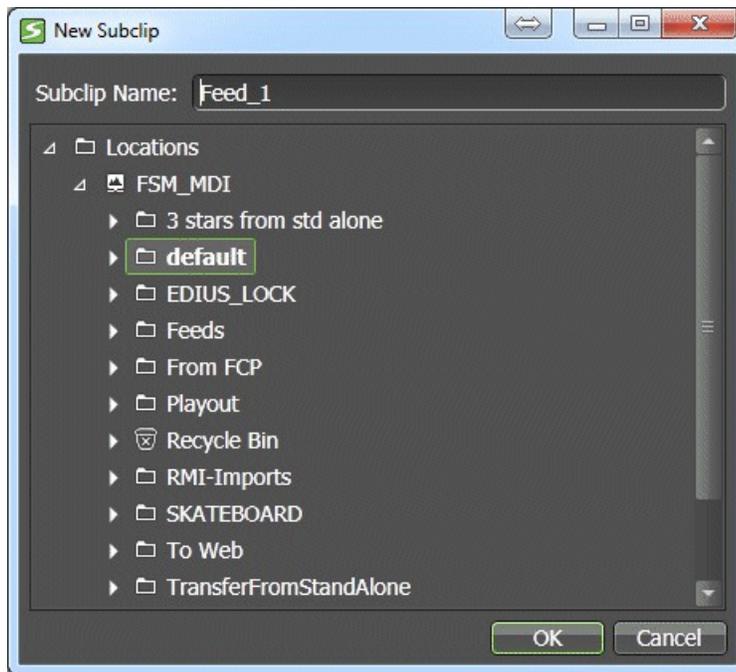
Using mark-in and mark-out points

1. Navigate to the desired starting point using the scrub bar, and click the **Mark In** button.  )
2. Navigate to the desired end-point using the scrub bar, and click the **Mark Out** button.  )
Where timecode is displayed you can also right-click the timecode type label and select **Clear Marks** to clear all current in/out marks.

3. To clear a mark-in or mark-out point, click the drop-down arrow by the respective button and select **Clear Mark In** (⌘ Shift + I) or **Clear Mark Out**. (⌘ Shift + O)
4. To navigate to a mark-in or mark-out point, click the drop-down arrow by the respective button and select **Goto Mark In** (⌘ CTL + I) or **Goto Mark Out**. (⌘ CTL + O)

Create a subclip

1. Load an asset into the Viewer.
2. Navigate to the desired starting point using the scrub bar, and click the **Mark In** button. (⌘ I)
3. Navigate to the desired end-point using the scrub bar, and click the **Mark Out** button. (⌘ O)
Where timecode is displayed you can also right-click the timecode type label and select **Clear Marks** to clear all current in/out marks.
4. Right-click on the scrub bar and select **Create Subclip**. (⌘ F4)
The **New Subclip** dialog box opens.



5. Enter a name for the subclip.
6. Navigate to the location to save the subclip.
7. Click **OK**.

The subclip is created in the specified location. The following is inherited from the parent clip:

- Rating
- Tags
- Description
- Angle
- Comments

- Markers and keywords that are between mark in and mark out

The following is not inherited:

- Custom metadata
- Approval status
- Locked status

Related Topics

[About GV STRATUS markers, Dyno markers, and the K2 database](#)

Trimming a clip in Inspector

When you trim an asset, you change the length of the viewable asset, restricting it to the material between the Trim In and Trim Out points. The material outside the trim marks is not deleted. It remains on disk but is not viewable. To use the Trim Asset operation, you must be logged on with a user account to which the Trim Rights role is assigned. If the role is not assigned, the Trim Asset operation is not available.

1. Load the asset into the Inspector.
2. Navigate to the desired starting point using the scrub bar, and click the **Mark In** button.  ( I)
3. Navigate to the desired end-point using the scrub bar, and click the **Mark Out** button.  ( O)
Where timecode is displayed you can also right-click the timecode type label and select **Clear Marks** to clear all current in/out marks.
4. Click on the **Actions** drop-down arrow, and select **Trim Asset**.

Adding keywords

You can add keywords to assets that are loaded in GV STRATUS Viewers. In the Sequence Viewer tool and in the Channel Panel tool you cannot add keywords, but you can add markers.

1. Load the selected asset into the Viewer.
2. If the logging controls are not shown, click the **Show/Hide Control Tray** button  to show the controls, then the drop-down arrow at the right of the control tray and **Add/Remove** buttons if necessary.
3. Click the **Add Keyword** button.  ( `)
The New Keyword dialog box opens.
4. Enter the name of the keyword.

You can also add the description, tags, rating, and angle if needed.
5. Click **OK**.

The keyword is added to the asset. A symbol indicates its location. If you select a symbol the thumbnail associated with that point is loaded into the Viewer, and the slider is moved to that position.



If you hover the mouse pointer over a symbol, its thumbnail and properties appear.

Related Topics

[Adding markers](#) on page 172

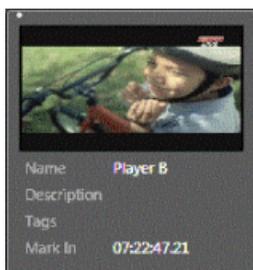
[Adding markers to a playlist](#) on page 174

Adding markers

You can add markers to assets that are loaded in GV STRATUS Viewers. In the Sequence Viewer tool and the Channel Panel tool you can add markers but not keywords.

1. Load an asset into the Viewer or Channel Panel.
If a Channel Panel, record a clip or load an already recorded clip.
2. If the logging controls are not shown, do the following:
 - If a Viewer, individual Channel Panel, or Channel Panel gang, click the **Show/Hide Control Tray** button  to show the controls, then the drop-down arrow at the right of the control tray and **Add/Remove** buttons if necessary.
 - If a channel in a Channel Panel gang, double-click the channel to show the controls.
3. Click the **Add Marker** button.  ( `)
The New Marker dialog box opens.
4. Enter the name of the marker.
You can also add the description, tags, rating, and angle if needed.
5. Click **OK**.

The marker is added to the asset. A symbol indicates its location. If you select a symbol the thumbnail associated with that point is loaded into the Viewer, and the slider is moved to that position.



If you hover the mouse pointer over a symbol, its thumbnail and properties appear.

Related Topics

[Adding keywords](#) on page 171

[Adding markers to a playlist](#) on page 174

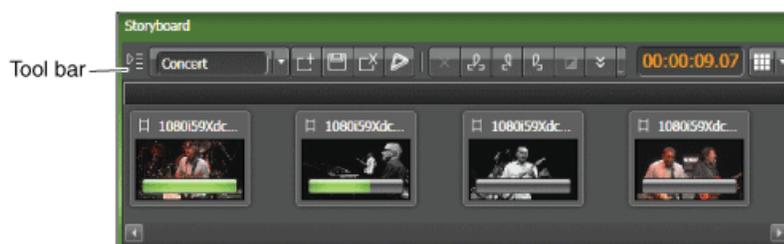
Navigating to keywords or markers in an asset

1. Load the asset in the Viewer or Channel Panel.
Keywords or markers are indicated by symbols along the scrub bar.
2. Navigate through the asset using the appropriate buttons:
 - To go forward, use the **Go to Next Marker** button.  (H)
 - To go backward, use the **Go to Previous Marker** button.  (G)

The Storyboard

The Storyboard Editor tool allows you to assemble and edit a Sequence. You can launch the Storyboard Editor as a composite panel when you select it in the **Windows | Panel** menu.

The Storyboard appears in the application as a panel in the Storyboard Editor tool. You can drag assets into the panel to create or add to a Sequence. Assets in the panel are called *events*.



The panel has the following features:

- **Toolbar** — Edits the series of events.

Once you have assembled the Sequence, you can preview it in the Sequence Viewer. In the Storyboard, the progress bar next to an event indicates whether that event is currently being played in the Sequence Viewer, and if so where the current play location is.

Related Topics

[About playlists and sequences](#) on page 141

Storyboard buttons

These buttons and controls located on the Storyboard let you perform various functions:

-  **New Sequence:** Creates a new sequence.
-  **Save Sequence:** Saves selected sequence.
-  **Close Sequence:** Closes selected sequence.
-  **Launch in EDIUS:** Launches the sequence in the EDIUS XS application.
-  **Delete:** Deletes the selected item or items. Disabled if delete rights denied in GV STRATUS Control Panel.
-  **Split:** Splits the item at the current position.
-  **Trim In:** Trims the start of the event at the current position.
-  **Trim Out:** Trims the end of the event at the current position.
-  **Add Transition:** Adds a transition to the event.
-  **Show/Hide Transition Panel:** Edit current transition settings
-  **View Mode:** Controls the display and size of the items in a list or panel.

Related Topics

[Adding and removing transitions](#) on page 178

Adding markers to a playlist

You can add markers to a playlist in the Storyboard panel. These markers are added in addition to any markers inherited from sequences in the playlist.

1. In an Asset List, right-click on a playlist and select **Open With | Storyboard Editor**.
The Storyboard Editor Panel opens.
2. In the Sequence Viewer, use the transport controls to navigate through sequences in the playlist.
3. In the Storyboard panel, right-click and select **Add Marker**.
The New Marker dialog opens.
4. Enter the name of the marker.
You can also add the description, tags, rating, and angle if needed.
5. Click **OK**.

The marker is added to the playlist. If the playlist is conformed to a flattened file and archived, the marker is preserved and can be found with advanced search.

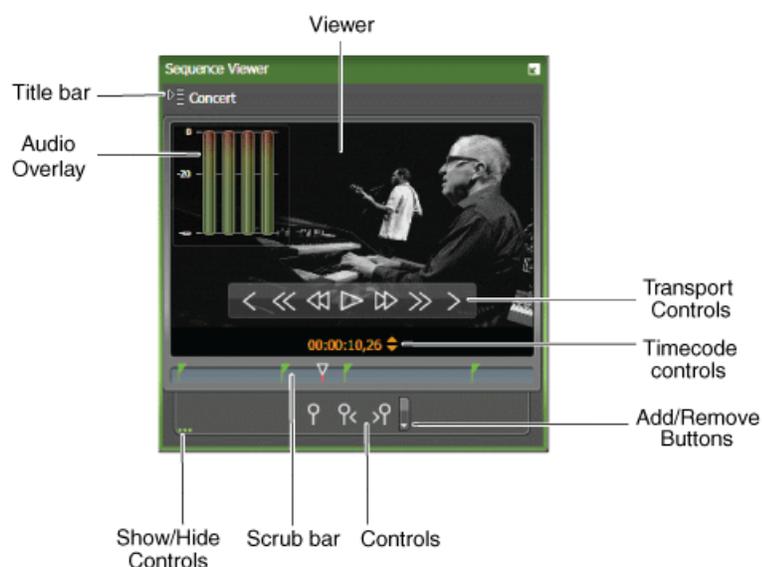
Related Topics

[Adding keywords](#) on page 171

[Adding markers](#) on page 172

The Sequence Viewer

The Sequence Viewer allows you to play assets (also called events) that have been assembled into a sequence in the Storyboard. The Sequence Viewer appears in the application as a panel in the Storyboard Editor tool.



The Sequence Viewer includes the following components:

- Title bar — Displays the name of the sequence.
- Viewer — Displays the event currently playing in the sequence.
- Overlay Transport controls — Navigates through the sequence. Visible when you hover the mouse pointer over the sequence.
- Audio meter overlay — Displays audio settings. Visible when you hover the mouse pointer over the sequence.
- Scrub bar — Lets you scrub through the sequence.
- Show/Hide Controls — Shows and hides the controls.
- Controls — Allows you to mark up the asset.
- Add/Remove Buttons — Allows you to choose which Control buttons to display.
- Timecode Controls — Allows you to select the mark in/out and other timecode types to display. Also lets you navigate through the clip to a specific timecode.

NOTE: *Not all controls are displayed when the panel is not fully expanded.*

You can navigate through the newly created sequence by using one of the transport controls. Each event in the sequence is indicated by a symbol in the scrub bar.

Related Topics

[Identifying and selecting the timecode type](#) on page 146

Sequence Viewer buttons

These buttons and controls located on the Sequence Viewer let you perform various functions:

-  **Show/Hide Control Tray:** Shows or hides the control tray.
-  **Add Marker:** Logs an item for the current position.
-  **Go to Previous Marker:** Goes to previous keyword/marker.
-  **Go to Next Marker:** Goes to next keyword/marker.
-  **Full Screen:** Displays the video player in full screen.
-  **Restore:** Restores player window to the normal size.
-  **Next Display:** Displays the video player on the next display monitor.
-  **Timecode:** Displays timecode and allows you navigate to a specific timecode. Also lets you select the timecode type for display.

These transport control buttons let you move through the selected asset:

-  **-1 Frame:** Goes back one frame.
-  **-10 Frames:** Goes back ten frames.
-  **Rewind:** Rewinds the current asset.
-  **Play:** Plays the clip. Toggles with the Pause button.
-  **Fast Forward:** Fast Forwards the current asset.
-  **+10 Frames:** Goes forward ten frames.
-  **+1 Frame:** Goes forward one frame.

These control buttons on the audio overlay let you control the audio of the selected asset:

-  **Mute:** Silences the selected audio channel.
-  **Solo:** Isolates the selected audio channel.
-  **Pin Audio:** Always display audio channels.
-  **Collapse Audio:** Collapses display of audio channels.

Creating a sequence

1. Open the Storyboard Editor tool and then do one of the following:
 - On the Storyboard toolbar, click the **New Sequence** button.  A New Sequence dialog box opens. Enter the name of your sequence, select a K2 bin, and then click **OK**.
 - In the Navigator panel, right-click a K2 bin and select **New | Sequence**. A New Sequence dialog box opens. Enter the name of your sequence and then click **OK**.
 - Right-click in the empty space of a K2 bin Asset List and select **New | Sequence**. A New Sequence dialog box opens. Enter the name of your sequence and then click **OK**.
 2. Select an asset in a K2 bin Asset List and drag it to the Source Viewer panel.
The asset name displays in the title bar.
 3. Choose one of the following actions:
 - To preview the asset, click the **Play** button  or use the appropriate transport controls.
 - To create a mark-in point, click the **Mark In** button. 
 - To create a mark-out point, click the **Mark Out** button. 
 4. Drag the asset to the Storyboard.  **C**
The asset is now in the timeline of the Storyboard and referred to as an *event*.
 5. Repeat above steps to add additional events.
 6. In the panel, use the toolbar buttons to modify events.
 7. Click the **Save** button  to save the sequence. If you have not yet named the sequence, a Save As dialog box opens. Name the sequence and select the K2 bin in which to save the sequence.
- To preview the sequence, use the transport controls in the Sequence Viewer.

Editing an event

1. Double-click an event on the timeline of the Storyboard.
The event opens in the Source Viewer.
2. To edit, mark in and mark out the event.
The event duration automatically updates in the Storyboard.
There is no Undo feature for these operations.

Splitting an event

1. Navigate to the desired location in the event.
 2. Select the **Split** button. 
- The event is divided into two events with identical names.
There is no Undo feature for these operations.

Using a keyword to add an event to a sequence

Once you have added a keyword to an asset in the Source Viewer, you can use the keyword to add an event to a sequence.

In the Source Viewer, drag and drop the symbol associated with the keyword to the Storyboard.

If you dragged a keyword to the Storyboard, the part of the asset between the mark-in and mark-out points is added to the sequence.

Adding and removing transitions

1. Click the the **Show/Hide Transition Panel** button. 
The transition settings open.



2. Configure transition settings as follows:
 - a) Set the **Duration** of the transition.
 - b) Select the **Type** of the transition.
 - c) Click **Apply**.

These settings define transitions subsequently applied with the the **Add Transition** button. 

3. Select the event or events to which you are adding a transition.
4. Click the the **Add Transition** button. 

The transition is applied between each selected event and the next event.

Transitions are indicated by icons in Thumbnails view and by text in Details and Tiles view.

5. To modify, do the following:
 - a) Select an event or events, then right-click and select **Modify Transition**.
The transition settings open, if they are not already open.
 - b) Change settings and then click **Apply**.
The changed setting is applied to the selected events.
6. To remove a transition, right-click an event and select **Delete Transition**.

Rearranging or deleting events in a sequence

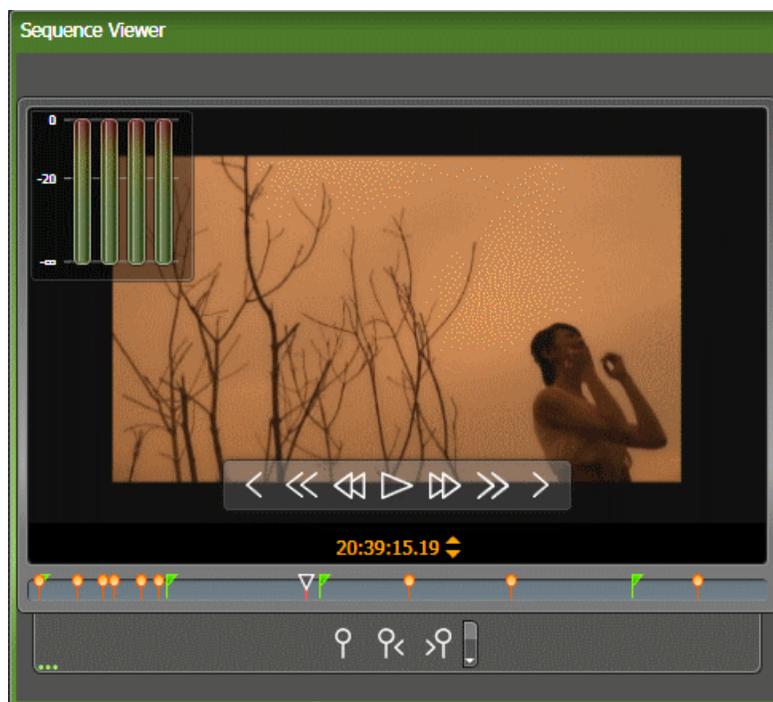
Select the event in the panel and choose one of the following actions:

- To delete the selected event, click the **Delete** button. 
- To move the selected event, drag the event to a new location in the panel.

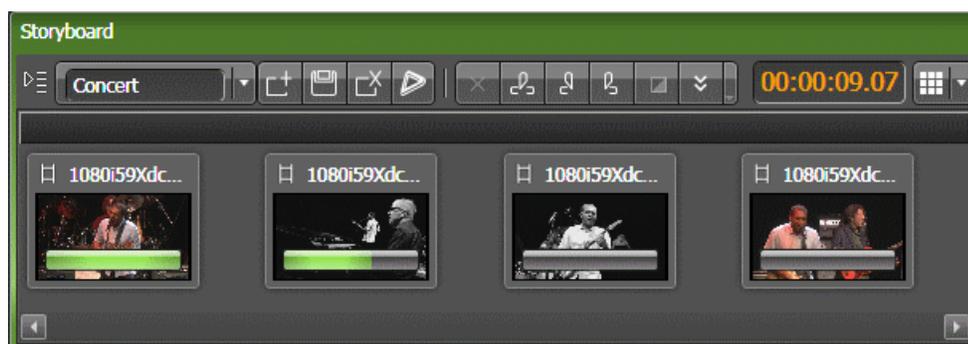
There is no Undo feature for these operations.

Playing a sequence

1. Drag the sequence from the Navigator to the Storyboard.
2. In the Sequence Viewer, use the transport controls to navigate through the sequence. Each event is indicated by a symbol in the scrub bar.



As the event plays in the Sequence Viewer, the event's progress indicator in the Storyboard displays the current location.



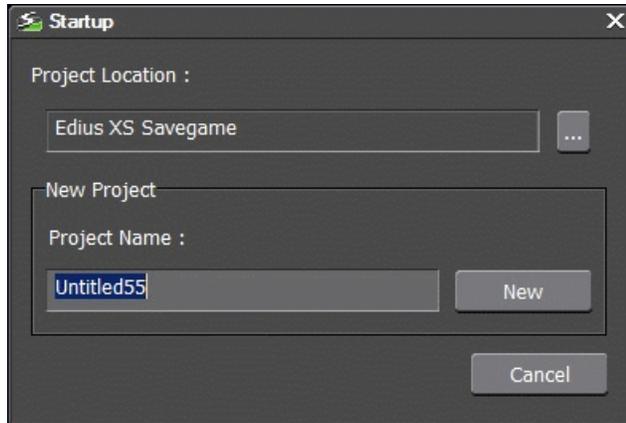
Launching a sequence in the EDIUS XS application

After creating a sequence in the Storyboard Editor, you can launch the sequence in the EDIUS XS application for further editing.

The **Launch in EDIUS** button  is only available if you are assigned with the EDIUS XS role in the GV STRATUS Control Panel.

1. Create a sequence in the Storyboard Editor as you normally would.
2. Click the **Save Sequence** button. 
3. Click the **Launch in EDIUS** button. 

The Startup dialog appears.

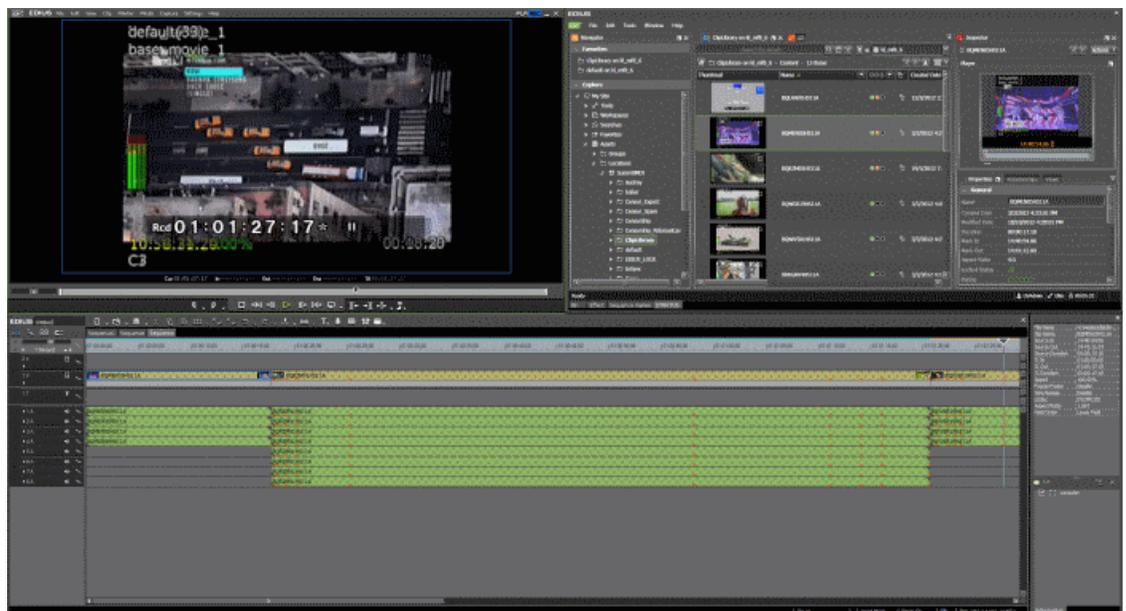


4. Enter the project location.

You can also set to other locations as long as the new location is under the default location path in EDIUS settings on the GV STRATUS Control Panel.

5. Enter the project name and click the **New** button.

The EDIUS XS application opens with the sequence loaded into the player and timeline.



Related Topics

[Adding GV STRATUS assets to EDIUS XS timeline](#) on page 187

[Sending EDIUS XS sequences to the K2 system](#) on page 187

Viewing the properties of an item

You can view the properties of an item in several locations in the application.

- To view basic asset properties as a tooltip, hover the mouse pointer over an item in the Asset List panel.
- To view more asset properties, open the asset in the Inspector panel and view the General area.
- To view properties of a playlist or sequence event, right-click on the event in the Editor Panel and select **Properties**, or drag the event to the Inspector panel.

The event's properties display in the Inspector panel.

- To modify the display of properties in Tiles view, right-click on the Asset List panel, select **Tile Properties**, and reorder the top three items as desired.
- To view the properties associated with a keyword or marker, hover the mouse pointer over the symbol associated with that keyword or marker.

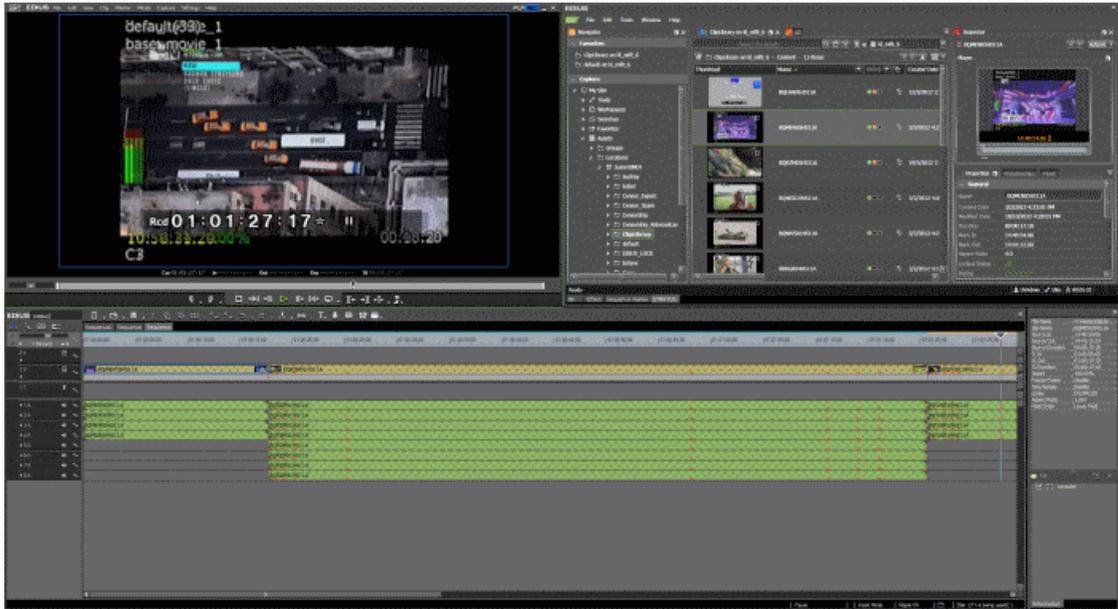
The thumbnail and properties associated with the keyword or marker appear as an overlay tooltip.

Using the GV STRATUS application in EDIUS XS

You can launch the GV STRATUS application as an ActiveX panel within the EDIUS XS application. This allows you to use all GV STRATUS tools within EDIUS XS and consolidate your entire operation into one workspace.

EDIUS XS allows you to work with proxy files that are available via GV STRATUS. You can just drag assets from the GV STRATUS Asset List and drop them into EDIUS XS player and timeline. With this workflow, you can edit proxy files anywhere without worrying about disk space and export them as high resolution media later.

You can also undock the GV STRATUS panel from the EDIUS XS application window to customize the application workspace.

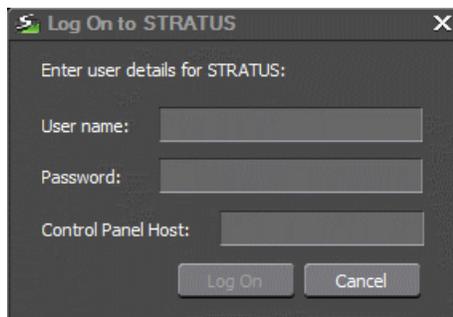


Logging on to the GV STRATUS application in EDIUS XS

When you log on, the GV STRATUS application assigns GV STRATUS licenses and roles based on your user account credentials, as set by the system administrator in the GV STRATUS Control Panel application. Your credentials must also give you access to all your K2 systems.

1. From the Windows desktop, do the following:
 - Open the the **EDIUS STRATUS** icon  shortcut.

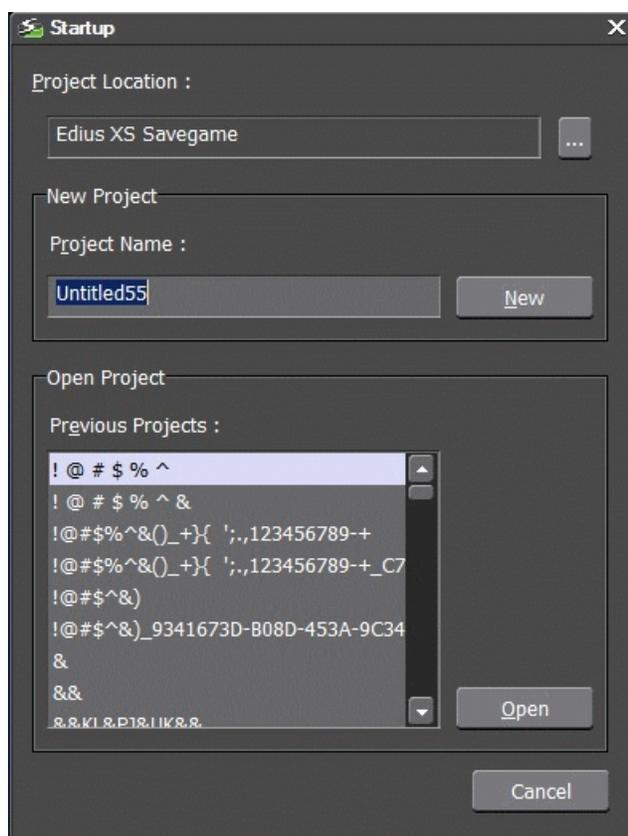
A **GV STRATUS** Log On dialog box opens.



2. Enter your username.
If you use domain credentials, enter in format <domain>\<username>. For example, if your domain is "gv" and your username is "GVuser", enter gv\GVuser.
3. Enter your password.
4. Verify or enter the name of the Control Panel Host for the GV STRATUS Control Panel Service. In most systems this is the main GV STRATUS Core server.

5. Click **Log On**.

The Startup dialog appears.



6. Select your project settings as below:

- a) Project Location — Select the location of your project. The default project location is set in EDIUS settings panel in the GV STRATUS Control Panel.

You can also set to other locations as long as the new location is under the path of the default project location.

- b) New Project — Enter a project name if you are creating a new project. Then, click the **New** button.

NOTE: *The project name is set to a default name if you did not specify any. The default project name has a default suffix, which is appended each time a project is created.*

- c) Previous Projects — Select a project name from the **Previous Projects** drop-down list if you want to open an existing project. Then, click the **Open** button.

The EDIUS XS application opens.

Features are enabled according to the roles associated with your log on credentials.

When you log on to the application, the settings you make on one PC are available on other PCs when using the same user credentials, including the following:

- Settings from the User Preferences dialog box
- Workspaces

- Channel Panel configurations and Salvos
- Searches

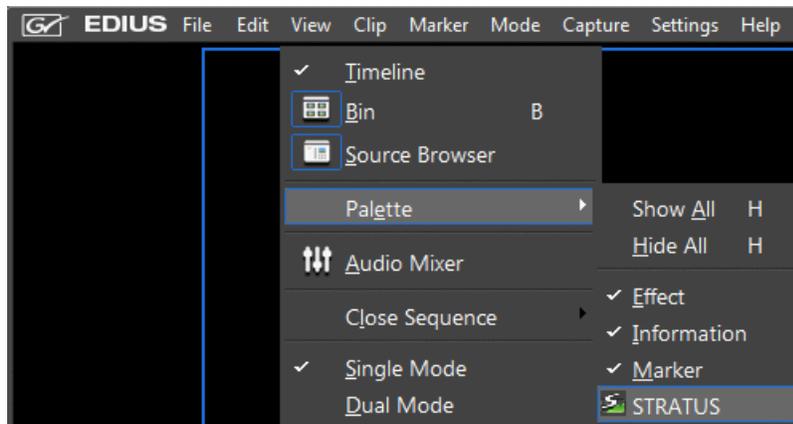
Related Topics

If you have trouble launching EDIUS XS on page 277

Opening the GV STRATUS panel in EDIUS XS

After launching EDIUS XS, you should see the GV STRATUS panel on the EDIUS XS application window.

- If the GV STRATUS panel is not on the EDIUS XS window, click **View | Palette** and select **STRATUS**.

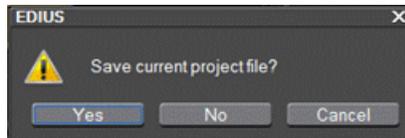


The GV STRATUS panel might not appear automatically if the previous user had closed the panel earlier.

Opening GV STRATUS assets in EDIUS XS application

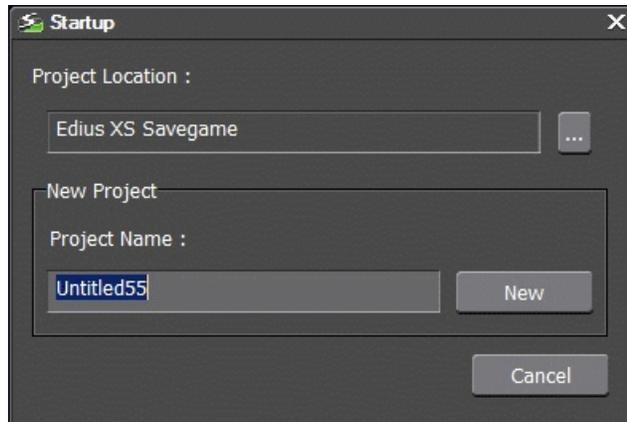
1. Right-click on an asset on the GV STRATUS Asset List and select **Open With | EDIUS**.

A dialog opens to confirm whether you want to save the current project.



2. Click **Yes**.

The currently opened project on EDIUS XS closes and a Startup dialog appears.

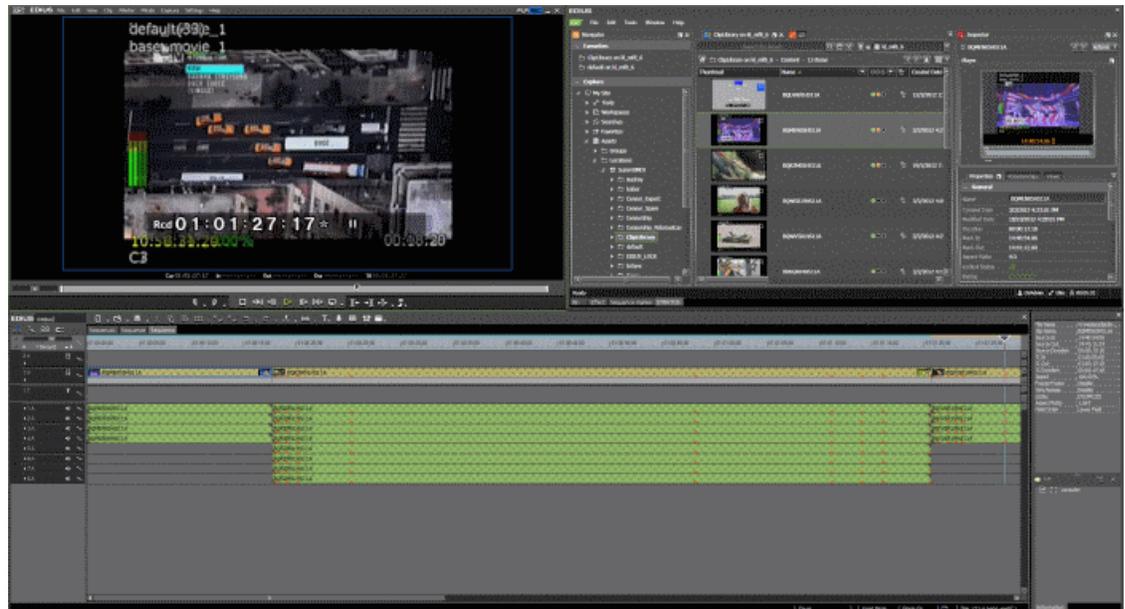


3. Enter the project location.

You can also set to other locations as long as the new location is under the default location path in EDIUS settings on the GV STRATUS Control Panel.

4. Enter the project name and click the **New** button.

The new project opens and the asset loads on the EDIUS XS timeline.



You can also select to open multiple assets simultaneously on the timeline.

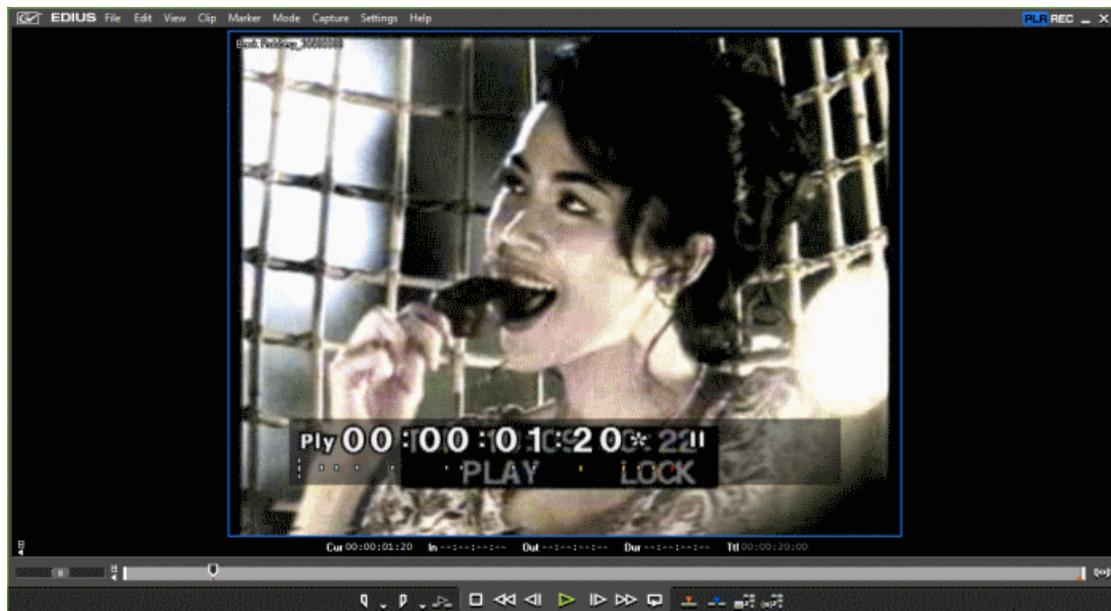
After adding assets to the timeline; you can edit, apply effects, and add voice overs to those assets.

Viewing GV STRATUS assets in EDIUS XS

1. Click **PLR** on the top right of EDIUS XS preview window to display the Player.

2. Drag an asset from the GV STRATUS Asset List panel and drop it into the Player of EDIUS XS.

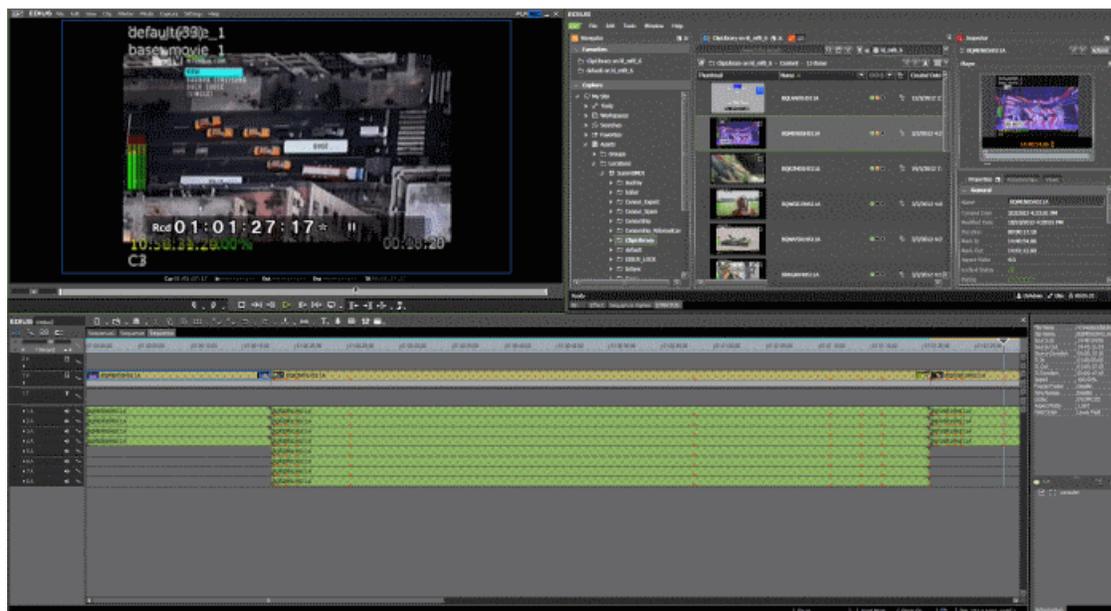
The asset displays in the EDIUS XS Player window.



3. Navigate through the asset using the the appropriate transport controls on the Player.

Adding GV STRATUS assets to EDIUS XS timeline

1. Drag an asset from the GV STRATUS Asset List and drop it into the EDIUS XS timeline.
The asset displays in the EDIUS XS Player window and timeline.



You can also drag and drop multiple assets simultaneously into the timeline.

Proxy assets display in checkerboard pattern on the timeline.

NOTE: Copy and paste operation is not supported between the GV STRATUS panel and EDIUS XS application.

2. Repeat the above step until the sequence is complete.

After adding assets to the timeline; you can edit, apply effects, and add voice overs to those assets.

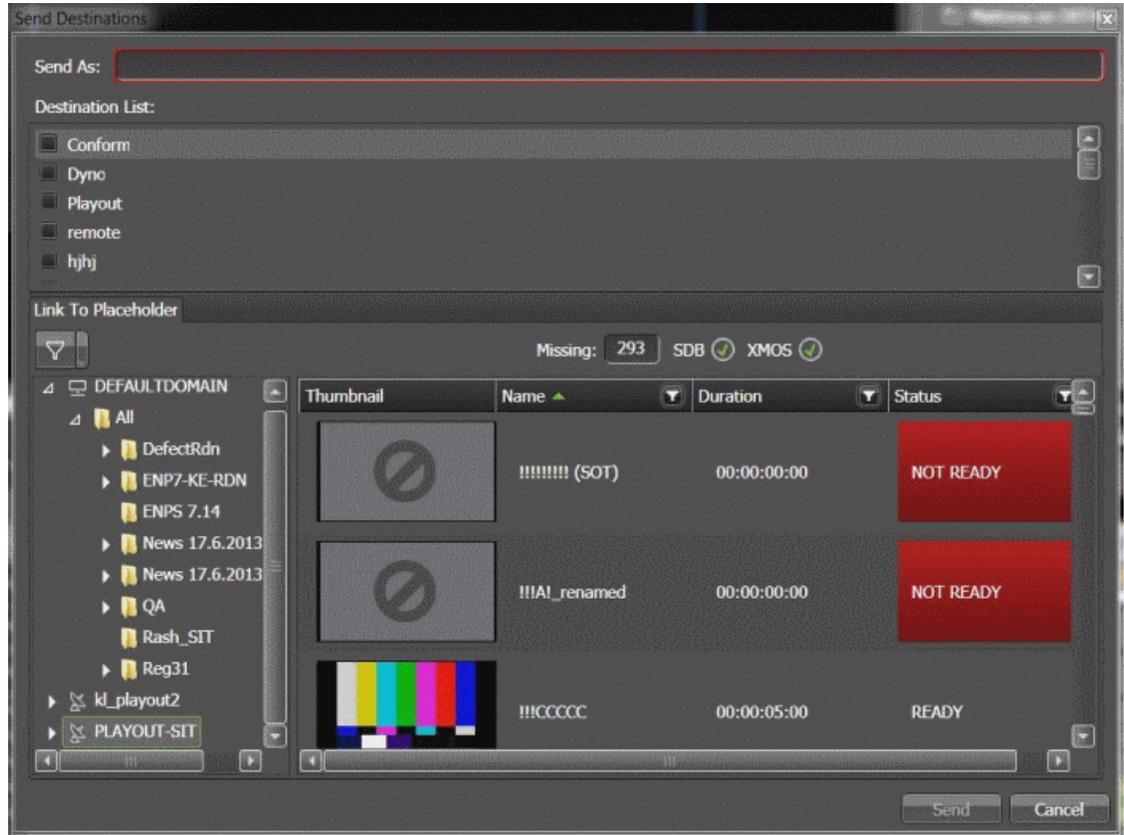
Sending EDIUS XS sequences to the K2 system

You can send a sequence in EDIUS XS directly to a playout bin on the K2 system. The sequence can only be sent via the EDIUS XRE server.

1. Select a sequence on the EDIUS XS timeline.

2. Press the **F11** key.

The GV STRATUS Send Destinations dialog appears.



3. Enter the name of the sequence in the **Send As** box.
4. Click the check box to select a send destination or multiple destinations, if needed.
5. If you want to link the sequence to a placeholder, select one from the **Link To Placeholder** tab.

If you have Playout remote sites configured in your GV STRATUS Core server, you can also link the sequence to a remote placeholder. A remote placeholder can be selected in the placeholder list after you expand the remote site node in the **Link To Placeholder** tab.

If the sequence is previously linked to a placeholder, the name of the placeholder and placeholder ID appear in the Send Destinations dialog. However, you can still change the name of the sequence in the **Send As** box.

NOTE: *The sequence is automatically linked to a placeholder if the sequence is launched from the GV STRATUS Assignment List panel.*

6. Click **Send**.

The sequence is sent to the playout server. You can also check the progress of the transfer via the EDIUS XRE Monitor.

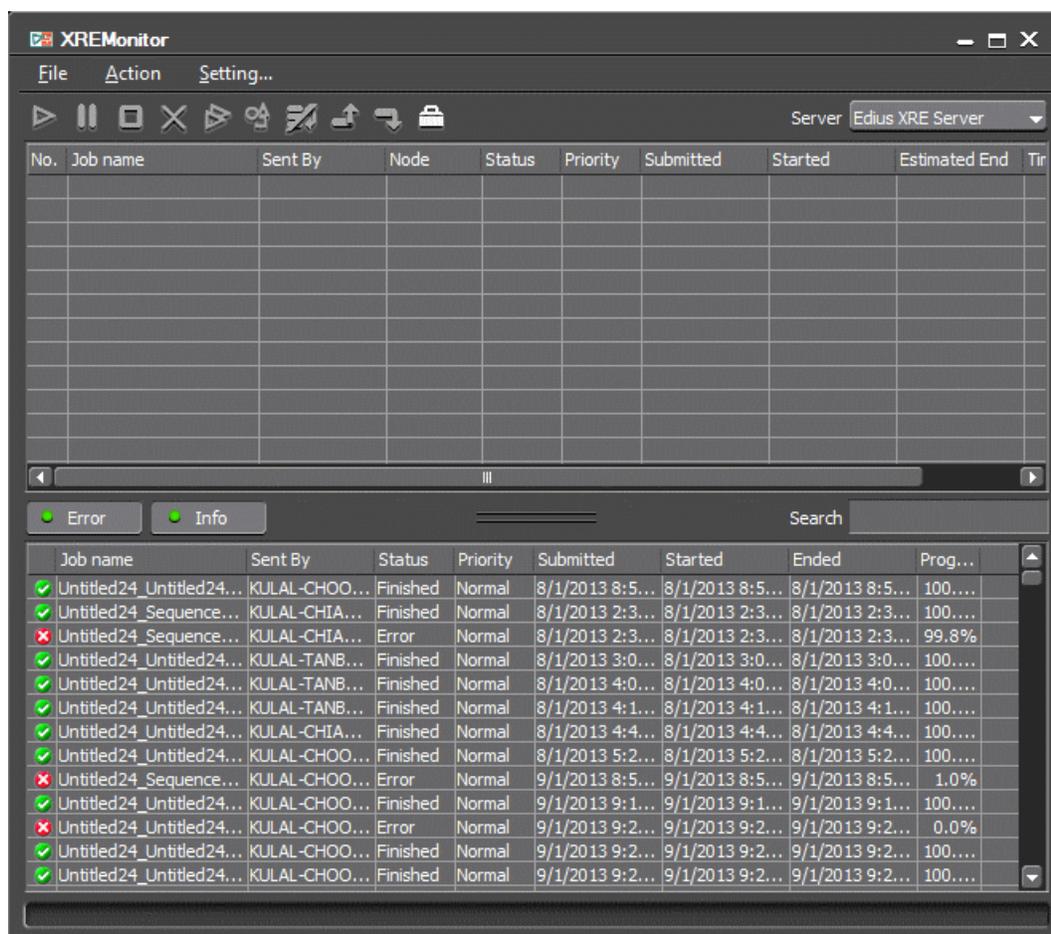
Using EDIUS XRE Monitor

The EDIUS XRE Monitor tracks the status of EDL files sent to a specified EDIUS XRE Server, allowing you to quickly monitor multiple EDIUS XRE Servers and their current job queue.

Once an item is in the queue, you can stop the current job if you need to reprioritize or re-edit a sequence. You can also filter the jobs that display in the EDIUS XRE Monitor, letting you see only those jobs you need to monitor.

1. From the Windows desktop, double-click the **XRE Monitor**  icon.

The EDIUS XRE Monitor opens.



2. View the progress of sent EDL files.

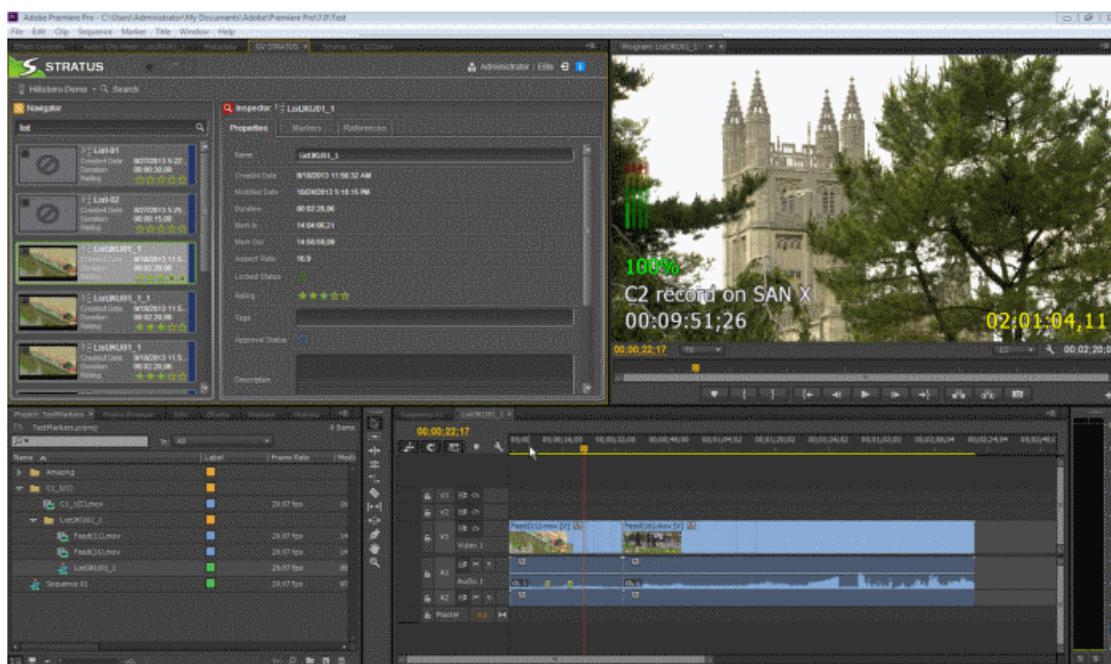
Field or button	Description
Server	A drop-down list of the EDIUS XRE Servers available to you at your location
Add	Lets you add a EDIUS XRE Server to the EDIUS XRE Monitor
Delete	Lets you remove a EDIUS XRE Server from the EDIUS XRE Monitor
Stop/Continue	Stops or pauses the dynamic updates of the EDIUS XRE Monitor; it has no impact on the EDIUS XRE Server itself
Job Number	The EDIUS XRE Monitor assigns a unique ID to each job that comes in; each job increments the ID by one
Job Name	Name of the clip as sent to the EDIUS XRE Server
Sent By	Name of the machine that sent the job
Status	Gives updated status on the completion of a job; status messages include "Job completed successfully", "Job failed"; failure messages may provide information on some functions
Started	Indicates when the job began transferring
Progress	Specifies what percentage of the job has completed; updates automatically
Time Remaining	Specifies how long the job takes to finish the transfer process
Search	Lets you search what jobs to view; you can filter by Job name, Sent By, or by specified time in hours and minutes
Cancel	Click to cancel jobs you have selected
Close	Click to exit out of the EDIUS XRE Monitor

Using the GV STRATUS application in Adobe® Premiere® Pro

You can launch the GV STRATUS application as a plug-in within the Adobe® Premiere® Pro application. This allows you to use GV STRATUS to access assets in the K2 SAN system and consolidate your editing operation in just one workspace.

The GV STRATUS plug-in to Adobe Premiere is available as a Beta version only. Please contact Grass Valley support for information on becoming a Beta site for this functionality.

The GV STRATUS plug-in consists of the Navigator and Inspector panels. You can search for assets, navigate to assets, view asset properties, modify asset properties, and import assets into your project and timeline using the GV STRATUS plug-in. With this workflow, you can easily access your high resolution media and edit sequences using the Adobe Premiere Pro application.



Setting up K2 storage for Adobe Premiere Pro

Before installing the GV STRATUS plug-in for Adobe Premiere Pro, set up the required support in K2 storage.

1. Ensure the Adobe Premiere Pro editor user accounts have access to the K2 media file system *v:* drive.
2. On the K2 Media Server with role of file system server (FSM), set up the Adobe directory.
 - a) Share the *v:* drive with Everyone, Read/Write permissions.
 - b) On the root of the *v:* drive, create a directory named *Adobe*.
3. Set up a plan to periodically delete the files in the Adobe directory.

For each asset imported from K2 storage into Adobe Premiere Pro, a temporary FCP XML file is created in the Adobe directory. Once the import succeeds the XML file is no longer needed. To maintain file system health, purge the directory on a regular basis.

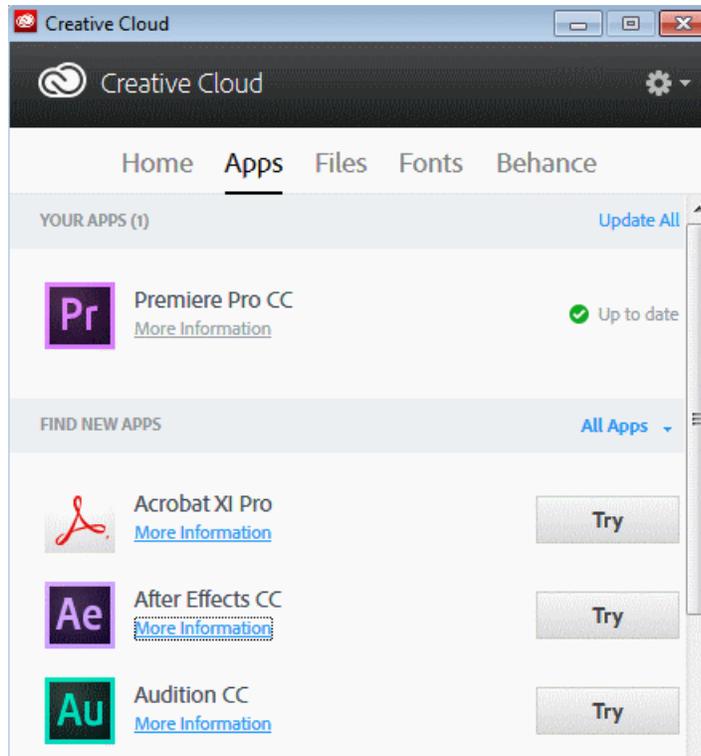
Setting up GV STRATUS in Adobe Premiere Pro

Prerequisites:

- Procure the GV STRATUS extension plug-in file from Grass Valley.
 - Install and configure the GV STRATUS Xcode Control Engine on the GV STRATUS Core server, if it is not already installed and configured. The engine translates the K2 XML information of clips, subclips and sequences to a FinalCut Pro XML format, which is used by the Adobe Premiere Pro application.
1. Install the Adobe Creative Cloud software.
 2. Launch the Adobe Creative Cloud, and select **Premiere Pro CC**.

3. Click the **Install** button.

Premiere Pro CC installs and appears in the **YOUR APPS** list.



4. Launch the Adobe Extension Manager CC application.
5. Select **File | Install Extension**.

The **Select Extension to Install** dialog appears.

6. Browse to select the GV STRATUS extension plug-in file and click **Install**.
7. Launch the Adobe Premiere Pro CC application.
8. Click **Window | Extensions | GV STRATUS**.

The GV STRATUS plug-in appears in the Adobe Premiere Pro CC application.

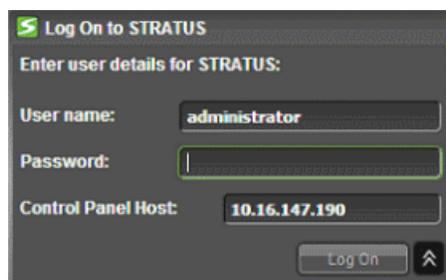
Launching the GV STRATUS plug-in

When you log on, the GV STRATUS application assigns GV STRATUS licenses and roles based on your user account credentials, as set by the system administrator in the GV STRATUS Control Panel application. Your credentials must also give you access to all your K2 systems.

1. Launch the Adobe Premiere Pro application.

2. Select **Window | Extensions | GVStratus**.

A GV STRATUS Log On dialog opens.

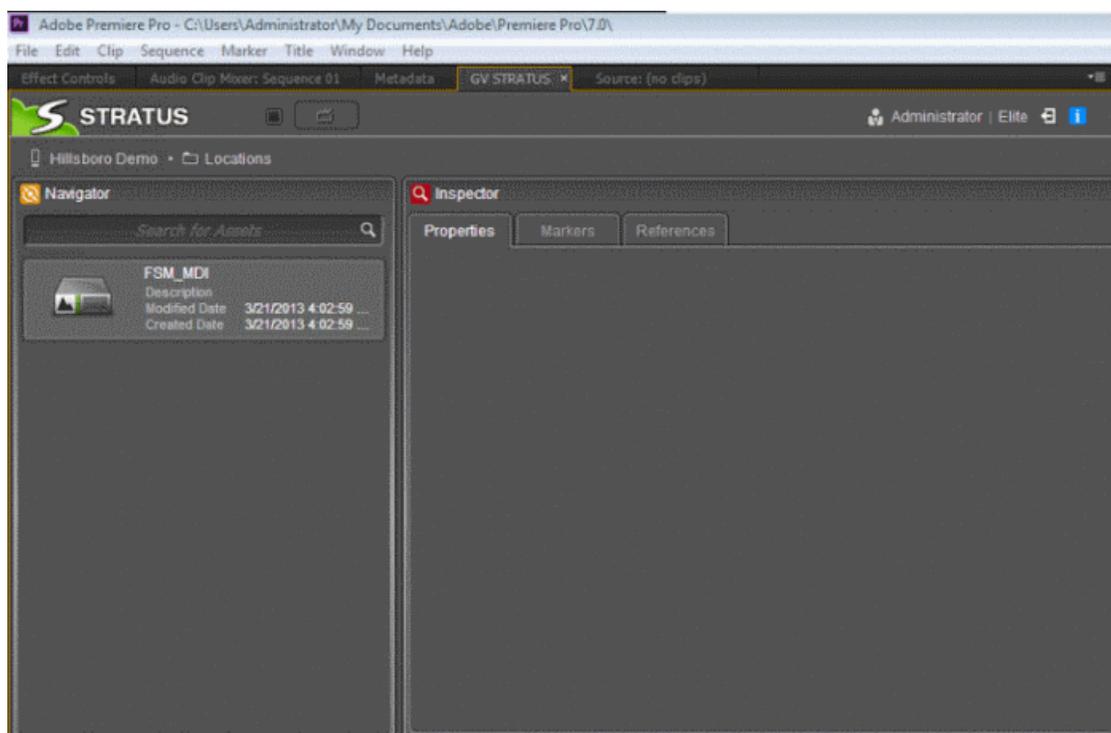


3. Enter your username.
If you use domain credentials, enter in format <domain>\<username>. For example, if your domain is "gv" and your username is "GVuser", enter gv\GVuser.
4. Enter your password.
5. For the Control Panel Host, enter the IP address of the GV STRATUS server with the SiteConfig role of GV STRATUS Control Panel Service.

It must correctly point to the GV STRATUS Control Panel Services Host. In most systems this is the main GV STRATUS Core server.

6. Click **Log On**.

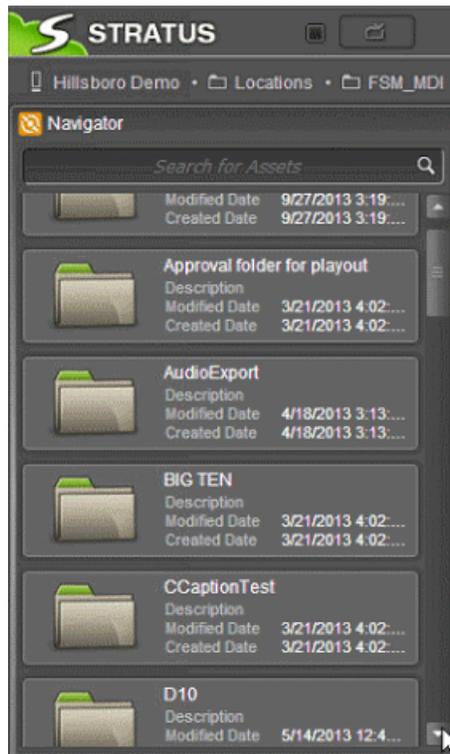
The GV STRATUS plug-in opens.



Navigating assets

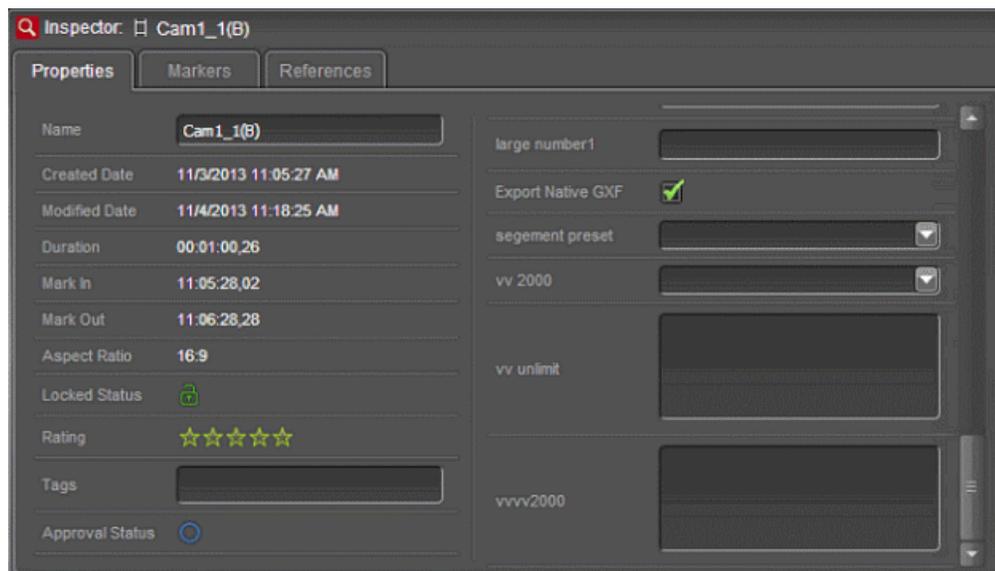
In the GV STRATUS plug-in, you can navigate into bins and sub-bins of the K2 SAN system.

1. Select the K2 SAN system and navigate through its bins.



2. Double-click an asset to view its metadata.

The asset properties display in the **Inspector** panel. You can also view custom metadata of the asset on the Properties tab.

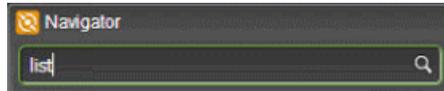


3. Click the **Markers** tab to view markers of the asset.
4. Click the **References** tab to view the list of related assets.

Searching assets

You can search for assets in the K2 SAN system using the Navigator panel in the GV STRATUS plug-in.

1. In the Search tool of the Navigator, enter the word or a fragment of the word for your search.



For a simple search you can enter text with advanced query syntax. Assets with names, tags, descriptions, comments, marker text, or custom text data that match the search are returned.

2. To start the search, do one of the following:
 - Press **Enter**.
 - Click the **Search** button. 

Assets matching the search criteria are displayed in the Navigator panel.

Related Topics

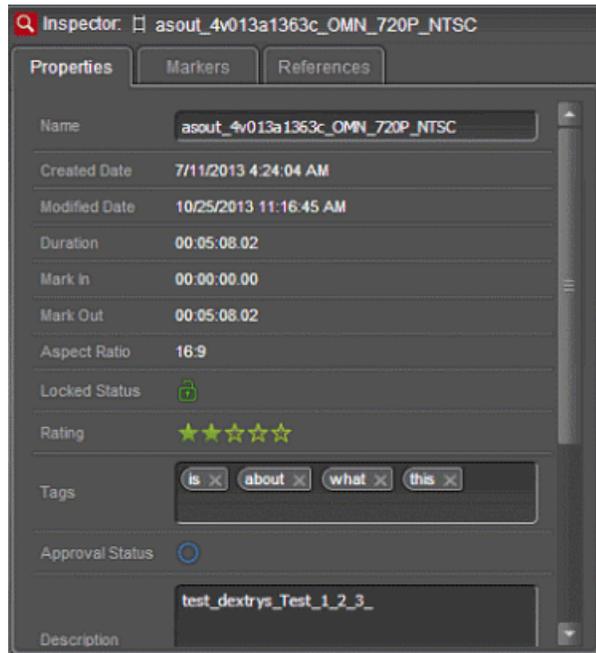
[Search constraints and considerations](#) on page 64

[About advanced query syntax, advanced searches and custom expressions](#) on page 60

Modifying asset metadata

1. Select the asset.

The asset properties display in the Inspector panel.



2. Key-in and modify the name, description, and tags of the asset.
3. Click the appropriate icon to modify the locked status and rating of the asset.

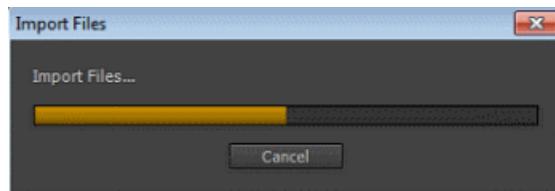
Asset metadata is updated according to your changes.

Importing GV STRATUS assets

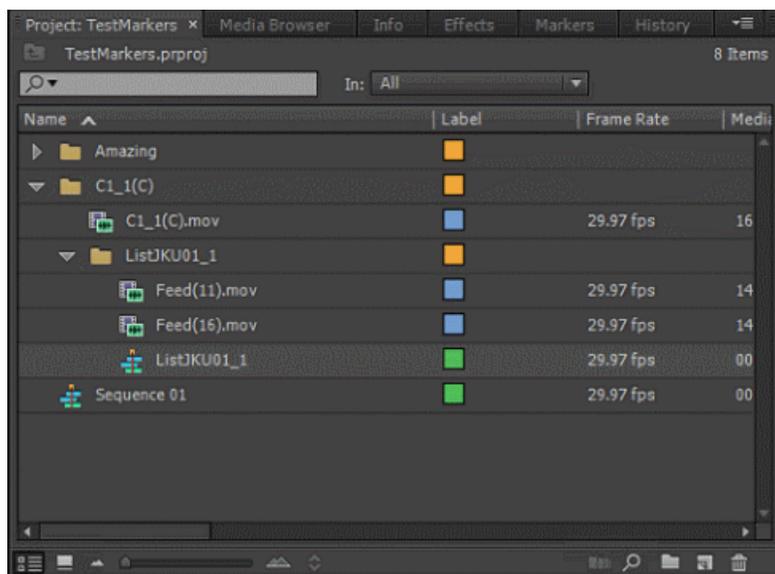
You can import GV STRATUS assets into your Adobe Premiere project to consolidate your editing operation.

1. In the Navigator panel, select the check box for the asset you are importing.
2. Click the Import button  to import the asset.

A dialog box opens to show the progress of the import.



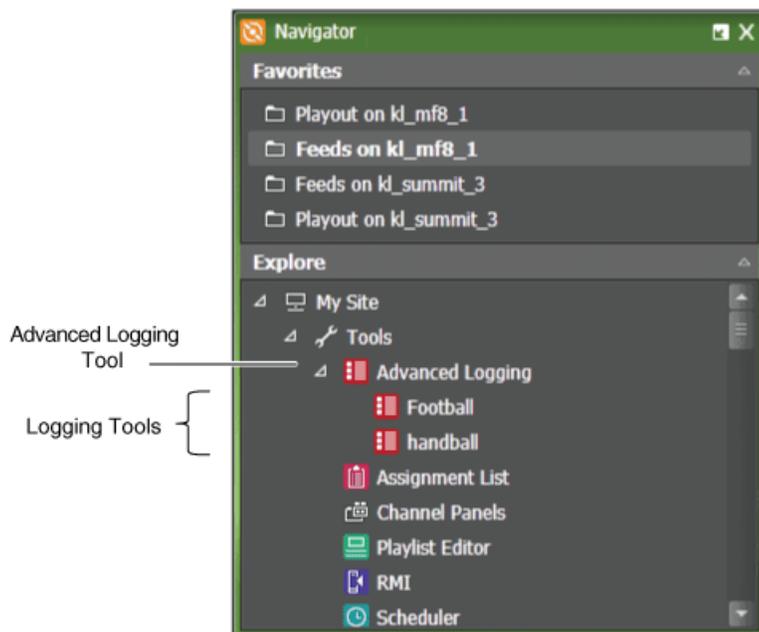
The asset imports into your Adobe Premiere project and appears on the timeline.



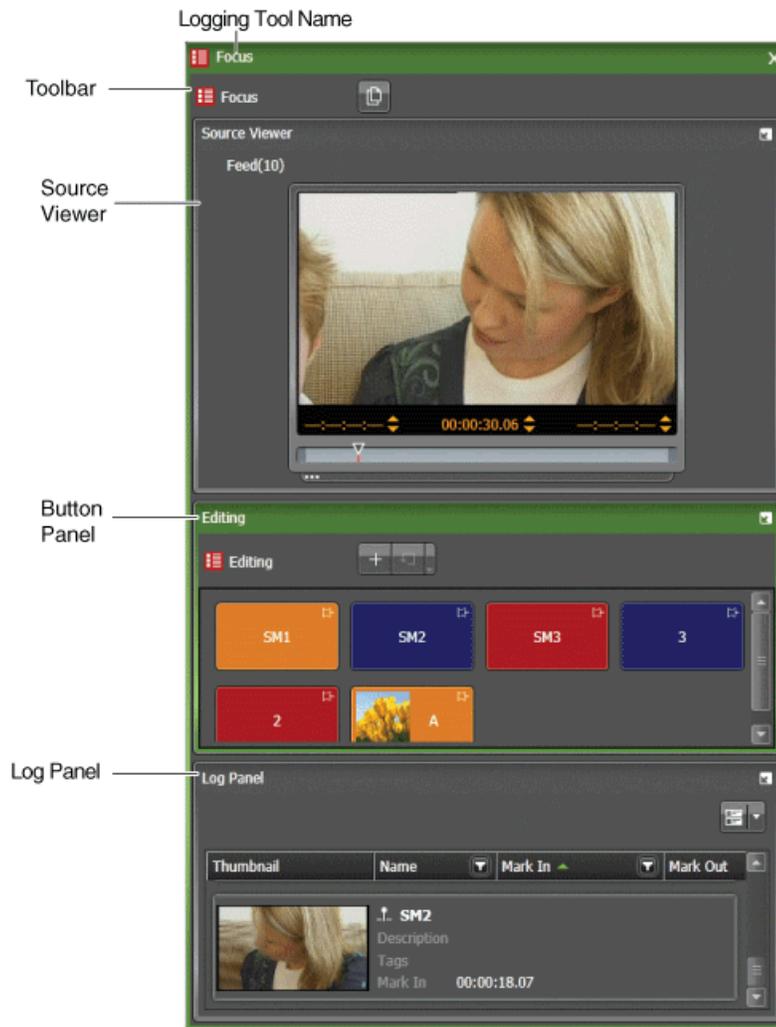
Logging assets

The Advanced Logging tool

The Advanced Logging tool allows you to create and assign various Logging Tools for asset logging. The Advanced Logging tool may include several Logging Tools for different logging purposes.



The Logging Tool displays as a composite panel in the GV STRATUS application. The Logging Tool includes the Source Viewer, the Button Panel, and the Log Panel.



Logging Tool features are as follows:

- Source Viewer — Loads assets to be previewed.
- Button Panel — Loads a customizable set of buttons for logging.
- Log Panel — Displays all keywords and markers that have been created.
- Toolbar — Consists of buttons to drag Logging Tools and create new Button Panels.

Related Topics

[The Source Viewer](#) on page 166

[Viewer buttons](#) on page 167

[Using the Audio Overlay](#) on page 166

[J, K, L keyboard shortcuts for transport control](#) on page 169

Logging Tool button

This button located on the Logging Tool lets you perform the function below.

 **New Panel:** Creates a new panel for the tool.

The Button Panel

The Button Panel allows you to create and load buttons for logging. In the GV STRATUS application, you can access the Button Panel when you launch the Logging Tool from the Navigator. The Button Panel appears as an untitled panel when you launch it for the first time.



Button Panel features are as follows:

- **Toolbar** — Consists of controls to manage logging buttons for the Button Panel.
- **Button list** — Displays all logging buttons that have been created.

Button Panel buttons

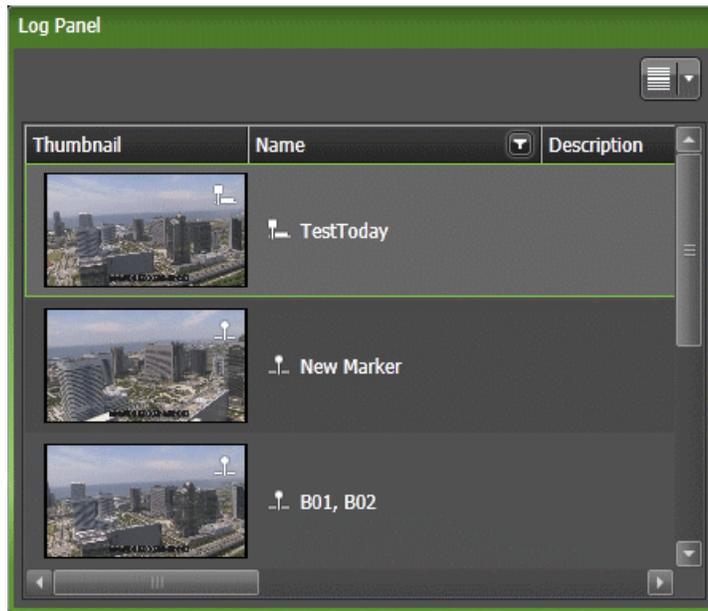
These buttons located on the Button Panel let you perform various functions.

 **Add Button:** Adds a new logging button to the Button Panel.

 **Reset Button State:** Resets the pressed button state to unpressed position.

The Log Panel

The Log Panel allows you to view keywords and markers that have been assigned to clips. In the GV STRATUS application, you can access Log Panel when you launch the Logging Tool from the Navigator.



The Log Panel feature is as follows:

- Log list — Displays all keywords and markers that have been created.

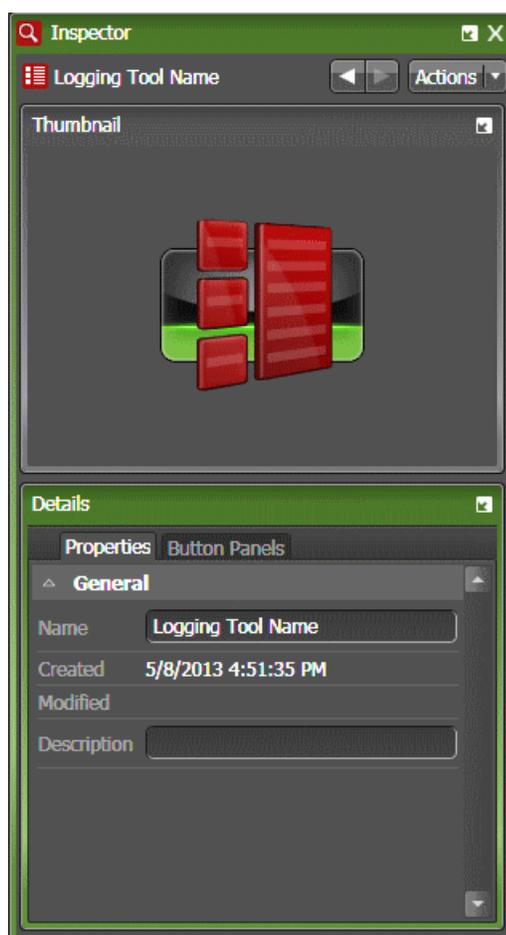
Standard Asset List features such as filter list, sort list, and customization of the **View Mode** are available in the Log Panel.

Adding a Logging Tool

You can create and add Logging Tools to accommodate different kinds of logging in your operation.

1. Launch the Logging Tool by doing one of the following:
 - Double-click **Advanced Logging** from the **Tools** section in the Navigator.
 - Right-click **Advanced Logging** from the **Tools** section in the Navigator and select **New**.

The Inspector loads the configuration for a new Logging Tool.



2. Enter the **Name** and **Description** of the Logging Tool on the **Properties** tab.

3. On the **Button Panels** tab, select Button Panel(s) for the Logging Tool.



You can customize a new Button Panel later, if you don't want to use existing Button Panels.

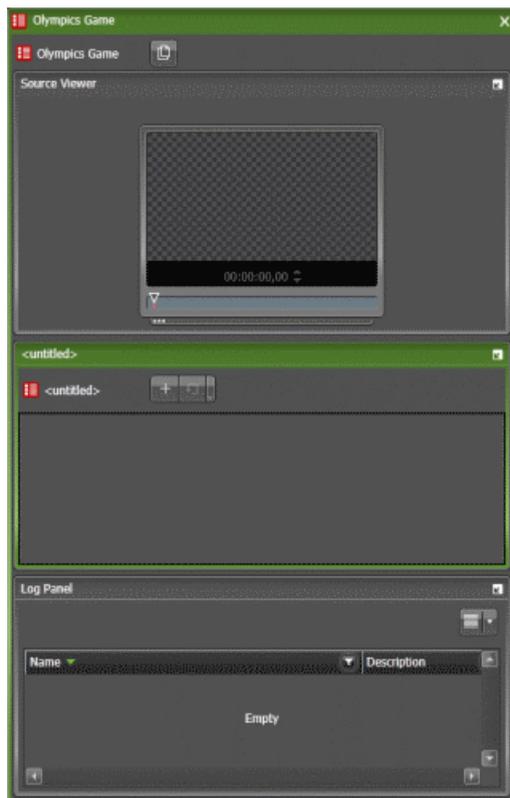
4. Click **Apply** to save the Logging Tool.

The customized Logging Tool name appears under **Advanced Logging** tool in the Navigator.

You can also click **Revert** to undo any change to the Logging Tool.

5. Click **Launch** in the Inspector panel if you want to open the new Logging Tool that you just created.

The Source Viewer, Log Panel, and selected Button Panels appear in the Logging Tool. An untitled Button Panel appears if no Button Panel is selected earlier.



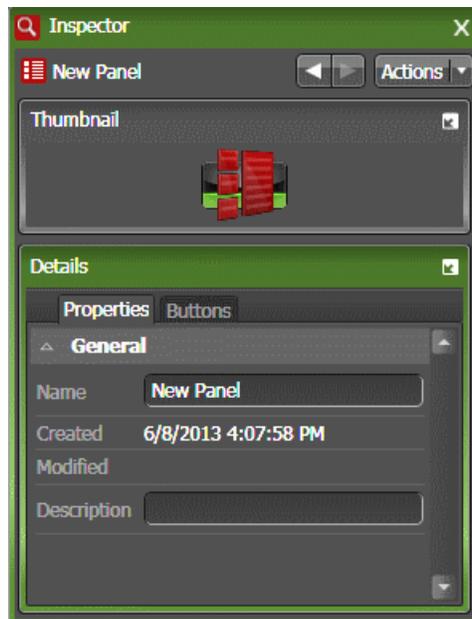
You can drag the **Advanced Logging** icon  on the Logging Tool into the Inspector or you can double-click the Logging Tool name in the Navigator if you want to change properties of the Logging Tool later.

Adding Button Panels

You can create and add several Button Panels to customize your Logging Tool.

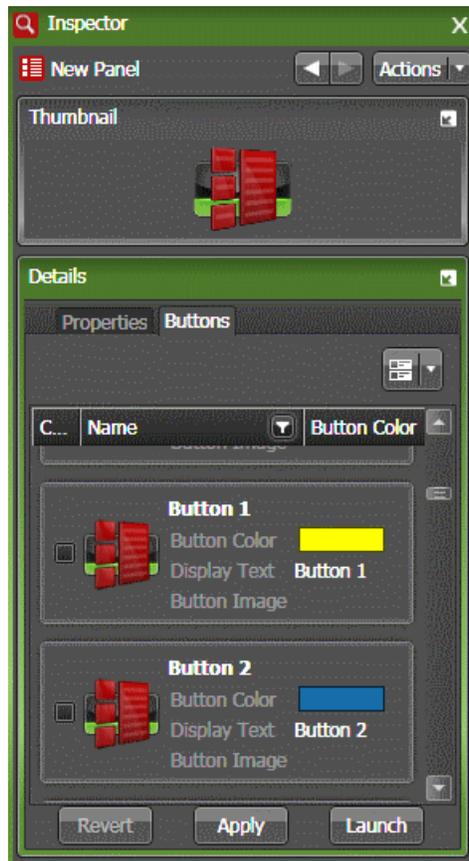
1. Click the **New Panel** button. 

The Inspector loads the configuration page for a new Button Panel.



2. Enter the **Name** and **Description** of the new Button Panel.

3. Click on the **Buttons** tab, and select logging buttons for the panel by checking the box next to each customized button.



You can also create new buttons later, if you don't want to use existing logging buttons.

4. Click **Apply** to save the Button Panel.
5. Repeat previous steps if you want to create multiple Button Panels.

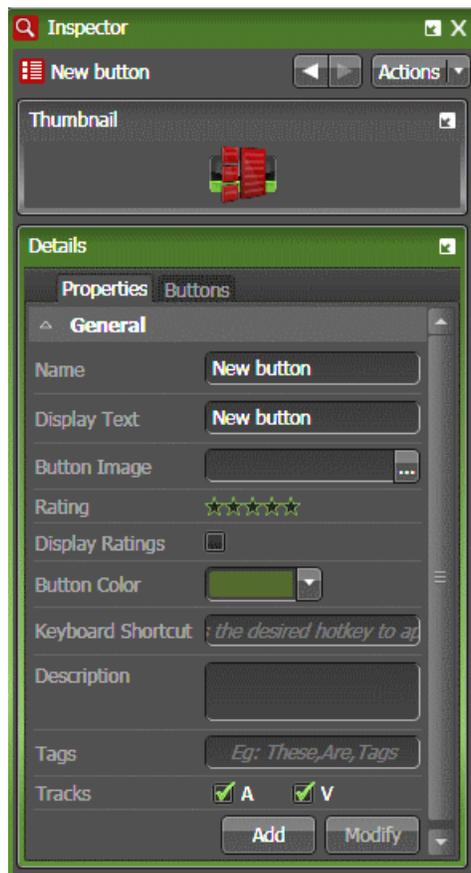
You can also click **Revert** to undo any changes.

6. Click **Launch** to open the Button Panel that you just created.

Adding logging buttons to a Button Panel

1. Click the **Add Button**. 

The Inspector loads the configuration of a new button.



2. Enter the **Name** of the new logging button.

The name displays in both **Name** and **Display Text** area.

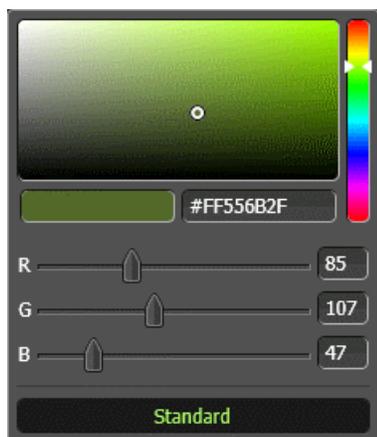
3. Enter the **Display Text** if you want to display a different name on the logging button.
4. Select the **Rating** for the logging button.
5. Do one of the following:
 - To display the button image on the logging button, click  button to browse and select the **Button Image**.
 - To display only the rating below the name of the logging button, select the **Display Ratings** check box.

NOTE: *Once Display Ratings is selected, the Button Image is no longer selectable in the Inspector. Deselect Display Ratings if you want to display an image on the logging button.*

6. Click the drop-down list of the **Button Color** to display the color palette, and do one of the following:
 - Select any theme or basic colors as provided.



- Click **Advanced** to define your own custom color and RGB values.



The color of the logging button changes according to the selected color.

7. Enter the **Keyboard Shortcut** for the logging button by doing one of the following:

- Press one key only.
- Press one key and one modifier key simultaneously.

NOTE: Tab and Alt modifier keys are not supported.

- Press one key and two modifier keys simultaneously.

NOTE: Pressing Alt, Shift, and one key simultaneously is not supported.

You cannot assign existing keyboard shortcuts for your logging button. Keyboard shortcuts for other GV STRATUS tools will not appear on the **Keyboard Shortcut** box when pressed. A red border displays around the **Keyboard Shortcut** box if the same keyboard shortcut exists for another logging button in the same Logging Tool.

8. Enter the **Description** and **Tags** of the logging button, if desired.

9. Deselect the audio or video track check box, if you want the button to log audio or video track only.

Both audio and video tracks are selected by default.

10. If you want to reuse existing buttons that have been created for other Button Panels, select the button in the **Buttons** tab.

11. Double-click the button that you want to reuse and select the **Properties** tab.

The button properties display in the **Properties** tab.

12. Click **Add** to add the logging button to the Button Panel.

13. Repeat previous steps if you want to create more logging buttons.

Logging buttons are automatically saved after they are added into the Button Panel.

NOTE: To reuse logging buttons from other Button Panels, you can also drag logging buttons from those Button Panels and drop them into your Button Panel.

Related Topics

[All keyboard shortcuts](#) on page 286

Adding blank logging buttons to a Button Panel

You can add blank buttons in the Button Panel to avoid selecting the wrong button during asset logging. These blank buttons provide default blank spaces in between your logging buttons. You can also drag all buttons including blank buttons to rearrange their positions in the Button Panel.

1. Click the **Add Button**. 

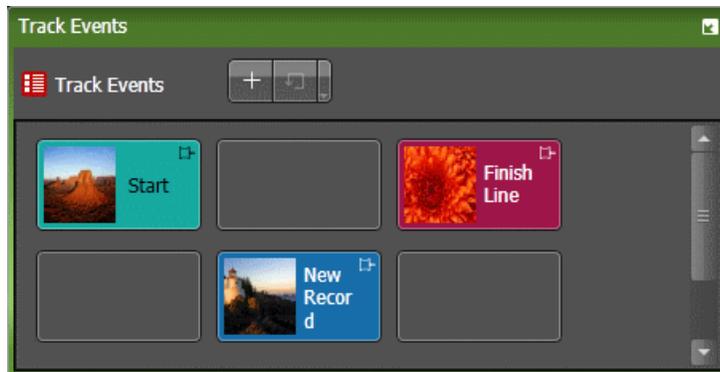
The Inspector loads the configuration of a new button.



2. Click the **Blank button** in the Buttons tab of the Inspector, then drag and drop it into the Button panel of the Logging Tool.

Repeat this step if you want to add multiple blank buttons into your Button Panel.

3. Drag your logging buttons to rearrange them between those blank buttons.
The position of all buttons are automatically saved to the Button Panel.



Adding markers using logging buttons

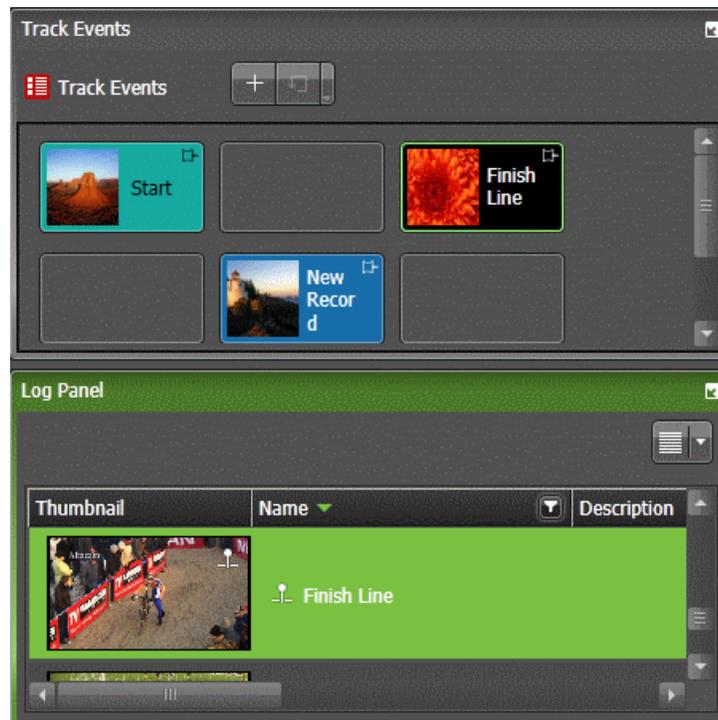
You can mark your assets using logging buttons on the Button Panel.

1. Load the selected asset into the Source Viewer.
2. Click the **Play** button  or use other transport controls to preview the asset.

3. Do one of the following below:

- Click the appropriate logging button on the Button Panel.
- Press those keyboard shortcut keys that you had set for your logging buttons.

The marker and its metadata appear on the Log Panel. The marker applies to a selected point in time of the asset.



4. Enter the description of the marker in the Log Panel.

This can be done easily if you already defined the **Set auto-focus on marker creation to** either Name, Description, or Tag in the user preferences setting for Advanced Logging.

The marker is added and automatically saved to the asset. A symbol indicates its location in the Source Viewer. If you select a symbol, the thumbnail associated with that point is loaded into the Source Viewer and the slider is moved to that position.

If you need to add keywords to your assets, you can still do so in the Source Viewer.

Related Topics

[Adding keywords](#) on page 171

[Adding markers](#) on page 172

[Changing Advanced Logging user preferences](#) on page 217

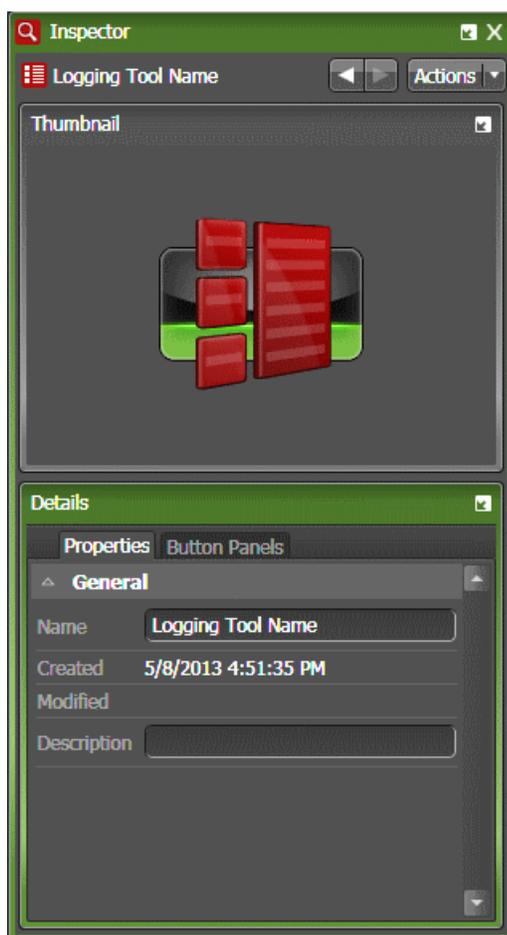
Using a keyword or marker to add an event to a sequence

In the Source Viewer or the Inspector, drag and drop the symbol associated with the keyword or marker to the Storyboard Editor.

If you dragged a keyword to the Storyboard Editor, the part of the asset between the mark-in and mark-out points is added to the sequence. If you dragged a marker, the frame associated with the marker is added to sequence (plus a default duration).

Modifying Logging Tools and Button Panels

1. Drag the **Advanced Logging** icon  on the Logging Tool or the Button Panel into the Inspector. The properties load into the Inspector.



2. Rename the Logging Tool or the Button Panel. You can also change the description if desired.

3. Select or deselect check boxes on the **Views** tab to choose Button Panels for your Logging Tool, or choose logging buttons for your Button Panel.
4. Click **Apply** to save your changes.
5. Click **Revert** if you want to undo the change.
6. Click **Launch** to open the modified Logging Tool or Button Panel.

Modifying logging buttons of the Button Panel

1. Select a logging button that you want to modify on the Button Panel.
2. Do one of the following:
 - Right click and select **Modify**.
 - Drag the logging button from the Button Panel and drop it into the Inspector.

The button properties load into the Inspector.

3. Change any properties of the logging button.
4. Click **Modify**.

The logging button is modified.

NOTE: *A button can also be dragged from the button list in the Inspector into the Properties panel of the Inspector to be modified.*

Deleting logging buttons from a Button Panel

1. Right-click on the logging button that you want to delete.
2. Select **Delete**.

A dialog opens for you to confirm the button deletion.

3. Select one of the following:
 - **Delete From Panel** — Deletes the button only from the active Button Panel.
 - **Delete from System** — Deletes the button from all Button Panels.

The button is deleted according to your choice of deletion.

4. You can also click **Cancel** if you don't want to delete the logging button.

Pinning logging buttons

You can pin logging buttons to add the pinned marker to other markers during asset logging.

1. Select a logging button that you want to pin in the Button Panel.

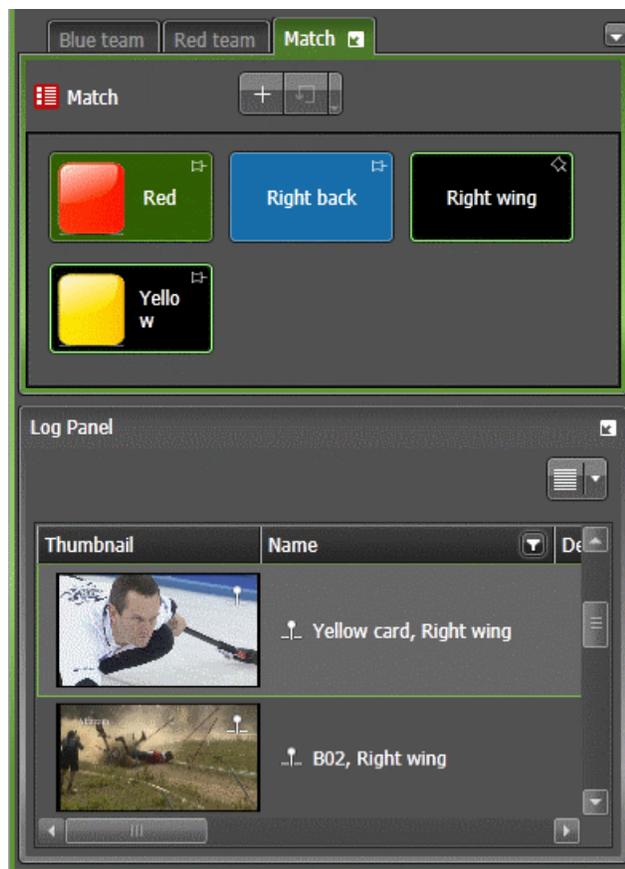
2. Click the **Pin Audio** button  on the logging button.

The pin button points downward to indicate that the logging button is pinned.



3. Start logging by selecting logging buttons on the Button Panel as you play the asset.

Markers are displayed on the Log Panel as logs for the asset. Each marker also has the pinned metadata added to it.



Changing Advanced Logging user preferences

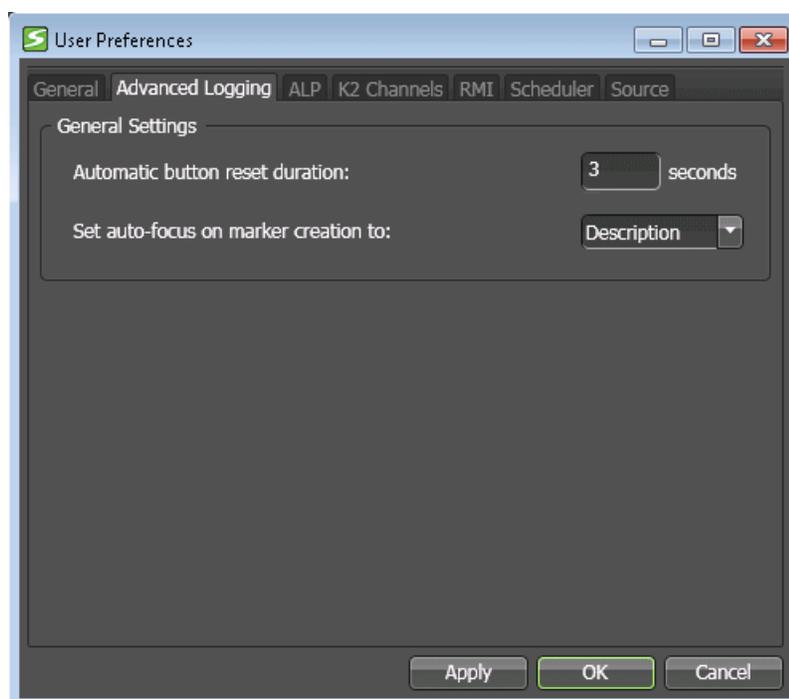
You can change a few general settings of the Advanced Logging tool within the user preferences window.

1. Select **Edit | User Preferences**.

The User Preferences dialog box opens.

The GV STRATUS application shows or hides tabs based on the roles assigned to your GV STRATUS log on credentials.

2. Select the tab for the panel or component you are configuring and make settings accordingly.
3. To configure Advanced Logging user preferences, select the **Advanced Logging** tab.



4. To set the Automatic button reset duration, enter the number of seconds that you prefer.

Logging buttons stay depressed according to the number of seconds that had been set, so that multiple buttons can be selected to log the marker.

5. To set auto-focus to editable fields after creating markers, click the drop-down list and select the field.

Fields that can be selected are **Name**, **Description**, and **Tag**. The selected field is automatically focused for metadata insertion each time a marker is created.

If you don't want to set auto-focus on any fields, select **None**.

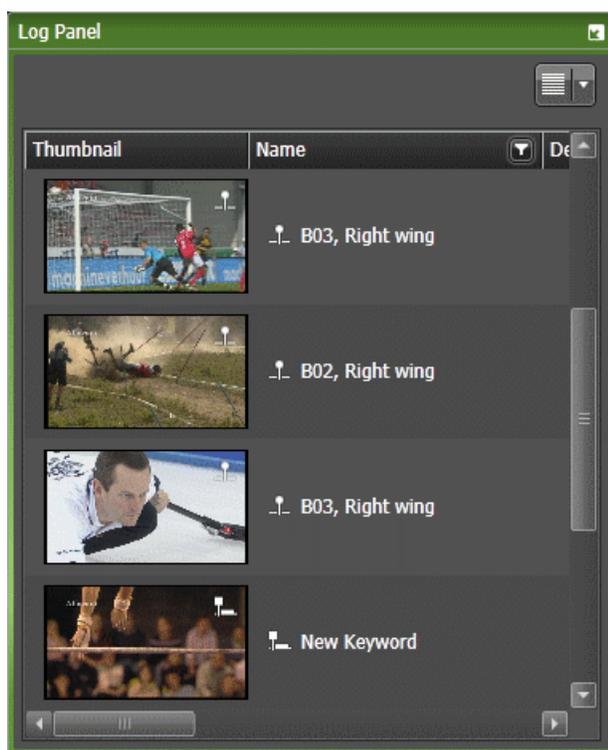
6. To apply a change and continue editing user preferences settings, click **Apply**.

7. To accept any changes and close the dialog box, click **OK**.
The dialog box closes.

Viewing keywords and markers

You can view keywords and markers of an asset in the Log Panel, Source Viewer or the Inspector panel.

1. To view keywords and markers in the Log Panel, scroll down the Log Panel.



2. To view the keyword or marker in the Source Viewer or the Inspector panel, do one of the following:
 - Double click the keyword or marker on the Log Panel
 - Drag and drop a keyword or marker from the Log Panel into the Inspector or the Source Viewer

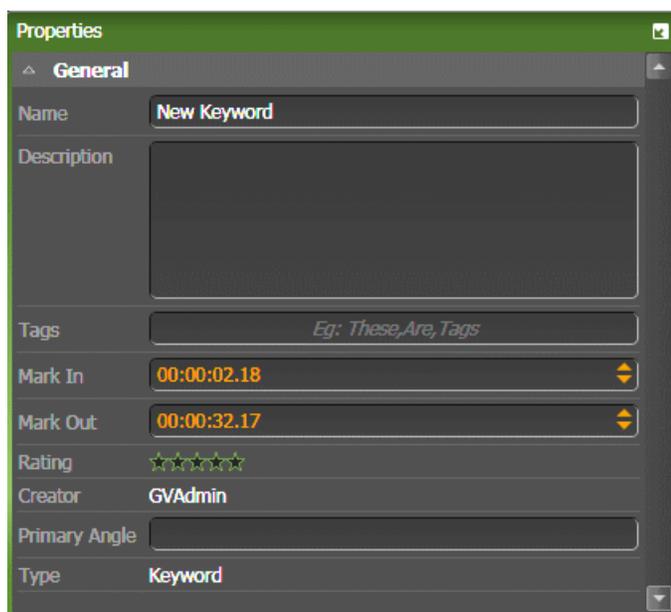
In the Source Viewer, the scrub bar jumps to the keyword or marker point, and the thumbnail associated with the keyword or marker displays.



In the Inspector, the thumbnail associated with the keyword or marker displays.



You can view properties of a marker and edit those properties in the Inspector. You can see whether it's a marker or keyword from the **Type** display. For a keyword, there is an additional **Mark Out** display in the Properties panel.



Related Topics

Using a keyword or marker to add an event to a sequence on page 214

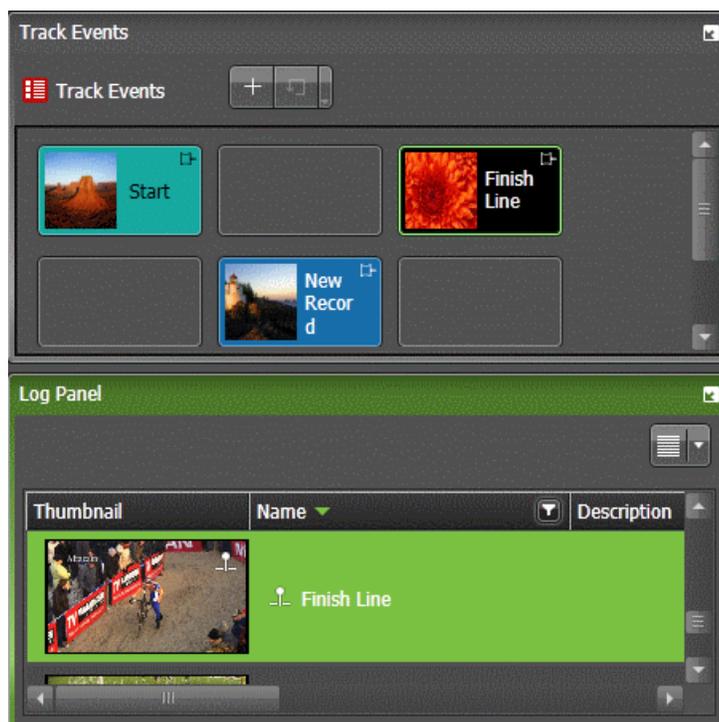
Viewing logging history of markers

You can view the logging history of markers in the Button Panel.

1. Select a marker on the Log Panel.

Buttons that were used to create the marker get pressed.

Each time a marker is selected in the Log Panel, logging buttons that made the marker are automatically pressed in the Button Panel to indicate the logging history.



2. If you want to add more metadata to the marker, click another button in the Button Panel.
The selected button is pressed in the Button Panel, and the metadata is added to the marker.
3. If you want to remove metadata from the marker, click a pressed button in the Button Panel.
The selected button is depressed in the Button Panel, and the metadata is removed from the marker.

Importing keywords configuration

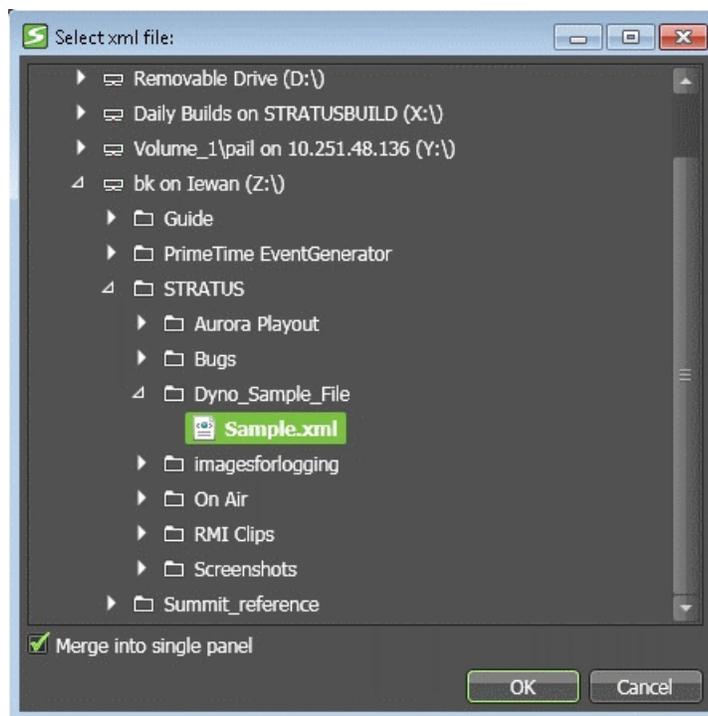
You can import K2 Dyno keywords configuration from an XML file into Button Panels of your Logging Tool.

1. Drag a Logging Tool into the Inspector.

The Logging Tool configuration loads in the Inspector and you can see the list of Button Panels under the **Views** tab.

2. Right-click on the list of Button Panels and select **Import**.

The **Select xml file** dialog displays.



3. Browse to the location of the XML file, and select it.
4. Do one of the following:
 - To merge keywords configuration into a single Button Panel, let the **Merge into single panel** checkbox be selected as default.
 - To import keywords configuration into separate Button Panels, deselect the **Merge into single panel** checkbox.
5. Click **OK**.

A progress bar displays the importing process.

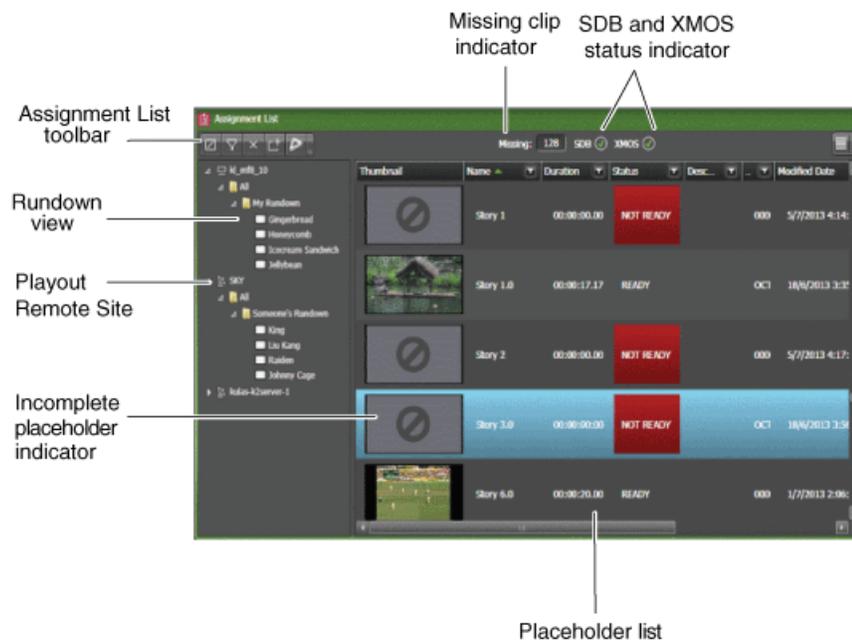
Logging buttons and Button Panels are created in the Logging Tool according to the imported XML file.

NOTE: If you import keywords configuration into a single Button Panel, the name of the first category becomes the name of the Button Panel. If you import keywords configuration into separate Button Panels, a default suffix appends to the first Button Panel and the next available default suffix to other Button Panels.

Using the Assignment List

The Assignment List tool

The Assignment List tool allows you to create placeholders for clips, assign those placeholders to newsroom editors, add new sequence, and link the resulting clips to rundown stories on your Newsroom Computer System. You also need Aurora Playout components such as SDB Server and XMOS Server to run the Assignment List tool. With the proper license and assigned role, Assignment List appears in the GV STRATUS application as a panel that can be accessed from the Window menu, the tool section of the Navigator panel, and the **Link to Placeholder** tab in the Inspector panel.



The Assignment List panel features are as follows:

- **Toolbar** — Displays buttons to add placeholders, show placeholders with missing clips, delete placeholders, and add new sequence to placeholders.
- **Missing clip indicator** — Displays the number of missing clips that can help you determine the number of incomplete assignments.
- **Incomplete placeholder indicator** — Displays blank thumbnails for incomplete placeholders. Completed placeholders are identified by the thumbnail display and **READY** status in the Status column.
- **Placeholder list** — Displays incomplete and completed placeholders. When you select a rundown, all placeholders in that rundown appear in the placeholder list. When you select a story in the rundown, only placeholders in that story appear in the placeholder list in the same sequence as in the story.

- **Playout Remote Site** — Displays placeholders in the remote site. The Playout remote site must be configured in the GV STRATUS Control Panel before it can be accessed via the Assignment List.
- **Rundown view** — Displays rundowns and stories for each rundown. Rundowns display alphabetically in the panel, while stories appear in sequence as assigned in the Newsroom Computer System.
- **SDB status indicator** — Displays the connection status between Assignment List and Simple Database (SDB) Server. The SDB Server updates clip status, clip duration, and amount of missing clips for the Assignment List tool.
 -  — Connected
 -  — Disconnected
- **XMOS status indicator** — Displays the status of XMOS Server. The XMOS Server provides the communication between the Newsroom Computer System and the Assignment List tool.
 -  — Connected
 -  — XMOS Server is disconnected with the GV STRATUS application
 -  — XMOS Server is disconnected with the Newsroom Computer System

With the Assignment List tool, you can create placeholders, monitor rundown or clip status, and view or change placeholder properties.

Standard Asset List features such as filter list, sort list, asset tooltip, and customization of **View Mode** are available in the Assignment List tool.

Assignment List buttons

These buttons located on the Assignment List panel let you perform various functions.

-  **New Placeholder:** Adds a new placeholder in the Assignment List tool.
-  **Missing Placeholders Only:** Shows placeholders with missing clips only in the Assignment List tool.
-  **Delete:** Deletes the selected item or items. Disabled if delete rights denied in GV STRATUS Control Panel.
-  **New Sequence:** Creates a new sequence.
-  **New Project in EDIUS:** Creates a new project in the EDIUS XS application.
-  **Missing Clip indicator:** Shows the number of placeholders with missing clips in the Assignment List tool.

Story status colors

Each story in the rundown view appears in a color that identifies its status in the Assignment List.

Story Color	Story Status
White	READY
Red	NOT READY
Dark Blue	STANDBY
Green	PLAY
Yellow	STOPPED
White	END
White	DISCONNECTED
Light Grey	BREAK

Changing ALP User Preferences

You can change the Assignment List display mode, being edited status color and placeholder deletion option within the user settings preference window.

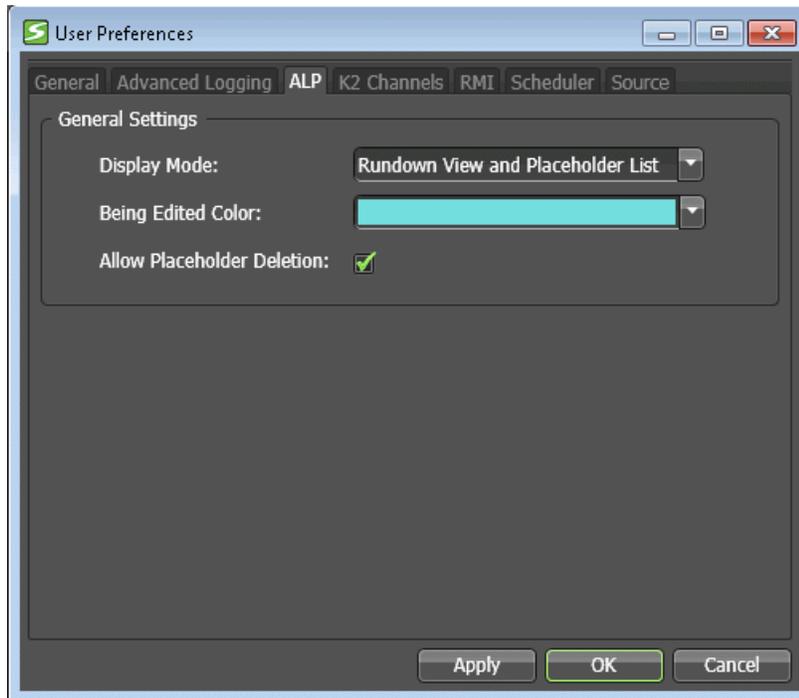
1. Select **Edit | User Preferences**.

The User Preferences dialog box opens.

The GV STRATUS application shows or hides tabs based on the roles assigned to your GV STRATUS log on credentials.

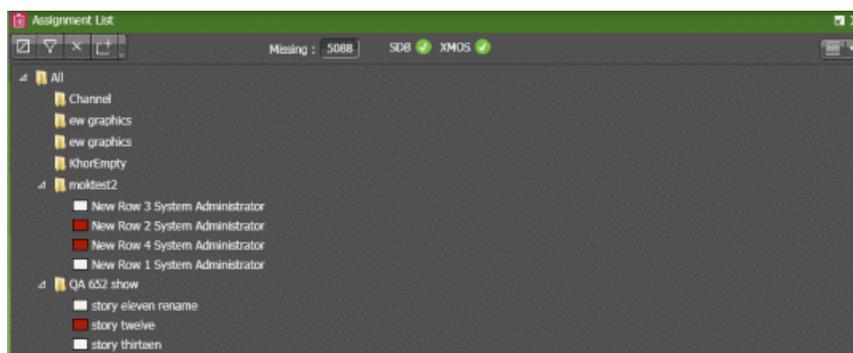
2. Select the tab for the panel or component you are configuring and make settings accordingly.

3. To configure Assignment List user preferences, select the **ALP** tab.

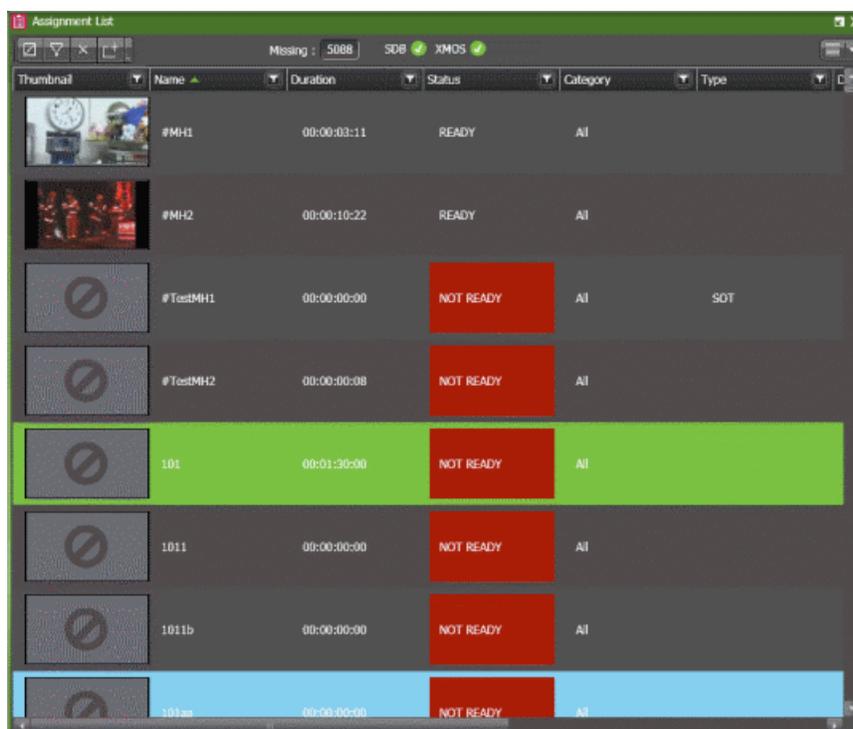


- To select the **Display Mode** of your Assignment List tool, click the drop-down list, and choose from the following:

Rundown View — Displays rundown view only.

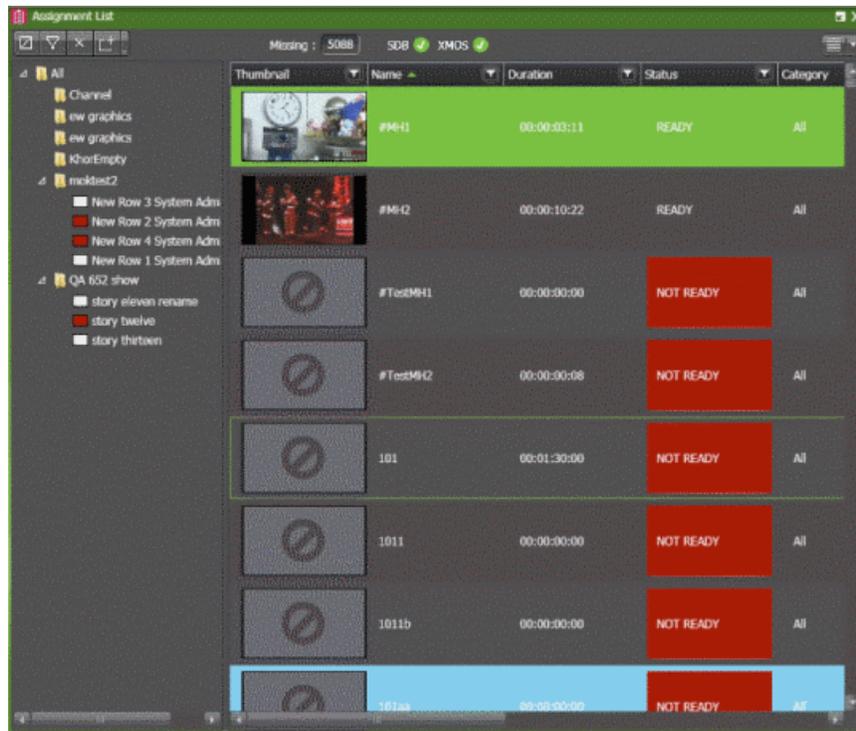


Placeholder List — Displays placeholder list only.

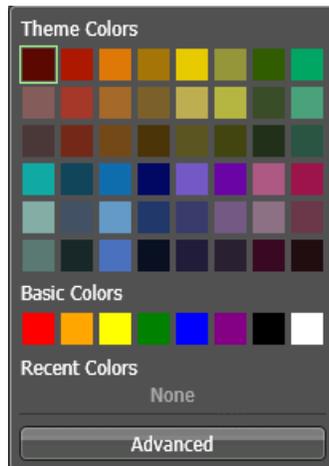


Rundown View and Placeholder List — Displays rundowns and placeholder list.

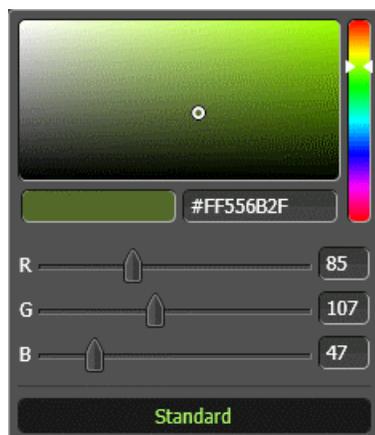
Using the Assignment List



5. To change the **Being Edited Color** of placeholders, click on the drop-down list to display the color palette, and do one of the following:
 - Select any theme or basic colors as provided.



- Click **Advanced** to define your own custom color and RGB values.



The color of being edited placeholders is changed to the selected color.

NOTE: *The status of a placeholder changes to being edited if the placeholder is linked to a scheduled event or RMI clip, when a new sequence is created for the placeholder, or when the being edited checkbox is selected in the placeholder properties.*

6. To allow placeholder deletion in the Assignment List tool, do the following:
 - Select the **Allow Placeholder Deletion** checkbox.

7. To accept any changes and close the dialog box, click **OK**.
The dialog box closes.

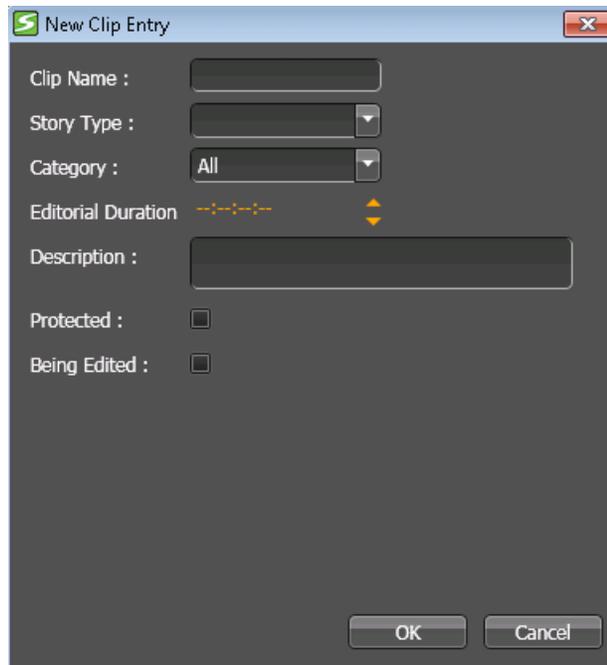
Related Topics

[Deleting a placeholder](#) on page 234

Adding placeholders

Placeholders are essentially assignments for editors, who can then create clips for the story, and send them to a K2 Summit/SAN system for playback. You need to create a placeholder for each clip that you link to a rundown.

1. In the Assignment List tool, click the **New Placeholder** button. 



The New Clip Entry dialog box opens.

2. Enter the clip name.
The name identifies the placeholder in the Assignment List (which can also be seen in the Newsroom Computer System).

3. You can also provide additional information about the placeholder:

- **Story Type** — Select a Story Type from the drop-down menu. Available story types are **SOT** (Sound On Tape) or **VO** (Voice Over). You can also leave this field blank.
- **Category** — Select a category from the drop-down menu. The category determines how stories are grouped and sorted.
- **Editorial Duration** — Enter a duration for the placeholder. The Editorial Duration is an optional value you can set for an estimated on-air duration of the clip that can be changed to a more precise value later.

NOTE: Editorial Duration has the priority over clip duration. Once an Editorial Duration is set; it will not be adjusted to clip duration, even after clip is associated with the placeholder. The editor needs to set the final Editorial Duration before the clip is sent for playback.

- **Description** — Enter a description for the placeholder. The description helps editors to identify the clip that they need.
- **Protected** — Check this box to prevent the clip from being deleted by other users.
- **Being Edited** — Check this box to indicate when the sequence for a placeholder is currently being edited.

4. Click **OK**.

The new placeholder appears on the Assignment List tool.

NOTE: The Clip ID and Date are set automatically when you create a new placeholder.

Related Topics

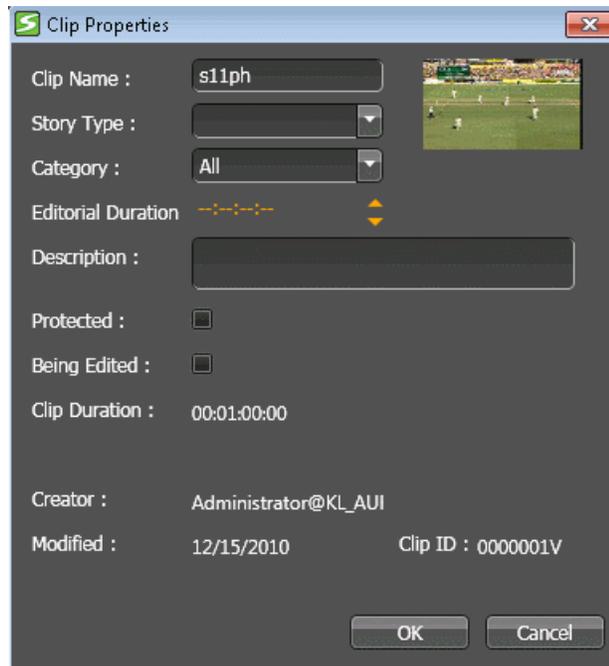
[Limitations for creating and naming assets and bins](#) on page 298

Modifying a placeholder

If you need to, you can change or modify properties of a placeholder.

1. Right-click on the placeholder that you want to modify and select **Edit Properties**.

The Clip Properties dialog box opens.



2. Modify any properties in the dialog box.

NOTE: *Properties that cannot be modified are creator, modified date and clip ID.*

3. Click **OK**.

The placeholder properties are modified on the Assignment List tool.

Related Topics

[Limitations for creating and naming assets and bins](#) on page 298

Deleting a placeholder

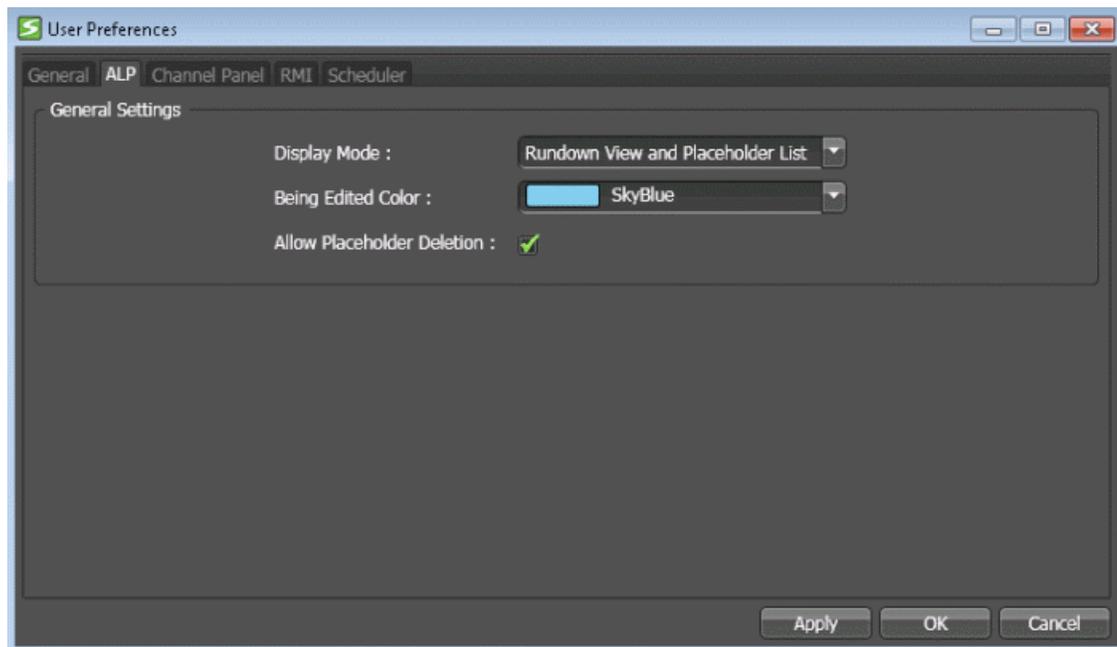
If desired, you can delete placeholders from the Assignment List tool.

Choose one of the steps below to delete a placeholder:

- Select the placeholder that you want to delete and click the **Delete** button. 
- Right-click on the placeholder and select **Delete Placeholder**.

If the **Delete** button  is not selectable or **Delete Placeholder** is grayed out in the context menu, you need to check ALP settings in the User Preferences menu.

Select **Edit | User Preferences | ALP** and check the **Allow Placeholder Deletion** box.



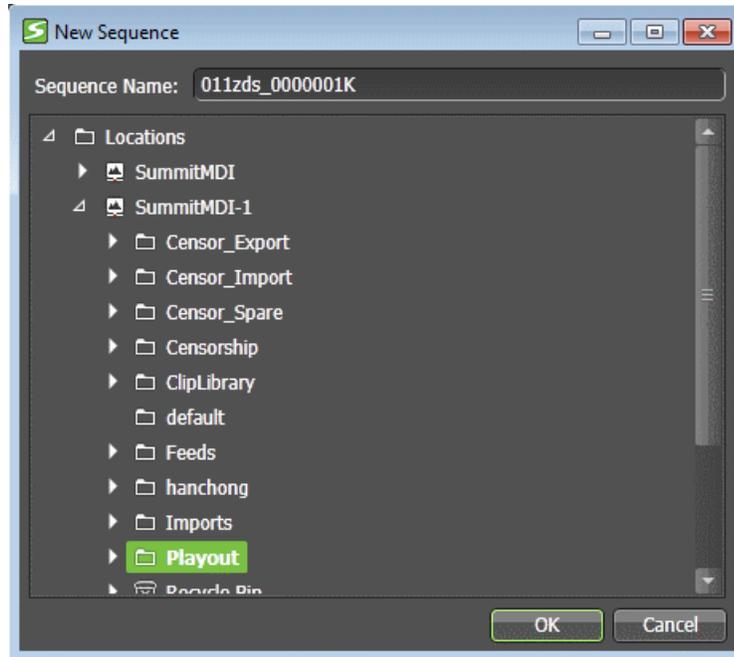
Adding a new sequence

You can add a new sequence to a placeholder in the Assignment List tool.

1. Select a placeholder that you want to add a new sequence into.

2. Click the **New Sequence** button. 

The New Sequence dialog opens.



The sequence name is automatically populated with the placeholder name and ID. You can still change the sequence name if you want to.

3. Select a location for the sequence and click **OK**.

The Storyboard Editor tool launches automatically if it is not already opened. The sequence name can be viewed in the Sequence Viewer and Storyboard panels.

4. Add events as necessary to the sequence.

The placeholder row color changes to the being edited color in the Assignment List. The **Being Edited** row color can be changed in the user preferences settings.

Checking missing clips

The Assignment List lets you see if clips are complete and ready for air.

You can only see thumbnails for placeholders with completed clips, which can also be identified by **Ready** status in the Assignment List. The thumbnail column is blank for placeholders with missing clips.

- To display placeholders with missing clips only, click the **Missing Placeholders Only** button. 

You can also see the number of placeholders with missing clips from the indicator on the toolbar.

If you want to see the entire list of placeholders, click again the **Missing Placeholders Only** button.

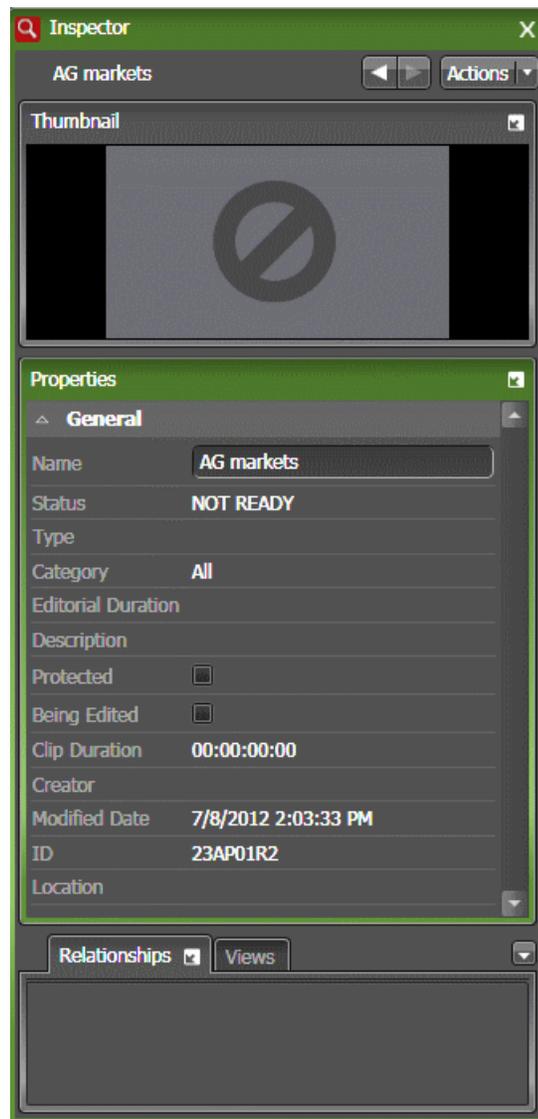


Viewing placeholder properties

You can view the properties of a placeholder in the Inspector panel.

Right-click on the placeholder and select **View Properties**.

The placeholder properties display in the Inspector panel.



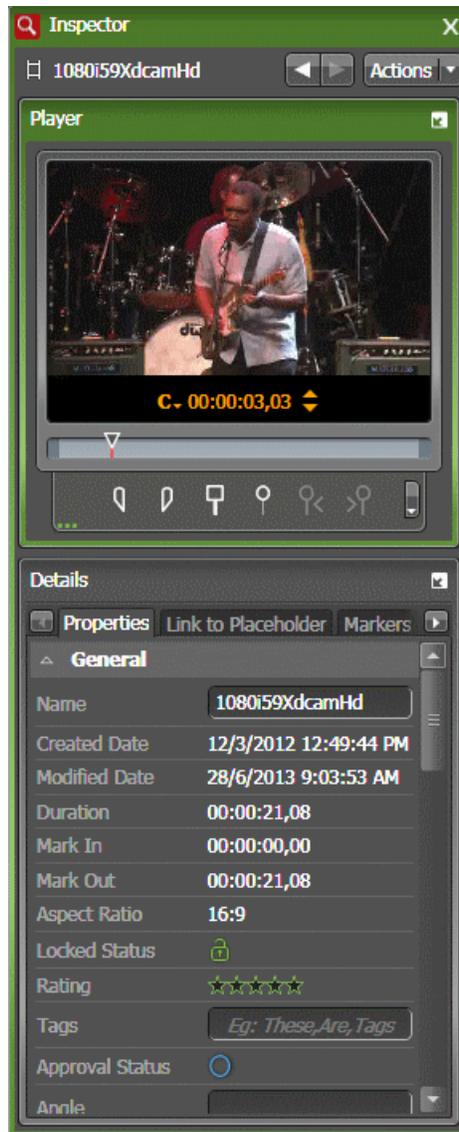
Viewing and modifying metadata of placeholders

You can view and modify metadata of placeholders with **Ready** status. When you modify the metadata, you are actually modifying the metadata of the asset that is already associated with the placeholder.

The inserted metadata can then be used as the search criteria to easily search assets in the Asset List panel.

1. To view or modify the metadata, do one of the following below:
 - Drag and drop the placeholder into the Inspector panel.
 - Double-click the placeholder.

The metadata loads into the Inspector panel.



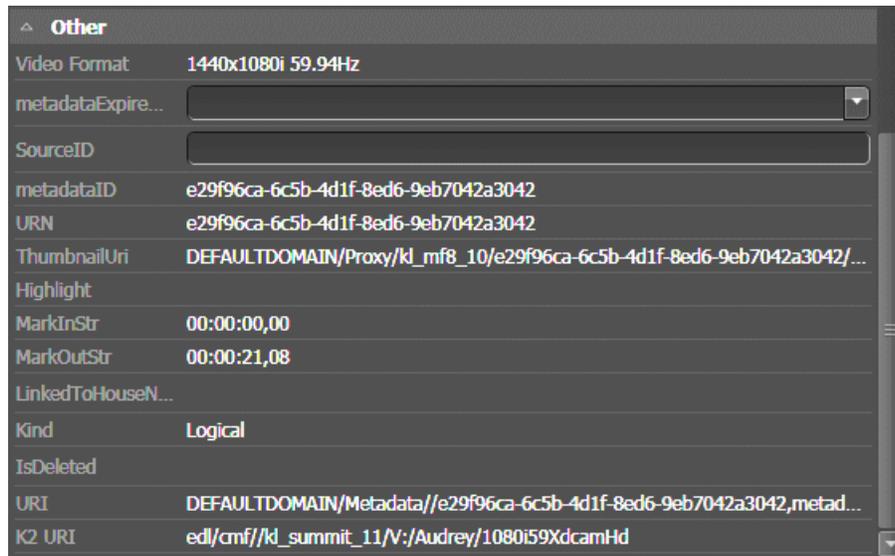
2. On the **Properties** tab, you can view or modify metadata of placeholders.

You can also add and customize metadata fields in the Metadata settings within the GV STRATUS Control Panel application.

3. To lock the status, click the **Unlocked** button. 

The asset is now locked. To unlock, click the **Locked** button. 

- To add a star rating, click the star or stars next to Rating.
When you add a star, it retains the color fill even when the mouse is no longer hovering over it.
- To view other metadata, click the **Other** drop-down arrow.



- Set the **MetadataExpireDate** and **Source ID**, if needed.
- To view lists of related assets and relationships, see other tabs of the Inspector panel.

Related Topics

[Viewing relationships](#) on page 75

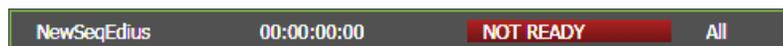
[Verifying proxy association](#) on page 76

Creating a new sequence in the EDIUS XS application

You can create a new sequence in the EDIUS XS application from the Assignment List. The new sequence appears on the EDIUS XS as a new project. This enables further editing to be done using EDIUS XS before sending your sequence for playback. The sequence which is automatically linked to a placeholder can then easily be sent to the K2 system from the EDIUS XS application.

The **New Project in EDIUS** button  is only available if you are assigned with the EDIUS XS role in the GV STRATUS Control Panel.

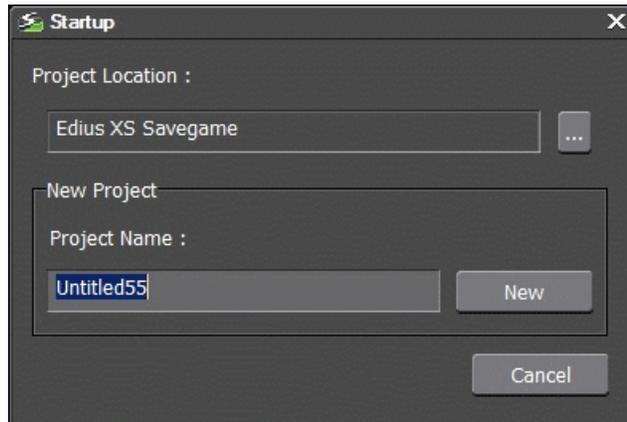
- Select a placeholder in the Assignment List.



2. Do one of the following:

- Click the **New Project in EDIUS** button. 
- Right-click on the placeholder and select **New Project in EDIUS**.

The Startup dialog appears.

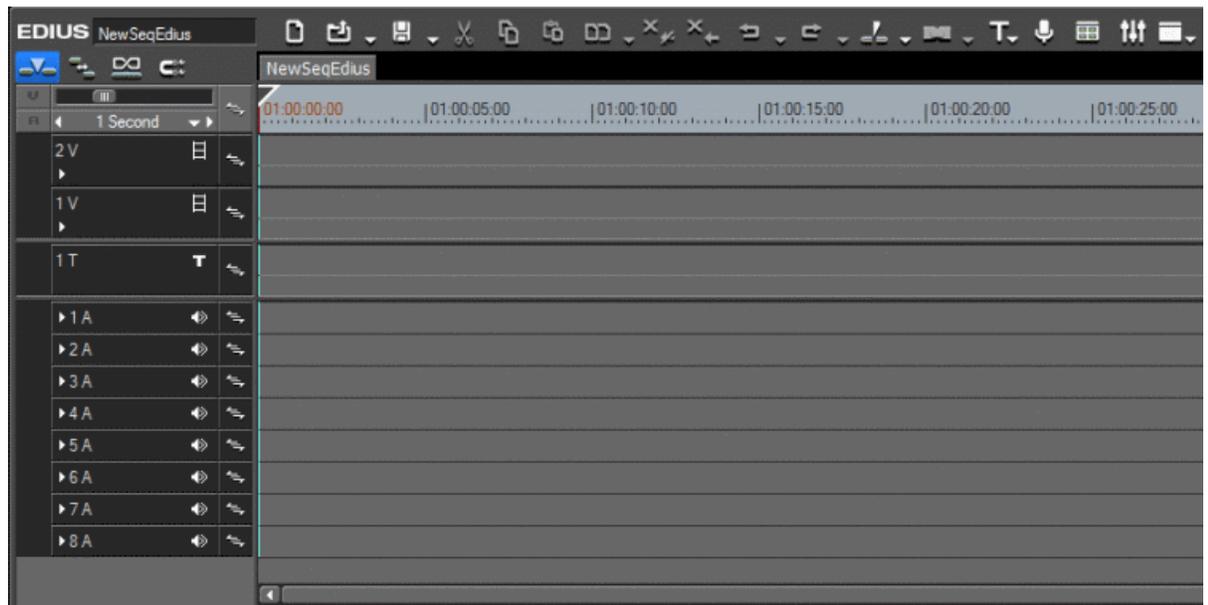


3. Enter the project location.

You can also set to other locations as long as the new location is under the default location path in EDIUS settings on the GV STRATUS Control Panel.

4. Enter the project name and click the **New** button.

The EDIUS XS application opens with the new project on the timeline.



After creating the project on the EDIUS XS timeline, you can add assets to the sequence.

Related Topics

[Adding GV STRATUS assets to EDIUS XS timeline](#) on page 187

[Sending EDIUS XS sequences to the K2 system](#) on page 187

Using the GV STRATUS application in a Newsroom Computer System

You can launch the GV STRATUS application as an ActiveX panel within supported MOS compliant Newsroom Computer Systems (NCS) such as ENPS, iNEWS, Octopus, and OpenMedia. This allows you to use Assignment List, Scheduler, RMI, Inspector, Navigator, Storyboard Editor, Playlist Editor, and other panels to consolidate your entire operation into one workspace.

The Assignment List in the GV STRATUS application lets you create a placeholder for a clip and link it into the accompanying story in the NCS rundown. You can create placeholders and insert them manually into your rundown; or use the auto-create feature, to create and insert placeholders automatically.

About Newsroom Basic

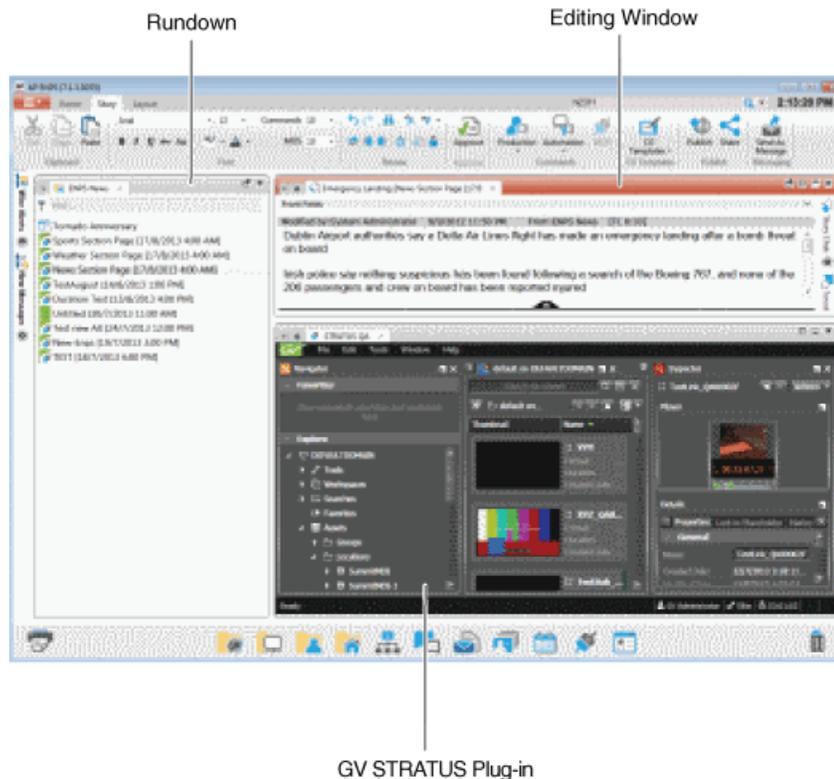
The Newsroom Basic license is for journalists that work with the GV STRATUS application as an ActiveX window within a Newsroom Computer System (NCS) application. For this workflow, only the Inspector panel and the Assignment List tool are typically required. The Newsroom Basic license provides this limited functionality as an economical solution. There is no access to the full range of GV STRATUS functionality and tools, as available with other licenses.

If your license type is changed from some other license to the Newsroom Basic license, some of your previously saved workspaces might not be available. Workspaces that contain tools for which the Newsroom Basic license has no access are not allowed. Load the Default Workspace if necessary.

Using GV STRATUS with ENPS

The Assignment List in the GV STRATUS ActiveX panel lets you create a placeholder for a clip and insert it into the accompanying story slug in the ENPS rundown.

You can create placeholders and insert them manually into your rundown; or use the auto-create feature, to create and insert the placeholder automatically.



Logging on to the GV STRATUS application in ENPS

To successfully log on to the GV STRATUS application in ENPS, you need to run the ENPS client as an administrator when you launch it for the first time.

When you log on, the GV STRATUS application assigns GV STRATUS licenses and roles based on your user account credentials, as set by the system administrator in the GV STRATUS Control Panel application. Your credentials must also give you access to all your K2 systems.

1. Launch and log on to your ENPS client.
The ENPS application opens.
2. Right-click on the **MOS** icon and select GV STRATUS.
A Log On dialog box opens.
3. Enter your username.
If you use domain credentials, enter in format <domain>\<username>. For example, if your domain is "gv" and your username is "GVuser", enter gv\GVuser.
4. Enter your password.
5. Verify or enter the name of the Control Panel Host for the GV STRATUS Control Panel Service.
In most systems this is the main GV STRATUS Core server.
6. Click **Log On**.

The GV STRATUS application opens.

Features are enabled according to the roles associated with your log on credentials.

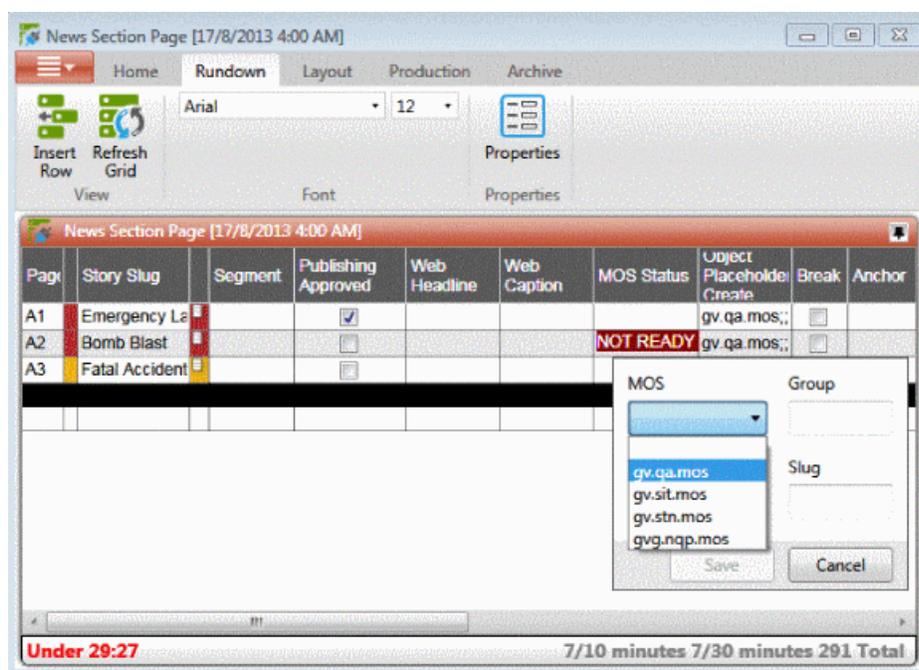
When you log on to the application, the settings you make on one PC are available on other PCs when using the same user credentials, including the following:

- Settings from the User Preferences dialog box
- Workspaces
- Channel Panel configurations and Salvos
- Searches

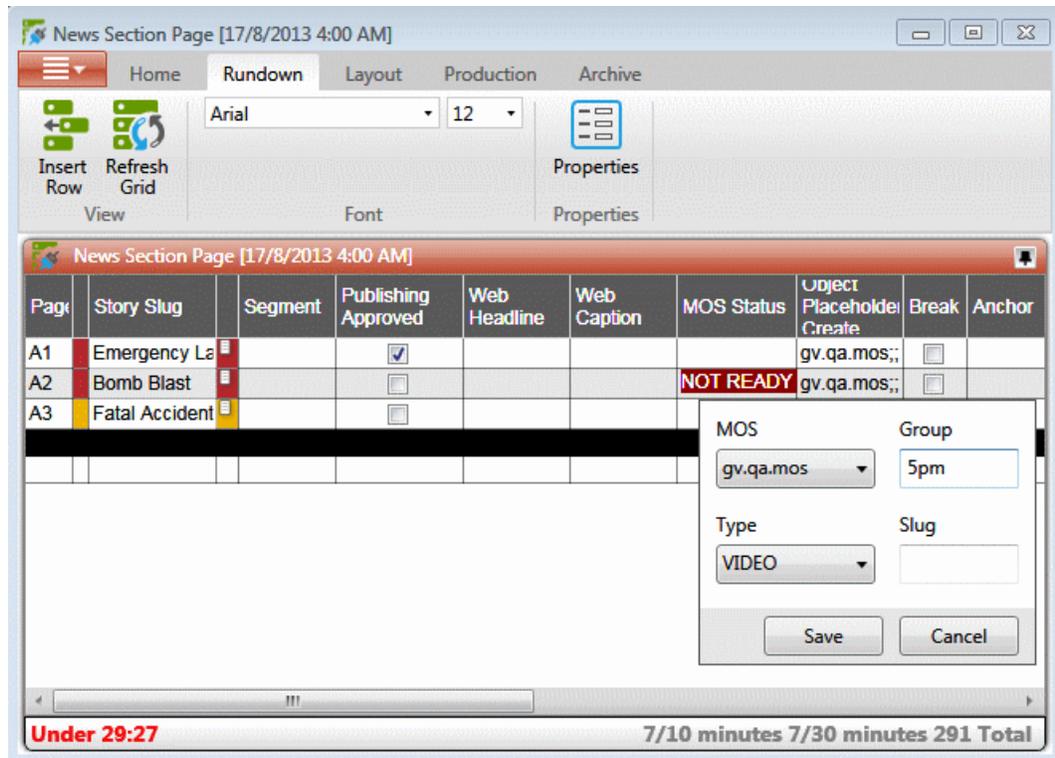
Creating placeholders automatically in ENPS

To link placeholders automatically, you need to enable the Auto Create feature in the ENPS MOS Configuration and add the Auto Create column to your ENPS rundown template.

1. Create a new rundown.
Create a rundown as you normally would. See the ENPS documentation for details.
2. Create a new story slug in ENPS.
3. Click the **Object Placeholder Create** field, and select the MOS from the drop-down list.



4. To assign a category when you create the placeholder, select the Type from the drop-down list, and enter the Group name.



5. Click **Save**.

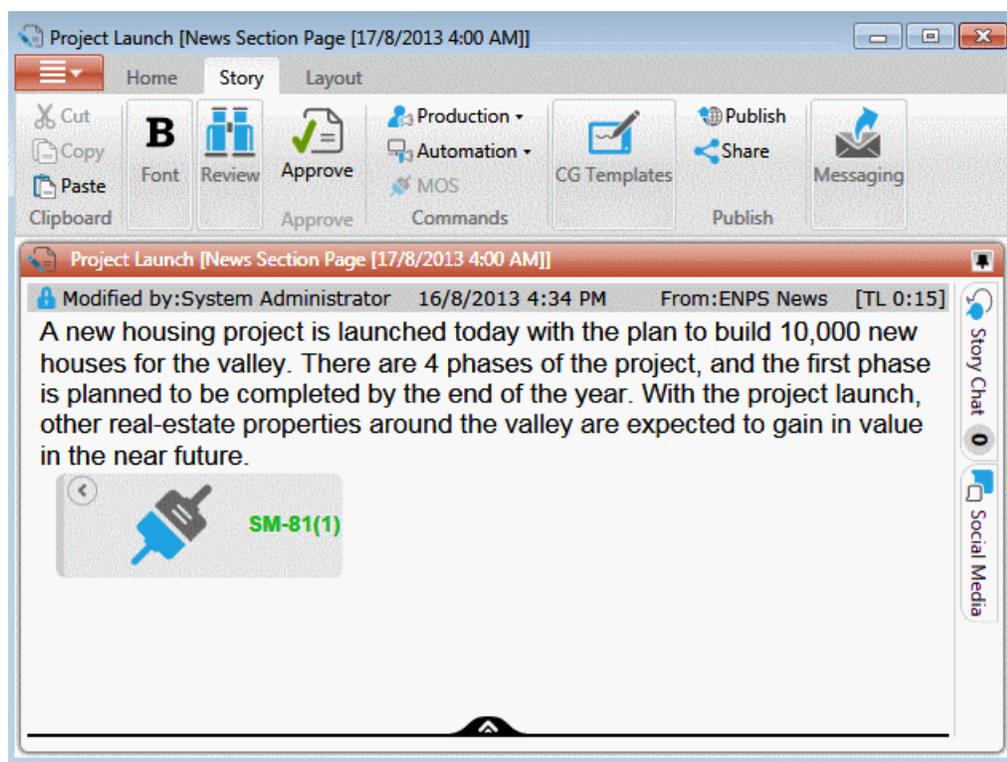
A new placeholder is created in the Assignment List of the GV STRATUS Plug-in and a MOS object is automatically linked and embedded into the script for this story.

Inserting placeholders manually into ENPS

As an alternative to using the ENPS Auto Create feature, you can manually create placeholders and add them to your story scripts.

1. Create a rundown as you normally would. See the ENPS documentation for details.
2. Create a new story in ENPS and open it.
3. Create a new placeholder using the Assignment List panel in the GV STRATUS Plug-in.

4. Drag the new placeholder from the Assignment List panel to the ENPS editing window.



The script within ENPS now shows an embedded MOS Object, which represents the on-air placeholder.

5. Save the script.

The placeholder is added to the ENPS rundown.

NOTE: *You can also use this method to add an existing placeholder to your script.*

Related Topics

[Adding placeholders](#) on page 232

Assigning playout channels to clips in ENPS

1. Click the **MOS Channel** column for the story you want to assign.
2. Enter the channel name in the MOS Channels box and click **OK**.

You must enter the channel label exactly as it was set up in Aurora Playout.

The story is assigned to that channel and appears on the “Assign” column of the Aurora Playout application.

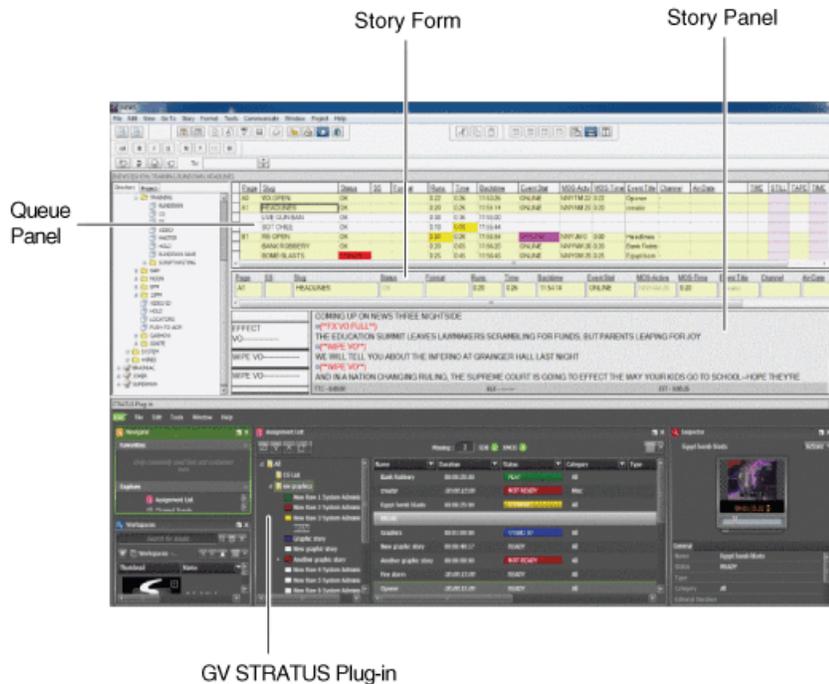
Using GV STRATUS with iNEWS

The Assignment List in the GV STRATUS ActiveX panel allows you to create placeholders for clips and link them to the accompanying story slug in the iNEWS rundown.

With the GV STRATUS panel available within iNEWS, you can easily insert placeholders into your story via drag and drop, and assign playout channels to clips.

To launch the panel, select **Tools | Plugins | STRATUS Plug-in**.

When you log on, the GV STRATUS application assigns GV STRATUS licenses and roles based on your user account credentials, as set by the system administrator in the GV STRATUS Control Panel application. Your credentials must also give you access to all your K2 systems.



Related Topics

[Logging on](#) on page 12

Creating and linking placeholders in iNEWS

1. Create a new rundown.
Create a rundown as you normally would. See the iNEWS documentation for details.
2. Create a new story in iNEWS.
3. Create a new placeholder in the Assignment List panel of the GV STRATUS Plug-in.
4. Verify that the new story slug is highlighted in the Queue Panel, then drag the new placeholder from the Assignment List and drop it into the Story Form window.

NOTE: You can also use this method to add an existing placeholder to your story.

5. Click on a different line in the Queue Panel to save your changes.

The placeholder links with the story and the clip name displays in the iNEWS Queue Panel.

Related Topics

[Adding placeholders](#) on page 232

Assigning playout channels to clips in iNEWS

1. Select the slug you want to assign and right-click the **Ch** box.
2. Choose **Assign Channel**.
3. Enter the channel name and click **OK**.

You must enter the channel label exactly as it was set up in Aurora Playout.

4. Save the slug.

The story is assigned to that channel and appears in the Aurora Playout application in the “Assign” column.

Setting embargo status to stories in iNEWS

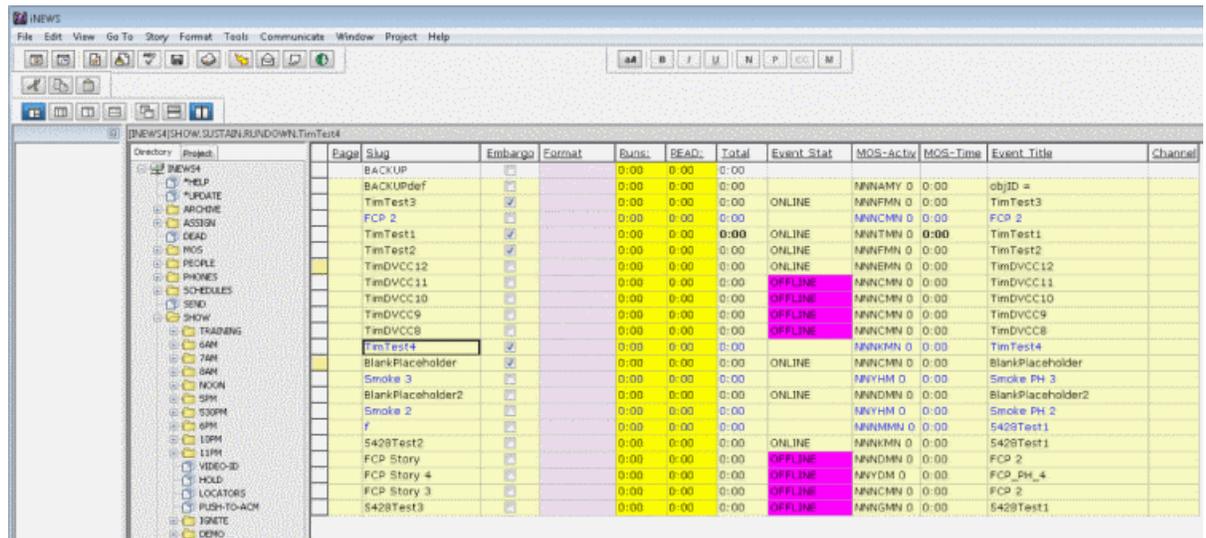
Prerequisites:

- The GPIO connection is configured between the Aurora Playout client, switcher, and streaming encoder.
- The General Purpose Output is configured for the Embargo status in the **Tools | Options | GPIO Configuration** of the Aurora Playout application.
- The **Embargo** column is configured in the iNEWS application.

Embargo status can be set to specific stories in iNEWS to prevent automatic broadcast via the internet. This is due to restrictions from news providers that some media contents are only for televised broadcasts.

1. Create a new story in iNEWS.
2. Drag a ready placeholder from the Assignment List of the GV STRATUS panel to the Story Form window.

3. Select the checkbox in the **Embargo** column for the story.



4. Click on a different line in the Queue Panel to save your changes.

When the clip is cued in the Aurora Playout channel, the **Embargo** status is sampled. Then, the embargo GPO is set to high when the clip is played.

After the **Embargo** GPO is triggered, the streaming encoder prevents the clip's broadcast via the internet. All other contents without the **Embargo** status are automatically uploaded to the news station's website.

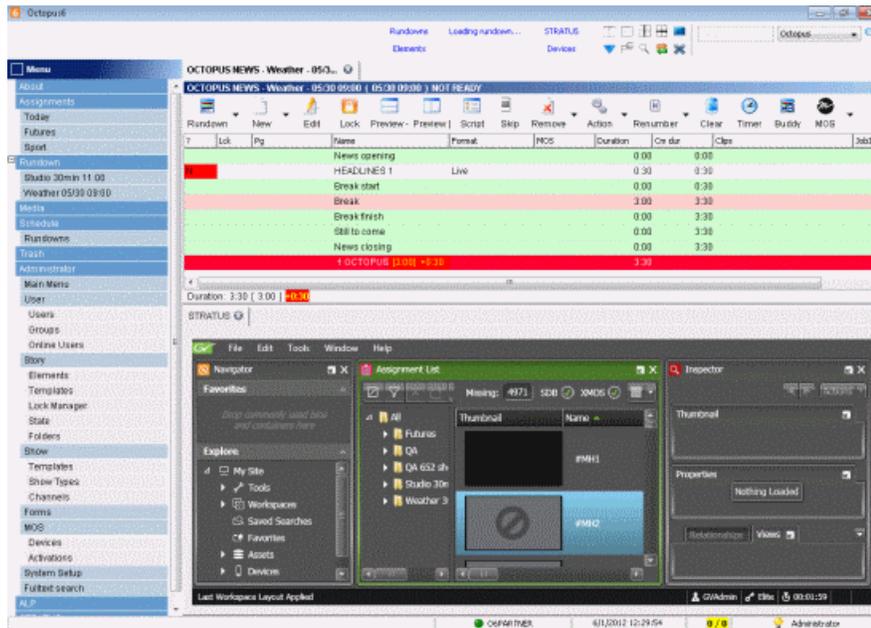
Using GV STRATUS with Octopus

The GV STRATUS ActiveX panel lets you create placeholders for clips and insert them into the accompanying story slug in the Octopus rundown.

You can create the placeholders and insert them manually into your rundown or use the auto-create feature to create and insert the placeholder automatically.

To launch the GV STRATUS panel within Octopus, click **STRATUS** on the toolbar.

When you log on, the GV STRATUS application assigns GV STRATUS licenses and roles based on your user account credentials, as set by the system administrator in the GV STRATUS Control Panel application. Your credentials must also give you access to all your K2 systems.



Related Topics

[Logging on](#) on page 12

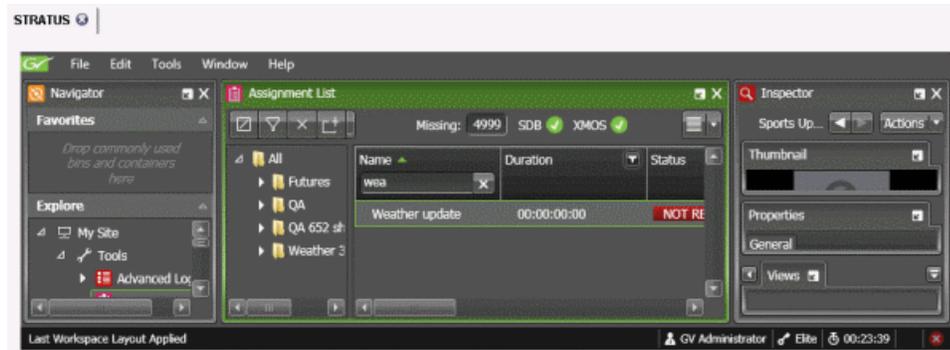
Creating placeholders automatically in Octopus

With Octopus, you can create placeholders automatically using the Auto-create feature.

1. Create a new story in Octopus.
2. Open the story.
3. Click the **Edit** button on the toolbar.
4. Right-click on the **NOT READY** status, select **MOS | Auto Create on [the name of your MOS]**.
5. Click the **Save** button on the toolbar.

6. Launch the GV STRATUS ActiveX Plug-in.

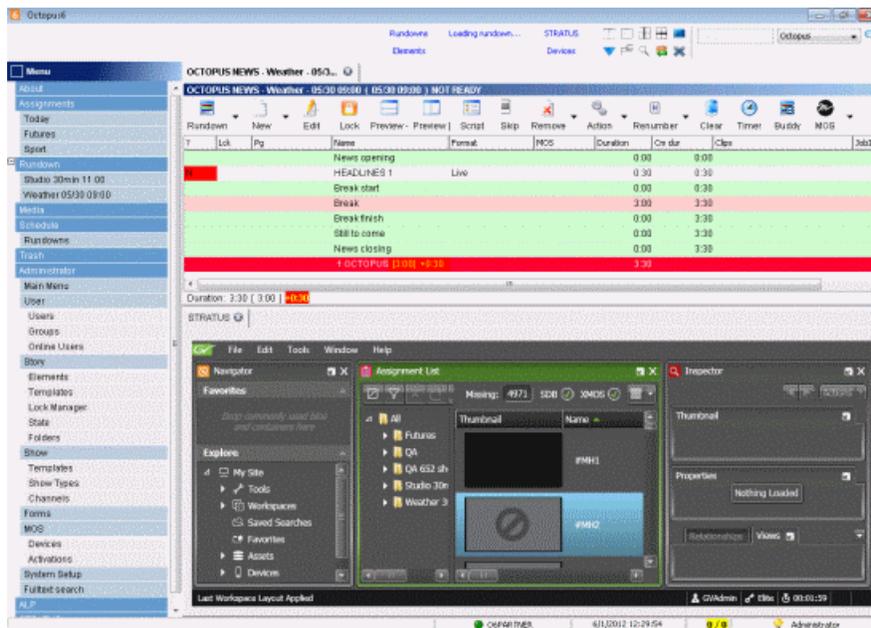
The newly created placeholder appears on the Assignment List of GV STRATUS ActiveX Plug-in.



Inserting placeholders manually in Octopus

With Octopus, you can manually create placeholders and insert them into the Assignment List of GV STRATUS ActiveX Plug-in.

1. Split the Octopus window so you can see the Rundown View and the GV STRATUS ActiveX Plug-in.

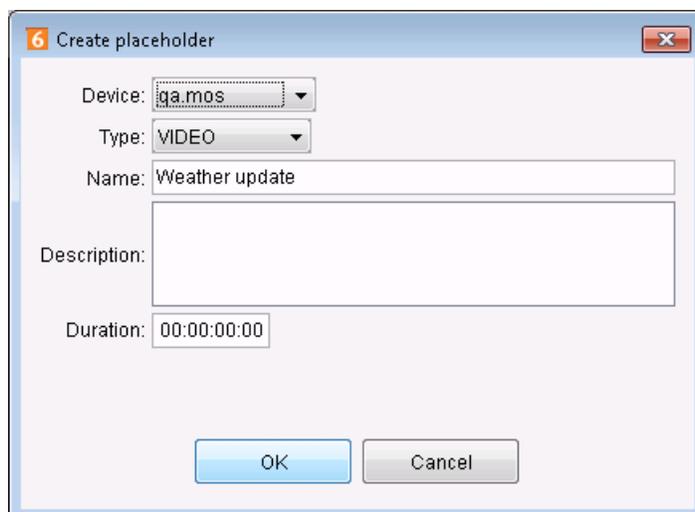


2. Double-click the story that you want to insert a placeholder into.

The story displays on the Octopus.

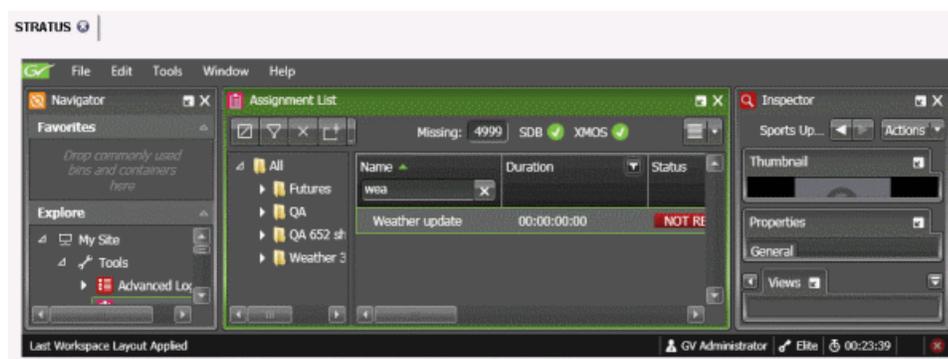
3. Click the **Edit** button on the toolbar.

- Right click on the **NOT READY** status, select **MOS | Create on [the name of your MOS]**.
The create placeholder dialog box displays.



- Select your MOS for the Device and select **VIDEO** for the Type.
- Enter the name and duration of the placeholder.
Enter the description, if desired.
- Click **OK**.
- Click the **Save** button on the toolbar.

The placeholder appears on the Assignment List of GV STRATUS ActiveX Plug-in.



Related Topics

[Adding placeholders](#) on page 232

Linking clips manually in Octopus

You can also link placeholders from the GV STRATUS ActiveX Plug-in and insert clips into your rundown manually.

1. Open the story that you want to link clips into.

The story displays on the Octopus.

2. Click the **Edit** button on the toolbar.
3. Right click on the **NOT READY** status, select **Launch STRATUS**.

The GV STRATUS ActiveX Plug-in displays.

NOTE: *Launching multiple GV STRATUS ActiveX Plug-ins might cause the first launched window to be blank. Click anywhere on the blank window to refocus the display of GV STRATUS ActiveX Plug-in.*

4. Select a placeholder on the Assignment List of GV STRATUS ActiveX Plug-in, and click **Use** on the Octopus story.
5. Click the **Save** button on the toolbar.
The placeholder links with the story.
6. On the GV STRATUS ActiveX Plug-in, select an asset and link it to the placeholder.

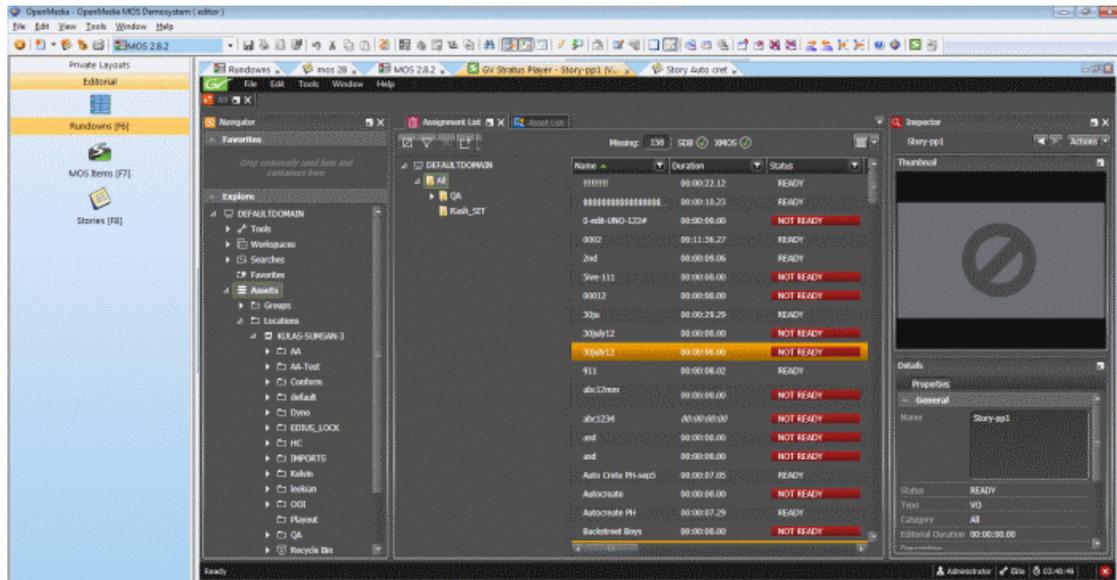
The clip links to the story in Octopus. You can see the Clip ID in the Octopus story is the same as the Clip ID in the Assignment List of GV STRATUS ActiveX Plug-in.

Using GV STRATUS with OpenMedia

The GV STRATUS ActiveX panel lets you create placeholders for clips and insert them into the accompanying story slug in the OpenMedia rundown.

You can create the placeholders and insert them manually into your rundown or use the auto-create feature to create and insert the placeholder automatically.

To launch the GV STRATUS panel within OpenMedia, click the **GV STRATUS** button  on the toolbar.



Related Topics

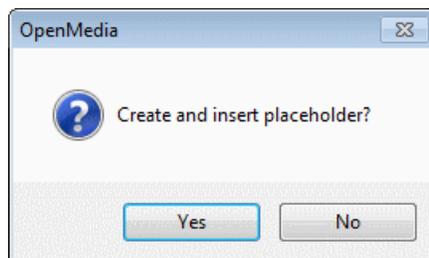
[Logging on](#) on page 12

Creating placeholders automatically in OpenMedia

You can create placeholders in OpenMedia and they are automatically populated into the Assignment List of GV STRATUS.

1. Create a new rundown. Create a rundown as you normally would. See the OpenMedia documentation for details.
2. Create a new story in your rundown.
3. Double-click the  icon on your rundown to open the new story.
4. Click the **Create Placeholder** button  on the toolbar of the story.

A dialog box opens for you to confirm the placeholder creation.



5. Click **Yes**.

A placeholder is created with the same name as the story.

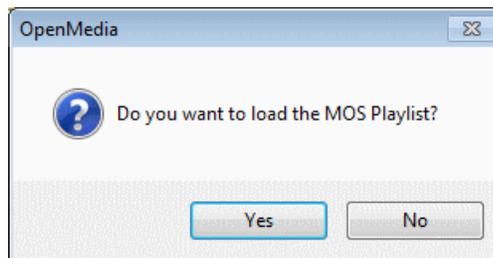


Loading rundowns in OpenMedia

You can view the newly created placeholder in the GV STRATUS Plug-in by loading your rundown.

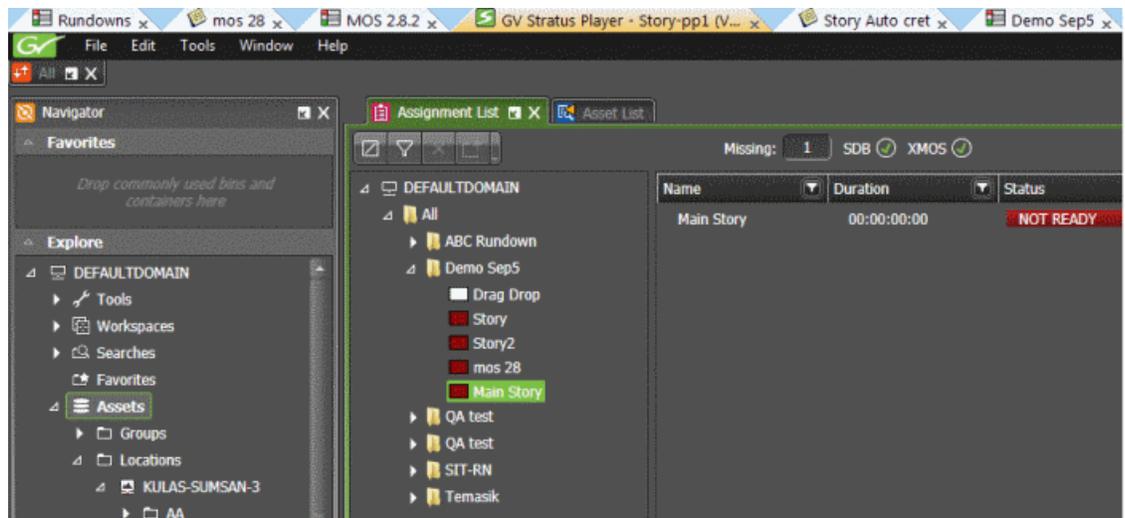
1. In OpenMedia, go to your rundown and click the **Load MOS Playlist** button  on the toolbar.

A dialog box opens for you to confirm the load of MOS playlist.



2. Click **Yes**.

The rundown appears on the Assignment List of GV STRATUS Plug-in.



Inserting placeholders manually in OpenMedia

You can create placeholders and add them manually into your story in OpenMedia.

1. Double-click the  icon on your rundown to open your story.
2. Create a new placeholder using the Assignment List in the GV STRATUS panel.
3. Drag the new placeholder from the GV STRATUS panel and drop it into your story.

The placeholder is added to the story.

NOTE: *You can also use this step to add existing placeholders to your story.*

4. Click **Save**.

Related Topics

[Adding placeholders](#) on page 232

Linking and sending assets for playback in OpenMedia

You can link an asset to your placeholder, and send it to the playout server with GV STRATUS panel in OpenMedia.

1. Select an asset in the Asset List of the GV STRATUS panel.
2. Right-click on the asset and select **Send**. ( **F11**)
The Send Destinations dialog appears.
3. Click a check box to select the send destination.
4. In the **Link To Placeholder** tab, select the placeholder that you inserted in the OpenMedia story.
5. Click **Send**.

The asset links to your placeholder and copies into your selected destination.

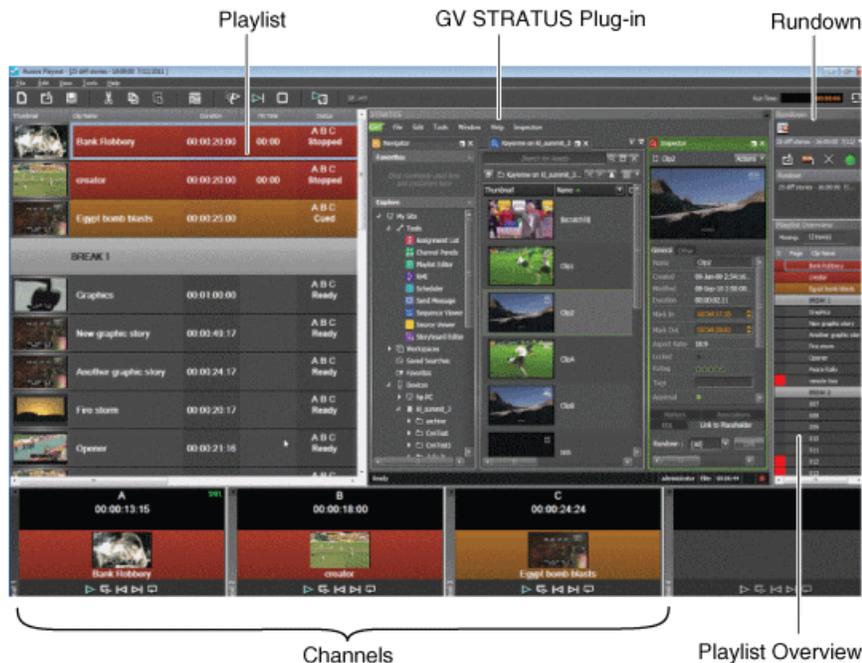
The placeholder status changed to **READY**, and the duration is updated in the Assignment List of the GV STRATUS panel and in the rundown of OpenMedia.

Using the GV STRATUS application in Aurora Playout

You can launch the GV STRATUS application as an ActiveX panel within the Aurora Playout application. This allows you to use all GV STRATUS tools and Aurora Playout to consolidate your entire operation including playback into one workspace.

With GV STRATUS within the Aurora Playout application, you can easily drag clips from Asset List into Aurora Playout's playlist. In addition, the Assignment List lets you create a placeholder for a clip and link it into the accompanying story in the NCS rundown. You can also assign channels for clips via the NCS for playout.

To launch the GV STRATUS panel within Aurora Playout, click **View** and select **STRATUS**.



Inserting placeholders from GV STRATUS

You can create placeholders in the GV STRATUS ActiveX plugin and insert them automatically into the playlist or any channels of Aurora Payout.

1. Select a placeholder from the Assignment List panel in the GV STRATUS ActiveX workspace.
2. Drag and drop the placeholder into Aurora Payout's playlist or channel.

The placeholder appears in the playlist or channel.

Linking clips automatically from GV STRATUS

You can create placeholders and link them automatically in the playlist.

1. Create a new playlist in the Aurora Payout application.
2. Select a clip from the Asset List in the GV STRATUS ActiveX Plug-in.
3. Drag and drop the clip into Aurora Payout's playlist.

The clip is linked to a placeholder that is automatically generated in the Assignment List of GV STRATUS ActiveX Plug-in.

4. Click **Save** to save the playlist.

Integrating assets with traffic system and K2 Edge

Integration with traffic system and playout automation

Integration of assets with the traffic system and playout automation provides a seamless operation from program scheduling, segmentation of assets, insertion of commercials into the daily playlist, right up to automated broadcast. The integration workflow includes a traffic system, the GV STRATUS application, and K2 Edge for playout automation. The traffic system is responsible for scheduling daily broadcasts, while K2 Edge automates the play-to-air operation according to the traffic system's playlist.

In the GV STRATUS application, the Segmentation tool allows users to create multiple segments of an asset so that commercials can be inserted in between those segments. In the House Number list, assets are linked to house numbers and thus associated with programs on the traffic system's playlist.

The communication between the GV STRATUS application and the traffic system is via the Broadcast Exchange Format (BXF) files. The traffic system sends the list of programs and house numbers in BXF files that are dropped into the traffic watch folder. The location of the traffic watch folder needs to be configured in the GV STRATUS Control Panel application.

The GV STRATUS application processes those BXF files and populates house numbers automatically into the House Number List. After assets are linked to house numbers in the House Number List, the GV STRATUS application creates another set of BXF files and sends them to the traffic system to reconcile information with the previous playlist. The traffic system's completed playlist now includes segmentation information, house numbers, duration, and asset IDs.

For playback, the traffic system sends the completed playlist to K2 Edge for automated playout. The K2 Edge identifies assets from the playlist and initiates FTP transfer of assets in preparation for the broadcast. In the K2 Edge system, the Cobalt Playout Control (POC) application automates the play-to-air operation.

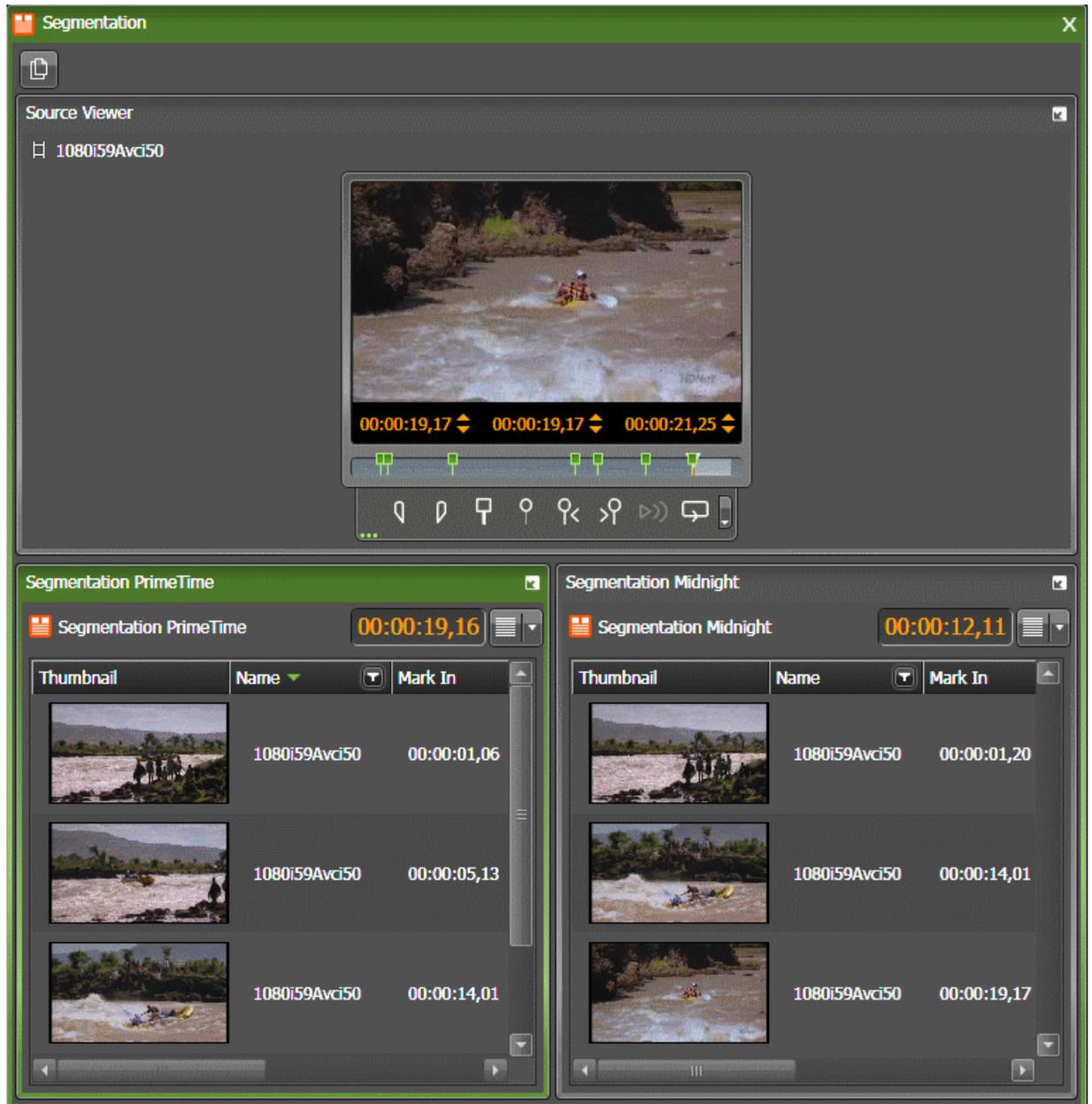
Refer to the traffic system customer documentation and "Cobalt User Manual" for more information regarding their workflows.

The Segmentation tool

The Segmentation tool allows you to assign an asset into multiple segments for insertion of commercials in between segments, and creation of diverse segments of an asset for different broadcast times. You can easily create several Segmentation panels in the tool to create multiple types of segments to suit your broadcast schedule.

The Segmentation tool displays as a composite panel in the GV STRATUS application. It includes the Source Viewer, and Segmentation panel(s).

You can create segments only if you have the Segmentation role.



Segmentation tool features are as follows:

- Source Viewer — Loads assets to be previewed.
- Segmentation Panel — Displays the list of segments of the asset.
- Toolbar — Consists of the button to create new segmentation panel.

Segmentation Tool button

This button located on the Segmentation Tool lets you perform the function below.

 **New Panel:** Creates a new panel for the tool.

Adding a Segmentation panel

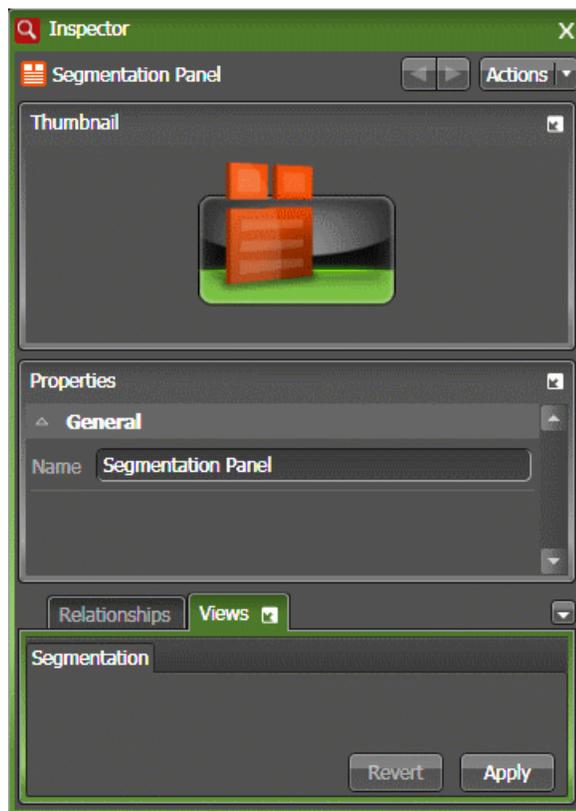
You can create and add segmentation panels to accommodate different kinds of asset segmentation in your operation.

1. Launch the Segmentation tool by doing one of the following:
 - Double-click **Segmentation** from the **Tools** section in the Navigator.
 - Right-click on **Segmentation** from the **Tools** section in the Navigator and select **Open**.

The Segmentation tool opens.

2. Click the **New Panel** button  on the toolbar.

The Inspector loads the configuration for a new segmentation panel.



3. Enter the **Name** of the segmentation panel.
4. Click **Apply** to save the segmentation panel.

The new segmentation panel name displays in the Segmentation Tool.

5. Repeat above steps to create more segmentation panels, if needed.

You can create multiple Segmentation panels to assign different segments of an asset for different broadcast times.

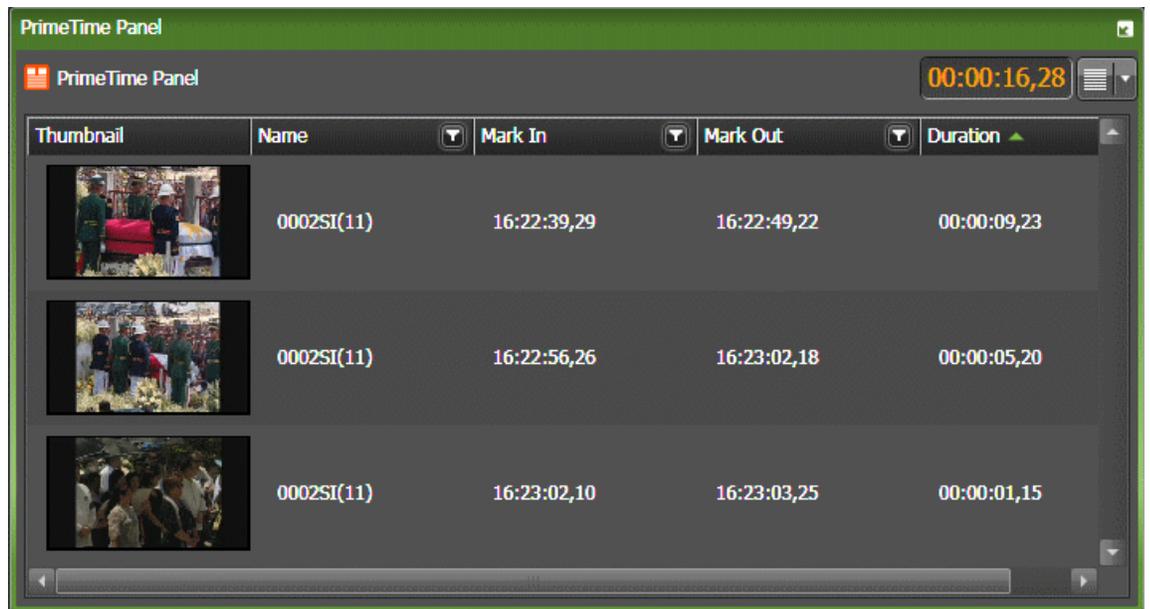
You can also drag the **Segmentation** icon  on the segmentation panel into the Inspector if you want to change the panel name later.

Assigning segments to assets

You can assign segments to an asset in the Segmentation panel. Segments are created in the Source Viewer panel by marking in and out specific part of the asset.

1. Drag the selected asset from Asset List into the Source Viewer in the Segmentation panel.
2. If the logging controls are not shown, click the **Show/Hide Control Tray** button  to show the controls, then the drop-down arrow at the right of the control tray and **Add/Remove** buttons if necessary.
3. Navigate to the starting point and click the **Mark In** button.  ()
4. Determine the end-point of your segment and click the **Mark Out** button.  ()
5. Click on the asset in the Source Viewer, then drag and drop the segment into the Segmentation panel. ( CTL + ~)

The segment adds into the Segmentation panel.



6. Repeat above steps to add more segments of the asset into the Segmentation panel.

You can also create multiple segments of an asset for different broadcast times. For example, a program that is scheduled for prime time has more commercial slots compared to the repeat of the same program at a different time. Therefore, several kinds of segmentations can be created for the same asset.

Renaming a segment

You can rename segments to differentiate multiple segments for an asset.

1. Select a segment that you want to rename.
2. Right-click and select **Rename**. (ⓧ **F2** or ⓧ **ALT + Click**)

The segment name becomes editable.



3. Enter the new name for the segment.
4. Repeat above steps to rename other segments.

Segments are renamed on the segmentation panel.

Segments can also be renamed by dragging the segment into the Inspector.

Deleting a segment

You can delete segments in the segmentation panel if you need to.

1. Select a segment or multiple segments that you want to delete.
 - To select multiple segments, hold the **Shift** key down and select all segments between two selected segments; or hold the **Ctrl** key down and select segments randomly.
2. Right-click and select **Delete**. (ⓧ **Delete**)
3. When prompted **Are you sure you want to delete the selected segment(s)?**, click **Yes**.

Segments are deleted from the segmentation panel.

Deleting a Segmentation Panel

1. Right-click on the **Segmentation** icon  in the segmentation panel that you want to delete.
2. Select **Delete**.

A dialog opens for you to confirm the segmentation panel deletion.

3. Select **Yes**.

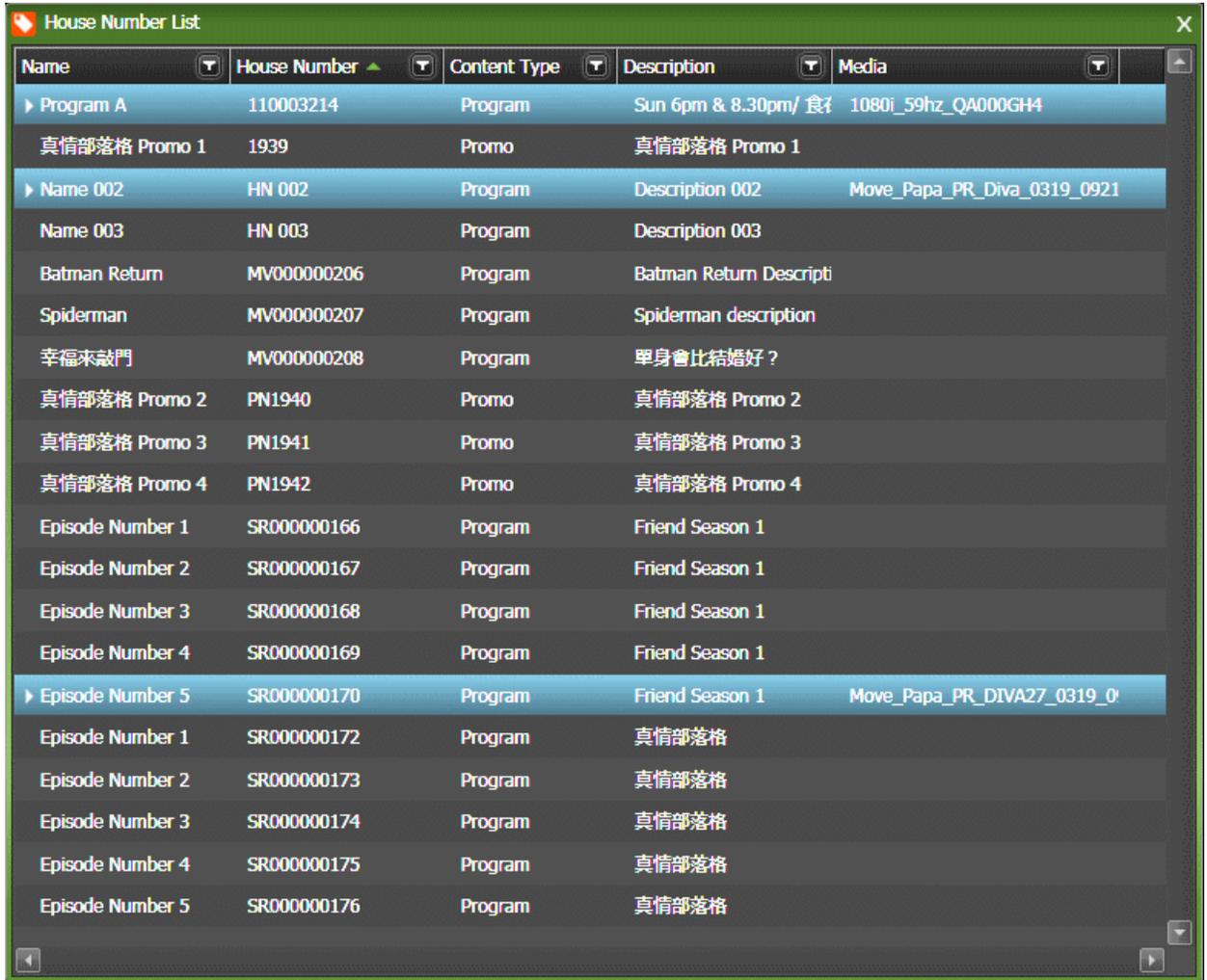
The segmentation panel is deleted from the Segmentation Tool.

The House Number List panel

The House Number List panel displays house numbers that are sent from the traffic system. The traffic system sends house numbers to the GV STRATUS application by dropping BXF files into a traffic watch folder. You can link these house numbers to GV STRATUS assets in this panel. If

you have created multiple segments for an asset associated with a house number, you can also view those segmentations in the panel.

You can only access the House Number List if you have the Segmentation role.



Name	House Number	Content Type	Description	Media
Program A	110003214	Program	Sun 6pm & 8.30pm/ 食	1080i_59hz_QA000GH4
真情部落格 Promo 1	1939	Promo	真情部落格 Promo 1	
Name 002	HN 002	Program	Description 002	Move_Papa_PR_Diva_0319_0921
Name 003	HN 003	Program	Description 003	
Batman Return	MV000000206	Program	Batman Return Descripti	
Spiderman	MV000000207	Program	Spiderman description	
幸福來敲門	MV000000208	Program	單身會比結婚好?	
真情部落格 Promo 2	PN1940	Promo	真情部落格 Promo 2	
真情部落格 Promo 3	PN1941	Promo	真情部落格 Promo 3	
真情部落格 Promo 4	PN1942	Promo	真情部落格 Promo 4	
Episode Number 1	SR000000166	Program	Friend Season 1	
Episode Number 2	SR000000167	Program	Friend Season 1	
Episode Number 3	SR000000168	Program	Friend Season 1	
Episode Number 4	SR000000169	Program	Friend Season 1	
Episode Number 5	SR000000170	Program	Friend Season 1	Move_Papa_PR_DIVA27_0319_0
Episode Number 1	SR000000172	Program	真情部落格	
Episode Number 2	SR000000173	Program	真情部落格	
Episode Number 3	SR000000174	Program	真情部落格	
Episode Number 4	SR000000175	Program	真情部落格	
Episode Number 5	SR000000176	Program	真情部落格	

House Number List panel features are as follows:

- List — Populates the House Number List after BXF files are dropped into the traffic watch folder. The list consists of program name, house number, content type, description, and media.
- Sortable columns — Sorts the list when you click the column head.
- Filter tool — Filters the list based on criteria you enter. The Filter tool opens when you click the **Enable Filter** button.

Linking asset to a house number

House numbers are automatically populated in the House Number List when the traffic system drops BXF files inclusive of list of programs and house numbers into the traffic watch folder. Users can

then browse for assets related to those programs and link them to the respective house numbers. The link between assets and house numbers provide an easy workflow for playout automation later.

1. Select an asset in the Asset List.
2. Drag the asset into the House Number List.

A tool tip appears and each row in the House Number List highlights when your cursor selects a row.

3. Drop the asset into the selected row of House Number.

The asset links to the house number and the asset name appears in the **Media** column of the house number.

Name	House Number	Description	Content Type	Media
Commercial 7	000000456		BXFUnknown	Dog (44)
Commercial 8a	000000457		BXFUnknown	
Commercial 5	CM0000013		BXFUnknown	
GTV (Variety Compa...	CM16069	Sun 6pm & 8.30pm/ 食	PROMO BONUS	
Name 0011	HN 0011	Description 0011	Program	Move_Papa_PR_0319_0

Each row of house number that is linked to an asset displays in blue.

4. If you linked an asset to a wrong house number, right-click on the house number and select **Unlink**.
5. Repeat above steps to link more assets to other house numbers.

After an asset is linked to a house number, a BXF file is generated and sent to the traffic system for notification of the new association.

When an asset with multiple segmentations is linked to a house number, those segmentations can also be viewed in the House Number List.

Name 00155	HN 00155	Description 00155	Program	feed(25)
PrimeTime Panel			00:41:09.08	
feed(25)	12:59:34.03 - 13:05:14.03		00:05:40.00	
feed(25)	12:59:40.14 - 13:12:36.05		00:12:55.16	
feed(25)	13:05:40.15 - 13:15:34.15		00:09:54.00	
feed(25)	13:49:45.04 - 13:55:17.19		00:05:32.15	
feed(25)	13:55:17.19 - 14:02:24.21		00:07:07.02	
Midnight Panel			00:57:01.05	
feed(25)	13:06:36.24 - 13:32:14.10		00:25:37.11	
feed(25)	13:32:46.21 - 13:49:45.04		00:16:58.08	
feed(25)	13:49:45.04 - 14:04:10.16		00:14:25.11	

Configuring the GV STRATUS application

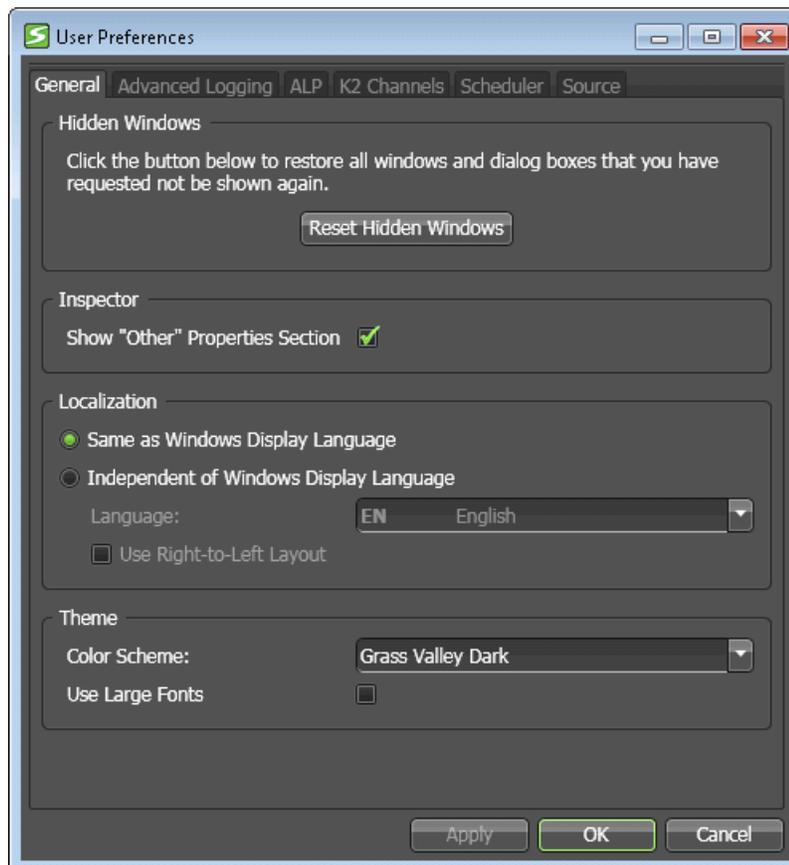
Configuring User Preference

1. Select **Edit | User Preferences**.

The User Preferences dialog box opens.

The GV STRATUS application shows or hides tabs based on the roles assigned to your GV STRATUS log on credentials.

2. Select the tab for the panel or component you are configuring and make settings accordingly.
3. To configure general user preferences, select the **General** tab.



4. To display windows and dialog boxes that you have set to "Do not ask again", click **Reset Hidden Windows**.
5. To show the "Other" tab in the Inspector panel, select **Show "Other" Properties Tab**.
By default this is not selected, which hides the "Other" tab. This tab contains information that is relevant primarily for GV STRATUS internal program processing.

6. To configure localization settings, do the following:
 - a) Make sure the GV STRATUS language pack for the language you are configuring is installed on the GV STRATUS client PC.

This is required for any GV STRATUS localization.
 - b) Select the localization option as follows:
 - To localize the GV STRATUS application with the language currently configured in the Windows operating system, select **Same as Windows Display Language**.

The GV STRATUS language pack that corresponds to the Windows display language must be installed.
 - To localize the GV STRATUS application with a language different than that currently configured in the Windows operating system, select **Independent of Windows Display Language**, then in the **Language** list select one of the GV STRATUS language packs currently installed. Also configure the **Use Right-to-Left Layout** check box to suit the selected language.
 - c) Restart the GV STRATUS application to put the localization setting into effect.
7. To set the theme of the application, configure the **Color Scheme** drop-down list and **Use Large Fonts** as desired.
8. To apply a change and continue editing user preferences settings, click **Apply**.
9. To accept any changes and close the dialog box, click **OK**.

The dialog box closes.

Related Topics

[Changing Advanced Logging user preferences](#) on page 217

[Changing ALP User Preferences](#) on page 227

[Configuring Channel Panel User Preferences](#) on page 117

[Configuring RMI User Preferences](#) on page 103

[Adding a template](#) on page 100

[Installing a GV STRATUS language pack](#) on page 266

[Loading an application window workspace](#) on page 273

Installing a GV STRATUS language pack

1. Download one or more GV STRATUS language packs.

Each downloaded language pack is a zip file.
2. Unzip a downloaded file.

The unzipped file is a directory, named for the language.
3. Put the directory in your GV STRATUS install location.

By default, the GV STRATUS install location is *C:\Program Files\Grass Valley\STRATUS*.

You can now select the language in GV STRATUS User Preferences.

Related Topics

[Configuring User Preference](#) on page 265

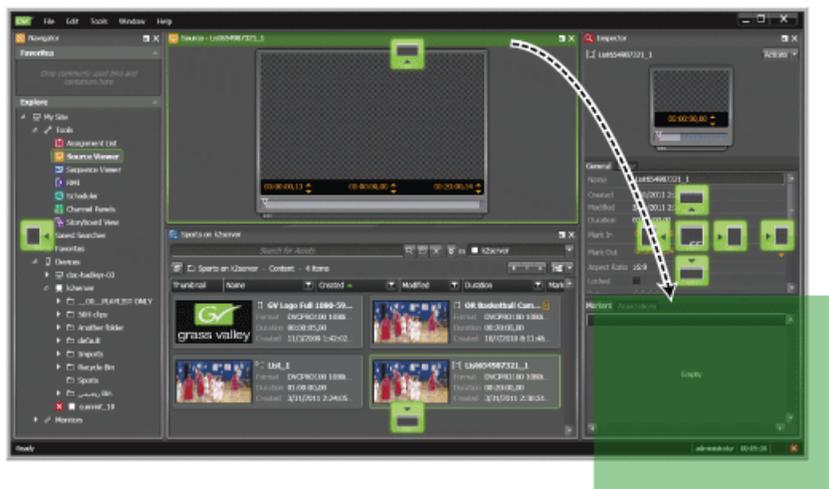
[Loading an application window workspace](#) on page 273

Customizing the application workspace

Use the topics in this section to customize the GV STRATUS application workspace.

About customizing the application workspace

You can rearrange the panels of the application to best suit your workflow needs.



Features for customizing the workspace are as follows:

- Undock panels and move them to another location within the application window, within another panel, or to their own location on the Windows desktop.
- Hide panels so that they show only as a tab.
- Close panels.
- Resize panels.
- Save an arrangement of docked and undocked panels as a uniquely named workspace.
- Load a workspace to automatically arrange panels.

Related Topics

[Customizing the application workspace](#) on page 267

Showing a panel

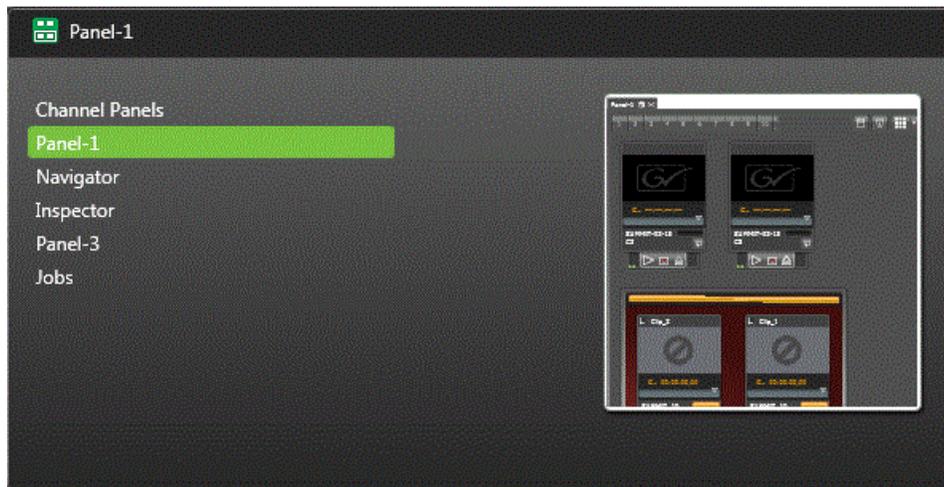
If a panel is not currently visible in the user interface, the way you make the panel visible depends on whether the panel is currently closed, showing as a tab, or open yet obscured by another panel

or application. If you are not sure of the current state of the panel, you should find it and determine its state before attempting to make it visible.

Finding a panel

If you are not sure of the location or current state of a panel, use the following procedure to find it.

1. Click **Window | View**.
2. Identify the name of the panel on the menu list and determine its current state as follows:
 - If the panel name does not have a checkmark next to it, the panel is currently closed. You can select the panel name to open the panel in its last location.
 - If the panel name has a checkmark next to it, the panel is already showing. If you select the panel name, the panel closes, rather than opens.
3. If the panel is already showing, find your panel as follows:
 - Use keyboard shortcut **Ctrl + Tab** to view and select from a list of panels with thumbnails.



- Check the edges of the application window to find your panel showing as a Show/Hide tab.
- In other panels check the area under the title bar to find your panel showing as a panel tab.
- Check the Windows taskbar and/or desktop to find your panel as an undocked panel. Your panel might be obscured by another panel or application window.
- If you are having difficulty finding your panel, close and then reopen the panel from **Window | View**. This causes the panel to open in front of any other panels that could be obscuring it.
- Click **Window | View** and reload a workspace.

Related Topics

[Loading an application window workspace](#) on page 273

[Configuring User Preference](#) on page 265

[Installing a GV STRATUS language pack](#) on page 266

Showing a closed panel

If a panel is currently closed and its tab is not showing, you can open the panel as follows:

1. Click **Window | View**.
2. Identify the name of the panel on the menu list, then do one of the following:
 - If the panel name does not have a checkmark next to it, select the panel name. The panel opens in its last location.
 - If the panel name already has a checkmark next to it. The panel is already showing as a fully open panel or as a tab at the edge of the application . If you select the panel name, the panel closes, rather than opens.

Showing a panel from its Show/Hide tab

If the panel is currently displayed as a Show/Hide tab at the edge of the application window, you can open the panel temporarily or permanently.

1. Hover the cursor over the panel's Show/Hide tab.
The panel opens.
2. Proceed as follows:
 - If you want the panel to stay open temporarily, use the panel as desired, then click outside of the panel. This returns the panel to show as a Show/Hide tab only.
 - If you want the panel to stay open permanently, click the **Pin** button  in the upper-right corner of the panel. The panel opens and docks in its last location in the application window.

Hiding a panel

You can hide or close a panel to make room in the application window.

Do one of the following to hide or close a panel:

- If you want to hide the panel as a Show/Hide tab, click the **Pin** button  in the upper-right corner of the panel. The panel collapses into a Show/Hide tab, which is displayed at the nearest edge of the application window. The tab shows the location of the hidden panel.
- If you want to close the panel completely, click the **X** button in the upper-right corner of the panel. The panel closes. No visible indicator of its location remains.

Undocking a panel

You can undock a panel from the application window so that it becomes an independent, floating panel. You can then move the panel to another location to suit your workflow needs.

To undock a panel do one of the following:

- Double-click the panel's title bar. This automatically undocks the window and moves it to its last location.
- Drag the panel by its title bar to another location. This can be one of the following locations:
 - Within another panel.
 - Within the application window.
 - Outside the application window on your Windows desktop.

If you want to move the panel to new location within another panel or within the application window, you must dock it in the new location.

Docking a panel

Once you have undocked a panel so that it is independent, you can then dock the panel.

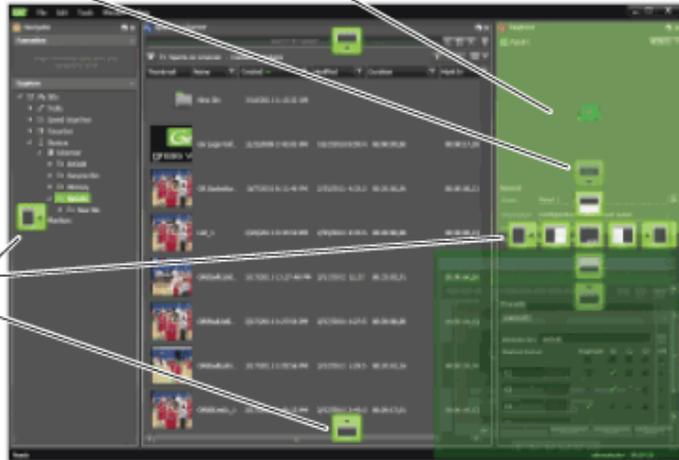
1. To dock a panel do one of the following:
 - Double-click the panel's title bar. This automatically docks the panel in its last location. If you do this you can skip the remainder of this procedure.
 - Drag the panel by its title bar as a floating panel and move it to a location within another panel or within the application window, then continue with the remainder of this procedure.
2. Move the cursor over the panel that is closest to your target area for docking the floating panel.

- Identify the drop target direction arrows that are displayed in the center of the target panel and on each side of the screen.

Drag the cursor over the indicator that is in the relative position where you want to insert the panel.

The location where the panel will be inserted when you release the mouse is highlighted.

When you move a floating panel by the title bar, drop targets display on four sides of the application and a 4-way target displays in the center of the nearest docked panel.



You can drag the floating panel over one of these drop targets or position the panel over the central 4-way target.

As you move the floating panel over other docked panels, the 4-way drop target moves to the center of the docked panel so you can position the floating panel where you want it to be in the application window.

- When the desired drop target appears, press and hold the **Shift** key to retain drop target positions. This prevents your drop target from shifting or disappearing as you move the cursor.
- Move the cursor until it is over the drop target nearest the location where you want the panel docked, as follows:
 - Choose the drop target up, down, right, or left arrows to dock as a fully open panel.
 - Choose the indicator in the center of the drop target square that is surrounded by a 4-way arrow to dock as a tab within the target panel.

A drop preview (a highlighted area) appears.

- Verify that the drop preview is the location where you want the panel docked.
- Release the mouse button to dock the panel.
- Resize the panel as necessary.

Saving an application workspace

Once you have the application workspace, including both docked and undocked panels, arranged according to your workflow needs, you can save the workspace with a unique name. You can then load the saved workspace to return automatically to the same arrangement.

- To save a workspace, click **Window | Workspace | Save Workspace**.

The Save Workspace dialog box opens.

2. Enter a name for the workspace and click **OK**.

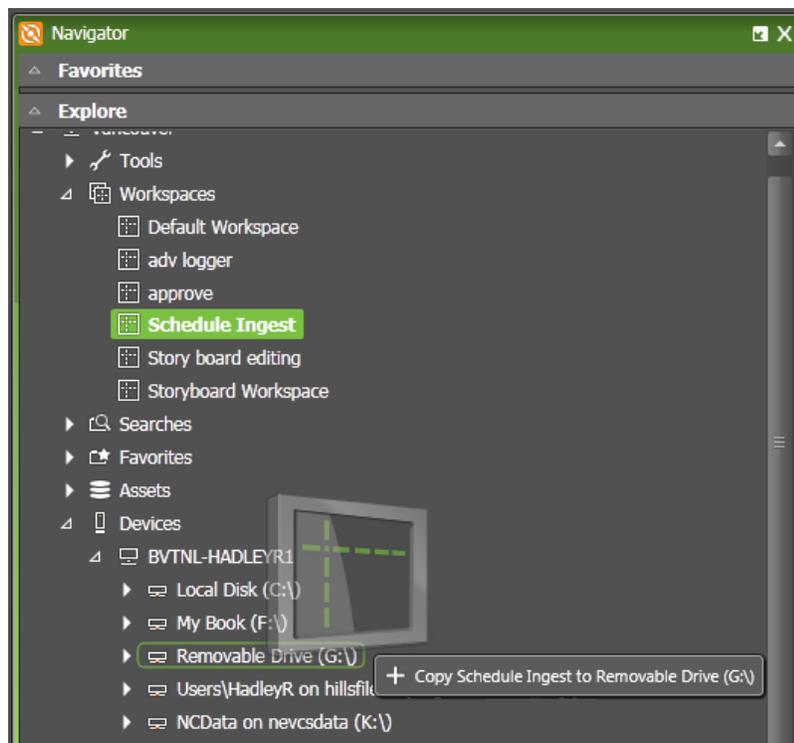
If you enter the same name as a previously saved workspace, the new workspace overwrites the previously saved workspace.

The workspace is saved and added to the **Window | Workspace** list.

Copying an application workspace

Once you have saved an application workspace, you can copy it to a drive or directory on the GV STRATUS client PC.

1. To use drag-and-drop, in the Navigator panel, drag a saved workspace to a drive or directory on the local GV STRATUS client PC.



2. To use **Copy To**, in the Navigator panel, right-click the workspace, select **Copy To**, and in the **Copy To** dialog box navigate to a drive or directory on the local GV STRATUS client PC.

The workspace is saved as a file on the local GV STRATUS client PC.

Opening a closed panel

If a panel is currently closed, you can open the panel as follows:

1. Click **Window | View**.
2. Verify that the name of the panel on the menu list does not have a checkmark next to it.

If the panel name has a checkmark next to it, the panel is already showing as a fully open panel or as a tab. If you select the panel name, the panel closes, rather than opens.

3. Select the panel name.
The panel opens in its last location.

Loading an application window workspace

Do one of the following:

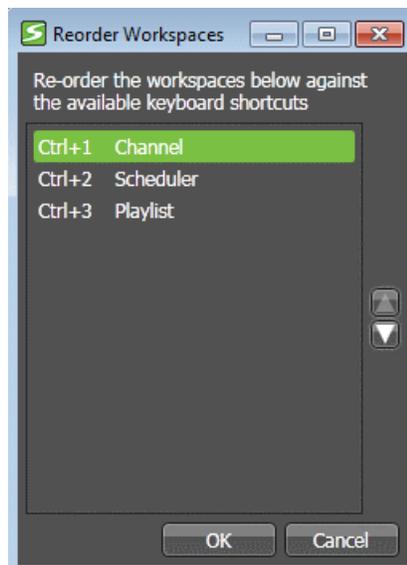
- Click **Window | Workspace** and select a workspace from the list.
- Use keyboard shortcut **Ctrl + 1**, **Ctrl + 2**, **Ctrl + 3**, etc to switch between workspaces.

The application window workspace is automatically arranged, including both docked and undocked panels.

Reordering an application workspace

1. Click **Window | Workspace | Reorder Workspaces**.

The Reorder Workspaces dialog box opens and lists saved workspaces.



2. Select a workspace from the list.
3. Click the **Move Up** button  or **Move Down** button  to move the workspace and reorder it against other available keyboard shortcuts.
4. Click **OK**.

The workspace list is rearranged on the **Window | Workspace** menu.

Deleting an application workspace

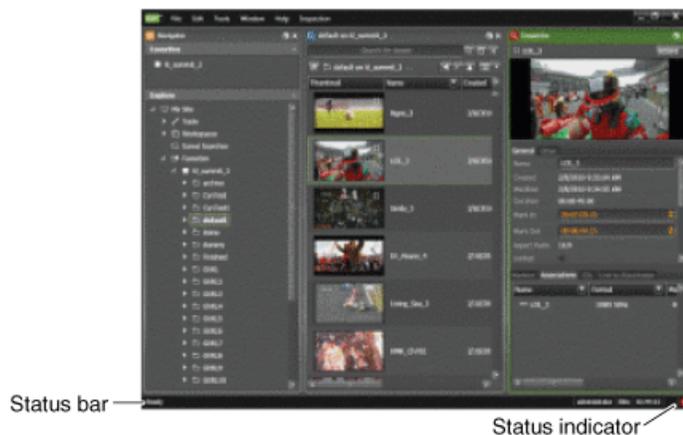
1. Click **Window | Workspace | Delete Workspace**.

The Delete Workspace dialog box opens and lists saved workspaces.

2. Select a workspace from the list.
You can press Ctrl + Click to select multiple workspaces.
3. Click **Delete**.
The workspace is removed from the **Window | Workspace** list.

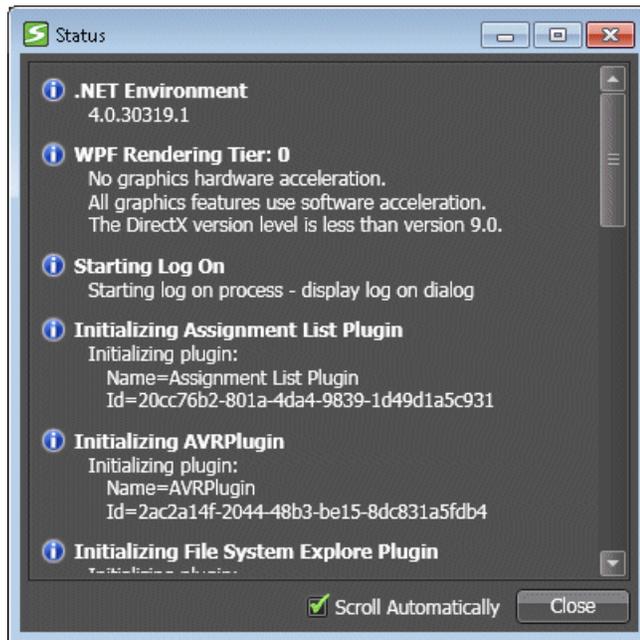
Troubleshooting the GV STRATUS application

About application status



You can view the status of the application as follows:

- Status Bar— Indicates whether the application is ready or not, the user account currently logged on, and license information.
- Status Indicator — Displays an alert when a problem occurs that requires your attention.
- Status message box — Allows you to view the status of the application, its components, workspace layout, and any services associated with the application. To open the Status message box double-click the Status indicator or click **Help | Status**.



The Status message box gives more detailed information than the Status Bar or Status Indicator. You can quickly evaluate the system status information by scanning the display icons:

-  **Information:** Indicates an information message.
-  **Warning:** Indicates a warning message.
-  **Error:** Indicates an error message.

By default, the **Scroll Automatically** box is checked.

Viewing and copying version and status information

You can view version information and status information. If necessary, you can also copy the information and send it to Grass Valley support.

- To access version information do the following:
 - a) Click **Help | About**.
The About dialog box opens.
 - b) To copy the detailed system information, click the **Copy Details** button.
 - c) When finished viewing or copying the information, click **Close**.
The dialog box closes.
 - d) Paste the copied information into a text file or email, and send it to Grass Valley support.

- To access status information do the following:
 - a) Click **Help | Status**.
The Status message box opens.
 - b) To copy status information, double-click a status message.
A message box opens.
 - c) Highlight the message information and press **Ctrl + C**.
 - d) Paste the copied information into a text file or email, and send it to Grass Valley support.

If you have trouble launching EDIUS XS

Confusion about EDIUS XS and EDIUS Elite licensing can cause problems.

The following is required in order to launch EDIUS XS correctly:

- Your GV STRATUS system must have a Flex, Pro, or Elite license.
- You must be logged on with the EDIUS XS role assigned.
- The client PC on which you are launching EDIUS XS must not be licensed for EDIUS Elite.
- When launching, you must use the the **EDIUS STRATUS** icon . If there is an **EDIUS** icon shortcut present, do not use it.

There are two types of EDIUS applications, as follows:

- **EDIUS XS:** This is the application that uses GV STRATUS low-resolution proxy for editing. A connection to the K2 media (iSCSI) network is not required. Its license is on the GV STRATUS Core server.
- **EDIUS Elite:** This is the application that edits K2 system high-resolution assets. The PC hosting EDIUS Elite must have its proxy access set to high resolution in GV STRATUS Control Panel and have the v: drive properly configured to access high resolution assets. Its license is on the EDIUS client PC.

Both of these applications can launch from the **EDIUS STRATUS** icon .

The same EDIUS software installation package is used to install both types of EDIUS applications, so there can be confusion about which application is being launched. This is especially true if licenses for both applications apply to the same client PC, which is not supported. When you launch an EDIUS application, it detects the licensing on the client PC. If licensed for EDIUS Elite, you are prompted to logon and the EDIUS Elite application always launches. You cannot launch EDIUS XS. If not licensed for EDIUS Elite you are prompted to logon. Based on your logon, the application checks licensing on the GV STRATUS Core server. If the license includes EDIUS XS, EDIUS XS launches. Therefore, if you have ever licensed the client PC for EDIUS Elite, do not use that PC for EDIUS XS.

Troubleshooting tips

Symptom	Solution
No video appears when you click the Live Streaming Video button.	Check networking and connection to the K2 Summit/SAN system V:\ drive. To test, navigate on the K2 Summit/SAN system to the V:\live streaming directory. Open the corresponding *.sdp file in Quicktime and verify that video is available.
When running GV STRATUS on a virtual machine or connecting with a Remote Desktop session to a PC running GV STRATUS, there is no video or graphic display in the GV STRATUS application.	Use the GV STRATUS application directly on an actual GV STRATUS client PC. Remote Desktop and virtual machines do not provide the graphics support required by the GV STRATUS application.
The GV STRATUS application takes a long time to open or does not open.	This can happen when the application attempts to load the last used workspace when it opens and there is a problem with that workspace. To open with the default workspace, hold down the left-hand Alt key while the application opens. To open with all user settings disabled, open the application from the command prompt using the failsafe switch, as in <code>STRATUS /failsafe</code> .
A "Windows could not start the GV STRATUS ... service" Error 1069 message appears.	This can happen when a password is changed using an improper procedure. Refer to related topics in "GV STRATUS Installation and Service Manual".

Keyboard shortcuts

Inspector keyboard shortcuts

Function	Key	Comment
-1 Frame	A	
-10 Frames	D	
+1 Frame	S	
+10 Frames	F	
Add Keyword	`	
Add Marker	Insert	
Clear Mark In	Shift + I	
Clear Mark Out	Shift + O	
Clear Marks	Shift + P	
Create Subclip	F4	In Inspector
Eject	CTL + E	In Source Viewer, Inspector, Channel Panel, Playlist Editor.
Enable Editable Field	ALT + Click	
Fast Forward	R	
Forward by Frame	K (press and hold) + L	Play video forward by one frame with each press of L
Send	F11	In Inspector, Asset List, Storyboard Editor, Sequence Viewer.
Go to Beginning	Home	
Go to End	End	
Go to Mark In	CTL + I	
Go to Mark Out	CTL + O	
Go to Next Marker	H	
Go to Previous Marker	G	In Inspector
Mark In	I	In Channel Panel, trims material before Mark In. In Inspector and Source Viewer, does not affect material before Mark In.

Function	Key	Comment
Mark Out	O	In Channel Panel, trims material after Mark Out. In Inspector and Source Viewer, does not affect material after Mark Out.
Navigate Back	ALT + Left Arrow	
Navigate Forward	ALT + Right Arrow	
Pause	K	In Inspector, Source Viewer, Storyboard Editor
Play/Pause	Spacebar	Toggles between play and pause.
Play from Start	Q	
Play	L	In Inspector, Source Viewer, Storyboard Editor
Play speed increase	L (press repeatedly)	Play video forward, increasing speed with each press (1X, 1.5X, 2X, 5X, 8X)
Play Slo-Mo	K + L (hold down both)	Play video forward, increasing by 1/10 speed
Play	W	
Reverse	J	In Inspector, Source Viewer, Storyboard Editor
Reverse speed increase	J (press repeatedly)	Play video in reverse, increasing speed with each press (1X, 1.5X, 2X, 5X, 8X)
Reverse Slo-Mo	K + J (hold down both)	Play video in reverse, increasing by 1/10 speed
Reverse by Frame	K (press and hold) + J	Play video forward by one frame with each press of L
Rewind	E	
Trim	F3	In Inspector

Channel Panel keyboard shortcuts

Function	Key	Comment
Cue Start	Home	
Cue End	End	
Eject	CTL + E	In Source Viewer, Inspector, Channel Panel, Playlist Editor.

Function	Key	Comment
Mark In	I	In Channel Panel, trims material before Mark In. In Inspector and Source Viewer, does not affect material before Mark In.
Mark Out	O	In Channel Panel, trims material after Mark Out. In Inspector and Source Viewer, does not affect material after Mark Out.
Play/Pause	Spacebar	Toggles between play and pause. Can be disabled in User Preferences for Channel Panel and Playlist Editor.
Play	W	
Record	F12	
Stop Record	F11	In Channel Panel
Enable Editable Field	ALT + Click	

Related Topics

[About keyboard shortcuts and input focus in a Channel Panel](#) on page 145

Playlist Editor keyboard shortcuts

Function	Key	Comment
Delete	Delete	
Eject	CTL + E	In Source Viewer, Inspector, Channel Panel, Playlist Editor.
Go to Beginning	Home	
Go to End	End	
Go to Next	H	
Go to Previous	G	
Play/Pause	Spacebar	Toggles between play and pause. Can be disabled in User Preferences for Channel Panel and Playlist Editor.
Play	W	
Select All	CTL + A	
Enable Editable Field	ALT + Click	

Scheduler keyboard shortcuts

Function	Key	Comment
Add Event	A	
Delete Event	Delete	Disabled for deleting bins and assets if delete rights are denied.
Go to Date	D	In Scheduler
Go to Next Day	H	In Scheduler
Go to Previous Day	G	In Scheduler
Modify Event	M	
Properties	P	
Quick Schedule	Q	
Rename Event	F2	
Stop Event	S	
Zoom In	Up Arrow	In Scheduler
Zoom Out	Down Arrow	In Scheduler
Enable Editable Field	ALT + Click	

Segmentation keyboard shortcuts

Function	Key	Comment
Delete segment	Delete	Disabled for deleting bins and assets if delete rights are denied.
Add Segment	CTL + ~	In Segmentation Panel
Select All	CTL + A	
Enable Editable Field	ALT + Click	

Sequence Viewer keyboard shortcuts

Function	Key	Comment
-1 Frame	A	
-10 Frames	D	
+1 Frame	S	
+10 Frames	F	

Function	Key	Comment
Add Marker	Insert	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
Fast Forward	R	
Go to Beginning	Home	
Go to End	End	
Go to Next Marker	H	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
Go to Next Page	Page Down	
Go to Previous Marker	G	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
Play	W	
Play/Pause	Spacebar	Toggles between play and pause.
Play from Start	Q	
Rewind	E	
Split	\	
Trim In	F5	
Trim Out	F6	

Source Viewer keyboard shortcuts

Function	Key	Comment
-1 Frame	A	
-10 Frames	D	
+1 Frame	S	
+10 Frames	F	
Add Keyword	`	
Add Marker	Insert	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
Clear Mark In	Shift + I	
Clear Mark Out	Shift + O	
Clear Marks	Shift + P	

Keyboard shortcuts

Function	Key	Comment
Copy Clip	C	Copy clip in Source viewer from user-defined mark-in/mark-out values and paste to Storyboard Editor.
Eject	CTL + E	In Source Viewer, Inspector, Channel Panel, Playlist Editor.
Fast Forward	R	
Forward by Frame	K (press and hold) + L	Play video forward by one frame with each press of L
Go to Beginning	Home	
Go to End	End	
Go to Mark In	CTL + I	
Go to Mark Out	CTL + O	
Go to Next Marker	H	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
Go to Previous Marker	G	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
Mark In	I	In Channel Panel, trims material before Mark In. In Inspector and Source Viewer, does not affect material before Mark In.
Mark Out	O	In Channel Panel, trims material after Mark Out. In Inspector and Source Viewer, does not affect material after Mark Out.
Pause	K	In Inspector, Source Viewer, Storyboard Editor
Play	W	
Play/Pause	Spacebar	Toggles between play and pause.
Play from Start	Q	
Play	L	In Inspector, Source Viewer, Storyboard Editor
Play speed increase	L (press repeatedly)	Play video forward, increasing speed with each press (1X, 1.5X, 2X, 5X, 8X)
Play Slo-Mo	K + L (hold down both)	Play video forward, increasing by 1/10 speed

Function	Key	Comment
Reverse	J	In Inspector, Source Viewer, Storyboard Editor
Reverse speed increase	J (press repeatedly)	Play video in reverse, increasing speed with each press (1X, 1.5X, 2X, 5X, 8X)
Reverse Slo-Mo	K + J (hold down both)	Play video in reverse, increasing by 1/10 speed
Reverse by Frame	K (press and hold) + J	Play video in reverse by one frame with each press of J
Rewind	E	

Storyboard keyboard shortcuts

Function	Key	Comment
Add Marker	Insert	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
Delete	Delete	Disabled for deleting bins and assets if delete rights are denied.
Forward by Frame	K (press and hold) + L	Play video forward by one frame with each press of L
Go to Next Marker	H	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
Go to Previous Marker	G	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
New Sequence	CTL + Shift + N	
Pause	K	In Inspector, Source Viewer, Storyboard Editor
Play	L	In Inspector, Source Viewer, Storyboard Editor
Play speed increase	L (press repeatedly)	Play video forward, increasing speed with each press (1X, 1.5X, 2X, 5X, 8X)
Play Slo-Mo	K + L (hold down both)	Play video forward, increasing by 1/10 speed
Reverse	J	In Inspector, Source Viewer, Storyboard Editor

Function	Key	Comment
Reverse speed increase	J (press repeatedly)	Play video in reverse, increasing speed with each press (1X, 1.5X, 2X, 5X, 8X)
Reverse Slo-Mo	K + J (hold down both)	Play video in reverse, increasing by 1/10 speed
Reverse by Frame	K (press and hold) + J	Play video in reverse by one frame with each press of J
Save	CTL + S	
Split	\	
Trim In	F5	
Trim Out	F6	
Send	F11	In Inspector, Asset List, Storyboard Editor, Sequence Viewer.

All keyboard shortcuts

Key	Function	Comment
A	Add Event	
A	-1 Frame	
C	Copy	Copy clip in Source viewer from user-defined mark-in/mark-out values and paste to Storyboard Editor.
D	-10 Frames	
D	Go to Date	In Scheduler
Delete	Delete/Delete Event	Disabled for deleting bins and assets if delete rights are denied.
Down Arrow	Zoom Out	In Scheduler
E	Rewind	
CTL + E	Eject	In Source Viewer, Inspector, Channel Panel, Playlist Editor.
CTL + ~	Add Segment	In Segmentation Panel
End	Cue End	
End	Go to End	
F	+10 Frames	
F2	Rename	

Key	Function	Comment
F3	Trim	In Inspector
F4	Create Subclip	In Inspector
F5	Trim In	
F6	Trim Out	
F11	Stop Record	In Channel Panel
F11	Send	In Inspector, Asset List, Storyboard Editor, Sequence Viewer.
F12	Record	
G	Go to Previous Marker	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
G	Go to Previous Day	In Scheduler
H	Go to Next Marker	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
H	Go to Next Day	In Scheduler
Home	Cue Start	
Home	Go to Beginning	
I	Mark In	In Channel Panel, trims material before Mark In. In Inspector and Source Viewer, does not affect material before Mark In.
CTL + I	Go to Mark In	
Shift + I	Clear Mark In	
Insert	Add Marker	In Inspector, Source Viewer, Sequence Viewer, Storyboard Editor
J	Reverse	In Inspector, Source Viewer, Storyboard Editor
J (press repeatedly)	Reverse speed increase	Play video in reverse, increasing speed with each press (1X, 1.5X, 2X, 5X, 8X)
K + J (hold down both)	Reverse Slo-Mo	Play video in reverse, increasing by 1/10 speed
K (press and hold) + J	Reverse by Frame	Play video in reverse by one frame with each press of J
K	Pause	In Inspector, Source Viewer, Storyboard Editor

Keyboard shortcuts

Key	Function	Comment
L	Play	In Inspector, Source Viewer, Storyboard Editor
L (press repeatedly)	Play speed increase	Play video forward, increasing speed with each press (1X, 1.5X, 2X, 5X, 8X)
K + L (hold down both)	Play Slo-Mo	Play video forward, increasing by 1/10 speed
K (press and hold) + L	Forward by Frame	Play video forward by one frame with each press of L
ALT + Left Arrow	Navigate Back	
M	Modify Event	
CTL + Shift + N	New Sequence	
O	Mark Out	In Channel Panel, trims material after Mark Out. In Inspector and Source Viewer, does not affect material after Mark Out.
CTL + O	Go to Mark Out	
Shift + O	Clear Mark Out	
CTL + ALT + 0	Full Screen	
P	Properties	
Shift + P	Clear Marks	
Page Down	Go to Next Keyword/Marker/Page	
Page Up	Go to Previous Keyword/Marker/Page	
Q	Quick Schedule	
Q	Play from Start	
R	Fast Forward	
ALT + Right Arrow	Navigate Forward	
S	Stop Event	
S	+1 Frame	
CTL + S	Save	

Key	Function	Comment
Spacebar	Play/Pause	Toggles between play and pause. In Inspector, Source Viewer, Sequence Viewer, Playlist Editor, Channel Panel. Can be disabled in User Preferences for Channel Panel and Playlist Editor.
Up Arrow	Zoom In	In Scheduler
W	Play	
\	Split	
`	Add Keyword	
ALT + Click	Enable Editable Field	

Specifications

System requirements for GV STRATUS client PC

All systems require one or more GV STRATUS client PCs. Verify that all GV STRATUS client PCs meet system requirements.

Virtual Machines, Remote Desktop, and other modes of remote access are not supported. Lack of robust video/graphic support can cause video display problems.

GV STRATUS Laptop, and low-resolution Client workstation

These minimum requirements apply to a PC running one or more of the following:

- The GV STRATUS application with a proxy media workflow.
- The GV STRATUS Control Panel application.
- The SiteConfig application.

Characteristic	Specification
Processor	Intel Core i3-2120 3.3GHz
Memory	4GB RAM
Graphics	Integrated or discrete graphics with Direct 3D 9 or better
System drive	80GB 7200RPM hard drive
Optical drive	CD-ROM drive
Network	Single Ethernet 1000 Base-T network interface
Operating system	Microsoft Windows 7 32-bit or 64-bit
Microsoft .NET Framework	Version 4.5
Other support	DirectX 9 compatible

GV STRATUS/EDIUS XS Laptop, and low-resolution Client workstation

These minimum requirements apply to a PC running the following:

- The GV STRATUS application and the EDIUS XS application, with a proxy media workflow.

Characteristic	Specification
Processor	Intel Core i3-2120 3.3GHz
Memory	4GB RAM
Graphics	Integrated or discrete graphics with Direct 3D 9 or better

Characteristic	Specification
System drive	80GB 7200RPM hard drive
Optical drive	CD-ROM drive
Network	Single Ethernet 1000 Base-T network interface
Operating system	Microsoft Windows 7 64-bit NOTE: 64-bit required for EDIUS XS
Microsoft .NET Framework	Version 4.5
Other support	DirectX 9 compatible

GV STRATUS high-resolution workstation, and RMI workstation

These requirements apply to a PC running the following:

- The GV STRATUS application with a high-resolution media workflow. This requires access to high-resolution assets.
- The EDIUS Elite application with a high-resolution media workflow. This requires access to high-resolution assets.

Characteristic	Specification
Processor	Two Intel Xeon 5410 Quad Core 2.33GHz
Memory	4GB RAM
Graphics	Integrated or discrete graphics with Direct 3D 9 or better
System drive	100GB 7200RPM hard drive
Optical drive	CD-ROM drive
Network	Dual Ethernet 1000 Base-T network interface
Operating system	Microsoft Windows 7 64-bit
Microsoft .NET Framework	Version 4.5
Other support	DirectX 9 compatible

K2 system specifications

This section contains specifications for K2 systems.

Video codec description K2 Summit/Solo

First generation K2 Summit Production Client, K2 Summit 3G Production Client, and K2 Solo Media Server specifications are shown in the following tables. Licenses and/or hardware options are required to enable the full range of specifications.

DV formats

Format	Sampling	Frame Rate	Data Rate	Other
DVCAM 720x480i 720x576i	4:1:1/4:2:0	29.97, 25	28.8 Mbps	Conforms to IEC 61834
DVCPRO25 720x480i 720x576i	4:1:1	29.97, 25	28.8 Mbps	Conforms to SMPTE 314M
DVCPRO50 720x487.5i 720x585i	4:2:2	29.97, 25	57.6 Mbps	Conforms to SMPTE 314M
DVCPRO HD 1280x1080i 1440x1080i	4:2:2	29.97, 25	100 Mbps	Conforms to SMPTE 370M
DVCPRO HD 960x720p	4:2:2	59.94, 50	100 Mbps	Conforms to SMPTE 370M

MPEG-2 formats

Format	Sampling	Frame Rate	Data Rate (Mbps)	Other
720x480i	4:2:0	29.97	2-15	I-frame and long GoP
720x480i	4:2:2	29.97	4-50	I-frame and long GoP
720x512i	4:2:2	29.97	4-50	I-frame and long GoP
720x576i	4:2:0	25	2-15	I-frame and long GoP
720x576i	4:2:2	25	4-50	I-frame and long GoP
720x608i	4:2:2	25	4-50	I-frame and long GoP
D10/IMX 720x512i	4:2:2	29.97	30, 40, 50 CBR	I-frame only
1280x720p	4:2:0	59.94, 50	20-80	I-frame and long GoP
1280x720p	4:2:2	59.94, 50	20-100	I-frame and long GoP
D10/IMX 720x608i	4:2:2	25	30, 40, 50 CBR	I-frame only

Specifications

Format	Sampling	Frame Rate	Data Rate (Mbps)	Other
1920x1080i	4:2:0	29.97, 25	20-80	I-frame and long GoP ¹
1920x1080i	4:2:2	29.97, 25	20-100	I-frame and long GoP
XDCAM-HD 1440x1080i	4:2:0	29.97, 25	18 VBR, 25 CBR, 35 VBR	Long GoP
XDCAM-HD422 1920x1080i	4:2:2	29.97, 25	50 CBR	Long GoP
XDCAM-HD422 1280x720p	4:2:2	59.94, 50	50 CBR	Long GoP
XDCAM-EX 1920x1080i	4:2:0	29.97, 25	35 VBR	Long GoP
XDCAM-EX 1280x720p	4:2:0	59.94, 50	25 CBR, 35 VBR	Long GoP

K2 systems record closed GoP structure. If an open GoP clip is imported, it is fully supported, including trimming the clip, playout of the clip, using the clip in playlists, and exporting the clip.

AVC-Intra formats

Format	Sampling	Frame Rate	Data Rate	Other
AVC-Intra 50 1440x1080i	4:2:0	29.97, 25	50 Mbps	Requires licenses or hardware for support on different K2 Summit/Solo system models.
AVC-Intra 50 960x720p	4:2:0	59.94, 50	50 Mbps	
AVC-Intra 100 1920 x 1080i	4:2:2	29.97, 25	100 Mbps	
AVC-Intra 100 1280 x 720p	4:2:2	59.94, 50	100 Mbps	

AVCHD/H.264 formats

The following formats are for AVCHD and PitchBlue content. These are only supported for play output (decode) on AVCHD. A license is required. Record input (encode) is not supported.

¹ Decode of lower bit rate is possible

Format	Sampling	Frame Rate	Data Rate	Other
720x480i	4:2:0	29.97	4-50	H.264-style open GoP. GoP length up to 30 frames. Up to 4 B-frames between anchor frames.
	4:2:2	29.97	4-50	
720x512i	4:2:2	29.97	4-50	
720x576i	4:2:0	25	4-50	
	4:2:2	25	4-50	
720x608i	4:2:2	25	4-50	
1920x1080i	4:2:0	29.97, 25	24 Mbps max.	
	4:2:2	29.97, 25	24 Mbps max.	
1440x1080i	4:2:0	29.97, 25	24 Mbps max.	
	4:2:2	29.97, 25	24 Mbps max.	
1280x720p	4:2:0	59.94, 50	24 Mbps max.	
	4:2:2	59.94, 50	24 Mbps max.	

AVC-LongG formats

The following formats are for AVC-LongG content. These are only supported for play output (decode). A license is required. Record input (encode) is not supported.

Format	Sampling	Frame Rate	Data Rate	Other
AVC-Ultra G6 1920x1080i	4:2:0	59.94, 50	6 Mbps	LongG
AVC-Ultra G6 1280x720p	4:2:0	59.94, 50	6 Mbps	
AVC-Ultra G12 1920x1080i	4:2:0	59.94, 50	12 Mbps	
AVC-Ultra G12 1280x720p	4:2:0	59.94, 50	12 Mbps	
AVC-Ultra G25 1920x1080i	4:2:2	59.94, 50	25 Mbps	
AVC-Ultra G25 1280x720p	4:2:2	59.94, 50	25 Mbps	
AVC-Ultra G50 1920x1080i	4:2:2	59.94, 50	50 Mbps	

Format	Sampling	Frame Rate	Data Rate	Other
AVC-Ultra G50 1280x720p	4:2:2	59.94, 50	50 Mbps	

Avid DNxHD formats

The following formats are for Avid DNxHD content. These are supported for record input (encode) and play output (decode). A Summit 3G Codec board with a K2-XDP2-DNX-2CH license is required.

Format	Frame Rate	Data Rate	Bits	Other
1920x1080i	29.97	220 Mbps	10	Avid DNxHD 220x
	29.97	220 Mbps	8	Avid DNxHD 220
	29.97	145 Mbps	8	Avid DNxHD 145
	25	184 Mbps	10	Avid DNxHD 185x
	25	184 Mbps	8	Avid DNxHD 185
	25	121 Mbps	8	Avid DNxHD 120
1280x720p	59.94	220 Mbps	10	Avid DNxHD 220x
	59.94	220 Mbps	8	Avid DNxHD 220
	59.94	145 Mbps	8	Avid DNxHD 145
	50	175 Mbps	10	Avid DNxHD 175x
	50	175 Mbps	8	Avid DNxHD 175
	50	116 Mbps	8	Avid DNxHD 115

Playout of multiple formats

The K2 Summit/Solo system automatically handles material of various types and formats as specified in the following sections:

Playout on K2 Summit/Solo

For a given frame rate, you can play SD clips of any format back-to-back on the same timeline. Both 16:9 and 4:3 SD aspect ratio formats can be played on the same timeline. Refer to video codec description earlier in this section for a list of the supported formats.

On channels with the XDP (HD) license, for similar frame rates (25/50 fps or 29.97/59.95 fps), SD material transferred or recorded into the K2 Summit/Solo system along with its audio is up-converted when played on a HD output channel. Likewise, HD material is down-converted along with its audio when played on an SD output channel. HD and SD clips can be played back-to-back on the same timeline, and aspect ratio conversion is user configurable.

The K2 Summit/Solo system supports mixed clips with uncompressed and compressed (PCM, AC3, and Dolby) audio on the same timeline.

25/50 fps conversions on HD K2 Summit/Solo system models

The following specifications apply to K2 Summit/Solo system channels with the XDP (HD) license.

		Converted SD format	Converted HD format	Converted HD format
		625 at 25 fps	1080i at 25 fps	720p at 50 fps
Source SD format	625 at 25 fps	No conversion	Up-convert SD to HD	Up-convert SD to HD
Source HD format	1080i at 25 fps	Down-convert HD to SD	No conversion	Cross-convert from 1080i to 720p
	720p at 50 fps	Down-convert HD to SD	Cross-convert from 720p to 1080i	No conversion

29.97/59.95 fps conversions on HD K2 Summit/Solo system models

The following specifications apply to K2 Summit/Solo system channels with the XDP (HD) license.

		Converted SD format	Converted HD format	Converted HD format
		525 at 29.97 fps	1080i at 29.97 fps	720p at 59.94 fps
Source SD format	525 at 29.97 fps	No conversion	Up-convert SD to HD	Up-convert SD to HD
Source HD format	1080i at 29.97 fps	Down-convert HD to SD	No conversion	Cross-convert HD to HD
	720p at 59.94 fps	Down-convert HD to SD	Convert HD to HD	No conversion

Internationalization

When you enable internationalization on a K2 Summit/Solo system, you can name your media assets in a local language. The K2 Summit/Solo system supports the local language name as specified in the following table.

System	Internationalization support
Keyboard input and display	<ul style="list-style-type: none"> • English • Chinese • Japanese • French • German • Spanish • Cyrillic (Russian) • Portuguese • Korean
Media database	<ul style="list-style-type: none"> • All external views of movie assets can be represented as wide-file names. • AppCenter runs in Unicode. • Only movie assets and searchable User Data keys are Unicode.
Media file system	<ul style="list-style-type: none"> • Support for Kanji and wide-character file and folder names. • File-folder representation of movie are internationalized, as well as the QuickTime reference file it contains. • Key names (V:\PDR) remain unchanged, but are Unicode. • Elementary streams remain as GUIDs, but are Unicode.
K2 Summit/Solo applications	<ul style="list-style-type: none"> • Movie assets are described in Unicode. • Application user interfaces are Unicode compliant.
Protocols	Refer to "Remote control protocols" in "K2 System Guide".
FTP transfers	Refer to "FTP internationalization" in "K2 System Guide".

Names of media assets and bins must conform to the naming specifications for assets and bins.

Limitations for creating and naming assets and bins

Media assets and bins must conform to the following specifications.

Characters not allowed in asset and bin names

Position	Character	Description
Anywhere in name	\	backward slash
	/	forward slash
	:	colon
	*	asterisk
	?	question mark

Position	Character	Description
	<	less than
	>	greater than
	%	percent sign
		pipe
	"	double quote
At beginning of name	~	tilde
		space
At the end of name		space

Asset and bin name limitations

The maximum number of characters in an asset path name, including the bin name, is 259 characters. This includes separators such as "\" and parts of the path name that are not visible in AppCenter. The file system limits the number of bytes in a name as well as the number of characters. The values in this table apply to names in English and other languages referred to in ISO 8859-1. The full count of 259 characters might not be available with some other character sets.

Asset name, bin name, and path				
Sections of an asset/path name	The rest of the path name (i.e. everything apart from the bin and asset names)	Bin name	Asset media directory and extension	Asset name and extension
Naming limitation	This part of the path name is not visible in AppCenter.	The bin name can be up to 227 characters (which would leave room for only a 1-character asset name)	This part of the path name is not visible in AppCenter. The directory name is the same as the asset name. 4 characters are reserved for the extension.	The extension is not visible in AppCenter. At least 25 characters are reserved for the asset name and extension, even if they are not all used.
Example	<code>\media</code>	<code>\mybin1\mybin2</code>	<code>\MyVideo.cmf</code>	<code>\MyVideo.xml</code>

The following examples show how a path name would appear in AppCenter and in the file system.

In AppCenter:

```
V:\mybin1\mybin2\MyVideo
```

In the file system:

```
V:\media\mybin1\mybin2\MyVideo.cmf\MyVideo.xml
```

Bin nesting limitations

The K2 media database supports nine levels of nested bins. This includes the top level (first) bin. Exceeding this specification results in a database error. When creating a bin do not create a bin at level ten or deeper.

For example:

- The following is supported:

```
default\en\fr\es\de\it\be\dk\cn
```

- The following is not supported:

```
default\en\fr\es\de\it\be\dk\cn\jp
```

Formats supported for import and export

When you import or export files using the GV STRATUS application, your K2 Summit/SAN system does the actual import/export. Therefore, if a format is supported for import/export in the GV STRATUS application, it must be supported on the K2 Summit/SAN system.

The following formats are supported for import/export using the GV STRATUS application:

- GXF
- MXF
- QuickTime

In addition, the following formats are supported for import/export on K2 Summit/SAN systems. By using the K2 AppCenter application or other file interchange mechanisms supported on K2 Summit/SAN systems, these formats can be used to make assets available to the GV STRATUS system:

- AVI
- MPEG
- P2
- WAV

Refer to topics in this section for detailed information about file interchange with these formats.

About file interchange mechanisms on K2 systems

K2 Summit, Solo, and SAN systems can send and receive files as follows:

- File based import/export — This is based on a file that is visible from the operating system. For example, AppCenter import/export features are file based.
- HotBin import/export — This is file based import/export, with automated features that are triggered when a clip is placed in a bin. Some HotBin functionality requires licensing.
- FTP stream — This is file interchange via File Transfer Protocol (FTP).

GXF interchange specification

This specification applies to GXF file transfer, import, and export on K2 Summit, Solo, and SAN systems.

Streaming between online K2 systems supports complex movies and agile playlists of mixed format.

Formats are supported are as follows:

Supported formats		Notes
Video	DVCPRO25	—
	DVCPRO50	—
	DVCPRO HD	Super Slo-Mo requires software version 7.1.x or higher
	DVCAM	—
	MPEG-2	Includes all MPEG-2 formats (IMX, XDCAM, etc.) that can be stored on a K2 system
	AVC-Intra	—
	H.264	Playable on K2 Summit 3G system only. Can transfer to systems with K2 software version 8.x and higher.
	Avid DNxHD	Playable on K2 Summit 3G system only. Can transfer to systems with K2 software version 8.x and higher.
Audio	48 kHz	—
	16 bit, 24 bit	—
	PCM, Dolby-E, AC-3	—
Data	VBI	—
	Ancillary	—

Interchange mechanisms are supported as follows:

Mechanism		Support
File based	Import	Yes
	Export	Yes
FTP stream	Import	Yes
	Export	Yes

MXF interchange specification

This specification applies to MXF file transfer, import, and export on K2 Summit, Solo, and SAN systems.

MXF supports simple clips with a single video track only.

The following are not supported:

- Complex movies
- Multiple video tracks, such as 3D/Video + Key
- Lists of mixed formats or containing empty tracks, such as empty ancillary data or empty audio tracks
- Long GoP

Formats are supported are as follows:

Supported formats		Notes
Video	DVCPRO25	—
	DVCPRO50	—
	DVCPRO HD	Super Slo-Mo requires software version 7.1.x or higher
	DVCAM	—
	D10	See MXF export behavior for eVTR style D10AES3.
	MPEG-2	Includes all MPEG-2 formats (IMX, XDCAM, etc.) that can be stored on a K2 system
	AVC-Intra	—
	Avid DNxHD	Playable on K2 Summit 3G system only. Can transfer to systems with K2 software version 8.x and higher.
Audio	48 kHz	—
	16 bit, 24 bit	—
	PCM, Dolby-E, AC-3	—
Data	VBI	MXF supports either ancillary data packets or VBI lines in the data track but not both, so if ancillary data packets and VBI lines have been recorded into the K2 clip's data track, then the VBI lines will be dropped from the MXF data track on an MXF export.
	Ancillary	—

Interchange mechanisms are supported as follows:

Mechanism		Support
File based	Import	Yes
	Export	Yes
FTP stream	Import	Yes

Mechanism	Support
Export	Yes

With a special export option, you can export a completed continuous (loop) record clip as MXF or QuickTime, with the result being a flattened stream file. Recording must be complete before you export the clip, however you can make sub-clips while record is underway and export the sub-clips. For this feature, MPEG-2 long GoP is not supported.

MXF export behavior on K2 systems

Upon MXF export the K2 system checks clip structure for specifications as they apply to industry standard formats such as XDCAM and eVTR style D10AES3. If specifications match, the media is exported as the appropriate format.

The K2 system allows you to configure channels so that they no longer match the specifications for the industry-standard format. For example, you can add audio tracks to exceed the “# of Audio Tracks” specification for a D10AES3 channel. If you alter a clip in this way, on MXF export the K2 system exports the clip as MXF OP 1A but it is not the same eVTR style of MXF.

MXF Export Type

When importing and exporting MXF the K2 system behaves as follows, in relation to the MXF Export Type setting in K2Config or in K2 AppCenter:

- The MXF Export Type setting applies to all MXF exports on the K2 system. There is one setting for one K2 system. The K2 system can be a stand-alone K2 Summit/Solo system or a K2 SAN. If a K2 SAN, the one setting applies to the K2 Media Server with role of FTP server that handles exports for all SAN-attached K2 Summit systems.
- For export, the K2 system must be set to one of the following MXF Export Types:
 - SMPTE 377M
 - SMPTE 377-1
- By default the K2 system is set to SMPTE 377M.
- The SMPTE 377M setting is recommended for compatibility with older systems which do not support SMPTE 377-1.
- The following formats do not support SMPTE 377-1 export. Therefore these formats are always exported as SMPTE 377M, regardless of the MXF Export Type setting:
 - XDCAM HD clips with XDCAM HD/EX/HD422 compatible video
 - D10 media
- For import, both SMPTE 377M and 377-1 are supported at all times, regardless of the MXF Export Type setting. The MXF Export Type setting affects export only.
-

QuickTime interchange specification

This specification applies to QuickTime file transfer, import, and export on K2 Summit, Solo, and SAN systems.

QuickTime supports simple clips with a single video track only.

The following are not supported:

- Complex movies
- Multiple video tracks, such as 3D/Video + Key
- Lists of mixed formats or containing empty tracks, such as empty ancillary data or empty audio tracks
- Long GoP

Formats are supported are as follows:

Supported formats		Notes
Video	DVCPRO25	—
	DVCPRO50	—
	DVCPRO HD	Super Slo-Mo requires software version 7.1.x or higher
	DVCAM	—
	AVC-Intra	—
	D10/IMX	—
	XDCAM-HD	—
	XDCAM-EX	—
	XDCAM-HD422	—
	H.264	Playable on K2 Summit 3G system only. Can transfer to systems with K2 software version 8.x and higher.
Avid DNxHD	—	
Audio	48 kHz	Audio tracks handled as stereo pairs on export
	16 bit, 24 bit PCM	
Data	None	—

Interchange mechanisms are supported as follows:

Mechanism		Support
File based	Import	Yes
	Export	Yes
FTP stream	Import	No
	Export	No

With a special export option, you can export a completed continuous (loop) record clip as MXF or QuickTime, with the result being a flattened stream file. Recording must be complete before you export the clip, however you can make sub-clips while record is underway and export the sub-clips. For this feature, MPEG-2 long GoP is not supported.

QuickTime video and key import specification

This specification applies to importing a QuickTime file with two video tracks for video and key layout. This is a licensed feature.

The imported file must be QuickTime 32 with alpha RLE 32-bit raster encoding, as produced by the Apple Animation Codec.

Supported video formats for import are as follows:

Format		Scan	Frame Rate
SD video	720 x 480	Interlaced	29.97
	720 x 512	Interlaced	29.97
	720 x 576	Interlaced	25
	720 x 608	Progressive	25
HD video	1920 x 1080	Interlaced	29.97, 25
	1280 x 720	Progressive	59.94, 50

Supported audio formats for import are as follows:

Format		
Audio tracks (if present)	48 kHz	Mono or stereo
	16 bit, 24 bit	
	PCM	

Interchange mechanisms are supported as follows:

Mechanism		Support
File based	Import	Yes
	Export	No
FTP stream	Import	No
	Export	No

When K2 software imports a file that meets the above requirements, it creates a K2 clip with two video tracks, in formats as follows:

Format			Frame Rate	Data Rate
SD video	D10/IMX	720 x 512	29.97	50 CBR
	D10/IMX	720 x 608	25	50 CBR
HD video	AVC-Intra 100	1920 x 1080	29.97, 25	100 Mbps
	AVC-Intra 100	1280 x 720	29.97, 25	100 Mbps

Specifications

Audio tracks, if present are imported.

Timecode data is imported as K2 striped timecode. The first timecode value is the starting value and subsequent timecode is continuous.

The import process consumes system resource. Be aware of this if running other resource intensive processes during import.

Trademarks and Agreements

Trademarks

Grass Valley, GV STRATUS, GV Director, K2, Aurora, Summit, ChannelFlex, Dyno, Solo, ClipStore, Infinity, Turbo, Profile, Profile XP, NetCentral, NewsBrowse, NewsEdit, NewsQ, NewsShare, NewsQ Pro, and Media Manager are either registered trademarks or trademarks of Grass Valley USA, LLC. in the United States and/or other countries. GRASS VALLEY® is a registered trademark. Grass Valley USA, LLC. products are covered by U.S. and foreign patents, issued and pending. Additional information regarding Grass Valley USA, LLC. trademarks and other proprietary rights may be found at www.grassvalley.com. Other trademarks and logos used in this document are either registered trademarks or trademarks of the manufacturers or vendors of the associated products, such as Microsoft® Windows® operating system, Windows Media® player, Internet Explorer® internet browser, and SQL Server™. QuickTime and the QuickTime logo are trademarks or registered trademarks of Apple Computer, Inc., used under license therefrom. AVCHD and the AVCHD logo are trademarks of Panasonic Corporation and Sony Corporation. Avid DNxHD is a registered trademark of Avid Technology, Inc., a Delaware corporation.



JPEG acknowledgment

This software is based in part on the work of the Independent JPEG Group.

Glossary

Advanced Logging

The tool that creates and customizes logging of assets.

Advanced Search

The functionality provided by the Advanced Search tool, which includes the ability to search by multiple criteria.

Application Window

An application's main surrounding window, in which the application's panels are docked.

Asset

A physical or logical entity defined and managed by the Grass Valley system.

Asset List

The panel that displays the list for the item currently selected in the Navigator panel or the search results.

Asset type icon

An icon that indicates the type of asset.

Assignment List

The tool that creates placeholders for clips and coordinates with rundown stories on the Newsroom Computer System and with Aurora Payout.

Authorization Manager

Settings in the GV STRATUS Control Panel that assign licenses and permissions to users and groups.

Bin

On a K2 system, a folder that contains media.

Button Panel

The panel that creates and assigns logging buttons.

Channel Panel

The tool that includes channels and channel gangs for controlling one or more K2 channels.

Channel Panel configuration

The settings that you configure to create a Channel Panel. When the Channel Panels node is selected under the Tools item in the Navigator, the settings appear as an item in the Asset List.

Clip

A single media asset with video and/or audio, timecode, and associated metadata.

Composite panel

A panel that contains one or more panels.

Conform Engine

The service that renders a complex asset, such as a GV STRATUS sequence, into a simple clip.

Conform Server

A GV STRATUS server dedicated to hosting the Conform Engine Service. This service renders a complex asset, such as a GV STRATUS sequence, into a simple clip.

Control Point PC

A network connected PC that is an optional component of the Grass Valley system. It serves as the central configuration location for the Grass Valley system. It runs applications such as the GV STRATUS Control Panel application, the SiteConfig application, the K2Config application, and the NetCentral application.

Control Tray

The toolbar that opens on the bottom of a GV STRATUS component that displays video. The Control Tray contains buttons for transport control, markup, and other functions.

Copy

A complete copy of an asset.

Crash Record

Start a recording without specifying a clip name.

Dashboard

The tool that displays a dynamic system overview of the activity on the GV STRATUS system, such as channel usage and storage capacity.

Details view

The list view format that displays each asset as a multi-column row.

Drop target

The graphic that appears when hovering an undocked panel over another panel or over the application window. The graphic indicates the area in which the panel is docked if the panel is dropped on the graphic.

EDIUS XRE Server

A server dedicated to hosting EDIUS XRE Management Server/XRE Node and XRE Monitor (management node) software. This software performs a rendering process when exporting a project created in EDIUS.

Event (Playlist)

A clip, trigger, or other entity that is one of the items in a playlist.

Event (Scheduler)

An item that marks the time that a recording or other action is scheduled to occur.

Feed Ingest

Operations performed by the Scheduler tool where K2 system channels are configured to record clips.

Focus

The state of a user interface component in which the component is currently receiving the input from the keyboard or mouse.

Folder

A physical or logical container. It can be a physical directory on a computer's file system or a database record managed by a Grass Valley system database.

FT server

The fault tolerant server that provides a platform for Grass Valley system devices, such as the GV STRATUS Core server.

Gang

Two or more channels that can be controlled as a single unit. A channel in a gang is referred to as a ganged channel. A channel that is not in a gang is referred to as a single channel.

Grass Valley system

The applications with their database(s) and supporting infrastructure that manage assets for one or more Grass Valley products.

House Number

The panel that populates the house number list and links assets to house numbers from the traffic system.

Ingest Database

The database for the Scheduler tool.

Inspector

The panel that displays details of the asset currently loaded.

K2Config

Grass Valley's application for configuring the K2 Storage Area Network (SAN).

K2 Media Server

The K2 Media Server product, which is a K2 SAN device. It can have the role of file system manager and other roles.

K2 Nearline SAN

A large pool of offline K2 storage to which files can be saved. Suitable for media file transfer. Does not support record or play.

K2 SAN

The K2 Storage Area Network, including K2 Media Server, K2 RAID, and K2 SAN-attached systems. This term applies to an online or production SAN except if it is specified as a nearline SAN.

K2 Solo system

The K2 Solo Media Server product.

K2 Summit SAN-attached system

A K2 Summit system with media storage on a K2 SAN. Applies to K2 Summit (3G) Production Client and K2 Summit Transmission Client products.

K2 Summit standalone system

A K2 Summit system with internal or direct-connect media storage. Applies to K2 Summit (3G) Production Client and K2 Summit Transmission Server products.

K2 Summit system

A K2 Summit system of any storage type, including standalone internal/direct-connect or SAN-attached shared media storage. Applies to K2 Summit (3G) Production Client and K2 Summit Transmission Server/Client products.

K2 system

K2 product family servers, clients, and SANs, either individually or combined as a system. This includes K2 Media Clients, K2 Summit (3G) Production Clients, K2 Summit Transmission Servers/Clients and K2 Solo Media Servers with standalone, direct-connect, or SAN storage, as appropriate for the product.

Keyword

A section of a clip that has duration, as defined by an in point and an out point, with its associated metadata.

Launch

Opening a tool or other component to expose the controls and functionality that you can use to accomplish a task.

Lease

A license that is checked out to a particular user. For the period of time that the license is checked out to that user, the user has a lease on that license.

License Management Database

The database for the assignment of GV STRATUS licenses and roles to groups and users

Log Panel

The panel that displays keywords and markers of assets.

Marker

A specific point in a clip, as defined by timecode, with its associated metadata.

MDI

MDI is the acronym for Managed Device Interface. An MDI is a software component that provides an interface for the GV STRATUS database to access a device. Typically these are devices on which media resides, such as K2 systems, NAS devices, and archive devices. Each type of device has its own MDI. For most MDIs, the MDI software component is hosted on the GV STRATUS Core server, rather than being hosted on the same machine that it accesses.

Media ID

Metadata assigned to a disk or directory that contains a group of clips that can be imported via RMI.

Navigator

The panel that contains the tree-view.

Panel

A UI component that can be undocked and docked in an application window.

Permissions

Access to files or directories that can be assigned to user groups.

Playback

Playing an asset, such as a clip or playlist.

Playlist

An asset type consisting of a series of events. A playlist contains only events, transitions, and other features supported on the K2 system channel.

Playlist Editor

The tool that creates and modifies playlists. This tool uses a K2 channel.

Proxy Encoder

A GV STRATUS server that creates low-resolution proxy assets. If a high-resolution asset does not yet have associated proxy, the Proxy Encoder creates it. The Proxy Encoder software that provides this functionality can run on a dedicated Proxy Encoder server or on a GV STRATUS server that has other roles as well, such as a GV STRATUS Express server.

Proxy server

The GV STRATUS server on an online or production K2 SAN that provides access to the low-resolution proxy media stored on the SAN. The server has the role of Proxy K2 SAN Server and SNFS file system client.

Proxy Storage

A K2 Nearline SAN that stores low-resolution proxy media for a GV STRATUS system. A GV STRATUS Core Services server takes the role of file system server for the Proxy Storage.

Proxy Storage file system server

The GV STRATUS server on a dedicated Proxy Storage system that provides access to the low-resolution proxy media stored on the system. The server has the roles of Proxy Storage Server and SNFS file system server for the Proxy Storage system.

RMI

RMI is the acronym for Removable Media Interface. It is the tool that populates and ingests files from multiple removable media devices such as P2 and XDCAM. RMI tool is for iSCSI GV STRATUS app clients only.

Role

Functionality that can be assigned. In the SiteConfig application, it is software functionality assigned to a device. In the GV STRATUS application, it is licensed functionality assigned to a user or group.

Rules Engine Database

The database for the Rules Engine. Stores the rules and the current state of the active rules. This is a SQL database. The database name is RulesEngine.

Salvo

A pre-defined and re-usable set of clips to load into a specific channel.

Scheduler

The tool that schedules events to be recorded.

Scrub bar

The control that allows you to navigate through a clip using your mouse. The scrub bar slider provides click and drag mouse operations.

SDB

SDB is the acronym for Simple Database, which is the database server component for Aurora Payout. It provides status on clips and on playlists associated with NCS rundowns.

Section

A panel's subdivision, such as the Explore section of the Navigator panel.

Segmentation

The tool that creates segments from assets.

Send Message

The tool that sends and receives messages and attachments between users logged on to GV STRATUS applications.

Sequence

An asset consisting of a series of events for EDL exchange with an editor or creating finished stories for payout.

Sequence Viewer

The tool that plays sequences and playlists.

Shortcut

The representation of an asset that operates as a copy of the asset but is actually a reference that points to the original asset.

Show/Hide button

The button that shows or hides an interface component. For example, the Show/Hide button that shows or hides transport controls in a Channel Panel.

Show/Hide tab

The tab that indicates the position of a hidden panel. When the tab is clicked, the panel slides open (shows).

Simple Search

The functionality provided by the Simple Search tool, which is the ability to search by a single search term.

SiteConfig

Grass Valley's application for network configuration and software deployment.

Source Viewer

The tool that plays assets and provides controls for adding markers, keywords, and other features.

Storyboard Editor

The tool that creates and modifies sequences. This tool does not use a K2 channel.

GV STRATUS

Grass Valley's media workflow application framework. Applications include the GV STRATUS application and the GV STRATUS Control Panel.

GV STRATUS Common server

A GV STRATUS server with common roles, excluding the role of Core Server and Proxy Server. This server provides licensing and user preference functionality on typical GV STRATUS systems where there are multiple GV STRATUS servers.

GV STRATUS Control Panel

The GV STRATUS application that provides central configuration of the software components of the GV STRATUS system.

GV STRATUS Core server

A GV STRATUS server that has the role of Core Services on a system with multiple GV STRATUS servers. The server provides media management functionality, including the GV STRATUS database and associated software components.

GV STRATUS Core Services

The software components that provide the underlying functionality to GV STRATUS applications. The components run as services on one or more GV STRATUS Core Services servers.

GV STRATUS Database

The database that provides the core asset management functionality to the GV STRATUS system.

GV STRATUS Express server

A GV STRATUS server with all the roles necessary for a basic GV STRATUS system, including the role of Proxy Express Server. The server has larger drives than other GV STRATUS servers to accommodate the low-resolution proxy media that is stored on the local server. This server is designed for use on smaller GV STRATUS systems where no other GV STRATUS servers or proxy systems are present.

Subclip

A clip created by referencing a portion of media from a parent clip. The subclip does not contain any actual media. Rather, it points to the media in the parent clip.

Tag

A metadata entry that has no timecode information. In the GV STRATUS application this applies to an entire asset rather than to a particular point or section in an asset.

Take control

To take control of a K2 system channel that is currently being controlled by another. This can occur when two people are using the application on different PCs and one person opens or adds a channel that is in use by the other person.

Tally indicator

The colored bar or rectangle that indicates the current status (recording, playing, etc) of a channel gang or an individual channel.

Thumbnails view

The list view format that displays each asset as a small rectangular image.

Tiles view

The list view format that displays each asset as a small rectangular image with asset property information to the right.

Transition

The place between two events in a playlist or sequence. A cut and an effect are examples of a transition.

View Mode

The visual representation of a list of items. Modes include detail, tile, and thumbnail views.

Web Monitor

The tool that displays a web page.

WfPersistence Database

The database for the runtime data of the workflow engine. Stores the current state of running workpackages. This is a SQL database. The database name is WfPersistence.

Workflow Database

The database for the workflow engine. Stores the workflow templates. This is a SQL database. The database name is MediaFlow.

Workflow Server

A GV STRATUS server dedicated to hosting the Workflow Engine Service, the Rules Engine Service, and the Xcode Control Engine Service. These services support rules-based operations.

Working Bin

The bin on a K2 system into which one or more channels record.

Workspace

The layout of docked and undocked panels that are part of an application.

Xcode Control Engine

The service that controls a third-party transcode application to support rules-based transcode operations.

Index

A

- AC3
 - playout specifications 296
- Adobe Premiere Pro
 - GV STRATUS Plug-in
 - in Adobe Premiere Pro 190
 - launch in Adobe Premiere Pro 192
 - importing assets 196
 - launching GV STRATUS Plug-in 192
 - modifying asset metadata 196
 - navigating GV STRATUS assets 194
 - searching assets 195
 - setting up GV STRATUS plug-in 191
 - using GV STRATUS Plug-in 190
- Advanced Logging
 - about 199
 - about Button Panel 201
 - about Log Panel 201
 - adding blank logging buttons 211
 - adding button panels 206
 - adding logging buttons 208
 - adding logging tools 203
 - changing user preferences 217
 - deleting logging buttons 215
 - importing keywords and markers configuration 223
 - logging tool controls 201
 - marking using logging buttons 212
 - modifying logging buttons 215
 - pinning logging buttons 215
 - using markers to add event to sequence 214
 - viewing keywords and markers 218
 - viewing logging history 222
- application
 - status 275
 - troubleshooting 278
- archives
 - partially restoring assets 162
 - restoring assets 161
 - searching assets 159
 - transferring assets 158
- aspect ratio
 - playout specifications 296
- asset
 - printing 73
- Asset List
 - about 17
 - buttons 18
 - creating new 56
- assets
 - previewing in the Source Viewer 168
 - adding markers using logging buttons 212
 - archiving 158
 - colors 50
 - deep copies 66
 - deleting 57, 66
 - explore with Navigator 49
 - filtering 57
 - indicators 50
 - ingesting 32
 - loading into Inspector from Channel Panel 145
 - locking 56
 - locking multiple 57
 - logging 199
 - naming specifications 298
 - opening in EDIUS XS 184
 - partially restoring 162
 - Quick Start guide 32
 - relationships 75
 - restoring 161
 - restoring from archives 160
 - Search tool 59
 - searching 59
 - searching archives 159
 - sending for playback 154
 - shallow copies 66
 - transferring to and from bins 152
 - transferring to archives 158
 - transferring with Send Destination 153
 - viewing 68
 - viewing in full screen 68
 - viewing in next display monitor 69
 - viewing properties 75, 181
 - views and groups 49
- Assignment List
 - about 225
 - adding placeholders 232

Assignment List (*continued*)

- controls 226
- adding new sequence 235
- buttons 226
- changing user preferences 227
- creating new sequence in EDIUS XS 239
- modifying placeholder metadata 237
- viewing placeholder properties 237

audio overlay

- Source Viewer 166

Aurora Playout

- inserting placeholders from GV STRATUS 256
- linking clips automatically from GV STRATUS 256
- using GV STRATUS Plug-in 255

AVC-Intra

- codec specifications K2 Summit and Solo 294

AVC-Ultra

- codec specifications K2 Summit and Solo 295

Avid DNxHD

- codec specifications K2 Summit 296

B

bins

- creating 66
- naming specifications 298
- nesting limitations 300

Button Panel

- controls 201
- deleting buttons 215
- modifying 214
- modifying buttons 215
- pinning buttons 215

buttons

- add remove 14
- Storyboard Editor 174
- Viewer Panel 167
- Sequence Viewer 176

C

Channel Panel

- add remove buttons 14
- buttons 116
- router settings 139
- configuring user preference 117
- copying configuration 125
- creating 119
- input focus 145

Channel Panel (*continued*)

- keyboard shortcuts 145, 280
- launching and closing 121
- loading assets into Inspector 145
- managing configurations 148
- markers 147
- modifying clip name 145
- modifying configuration 124
- modifying while in use 123
- playing clips 131
- Quick Start guide 27
- recording clips 125
- resizing channels and gangs 124
- salvos 137
- tool overview 115

channels

- adding reservation 90
- reconnecting to K2 system 149

characters

- not allowed in asset and bin names 298

clearing

- a mark-in point 169
- a mark-out point 169

clips

- editing properties 107
- importing with RMI 112
- merging into groups 111
- previewing with RMI 106
- checking missing clips 236
- locating currently loaded in channel 137
- trimming in RMI 112
- using scrub bar to navigate 145
- using timecode to navigate and mark 147

codec

- K2 Summit and Solo specifications 292

configuring

- RMI settings 103

conform

- complex assets 156
- transferring with Send Destination 153

converting

- 25 and 50 fps specifications 297
- 29 and 59 fps specifications 297

crash record

- events 91

creating

- a mark-in point 169
- a mark-out point 169
- playlists 142

customizing
workspaces 14, 267

D

D10AES3
MXF export 303
deleting 138
events 96
recurring events 97
assets 66
do not ask again, reset 265
docking and undocking 270
workspaces 270
Dolby
playout specifications 296
down-convert, *See* converting
download, progressive 70
DV
codec specifications K2 Summit and Solo 293

E

editing
clip properties 107
EDIUS XRE Monitor 189
EDIUS XS
adding asset to timeline 187
editing for production using STRATUS 41
GV STRATUS Plug-in
in EDIUS XS 181
launching sequence from STRATUS 179
logging on to GV STRATUS 182
opening GV STRATUS 184
opening GV STRATUS assets 184
sending asset for playout 187
trouble launching 277
using GV STRATUS Plug-in 181
viewing GV STRATUS asset 185
ENPS
assigning playout channels 245
creating placeholders automatically 243
inserting placeholders manually 244
log on to GV STRATUS 242
using GV STRATUS Plug-in 241
event
editing 177
events
adding 84

events (*continued*)
adding backup events 89
adding recurring events 87
adding with Quick Schedule 86
crash record 91
deleting 96
extending 95
locating 91
modifying 92
moving 96
deleting recurring events 97
modifying metadata 94
previewing 97
saving as templates 98
status colors 83
viewing metadata 94
eVTR
MXF export 303
exporting
assets from K2 Summit 152
supported formats 300

F

file interchange, *See* transferring
file paths
locating 17
frames
25 and 50 fps conversions specifications 297
29 and 59 fps conversions specifications 297
FTP
transfer internationalization specifications 297
full screen
application window 15

G

groups
STRATUS asset view 49
GV STRATUS Plug-in
in Aurora Playout 255
in ENPS 241
in iNEWS 246
in Octopus 248
in OpenMedia 252
GXF, *See* transferring

H

- H.264
 - codec specifications K2 Summit 294
- hidden windows, reset 265
- House Number
 - linking assets 262
 - tool overview 261

I

- illegal characters
 - in asset and bin names 298
- importing
 - files 151
 - supported formats 300
- iNEWS
 - assigning playout channels 247
 - setting embargo status 247
 - using GV STRATUS Plug-in 246
- Inspector
 - about 18
 - keyboard shortcuts 279
 - reordering properties 74
- internationalization
 - support specifications 297

J

- J, K, L keys
 - transport control keyboard shortcuts 169
- Jobs List
 - for monitoring imports, exports, or transfers 156

K

- K2 Summit
 - supported transfer formats 300
- keyboard shortcuts
 - all 286
 - Channel Panel 280
 - Inspector 279
 - Playlist Editor 281
 - Scheduler 282
 - Segmentation 282
 - Sequence Viewer 282
 - Source Viewer 283
 - Storyboard Editor 285

- keywords
 - adding 171
 - navigating 173

L

- languages
 - installing language pack 266
 - internationalization specifications 297
- lists
 - add remove columns 55
 - managing 52
 - sorting 54
 - viewing 52, 53
- loading an asset in the Source Viewer 168
- logging in
 - to STRATUS 12
- Logging in
 - ENPS 242
- logging tools
 - modifying 214
- logical assets 49

M

- mark-in
 - clearing 169
 - creating 169
 - navigating to 169
- mark-out
 - clearing 169
 - creating 169
 - navigating to 169
- markers
 - adding 172
 - adding to playlist 174
 - navigating 173
 - Channel Panel 147
 - editing for production using EDIUS and STRATUS 41
- Media ID
 - adding 106
- message tool, See Send Message
- metadata
 - adding or modifying 72
 - custom, in Asset List 55
 - custom, in Inspector 73
- missing clips
 - checking 236

mouse wheel
 for transport control 169

MPEG
 codec specifications K2 Summit and Solo 293

multiple sites 69

MXF
 See also transferring
 eVTR D10AES3 export 303
 See also transferring

N

naming
 asset and bin length limitations 299
 asset and bin specifications 298

navigating
 to keywords or markers 173

Navigator
 about 15
 adding Favorites 51
 browse bins and sub-bins 50
 deleting Favorites 52
 Explore section 49

newsroom basic license
 about 241

Newsroom Computer System
 newsroom basic license 241
 using GV STRATUS Plug-in 241

O

Octopus
 creating placeholders automatically 249
 inserting clips manually 250
 linking clips manually 252
 using GV STRATUS Plug-in 248

opening
 playlists 144

OpenMedia
 creating placeholders automatically 253
 inserting placeholders manually 255
 linking assets 255
 loading rundowns 254
 sending assets for playback 255
 using GV STRATUS Plug-in 252

P

panels
 customizing 14, 267
 docking and undocking 270
 finding 268
 hiding 269
 opening 272
 showing 267
 showing from show/hide tab 269
 showing when closed 269
 undocking 270
 workspaces
 showing panels 267

partial file restore 162

PCM
 playout specifications 296

physical assets 49

placeholders
 adding 232
 viewing properties 237
 adding new sequence 235
 creating automatically in ENPS 243
 deleting 234
 inserting from GV STRATUS 256
 inserting manually in ENPS 244
 linking to clips in RMI 109
 linking with Send Destination 153
 modifying 234
 viewing metadata 237

playing
 format specifications 296

Playlist Editor
 add remove buttons 14
 about 140
 keyboard shortcuts 281
 loading playlist 144

playlists
 adding markers 174
 creating 142
 locating currently loaded in channel 137
 opening 144

Playout
 integrating with traffic 257

previewing
 clips with RMI 106
 video 25

progressive download 70

properties
reordering 74

protocols
internationalization specifications 297

proxy
regenerating 77
verifying association 76

Q

Quick Schedule
adding events 86

Quick Start guides
Channel Panel 27
editing for production using EDIUS and STRATUS
41
ingesting assets 32
using Storyboard Editor tool for production 36

QuickTime
See also transferring
video and key import specification 305
See also transferring

R

recording
adding events 84
crash record 91
using Channel Panel 125

recurring events
deleting 97
adding 87

remote sites 69

RMI
about 101
adding media 105
controls 103
importing clips 112
merging clips into groups 111
previewing clips 106
accessing media 104
buttons 103
configuring settings 103
format specifications 102
linking clips to placeholders 109
trimming clips 112

router
settings in Channel Panel 139

rundown
transferring with Send Destination 153

S

salvos
about 137
creating 138
loading 138
modifying 139

Scheduler
about 79
adding channel reservation 90
adding events with Quick Schedule 86
adding templates 100
controls 80
creating templates 98
saving events as templates 98
buttons 80
keyboard shortcuts 282
previewing events 97
status colors 83
view modes 81

scrub bar
using to navigate through clips 145

searches
advanced, query syntax 60
determine location 63
saving 65
Simple Search tool 59
using Search tool 59

Segmentation
adding Segmentation panel 259
assigning segments 260
buttons 258
deleting Segmentation panel 261
deleting segments 261
keyboard shortcuts 282
renaming segments 261
tool overview 257

send destination
transferring 153

Send Message
about 21

Sequence Viewer
about 175
buttons 176
keyboard shortcuts 282

sequences
 creating 177
 creating in Assignment List for EDIUS XS 239
 editing 177
 editing for production using EDIUS and STRATUS 41
 launching in EDIUS XS 179
 playing 179

Source Viewer
 previewing an asset 168
 using audio overlay 166
 keyboard shortcuts 283

splitting
 event 144, 177

status
 channel 148
 colors, stories 226

stories
 status colors 226

Storyboard Editor
 buttons 174
 keyboard shortcuts 285
 Quick Start guide 36
 using for production 36

STRATUS
 about product 11
 about tools 20
 about the application 13
 logging in 12
 previewing video 25

STRATUS client PCs
 system requirements 291

subclip
 create, inheritance 170

T

templates
 adding 100
 creating 98
 saving events 98

timecode
 identifying and selecting type 146
 using to navigate and mark clips 147

tools
 about 20

track
 status of EDL sends 189

Traffic
 integrating with Playout 257

transferring
 file format specifications 300
 GXF specifications 301
 MXF specifications 301
 QuickTime specifications 303
 QuickTime video and key import specifications 305

transform controls
 mouse wheel 169

transitions
 adding, removing, modifying 178

transport controls
 J, K, L keyboard shortcuts 169

troubleshooting tips
 application 278

U

up-convert, See converting

V

video and key, See QuickTime

View Mode
 about 52, 53

viewer
 full screen 68
 in next display monitor 69
 restoring to normal size 68

Viewer
 add remove buttons 14
 buttons 167

viewing assets 68

W

Web Monitor
 about 22

workspaces 270
 about customizing 14, 267
 copying 272
 customizing 14, 267
 deleting 273
 finding panels 268
 loading 273
 reordering 273
 saving 271
 show/hide tab 269

workspaces (*continued*)
 showing closed panels 269

workspaces (*continued*)
 showing panels from show/hide tab 269